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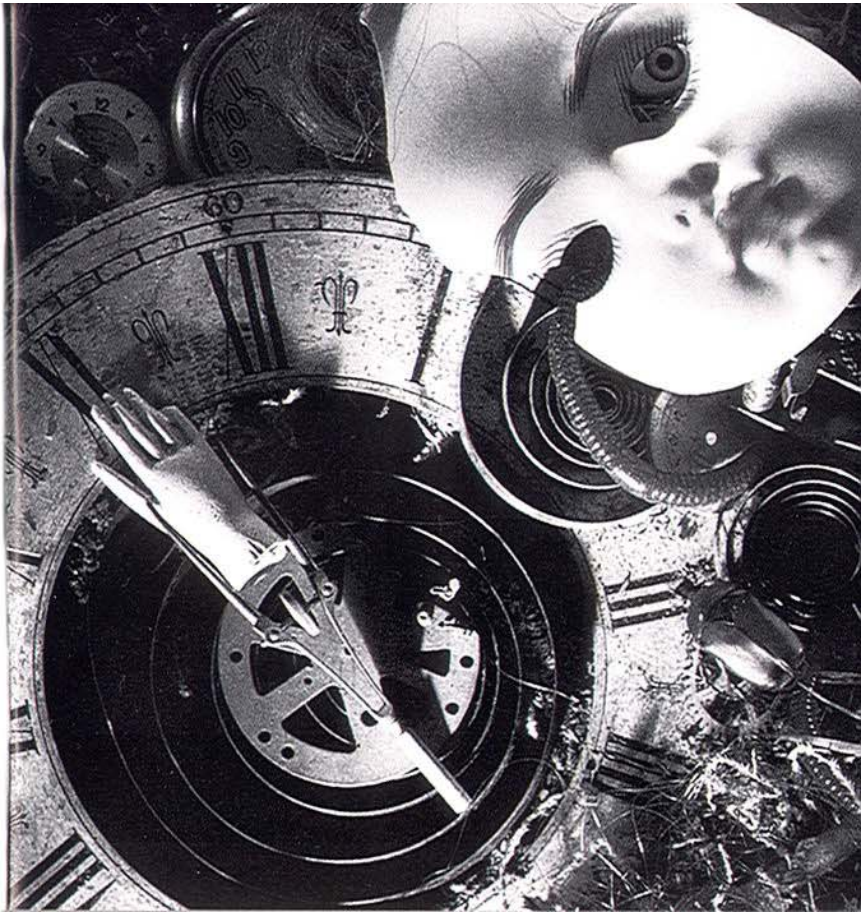


PC CD-ROM

THE 11th HOUR

The sequel to The 7th Guest™

INSTRUCTION MANUAL





CONTENTS





- 4 WELCOME TO MY HOUSE
- 8 GETTING STARTED
 - Minimum Hardware
- 9 Supported Audio Cards
 - Recommended Hardware
- 10 RUNNING THE 11TH HOUR:
THE SEQUEL TO THE 7TH GUEST
 - Quick Start
- 12 Windows® 95 Users
 - The Startup Screen
- 14 Running *The 11th Hour: The sequel to The 7th Guest*
- 15 Controlling Your Environment
- 17 Icons
- 19 The GameBook Display Screen and Controls
- 21 Loading and Saving
- 23 Time And Reality
- 24 Treasure Hunts
- 25 Puzzles
- 26 Matching Wits with Stauf
 - Your Techno-Psychic Ally
- 27 TROUBLE-SHOOTING
 - If *The 11th Hour: The sequel to The 7th Guest* doesn't start
when you type "go"
 - README
 - Digital Hardware Not Configured Properly
 - Vesa Drivers
 - The Audio Is Breaking Up
 - Caring for Your CDs
 - If All Else Fails...
- 32 Hints
- 33 CREDITS




" W E L C O M E T O M Y H O U S E "

In upstate New York lies Harley on the Hudson, a little town where **supernatural things** are said to have happened. A strangely quiet place where, amidst the misery of the Great Depression, an enigmatic drifter named Henry Stauf built a toy making empire...

Little is known of the mysterious genius Henry Stauf, only that he crafted incredible toys from his dreams. It was said, "A Stauf toy is a toy for life," and, quickly, Stauf's toys became among the most celebrated and sought after in all the world.



Stauf grew wealthy, and he built a mansion for himself — a **bizarre** estate fashioned from a dream. But then the deadly virus came — a virus killing only the children — stealing their lives as they lay feverishly in bed clutching their Stauf toys. And suddenly, without explanation, Henry Stauf closed the doors of Stauf's Wonderworld Toys...forever.  Withdrawn and reclusive, Stauf confined himself to his mansion, hidden behind a veil of **shadows**, shrouded in secrets untold. For years the mansion stood silent, brooding, and nothing more was heard from Henry Stauf. Nothing.  Until one evening Stauf invited six guests to spend the night, luring them with a promise to fulfill each person's most **secret** desire...  No one knows what took place within the walls of Stauf's mansion that dark night. None of the guests were ever seen or heard from again. And Henry Stauf seemed to have vanished into the rooms, the corridors, the very air of his most **sinister** creation.  It is now 1995 and you, as Carl Denning Jr., are an investigative reporter for the television series "Case Unsolved." Robin Morales, your producer,

and erstwhile lover has mysteriously vanished while gathering background information surrounding the series of grisly murders and disappearances in the otherwise quiet little town of Harley on the Hudson.  Your only **solid lead** is a portable computer called the GameBook which was delivered to you — postmarked Harley, NY. Perhaps it was sent by Robin. Perhaps it is the evil handiwork of Stauf himself, updating his craft to meet the demands of the '90s.  You decide to drive to Harley that very night, going directly to the Stauf mansion to track down Robin. You **discover** nothing at first, other than a decaying, abandoned interior filled with the artifacts of a past era. Along the way, you not only stumble across some unsavory and horrifying clues, but you may find out even more than you could ever imagine — much more!  When you've gathered all the necessary facts, and have solved the many mysteries and **puzzles** within the weathered walls of Stauf's mansion, you will have to make yet one more difficult choice. It is a choice that you will have to live with for the rest of your life, however long that may be...



GETTING STARTED

TO RUN THE 11TH HOUR: THE SEQUEL TO THE 7TH GUEST™, YOU MUST HAVE:

- * 80486DX2 66 Mhz or faster microprocessor
- * 8MB RAM
- * Local Bus Video
- * CD-ROM drive with minimum 300k per second transfer rate
- * Sound card with PCM sound
- * Hard drive with 4MB of free space
- * MSCDEX version 2.2 or higher
- * MS DOS 5.0 or higher, or Windows® 95
- * Mouse

THE 11TH HOUR: THE SEQUEL TO THE 7TH GUEST SUPPORTS THE FOLLOWING AUDIO CARDS:

Roland MIDI cards MT-32, LAPC-1, Sound Canvas, SCC-1, RAP-10, Sound Blaster (and compatible sound cards), Sound Blaster Pro/Deluxe, Sound Blaster 16/ASP, Sound Blaster AWE 32, Pro Audio Spectrum (and 16 compatible sound cards), Gravis Ultrasound, Ensoniq Soundscape.

RECOMMENDED HARDWARE

- * Pentium P-60 or faster processor
- * 8MB of RAM
- * 16-bit General MIDI compatible sound card
- * 2MB PCI video card
- * CD-ROM drive with 300k per second or faster transfer rate



RUNNING THE 11TH HOUR: THE SEQUEL TO THE 7TH GUEST

QUICK START

If you have previously installed *The 7th Guest* on your hard drive *The 11th Hour: The sequel to The 7th Guest* can expedite the configuration process by using the information in the GROOVIE.INI file from your ID\T7G directory.

The 11th Hour: The sequel to The 7th Guest can also detect system configuration files used in most popular games.

STARTING THE 11TH HOUR: THE SEQUEL TO THE 7TH GUEST

Insert *The 11th Hour: The sequel to The 7th Guest* disc 1 into your CD-ROM drive (because inserting it into a floppy drive causes a serious performance drop!), and in DOS go to the prompt for that drive (usually "D").

Type "go" to configure and start *The 11th Hour: The sequel to The 7th Guest*.

Once configured, *The 11th Hour: The sequel to The 7th Guest* may be run from either disc.

Upon subsequent visits to *The 11th Hour: The sequel to The 7th Guest*, please follow the above directions in this section.

FOR WINDOWS® 95 USERS

Upon inserting disc 1 into your CD-ROM drive, *The 11th Hour: The sequel to The 7th Guest* will automatically launch.



If you exit *The 11th Hour: The sequel to The 7th Guest* but leave the disc in the drive, an icon will remain which upon double-clicking will restart *The 11th Hour: The sequel to The 7th Guest*.

ON THE WORLD WIDE WEB...

Trilobyte's WWW site may be found at:
<http://www.tbyte.com>

Virgin Interactive Entertainment's WWW site may be found at:
<http://www.vie.com>

THE STARTUP SCREEN

After *The 11th Hour: The sequel to The 7th Guest* has been configured and is running the startup screen will appear. This is a menuing interface where the user is given several options. From here, you may decide to run *The 11th Hour: The sequel to The 7th Guest*, view *The Making of The 11th Hour: The sequel to The 7th Guest*, or preview the trailer for Trilobyte's next title release. You may also make changes to your audio or video configurations as well as view the most recent README information.

RUNNING THE 11TH HOUR: THE SEQUEL TO THE 7TH GUEST

Once *The 11th Hour: The sequel to The 7th Guest* has been launched and is running, the monitor adjust screen will appear. Follow the instructions on the screen to ensure that you have the correct balance of contrast and brightness on your monitor to better enjoy *The 11th Hour: The sequel to The 7th Guest*.

After you have clicked on the "X" in the eye socket of the foremost skull, the game will begin.

Upon running *The 11th Hour: The sequel to The 7th Guest* for the first time the introduction will play in its entirety.

If you have previously saved your progress and are restarting *The 11th Hour: The sequel to The 7th Guest*, the GameBook will appear and the display screen will prompt the player with the following options:

ENTER to start a new session of *The 11th Hour: The sequel to The 7th Guest*.

LOAD to load a saved session.



CONTROLLING YOUR ENVIRONMENT

The 11th Hour: The sequel to The 7th Guest allows you to adjust the volume and balance of the audio.

VOLUME CONTROL

The UP ARROW key increases the general audio volume which may also be decreased by pressing the DOWN ARROW.

AUDIO BALANCE

The RIGHT ARROW key increases the voice level and decreases the music level. The LEFT ARROW key increases the music level and decreases the voice level.



ICONS

The 11th Hour: The sequel to *The 7th Guest* is designed to be played using a single button point-and-click device. To move through the house, simply move the animated cursor around the screen. The house contains a number of psycho-kinetic hot spots. When positioned over such an area, the cursor changes according to the nature of the hot spot. Clicking the left selection button unleashes the psycho-kinetic energy lying therein. A list of the various icon types is given below:



THE BEEPER ICON indicates when you should access your GameBook.



THE STYLUS HANDS act as the cursors to access and use the GameBook. Inactive keys or hotspots are indicated with the empty hand.



THE BECKONING HANDS for forward, right and left allow you to move to a new location or turn up to 360 degrees within the environment. Holding down the button increases the speed of movement.



THE WAGGING HAND means that no action may be performed here.



THE GRABBING HAND allows you to select certain objects within the house.



THE THROBBING BRAIN indicates the presence of active puzzles and games.



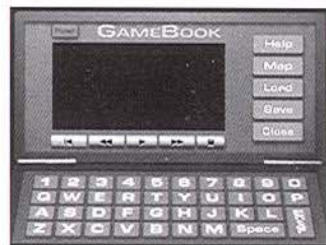
THE ROLLING EYEBALL allows you to select puzzle or game pieces for movement.



THE PULSING EYEBALL appears during puzzle or game play when there is more than one possible move.



THE GAMEBOOK DISPLAY SCREEN AND CONTROLS



ACCESSING THE GAMEBOOK

In order to access the GameBook, move the cursor to the top of the screen until you see the Stylus icon. Click the selection button and the GameBook will appear. The following elements are part of the GameBook's controls.

DISPLAY SCREEN - Enables you to see the clues to the Treasure Hunts in text form as well as the playback of dramatic events. Clicking upon this screen allows you to play video or close the GameBook and return to *The 11th Hour: The sequel to The 7th Guest*.

HELP - Hints are available via this button. Your psychic ally will offer helpful insights on how to solve the current Treasure Hunt clue or logic puzzle. When playing against Stauf, she will make the best possible move.

MAP - Accesses blueprints of the house showing the 3 states for each room or area. These states are: 1. Blank - No puzzles available or solved. 2. Lined - Puzzles available but unsolved. 3. Filled - Solved puzzle. The room is "open" for inspection.

SAVE - Saves your current session in a selectable position and allows you to name the saved progress file using your keyboard or the GameBook's alphanumeric keypad.

LOAD - Loads in a previously saved session.

CLOSE - Returns you to the house view.

POWER - Shuts off the GameBook immediately and exits
The 11th Hour: The sequel to The 7th Guest.

ALPHA NUMERIC KEYBOARD - Facilitates the entry of detailed names for saved progress files.

VIDEO CONTROL BUTTONS - Allows the playback of dramatic events and the cycling of hints or map screens.

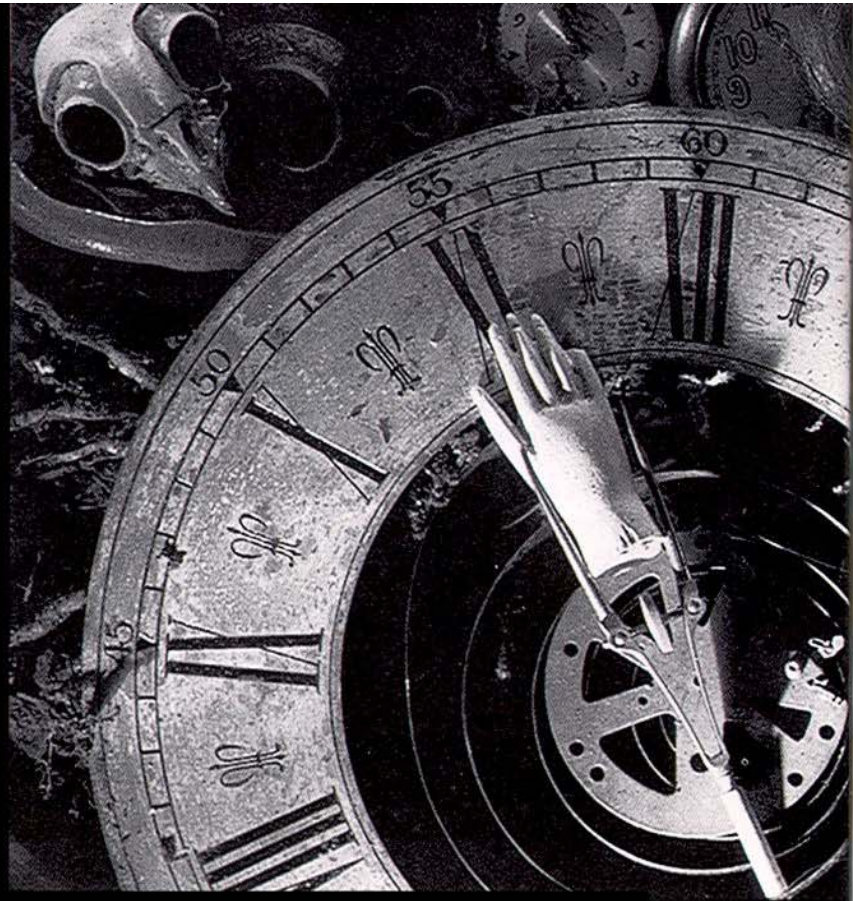


LOADING AND SAVING

To return to the house using a previously saved file, go to the GameBook and select the LOAD button with the cursor. A screen will appear which asks you to choose a number. Passing the cursor over the numbers on the keyboard causes the file name to appear on the display screen. Clicking on the number of the desired file will return you to the moment in time where your progress in the house was saved.

To create a saved progress file, go to the GameBook and select the SAVE button with the cursor. By passing the cursor over a number on the keyboard, the GameBook will reveal whether or not that position is empty. The names of previously saved progress files will appear when any number that has been used before is indicated by the cursor.

To overwrite a saved progress file, simply click on the number that represents that file. You may want to type in a new description as well.



TIME AND REALITY

Although you, as Carl Denning, remain within the confines of the mansion, dramatic events unfold outside its physical framework as well as within.

The 11th Hour: The sequel to *The 7th Guest*, as suggested by the title, plays tricks with time. All dramatic events outside the house occur in the past. Events inside the house, from your point of view, and up until the final moment of truth, occur in real time.

There is a beguiling overlap between different levels of realities at play here. You will witness events of the past as well as interact with events of the present.

The drama unfolds in stages. At the end of each stage the grandfather clock in the foyer ominously chimes out the hour. Time begins to run out all too quickly as events catch up and overtake you at the "11th Hour."

In the end, before the clock strikes twelve, it is YOU who must make the final choice. You will determine your fate, for good or for ill.



TREASURE HUNTS

Once within the mansion, Stauf immediately challenges you to explore his uncanny house by sending a cryptic message to you via your GameBook.

Each message, once deciphered, is a clue which points to a particular artifact located within the house.

In the course of exploring the house, you may click on an object of interest. Some may "open," revealing more objects within. After a while, you will become familiar with the many objects in the house and where they are to be located for future reference. To be efficient and successful, you must pay attention to the location of objects.

When an object is found, you will see a small vision of events past by using the Video Control buttons beneath the display screen in the GameBook.

Choose wisely which objects you select in Stauf's house. Random selection may weaken your link with your techno-psychic ally and limit her ability to come to your assistance later.



PUZZLES

Only certain areas of the mansion are open for exploration, and you are limited to only a few selectable artifacts for Stauf's macabre treasure hunt.

How can you expand your search to the many other items left in the abandoned chambers?

Within these rooms are puzzles which Stauf challenges you to master. As you solve each one, you will find that some of the hitherto unavailable artifacts can now be examined closely and might serve as the very item you are tasked to find.

MATCHING WITS WITH STAUF

One of the final Treasure Hunts will lead you directly to a game that concludes the end of each hour. These are two player strategy games that pit you against Stauf in a battle of wits.

Winning the game allows you to view the events you've witnessed during the last hour, and more, in their entirety. The Video Control buttons are active, so that you can view and review at your discretion. These recaps are dramatic clearings-houses wherein the story is retold in uninterrupted sequence, missing content is seen for the first time, setting the stage for the next suspenseful hour to come.

YOUR TECHNO-PSYCHIC ALLY

You have a techno-psychic ally. If needed, she will assist you in defeating Stauf's devious riddles, puzzles and games. As a last resort, she will offer to solve the puzzle or play a game for you.

However, when enlisting her aid you run the risk of depleting her psychic and technical reserves. This will make Stauf stronger as the hours progress and limit the amount of help she will be able to give to you later on.



TROUBLE - SHOOTING

IF THE 11TH HOUR: THE SEQUEL TO THE 7TH GUEST DOESN'T START WHEN YOU TYPE 'GO'...

There are a couple of reasons you may be experiencing this problem. If "GO" didn't autodetect all of your system configurations and automatically start *The 11th Hour: The sequel to The 7th Guest*, then it is possible you do not have a system compatible to the specified hardware requirements or your hardware devices may be conflicting with each other.

README

This is the README file which contains important information that was unavailable at the time of this printing. Please read this file as it may provide very useful information regarding hardware and software compatibility.

DIGITAL AUDIO HARDWARE NOT CONFIGURED CORRECTLY

This message indicates that you must run SETSOUND.EXE to configure your PCM sound options. From the prompt for your CD-ROM drive which contains *The 11th Hour: The sequel to The 7th Guest* disc, type "go." You may also run SETSOUND.EXE from the SYSTEM directory on the disc.

The 11th Hour: The sequel to The 7th Guest cannot be run without a compatible audio card installed in the machine.

VESA 2.0

The 11th Hour: The sequel to The 7th Guest requires the VESA 2.0 standard and provides a TSR which will automatically be run every time *The 11th Hour: The sequel to The 7th Guest* is started. Please register this version.

If the configuration procedure does not get the VESA driver to work, you may have to install uniVBE to your hard drive. From your VESA directory on the CD, type "install." This will set up the universal VESA driver on your system.

THE AUDIO IS BREAKING UP

If sound breaks up and you are running a multi-tasking OS such as Windows® 95, you may need to restart your computer in MS-DOS mode and run *The 11th Hour: The sequel to The 7th Guest* from there.

Your system hardware may be a little too slow to handle the large stream of data coming from the CD. *The 11th Hour: The sequel to The 7th Guest* will try to compensate by reducing the rate of video frames per second.

CARING FOR YOUR CDs

As with any compact disc media, you should avoid exposing your copy of *The 11th Hour: The sequel to The 7th Guest* to scratches, dust and fingerprints.

Dust particles and other light debris can be removed by blowing crosswise over the contaminated area. Compressed air is the most effective.

To remove smudges and fingerprints, a standard disc washer is suitable as long as it cleans from the center outward in a straight line.

Safety tip: Never use a blowtorch to clean your CDs, it may be hazardous to your health and well being. Doing so will also void the warranty.

IF ALL ELSE FAILS...

If you find that you are having technical difficulties operating your copy of *The 11th Hour: The sequel to The 7th Guest*, please check the product information sticker to be sure your computer configuration matches the system requirements listed first.

If you are still experiencing difficulties, please call or write to the Virgin Interactive Entertainment Technical Support and Customer Service Departments at:

VIRGIN INTERACTIVE ENTERTAINMENT
ATTN: Technical Support/ Customer Service
18061 Fitch Avenue, Irvine, CA 92714
Telephone (714) 833-1999 Fax (714) 833-2001
Virgin's 8 Line On-Line BBS (714) 833-3305
1200 / 2400 / 9600 / 14,400 Baud N,8,1
Internet Web Site: <http://www.vie.com>

Live Technical Support hours are 8:00 a.m. to 5:00 p.m.
Pacific Standard Time, Monday through Friday.

Automated Technical Support is available 24 hours a day,
7 days a week at (714) 833-1999 and includes auto FAXback
of many technical support documents, updates and utilities.

Please include your telephone number in any written or voice-mail mailbox correspondence.

HINTS

For hints, please call 1 (900) 288-4744 (in the U.S.) and 1 (900) 451-4422 (in Canada). You must have a touch-tone phone, be at least 18 years of age, or have a parent's or legal guardian's permission.

Costs are \$.75 a minute for calls made within the U.S. and \$1.25 (Canadian dollars) for calls made in Canada. If you experience any problems or trouble with either HINT line, please call 1 (800) 548-4468. You may need to leave information in a voicemail mailbox, but your call will be returned as soon as possible. Please note, not all Virgin products/titles are supported on the HINT lines.



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	Freedom Productions

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THE 11TH HOUR: THE SEQUEL TO THE 7TH GUEST MUSIC—
BY GEORGE ALISTAIR SANGER, THE FAT MAN

1. The Final Hour, Hawaiian 2. The Final Hour 3. Infernal Melody 4. In Front of Doc's
5. Hey, Conductor 6. Big O' Outro 7. The Game, Hawaiian 8. Mr. Death

On the following tunes:

Final Hour, Hawaiian, The Final Hour, In Front of Doc's, Boogity, The Game, Hawaiian
Vocals: Jeff Dodds Cousin Ernie: The Fat Man Guitar: Joe McDermott
Steel Guitar: John Ely Bass: K. Weston Phelan Drums: Dave Sanger

On The Final Hour:

Vocals: The Fat Man Backing Vocals: Team Fat
Answering Vocals: Robert Harrison Phone Message: Teresa Avallone
Recording Engineer: Dave Govett Vocal Produced by: K. Weston Phelan

On Big O' Outro:

Mixing Engineer: Ben Blank Mixing Studio: Ben Blank Audio
Mix Produced by: Joe McDermott Virtual Vocals: Jeff "Ironhead" Dodds

The 11th Hour: The sequel to The 7th Guest™
was created with the "Groovic"™ authoring system from Trilobyte Inc.

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Dedicated in Memory of Cathy Bartz-Todd



NOTES