

"A NEW VEHICLE FOR AL LOVE'S TWISTED HUMOR." — QUESTCRUSTERS

# TORIN'S PASSAGE™

WIN 95,  
WIN 3.1,  
MS-DOS 5.0+  
COMPATIBLE  
—  
FULL ENGLISH  
VERSION

A CHALLENGING QUEST THROUGH NESTED WORLDS



SIERRA®

# TORIN'S PASSAGE

An Adventure Game by  
Al Lowe

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# First Time Installation

## Windows® 95 Installation

1. Start Windows® 95.
2. Insert the *Torin's Passage* disk into your CD-ROM drive.

## Windows® 3.1+

1. Start Windows®.
2. Insert the *Torin's Passage* disk into your CD-ROM drive.
3. From the [File] menu, select [Run].
4. Type "D:\SETUPEXE" and press [ENTER] or click OK.  
(If your CD-ROM drive is not "D," substitute its letter instead.)
5. Follow the on-screen installation instructions.

## DOS

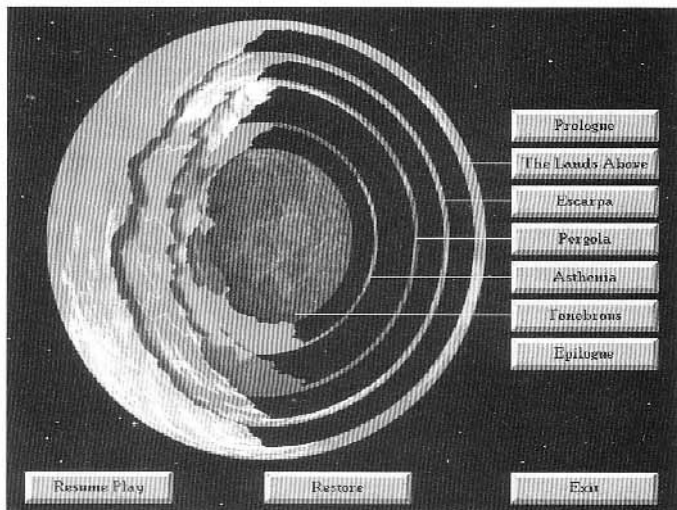
1. Insert the *Torin's Passage* disk into your CD-ROM drive.
2. At the DOS prompt, type "D:" and press [ENTER].  
(If your CD-ROM drive is not "D", substitute its letter instead.)
3. Then type "CD\" and press [ENTER].
4. Then type "INSTALL" and press [ENTER].
5. Follow the on-screen installation instructions.

## Macintosh

1. Insert the *Torin's Passage* disk into your CD-ROM drive.
2. Double-click on the Installer icon.
3. Follow the on-screen instructions.

# How To Play The Game

## *The Table of Contents Screen*



### Chapter Buttons

*Torin's Passage* has five chapters plus a Prologue. Each chapter takes place on one of Strata's five nested worlds. The first time you play, you'll see the Prologue's opening movie that gives you important background information about the story. It ends where game play begins – in The Lands Above.

While we don't recommend it, you may play the chapters out of order. On the "Worlds Within Worlds" screen, select the chapter you wish to play. Your score will start at zero.

### **Resume Button**

Select this, and (after seeing your "Tip of the Day," if that feature is on) you'll be placed back in the game where you were the last time you quit. This button only appears if you have quit the game before.

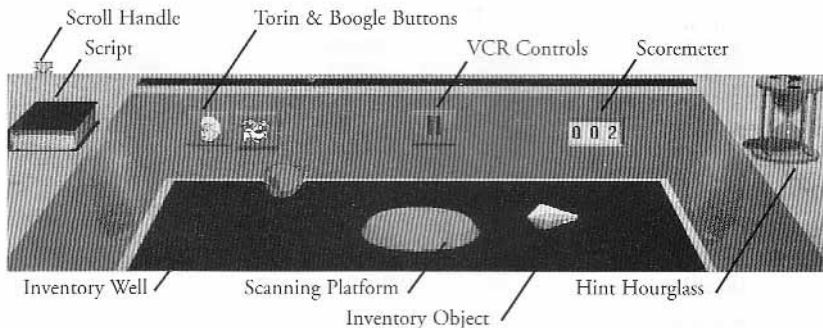
### **Open... Button**

Select this, and (after seeing your "Tip of the Day," if that feature is on) you can choose from a list of all your saved games. This button only appears if you have previously saved a game.

### **Exit Button**

Select this button and... oh, just take a wild guess!

## The Game Controls



Below *Torin's Passage's* graphics window lies its primary user interface, the Game Controls area. It includes the following features, from left to right:

### The Scroll Handle

Many of the *Torin's Passage* screens are larger than the visible window. Click and drag the scroll handle(s) to see the rest of the picture. Occasionally, using a scroll handle is required to solve a puzzle.

### The Script

Click the Script to open the book and a TelePrompTer™-like screen will rise up out of the interface, displaying the last few lines of dialogue. Use the scroll bar to read any recent dialogue you may have missed. Click the speaker icon to hear any text. Click the Script again to close the book and lower the screen.

## The Torin & Boogle Buttons

*Torin's Passage* uses a unique double inventory. Press the button with Torin's face and the Inventory Well displays everything you are carrying. Press the Boogle button to see the shapes Boogle can assume. Everything described in the Inventory Well section below applies to your Boogle shapes as well as the standard inventory objects.

## The VCR Controls

The interface always holds a "Pause" button. To pause the game, press it. (Duh!) During play, other buttons sometimes appear near the "Pause" button. The "Fast Forward" button lets you skip animation you've seen before. New to *Torin's Passage* is the "Rewind" button. Press it to see a piece of animation again.

## The Scoremeter

Your score is constantly displayed. There are many ways to gain points, but only one way to lose them: hints. See the Hint Hourglass section on page 8.

## The Inventory Well

*Taking Objects:* Sometimes when you click on an object in the game, you take that object. It then appears in the Inventory Well at the bottom of the screen.

*Using Objects:* To use an object in your Inventory Well, click on it. It becomes your cursor. Move it over the screen. It will brighten where it can be used. To put it away, click it anywhere in the Inventory Well (you cannot mix Torin's possessions and Boogle's shapes). You may arrange and rearrange the Inventory Well until you are sick of it.

*Examining Objects:* To closely examine an inventory object, select it, then click it on the Scanning Platform. Laser beams project a hologram of the object into the space between you and the game window. Use the five buttons on the control panel to alter its rotational direction, view it one frame at a time, or freeze it in place. To resume game play, remove it from the platform.

*Manipulating Objects:* Some objects may be manipulated by clicking the play cursor on an object's holographic image. Check each inventory item carefully. Some conceal important information!

*Combining Objects:* Some inventory objects may be combined with other inventory objects to create new inventory objects. To do this, first click on an item to select it. Then click its cursor on the item you want to alter.

## **The Scanning Platform**

See *Examining Objects* above.

## **The Hint Hourglass**

To keep you from getting stuck, *Torin's Passage* has an on-line hint system, consisting of a "?" button and an hourglass. To get a hint, press the "?" whenever the hourglass is not visible. But be aware: each hint will cost you points and raise the hourglass, thus preventing another hint until it runs out. The hourglass is also raised whenever you score points. You can adjust the delay between hints by selecting "Hint Timer" from the "Game" menu.

## **The Cursor**

Use our "smart" cursor to explore and interact with the game world. Pass your cursor around the entire screen. When it changes, you are over something interactive. Click and see what happens!

## The Menu Bar

Move your cursor to the upper-left corner of the game window and a menu bar appears. Click on a word and a menu drops down. Select an action from the menu. Most work exactly like the menus in other software you own. Try 'em all...at least once.



## The File Menu

These all work just like your word processor.

*New* starts a new game.

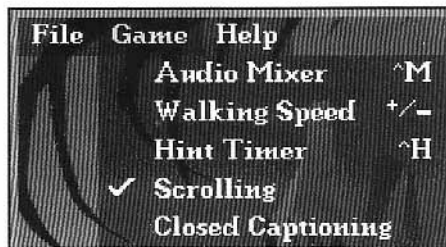
*Open* restores a previously saved game.

*Save* lets you save your game.

*Quit* is the proper way to leave the game. Caution: exiting any other way does not give you a chance to save your current game position. Use *Quit* instead.

It's a good idea to keep several saved games around, in case you want to return to an older position in the game. Make each one's title descriptive of your current situation. Hint: when entering your game's description, press Ctrl-C to quickly clear away the old description.

## The Game Menu



*Audio Mixer* lets you adjust the relative volume levels of the game's background music, sound effects, and dialogue. Now you can enjoy the all-digital sound in *Torin's Passage* to the fullest. Don't like our mix? Think you can do better? Fine! Make your own. (Mess things up? Press "Default").

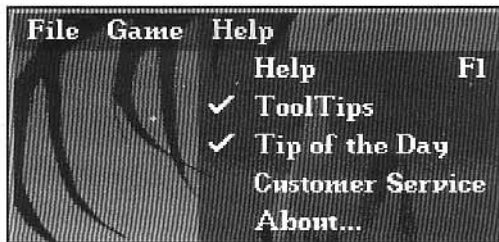
*Walking Speed* lets you change how fast Torin and Boogle walk.

*Hint Timer* lets you adjust the number of minutes the hourglass keeps you from accessing the Hint Button. It gets reset every time you score points or request a hint.

*Scrolling* turns smooth scrolling on and off. On machines with slower graphics, turn it off. If you want to show off your hot, new killer machine and/or graphics accelerator video card, turn it on.

*Closed Captioning* turns on and off the sub-titles at the bottom of the screen. Highly recommended for airplane flights when you forget your headphones.

## The Help Menu



*Help* offers a few suggestions about how to get started playing adventure games.

*ToolTips* turns on and off those handy little text boxes that appear in the Game Controls area. Hold your mouse still over an object for

more than a few seconds and its name appears near your cursor.

*Tip of the Day* turns on and off the helpful tips and shortcuts you get when starting the game.

*Customer Support* gives you current telephone, fax, and Email numbers for Sierra worldwide.

*About...* WARNING: NEVER TRY THIS!

## Game Strategy

*Torin's Passage* is a game of exploration, and you wouldn't want to miss anything! Look at each new scene carefully. Click on anything that causes your cursor to brighten. Think creatively. When you get "stuck," leave and explore other areas. You never know where you might find just what you need. Above all, relax, let your imagination run wild, and have fun!

# Credits

## The Team

### *Designer, Writer*

Al Lowe

### *Producer*

Mark Seibert

### *Lead Animator*

Jim Murphy

### *Lead Programmer*

Rob Kenny

### *Themes Composed by*

Michele Legrand

### *Music & Sound Effects*

David Henry

Mark Seibert

### *Programmers*

Mark Engelberg

Rob Kenny

Robert Lindsley

Don Munsil

### *Lead Background Artist*

Bruce Sharp

### *Background Designer*

Don Hazeltine

### *Animators*

Bill O'Brien

Al Eufresio

Jim Murphy

Jason Zayas

### *SGI Alias™ Software Artist*

Kim White

### *Art Techs*

William Todd Bryan

Bryan Wilkinson

### *Quality Assurance Lead*

Kenny Smith

### *Storyboards*

Guillermo Diaz

### *Musicians*

David Henry

Mark Seibert

Al Lowe

*Voice Director*

Al Lowe

*Voice Casting*

Al Lowe

Mark Seibert

*Voice Auditions*

The Actors Group

*Voice Recording*

Sierra Northwest Studio

*Studio Engineer*

David Henry

*DREAMS Software Specialist*

Dan Kehler

*Beta Testers*

Pete Fisher

Geoff M. Keighley

Linda Lindley

Wesley Litt

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Steve Deckert

Karen Austin

Marsha Mc Carty

John Ratcliffe

Mike Pickhinke

Leonard Salas

Bill Davis Jr.

John Trauger

Sharon Simmons

Scott Howell

Paul Trowe

Michael Brosius

Joe Carper

## **Animation**

*for LA West*

*Animation & In-Between*

Esad Ribic

Darko Krec

Jurica Saravanja

Damir Semenov

Tomislav Bestak

*Digital Ink & Paint*

Natasa Secki

Juraj Tezak

Snjezana Lisica

Peggy Skrlec

Daniela Tomicic

Lovorka Ostovic

Alan Sicar

*Scanner*

Alan Sicar

*Production Supervisor*

Jadranka Brecak

*Director of Animation*

Ivan Tomicic

*Production Coordinator*

Susan McGirr

*for Animotion*

*Supervising Animators*

David Hicock & Larry Royer

*Animation*

David Hicock

Larry Royer

Apryl Knobbe Young

Aaron McDowell

Mathew E. Lafleur

Michael L. Feather

*Animation Assistants*

Guiermo Zubiaga

Jennifer Robin

Marcus R. Gregory

Matthew S. Filer

David Bleich

James M. Burns

Aldo Thomas Lira

Patti Argoff

Jeff Whitaker

Christopher Field

*for Animation*  
*Computer Ink & Paint*

Jennifer Robin

Peter Wynn

Marcus R. Gregory

Creative Supervision

Larry Royer

David Hicock

Bob Switalski

*Paint Coordinator (Omaha)*

Dick Moody

*Digital Ink & Paint (Omaha)*

Steve Bogdanovich

Randy Bohaty

Lisa Bohaty

Angie Brown

Tim Brown

Brian Moody

Michele Moody

Dick Moody

Jim Turpen

Karen Turpen

*Additional Animation*

Dennis Kennedy

Caroline Lavelle Egan

Lisa Kammerer

**Special Thanks To:**

Caprice Buzard

John Williams

Mary Ellen Torres

Anne Boswell

Bill Moore

Rebecca Buxton

Kathy Gilmore

Jerry Bowerman

Ken Williams

Zippy the Wonder Llama

...and all the moms, dads,  
husbands, wives, girlfriends,  
boyfriends & significant others  
without whom this game would  
have been done months earlier.

## The Cast

Torin, Boogle . . . . .	Mike Shapiro
Archer, Slim, Tripe . . . . .	Chuck McQuary
Slime, Viscera, Archivist . . . . .	Bob Zenk
Sam, Max, Sap Tree . . . . .	Bob Nadir
Lycentia, Odalisque . . . . .	Christine McMerdo Wallis
Pecand, Carpenter, Dreep . . . . .	Frank Corrado
Herman, Acrobat, Policeman . . . . .	John Gilbert
Rupert, Judge, Mr. Fahrman . . . . .	Ted D'Arms
Di, Inchworm, Smetana . . . . .	Tracey Leigh
Veder, Centipede, Magician . . . . .	Ken Boynton
Rabbit, Zax, Soldier . . . . .	Stephan Weyte
Mrs. Plant, Odalisque . . . . .	Krishna Fairchild
Assistant Director, Odalisque . . . . .	Shelly Rae Emil
Mrs. Bitternut, Mrs. Fahrman, Odalisque . . . . .	Kathy Levin
Leenah, Grass, Billy Bitternut . . . . .	Susan Ronn
Kurtzwell, Phenoface . . . . .	Glenn Mazen

## SIERRA CUSTOMER SERVICE

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\* Costs 39p min. cheap rate, 49p at other times. Max. call length 7.5 mins, max. charge cheap rate £2.93, max. charge at other times £3.68 (UK only).

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*For further information, please write to:*

**SIERRA**

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\*Please indicate customer number if you already have one

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DATE OF PURCHASE:  Format: FLOPPY  CD ROM

• Name of the store where you purchased the game:  Country:

• How did you hear about this product?

Presse  Catalogue  TV/Radio  Friends  Stores  Other

• Which magazines do you read regularly ? (in order of preference)

## COMPUTER-GAMING MAGAZINES

## OTHER MAGAZINES

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