

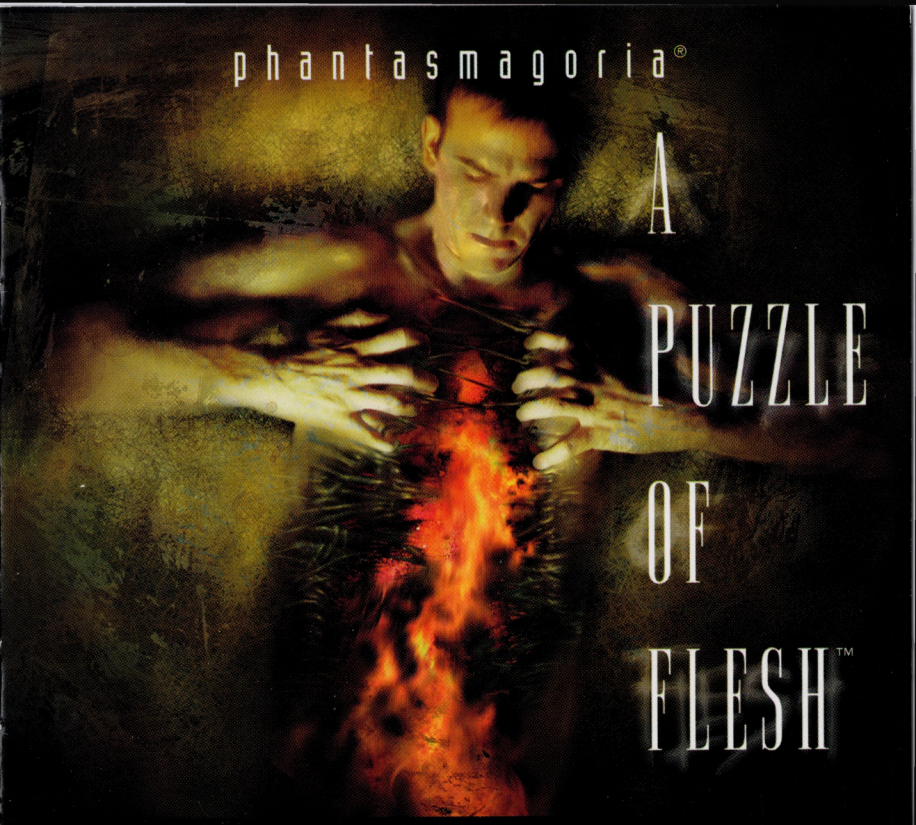
phantasmagoria®

A

PUZZLE

OF

FLESH™



SIERRA®

©1996 Sierra On-Line, Inc. Bellevue WA 98007. All rights reserved. ® and ™ designate trademarks of, or licensed to Sierra On-Line, Inc. 002881000



SIERRA®

TABLE OF CONTENTS

GAME INSTALLATION 2
Win95 2
Dos 2
MACINTOSH 2
SETTING THE MATURITY LEVEL OF THE GAME 3
GAME STRATEGY 4
THE INTERFACE 6
THE CURSOR 6
THE CONTROL PANEL 6
SAVING AND RESTORING YOUR GAME 8
INVENTORY 10
VIDEO PLAYBACK 11
THE MAP 12
TECHNICAL SUPPORT 13
DIRECT SALES 14
HINTS 16
THE SIERRA NO-RISK GUARANTEE 17
WARRANTY 18
CREDITS 19

GAME INSTALLATION**WINDOWS® 95 INSTALLATION**

1. Start Windows® 95.
2. Insert the *Puzzle of Flesh* disk into your CD-ROM drive.
3. Follow the on-screen installation instructions.

DOS INSTALLATION

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

MACINTOSH INSTALLATION**LOAD AND PLAY**

1. Put the *Puzzle of Flesh* CD-ROM into your drive.
2. To install System Files see "INSTALLING SYSTEM FILES."
3. Launch the application called "*A Puzzle of Flesh*."

INSTALLING SYSTEM FILES

1. Open the IMPORTANT System Files folder on the game CD.
2. Drag all the items inside the folder to your Systems Folder.
3. Restart your Macintosh.

FASTER PLAY

1. Drag the *Puzzle of Flesh* HD folder to your hard disk.
2. Open the copied folder.
3. Launch the application called "*A Puzzle of Flesh HD*".

SETTING THE MATURITY LEVEL OF THE GAME

During the installation process, you will see the following text window:

"This game is an incredibly intense experience intended for mature audiences. We strongly suggest that you do not play this game if you are under 17. The terrifying images found here may be too much for more sensitive players. If you wish to tone down what you will see, choose the "Less Intense" version. If you want to see the full and uncut version of "*A Puzzle of Flesh*," choose the "More Intense" version. Be warned—you do so at your own risk!"

If you choose the "More Intense" setting, you will be prompted to type in a password. Once that password is entered, you will need to re-enter it every time you restart the game. This is to protect more sensitive players from inadvertently playing the "More Intense" version of the game.

GAME STRATEGY

Phantasmagoria: A Puzzle of Flesh is a story-based adventure game. As you move through the terrifying world of Phantasmagoria, solving its puzzles and overcoming its obstacles, you will cause a dark and disturbing story to unfold. The more you explore, the more people you talk to and the more information you can find, the richer and more frightening the story will become. Each chapter of the game ends when you have accomplished certain specific tasks, but there is much more to see and do than the basic "must-do" path will reveal. Try anything. Try everything.

Go to every location you have access to, and explore everything. Even if you think you have completed everything you can do at a specific location in a certain chapter, try going there again. Sometimes things change when you're not looking. Pass your cursor over anything that interests you on the screen. Your cursor will highlight when it passes over something with which your character, Curtis, can interact. When your cursor highlights, click on that hot spot. Something is bound to happen, whether it is an inventory object you can take, a person you can talk with, or something much worse...

Talk to everyone you possibly can. Even if you have finished a talk string with a certain character, come back and try them later in the chapter. They might have more to say.

Try using your inventory objects everywhere you can. If an inventory object can be used in a certain place, the object will highlight when it is passed over that place. Many inventory objects will trigger conversations with other characters. This is particularly true in the psychiatrist's office. Remember, you can sometimes combine your inventory objects by clicking one object on another.

Save your game whenever you want to have a place in the story to which you can return. It is not necessary to save your game in order to avoid starting a chapter over, since you have the option of being automatically resurrected if Curtis is killed. For more on the save game feature, see page 8.

If you come to a point in the game where you feel you are stuck, retrace your steps. Have you forgotten to try something? Have you talked with everyone you can? Clicked on every hot spot? Have you explored every possibility in the game environment and in the computer interface? Have fun, and don't stress out. Half the fun of an adventure game is the satisfaction you feel when you figure out a tough puzzle. Of course, if you are completely stumped, there are several hint options available to you. See hint information on page 16.

One last word of advice. Bear in mind, this game is not as frightening as you might think.

It's much, much worse.

THE INTERFACE**THE CURSOR**

When you move your cursor around the game screen, it will highlight when you pass it over certain objects, areas, or characters. The highlight means that you will be able to interact with the person, place, or thing which caused the cursor to change. Click on the object with your left mouse button, and watch as something happens to Curtis. (Or cover your eyes, as the case may be!)

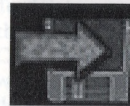
Sometimes the cursor will change into an arrow when passed over the screen. That means that there is an exit in the direction of that arrow. If you click the left mouse button when the arrow is onscreen, you will cause Curtis to move to the room or angle indicated by the arrow.

THE CONTROL PANEL

On the upper right section of the screen is the "puzzle piece" icon. Click here to bring up the Control Panel. From the Control Panel you can adjust volume, save and load games, and quit the game. You can also read game documentation by clicking on "help," and you can read about Sierra by clicking on the "Sierra" icon.



Click here to change audio and video options for the game.



Click here to save your game.



Click here to restore a previously saved game.



Click here to exit the Control Panel and continue the game where you left off.



Click here to read game documentation.



Click here to view the list of people who created the game.



Click here to find out how to contact Sierra for Technical Support and other information.



Click here to quit the game.



Click here to exit the Control Panel without saving any changes to the game options.

SAVING AND RESTORING YOUR GAME

You may want to save your game in a region of the game you particularly like, or when you're ready to stop playing the game for a while. If you quit the game without saving, your place in the game will be "book-marked," or saved for you, but that will not be a permanent saved game you can restore whenever you want. If you do choose to save your game, you can save as many games as you have hard disk space for.

To save a game, type in a short description of it in the area of the save game interface provided. Then click the "Save" button. If you want to replace a game, click on the description of the game you wish to replace. It will highlight. Type in a new name for your new saved game, and click on the "Save" button.

To restore a game, click on the "Load" button from the Control Panel. Click on the game you wish to restore. It will highlight. Next, click on the "Load" button on the Load Game interface panel. Your game will be restored.

To delete a saved game, select a saved game by clicking on it, then click the "Delete" button. You will be prompted to delete the saved game. Click "Yes" and the game will be permanently deleted. Clicking "No" will dismiss the message and return to the Save Game screen without deleting the saved game.



On the Save Game window, click here to save your game.



On the Load Game window, click here to restore the highlighted save game.



On the Load Game and Save Game windows, click here to delete the highlighted save game.

INVENTORY

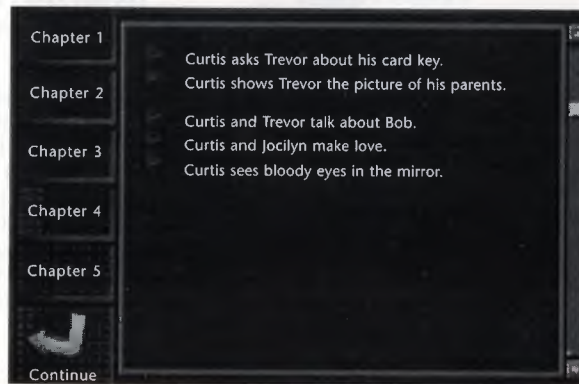
Move your cursor to the lower middle section of the screen. When the inventory window appears, you can click on the inventory item you wish to use. Your game cursor will change into that inventory item until you either use it or by clicking it on the inventory window to return it.



To examine an inventory item more closely, click on that item with your play cursor to take it, then click that item on the "Eye" icon, located on the lower right side of the screen. This will cause the item to appear in a large window in the middle of the playing screen. You can click on inventory items with your play cursor when they are in this large window to attempt to manipulate them. You can sometimes combine inventory objects by clicking one object on another in this interface. To exit this window, click on the "Exit" icon on the window.

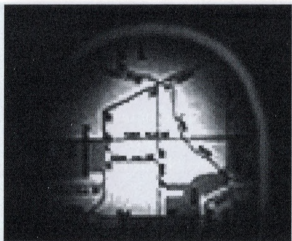
VIDEO PLAYBACK

The Video Playback icon is on the upper left section of the screen. Click here to replay significant movies you have seen so far. When you click this icon, you will see a descriptive list of the movies you have triggered so far in this chapter of the game. If you click on one of these descriptions, that movie will play. If you wish to see a movie from a chapter you have already completed, click on the name of that chapter. You will be prompted to insert that CD into your drive. To exit the Video Playback interface, click the "Continue" button.



THE MAP

The Map button is in the lower left section of the screen. When you click on this icon, the map will appear on the playing screen. You must click on an available location on the map to go there and make the game progress. You will only be able to go to certain places, based on what actions you have completed in the game or the chapter so far. In some instances, at the end of certain movies, the map will be brought up automatically. This is to let you know that your character must go somewhere else to make the game progress.



TECHNICAL SUPPORT

AUTOMATED TECHNICAL SUPPORT LINE
(206) 644-4343

IN THE U.S.

Sierra On-Line
Technical Support
P.O. Box 85006
Bellevue, WA 98105-8506
Main: (206) 644-4343
Fax: (206) 644-7697
8:15 am - 4:45 pm PST
Monday-Friday

IN THE U.K.

Sierra On-Line Limited
4 Brewery Court
The Old Brewery
Theale, Reading, Berkshire
RG7 5AJ United Kingdom
Main: (44) 1-734-303-171
Monday through Friday,
9:00AM-5:00PM
Fax: (44) 1-734-303-362

IN FRANCE

Parc Tertiaire de Meudon
Immeuble "Le Newton"
25 rue Jeanne Braconnier
92366 Meudon Le Forêt Cedex
France
Main: (33) 1-46-01-46-50
7 jours sur 7 de 9h à 21h
Fax: (33) 1-46-30-00-65

IN GERMANY

Sierra Cocktail Deutschland
Robert-Bosch-Str. 32
D-63303 Dreieich
Germany
Main: (+49) 0-6103-99 40 40
Montag bis Freitag von 9-19h
Fax: (+49) 0-6103-99 40 35
Mailbox: (+49) 0-6103-99 40 41

IN SPAIN

Coktel Educative Multimedia
C/ Tomas Redondo, 1-1ª F
Edificio Luarca
28033 Madrid
Spain
Main: (34)1-764-39-69
(lunes a viernes de 9h30 a 14h y
de 15h a 18h30
Fax: (34) 1-381-08-39

IN ITALY

Contact your local distributor or vendor.

MODEM SUPPORT

Internet: <http://www.sierra.com>
Sierra U.K. BBS: (44) 1-734-30-4227
CompuServe: GO SIERRA
America Online: Keyword SIERRA

DIRECT SALES

U.S. DIRECT SALES

Sierra Direct
7100 W. Center Rd
STE 301
Omaha, NE 68106
Main: (800) 757-7707
Mon-Sat: 7AM to 11PM CST
Sundays: 8AM to 9PM CST

IN FRANCE

Parc Tertiaire de Meudon
Immeuble "Le Newton"
25 rue Jeanne Braconnier
92366 Meudon La Forêt Cedex
France
Main: (33) 1-46-01-48-53
lundi au vendredi de 9h à 18h
Fax: (33) 1-46-30-00-65

ON-LINE SALES

CompuServe:
GO SI (Cserve Mall)
America Online:
Keyword: SIERRA
Internet: <http://www.sierra.com>

US DISK/DOCUMENTATION REPLACEMENT & RETURNS

Disk/Doco Replacement:
Sierra On-Line Fulfillment
PO Box 485
Coarsegold, CA 93614
Product Returns:
Sierra On-Line Returns
PO Box 485
Coarsegold, CA 93614

INTERNATIONAL SUPPORT SERVICES

INTERNATIONAL SALES

Sierra Direct
7100 W. Center Rd
STE 301
Omaha, NE 68106
For direct orders: (206) 746-5771
Fax: (402) 392-9117

UNITED KINGDOM

Sierra On-Line Limited
4 Brewery Court
The Old Brewery,
Theale, Reading, Berkshire
RG7 5AJ United Kingdom
Main: (44) 1-734-30-3171
9:00 am - 5:00 pm M-F
Fax: (44) 1-734-30-3362
Modem: (44) 1-734-30-4227
Disk/CD replacements in the U.K.
are £6.00, or £7.00 outside the
U.K. Add "ATTN: Returns."

FRANCE

Parc Tertiaire de Meudon
Immeuble "Le Newton"
25 rue Jeanne Braconnier
92366 Meudon La Forêt Cedex
France
Main: (33) 1-46-01-46-50
Fax: (33) 1-46-30-00-65
Disk/CD replacements:
Call for information.

GERMANY

Sierra Cocktail Deutschland
Robert-Bosch-Str. 32
D-63303 Dreieich
Germany
Main: (+49) 0-6103-99 40 40
Montag bis Freitag von 9-19h
Fax: (+49) 0-6103-99 40 35
Mailbox (+49) 0-6103-99 40 41
Disk/CD replacements:
Call for information.

HINTS**U.S. HINT LINE**

Sierra Hints
PO Box 53210
Bellevue, WA 98015-3210
Fax: (206) 562-4223
For Automated Phone Service:
1-900-370-5583

\$.75 per minute. (must be 18 years or older, or have parental permission). You may also contact Direct Sales for a hintbook.

CANADIAN HINT LINE

For automated phone service:
1-900-451-3356
\$1.25 per minute (Canadian)
Callers under 18 years old must have parents permission. You may also contact Direct Sales at 800-757-7707 for hint books.

ON-LINE HINTS & SUPPORT

Access Sierra's Hints through CompuServe by typing:
GO SIERRA
then go to Hint Connection
Access the Sierra Forum on America Online with the keyword:
SIERRA

FRANCE HINT LINE

36-68-46-50 (hint line)
2,23F TTC la minute; tarif en vigueur au 1 juillet 1996
(France métropolitaine seulement).

GERMANY HINT LINE

0190-515 616
Kosten: 1,20 DM pro Minute
(Nur in Deutschland verfügbar)

U.K. HINT LINE

Old Games Hint Line: (0) 1-734-30-4004 (within the UK)
Old Games Hint Line: (44) 1-734-30-4004 (outside the UK)
New Games Hint Line: (0) 8-91-66-0660 (within the UK only)

NEW SIERRA HINT LINE:

For adventure games released after January 1, 1993. Charged 39p/minute cheap rate, 49p/minute at other times. Maximum call length: 7.5 minutes. Maximum charge cheap rate: £2.93, £3.68 other times. Must have permission of the person who pays the phone bill before calling (line available in the UK only, 24 hours. Requires a touch tone phone).

OLD SIERRA HINT LINE:

For adventure games released up to December 31, 1992. Calls are charged at normal telephone rates (requires a touch tone phone. 24 hour line).

SPAIN HINT LINE

Coktel Educative Multimedia
C/ Tomas Redondo, 1-1ª F
Edificio Luarca
28033 Madrid
Spain
Tel: (34) 1-764-39-69 (lunes a viernes de 9h30 a 14h y de 15h a 18h30)
Fax: (34) 1-381-08-39

ITALY HINT LINE

Contact your local vendor.

**THE SIERRA NO-RISK
GUARANTEE**

The Promise: We want you to be happy with every Sierra product you purchase from us. Period. If for any reason you're unhappy with the product, return it within 30 days for an exchange or a full refund...even if you bought it retail.

The Only Catch: You've got to tell us why you don't like the game. Otherwise, we'll never get better. Send it back to us and we promise we'll make things right. (If you bought it at a retail outlet, please send your original sales receipt.)

WARRANTY**IMPLIED WARRANTIES LIMITED:**

EXCEPT AS STATED ABOVE, SIERRA MAKES NO WARRANTY, EXPRESS OR IMPLIED, REGARDING THIS PRODUCT. SIERRA DISCLAIMS ANY WARRANTY THAT THE SOFTWARE IS FIT FOR A PARTICULAR PURPOSE, AND ANY IMPLIED WARRANTY OF MERCHANTABILITY SHALL BE LIMITED TO THE NINETY (90) DAY DURATION OF THIS LIMITED EXPRESS WARRANTY AND IS OTHERWISE EXPRESSLY AND SPECIFICALLY DISCLAIMED. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU.

NO CONSEQUENTIAL DAMAGES:

SIERRA SHALL NOT BE LIABLE FOR SPECIAL, INCIDENTAL, CONSEQUENTIAL OR OTHER DAMAGES, EVEN IF SIERRA IS ADVISED OF OR AWARE OF THE POSSIBILITY OF SUCH DAMAGES. THIS MEANS THAT SIERRA SHALL NOT BE RESPONSIBLE OR LIABLE FOR LOST PROFITS OR REVENUES, OR FOR DAMAGES OR COSTS INCURRED AS A RESULT OF LOSS OF TIME, DATA OR USE OF THE SOFTWARE, OR FROM ANY OTHER CAUSE EXCEPT THE ACTUAL COST OF THE PRODUCT. IN NO EVENT SHALL SIERRA'S LIABILITY EXCEED THE PURCHASE PRICE OF THE PRODUCT. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

You are entitled to use this product for your own use, but may not sell or transfer reproductions of the software manual or book to other parties in any way, nor rent or lease the product to others without prior written permission of Sierra. You may use one copy of the product on a single terminal connected to a single computer. You may not network the product or otherwise install it on more than one computer or computer terminal at the same time.

CREDITS

Executive Producer: Ken Williams
Line Producers:

Jerry Bowerman, Scott Lynch,
Doug Brown, & Craig Alexander

Director: Andy Hoyos
Producer: Matthew Thornton
Game Designer and Screenwriter:
Lorelei Shannon

Director of Photography:
Matt Jensen

Art Director: Jeff Lane
Composer: Gary Spinrad
Editor: Wes Plate

Second Unit Director of
Photography: Rod Fung

PRINCIPAL CAST:

Curtis: Paul Morgan Stetler
Jocilyn: Monique Parent
Therese: Ragna Sigrun
Trevor: Paul Mitri
The Hecatomb: Burt Bulos
Dr. Rikki Harburg:
Cynthia Steele

Paul Warner: Warren Burton
Little Curtis:
Paul Joseph Standlee
The Ratwoman: V. Joy Lee
Tom: Michael Taylor Donovan
Bob: Don Berg
Detective Allie Powell:
Regina Byrd Smith
Marianne Craig:
Denise Loveday
Jonas Craig: Todd Licea
Max: Jason Bortz
Dr. Marek: Michael Simms
Dr. Rikki's Security Guard:
Douglas Mace
Blob: "One-Take" Rosie

PRODUCTION CREW:

First Assistant Director:
Sandra Hunter
Director of Photography:
Matt Jensen
Camera Operator: Brian Baugh
Second Assistant Camera:
Daren Findling
Production Designer: Christopher
Klonecke
Gaffer: Alexander Buono

Second Unit Gaffers:

Kyle Carver & Martin Cameron

Best Boy: Christopher Mans

Key Grip/Electrician:

Courtney Jones

Dolly Grip/Grip: John Bradley

Grip: W. Ted Mayer

Wardrobe Stylist/Production

Coordinator: Caprice Buzard

Wardrobe/Script

Supervisor/Continuity Supervisor:

Rick Edwards

Post-Log/Video Playback:

Tony Hoskins

Audio: Mickey McMullen,

Tony Tarango, and Mark Lee

Production Assistants:

Rebecca Roca, Melissa Dow,

Matt Thompson, and Tina Suffal

Intern/Assistant Production

Designer: Derek Sunday

Assistant to Rosie: Harley

Rat Wrangler: Lorelei Shannon

SPECIAL EFFECTS:

Creature Design:

Andy Hoyos & Andi Rusu

Creature Prosthetics & Physical

Special Effects: Robert Standlee

Special Visual Effects: Jeff Lane

Make-up/Hair Design:

Robert Standlee

Assistant Hair, Make-up, SFX:

Patricia Standlee

Hair, Make-up, SFX assistant:

Rebecca Roka

SIERRA PROJECT MANAGER:

Tammy Dargan

SIERRA ART TEAM:

Lead Artist: Jeff Lane

SGI Supervisor/3d: Kim White

SGI Artist/3d: Brad Clarkson

Matador Artist/Digital Effects:

Jim Tibbitts

Team Artists:

Brett Batchelor, Andi Rusu,

Rod Fung, & Nathan Gams

SIERRA PROGRAMMING TEAM:

Lead Programmer: Jerry Shaw

Team Programmers:

Tim Weiss, Brian Johnston,

& Robert Lindsley

SIERRA QA TEAM:

Jay Williams & Kenny Smith

SIERRA CONFIGURATION:

Mike Jones, Joe Carper,

Michael Brosius, Mark Budge,

Nathan Clark, Steve Deckert,

Scott Howell, Jillian Leonard,

Marsha McCarthy, Mike

Pickhinke, John Ratcliffe,

Cindy Romero, Leonard Salas,

Sharon Simmons, John Trauger,

Douglas Wheeler & Dan Woolard

SIERRA SYSTEMS:

Greg Tomko-Pavia, Dave Artis,

Christopher Smith, Larry Scott,

Terry McHenry, and Dan Foy

DOCUMENTATION:

Author: Lorelei Shannon

Design: Kerri Willard

POST PRODUCTION:

AVID Editor: Wes Plate

Sound Designer: Randy Yount-
Clatter & Din Studios, Seattle

Video Compression by:

TrueMotion

Sets By: Oregon Scenic & Lighting

Props by: Seattle Prop & Costume

Leather Garments by: Fantasy

Unlimited - Seattle Sin - Seattle

Creative Consultants:

Kim & Hank Graham

Pat MacEwan

Caterer:

Mac B's of Seattle

Los Angeles Casting Agent:

Donovan/Foley Casting

Talent Paymaster:

Talent Fund- Half Moon Bay, CA

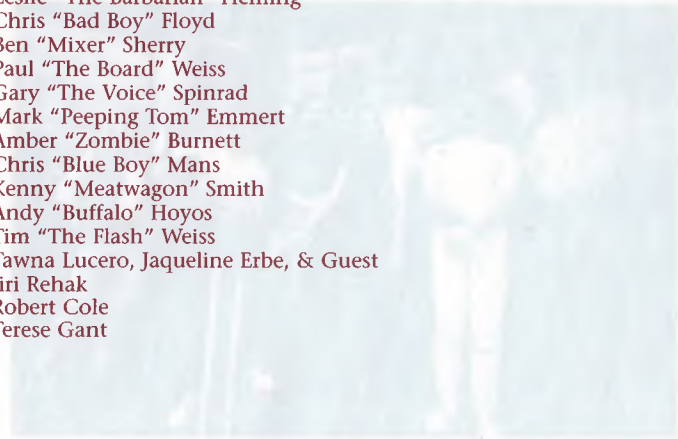
Game Box Design:

Nathan Gams

SPECIAL THANKS TO:

Modular Video Systems
Chris Olsen
Northwest Cine Rentals
Ed Bright
Jonas Jenson
Robert Wharton and the Sierra Operations Staff
Ayesha Tidwell
Rudy Gadre
Cindy and Brendan Vanous
Beverly Lexvold
Margie Walling
The Weathered Wall, Seattle
Al D. and Lisa
Dale Christensen
Colette Bottinelli
Rod Hilton
Rick Southerland
Ken Prugh
Gary Brown
Marianne Sulkosky
Topo Swope
Brad Tallman
SGT. Todd Oliver
DeeDee "Florence Nightengale" Irby
Nola "Angel of Mercy" Moss
Matt "Dougie" Thompson
Courtney "Butt Meat Man" Jones
Rob "Catatonic" Kenny
Adrian "Dog Toy" Bourne

Adam "Puzzle Man" Szofran
W. Ted "Outburst" Mayer
Rebecca "The Crayon" Roka
Matthew "Mongo" Nethercutt
Jeff "Bruiser" Sacherer
Richard "Wacko" Smalley
Brendan "PitMaster" Vanous
Cindy "Boy Toy" Vanous
P. A. "Fangs" Quinn
Leslie "The Barbarian" Fleming
Chris "Bad Boy" Floyd
Ben "Mixer" Sherry
Paul "The Board" Weiss
Gary "The Voice" Spinrad
Mark "Peeping Tom" Emmert
Amber "Zombie" Burnett
Chris "Blue Boy" Mans
Kenny "Meatwagon" Smith
Andy "Buffalo" Hoyos
Tim "The Flash" Weiss
Tawna Lucero, Jaqueline Erbe, & Guest
Jiri Rehak
Robert Cole
Terese Gant



phantasmagoria

Shot at Butler Video Studios in Bellevue, Washington and on location in and around Seattle, Washington.

All animal action was monitored by Lorelei, who would have yanked the lungs out of anyone who even tried to hurt, scare, inconvenience, or irritate Rosie. No animals were harmed in the making of this production.



Rob "Cataronic" Kenny
Austin "Dog Toy" Bourne