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PC CD-ROM



COMPACT
disc





PRESENTS

REALMS of the HAUNTING

INSTALLING FROM DOS

Installing REALMS OF THE HAUNTING from CD-ROM

1. Insert the REALMS OF THE HAUNTING CD-ROM DISK 1 into your CD-ROM drive.
2. Select the correct drive letter that your CD-ROM drive uses e.g. D:
3. Type INSTALL at the prompt. The Install program will now execute. The Install program is made up of a number of separate menus each with selectable options. The current menu selection appears highlighted. You can move position by using a mouse if you have one installed. Clicking a mouse button will select an option, or you can use the cursor keys on the keypad. 'Return' selects an option.
4. When you have installed the game and chosen your Sound Effects and Music cards, then select Exit from the menu and select to Save the configuration from the menu. Your choices will be saved and used every time you play the game.

PLAYING REALMS OF THE HAUNTING

Even though you execute the game from your hard drive the game is played from CD-ROM, you must keep the CD-ROM in the drive at all times whilst playing REALMS OF THE HAUNTING

1. Make sure that the REALMS OF THE HAUNTING CD-ROM is placed in your CD-ROM drive.

2. At the DOS Prompt select the directory that you have installed REALMS OF THE HAUNTING into e.g. CD\REALMS and type REALMS at the prompt.

INSTALLING and RUNNING REALMS OF THE HAUNTING FROM WINDOWS 95™

REALMS OF THE HAUNTING will run from a PC running Microsoft Windows® 95. Install by double clicking on the INSTALL icon. Then follow the on-screen options.

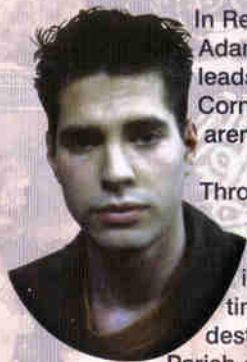
1. To run the game concurrently with Windows® 95 simply click the icon called WIN95RUN. As this runs the game with Windows® 95 running in the background it is a good idea to have as few applications running as possible.

Windows® is a registered trademark of Microsoft.

Because REALMS OF THE HAUNTING is a multi-disk game the computer will prompt you to insert the correct numbered disk as you progress through the game.

Some datasets provided by Viewpoint DataLabs International, Inc., 625 South State Street, Orem, Utah 84058 (1-800-DATASET or 1-801-229-3000).

ADAM RANDALL



In Realms of the Haunting you assume the role of Adam Randall whose father's untimely death leads him to the remote and seemingly desolate Cornish country village of Helston where things aren't quite as they seem.

Through the contents of a strange parcel, hand delivered by one of his father's reputed friends in the English clergy. Adam is pulled into a grand skein woven within the fabric of time and space towards his ultimate destiny by the forces gathering in the Parish of St. Michaels.

Realms of the Haunting is a disturbing vision of the future, based on the many beliefs of the Apocalypse. The horror in Realms is the underlying fear of the end; the collapse of light and the dawn of a new age of darkness.

And whose fault is this? Who is so ignorantly blind to the world that they openly invite in the darkness? The answer is simple....you are.

Options Menu



Play Game

Highlight this option with the mouse pointer and click on a mouse button to start a new game.

Load a game

Select this to load a previously saved game, see Saving and Loading later in this manual for more information.

Replay Intro

Highlight and select to replay the introduction to the game.

Settings

This accesses the Settings menu, where you can change all the settings for the game, see Settings later in this manual for more information.

Quit to Dos

Select this option to quit the game and return to Dos.

Settings

This menu screen can be accessed when you first start playing from the Main Menu or from the Inventory screen. Press 'I' on the

keyboard while you're playing the game to access the Inventory screen and then select the Disk icon from the menu to access the Options menu and highlight and select Settings from the menu.



From the Settings menu you can adjust the volume settings, turn the subtitles on or off, change the screen resolution and change the input settings for the mouse. Selecting Volume or Input settings will give you a visual display bar; to increase the volume click on the left mouse button; to decrease the volume click on the right mouse button. On the Input settings the mouse sensitivity will be increased or decreased by using the same method.



Subtitle Settings allows you to turn the Subtitle options on or off in the game, highlight an option and click on the left mouse button to toggle an option on or off.



Screen Setting lets you change the screen display mode; highlight and select the option you require. In some cases you may have to restart the machine for the change to be executed, otherwise screen mode will change immediately. This can only be changed once a game has been started.

To return to the Settings menu from any of the submenus click on the Settings icons on the top left of each screen. To return to the game from the Inventory screen click on the picture of Adam on the top left of the Inventory or click anywhere on the screen to continue playing.

MOVEMENT

To move around the house use the following keys or mouse controls:

Cursor keys

< >

PageUp/Dwn

Home/End

CTRL

CapsLock

A

Z

H

Move forwards, backwards, left and right.

Side step

Look up and down

Set view tilt

Fire weapon or punch

Run mode on/off

Jump

Crouch

Displays mouse/keyboard functions

Mouse

Hold down the right mouse button and move the mouse forwards, backwards, left and right to move in the desired direction. If the movement is too slow/fast, change the speed by going to the Settings menu screen and selecting Input settings.

MOUSE POINTER FUNCTIONS

As well as the movement keys you have a mouse pointer. The mouse pointer is used to open doors, identify objects, target enemies or objects and to interact with objects.



Whenever you see the green part **(1)** of the pointer light up that means you can do something with the object/item under the pointer. Left clicking whilst the green light is lit will carry out an action. Usually this is obvious - a door will open, an object will be picked up, a lever will be thrown etc.

Whenever you see the pointer light up red **(1)** it means you are pointing at a viable target, whether you shoot or not is up to you but don't take too long making the decision! Left clicking will select and fire your last used/picked up weapon.

If the pointer lights up blue **(1)** it means you have highlighted 'a interactive object' but are too far away to use it, move closer.

Whenever you see the eyeball icon **(2)** appear in the pointer, this means that the object under the pointer can be examined. Right clicking whilst this is highlighted will yield a descriptive note of worth. Left clicking will pick the object up if it is possible to do so.



If a Hand icon appears on the screen this means there is another view or observation to be made, left click to hear it.

When there are no highlights on the pointer, you can look all around by holding down both mouse buttons and moving the mouse around; you must be standing still though. You can also use the mouse to move around the house, hold down the right mouse button and move the mouse forwards, backwards, left and right to move in the desired direction.

Mouse pointer highlights:

Eye

Observation [verbal] use right Mouse button

Green Light

Use/Pick up use left Mouse button

Red Light

Relevant target use left Mouse button

Blue Light

Interactive object under pointer, move closer to use it.

Move the mouse pointer to top left of screen and a picture of Adam will appear, click on this to go to the Inventory.

The mouse pointer acts as Adam's hands, so trying to open a door from 20 feet will not work. You can view objects from a distance but to interact with or use them you should have them at arms length.



USING THE INVENTORY

Items you pick up are automatically placed in your inventory, all objects will automatically be stored in the correct place.



The inventory is arranged in the following order.

- L** Object in left hand [Weapons]
- R** Object in right hand [Usable object]
If you've selected to play in Normal mode, place the object you wish to use here to try to pass a test/puzzle etc.
- Disk** Accesses the Options menu
- Bag** General Items
- Gun** Weapons
- Magic** Mysterious or Magical Items
- Scroll** Books and letters
- I** Information - talk to the characters you've met, places you've visited and things you've heard about

You have two boxes that represent your left and right hands. To place an object in one of your hands left click on the object and then click in one of your hand boxes to place the item in your hand.



Weapons and objects can be selected for use in this way to replace objects of no use or to try different objects to solve a puzzle.

Most objects in the game can be examined by clicking on the right mouse button while the pointer is over the object; this will display a picture of the object and will enable you to discuss/investigate it further by clicking on the magnifying glass (if there is one available for the selected object). Some objects cannot be used if they haven't been looked at, so you'd be wise to check every single object.



Pressing the Spacebar or clicking on the small object icon in the top right hand corner of the object box will close the window down. Pressing Escape will close down any window or will close down the Inventory if no other windows are open.

The keys 2-6 equate to the first five weapon boxes. If you arrange your most loved weapons in these first five boxes, pressing the relevant key will quickly give you that weapon.

Using the Right mouse button on an Object - You will give you (95% of the time) a voice-over description over the animation.



If an 'i' icon appears click on it to talk about it further. If it's a 'readable' object, Page icons will appear. Click on these to go through multiple pages of readable text. If the object is a single page letter or map etc., hold down a mouse button and the pointer will change to a hand; you can now pick up the letter within the window and move it around so you can read/view it all.

You must click on the magnifying glass to actually read/look at the item you've selected, just because you've read/looked at an object it doesn't mean Adam has. Some objects and readable items cannot be used unless Adam has read/looked at them. Clicking again on the magnifying glass will repeat the observation.

Using the Left mouse button on Object - You can manipulate the object and swap it with another object currently occupying a box in the inventory by clicking on it with the left mouse button to pick it up and moving it into the box you want to move it to, left click again to place the object. If an object already exists in the box the two items will exchange places.

When you have selected the Information icon from the inventory you can highlight a character/object/place and then click on the right mouse button to give you an animation of the selected item.



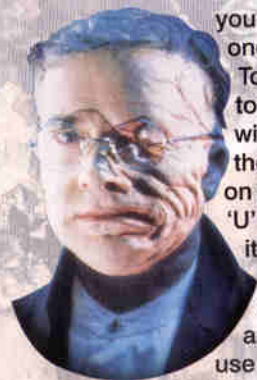
You may now be able to discuss things with/about each character/object or place at length by asking questions by selecting any of the Discuss options that are available, or go over certain events etc. in your own mind by selecting the Reflect option.



Using Objects

To use an object from the inventory click on the object you wish to use with the left mouse button; once selected click on the right mouse button.

To use one object with another in the inventory, click on the first object you wish to use with the left mouse button and place it over the object you want to use it with. Then click on the right mouse button. You can also press 'U' on the keyboard to use an item, select the item you want to use by left clicking on it and press 'U'. To use two objects together, select the first object by left clicking on it and then move it over the item you want to use and press 'U' on the keyboard.



Some objects will work with each other and some will not.

SAVING AND LOADING

To access the Save and Load options press 'I' on the keyboard to bring up the Inventory and then click on the Disk icon. This will take you to the Options menu. From this menu you can select to Save or Load a game.

Save

You can save a game at any point in *Realms Of The Haunting* and we recommend that you use this feature, as you never know what is round the next corner. Highlight and select Save a game from the Options menu, then select one of the available slots to save game to, use the Arrow on the right hand side of this menu to scroll up and down. If the slot is empty a cursor will appear, type in the name of save and press return to confirm the save. To overwrite a previously saved game select the slot you want to use, this will be highlighted in yellow. If you wish to rename the save press the right cursor key, the cursor will now be visible - delete the existing text using 'BackSpace' and type in a new name and press return. If you don't change the name of the saved game the computer will ask you if it's OK to replace the game; highlight and select to replace or select Cancel.



Load



Highlight and select Load a game from the Options menu; when you pass the mouse pointer over the slots you'll notice that the screen on the left of the slots will change, showing you a screen shot from the save point. This should help you identify your saved games if you haven't named your save games. Highlight the saved game you want to load and click on a mouse button to load.



Play screen

1 Life meter.

This displays the status of your health, keep a close eye on this - unless you want to meet Adam's father faster than you anticipated. Use consumable objects from your Inventory to replenish your health.



2 Currently selected weapon.

This displays the weapon you are carrying in your left hand and the amount of ammunition you have. If the weapon isn't being used or hasn't been used for a while the weapon will be lowered. If you have no weapon or have no ammunition, hitting the fire button will cause Adam to throw a punch.

3 Object held in your right hand.

This shows you which object you are currently carrying in your right hand.



Within the Realms Strataem

This is a very strange house, it seems to have a life of its own. Symbols on doors with no locks, disembodied voices and more rooms than the outside of the house would have you believe. Makes you wonder just what Adam's father was up to in his spare time!

You alone must solve the many mysteries and secrets this house holds. Each of these tasks/puzzles is split into separate chapters, as you control Adam you must solve each of these mysteries to move through all the available chapters.



Check out every room or place you have access to, use the mouse pointer to check every object you think may be of some use or may hold a clue. If you are able to take/pick up the object you should do so, you may need even the most unlikely object in a house like this. Don't forget that you can use the objects in your Inventory, combining two objects together may give you the single object you need to progress.

As you travel around the house and enter certain locations a film sequence will be played, watch and listen carefully. This will give you vital information you need to bring all the fragments of the puzzle together. To skip a previously viewed sequence just press 'ESC'.

Speak to everyone you meet and ensure you've asked every available question/topic before you decide to move on. As you progress, make sure you re-visit each character (use the Inventory) to check if there are any new available questions or topics you can discuss with them. Use every viewpoint available, as above so below!

Because you never know what could happen next you should save the game as often as possible to save your own sanity.

To access a previously viewed sequence press 'I' on the keyboard to call up the Inventory and then click on the disk icon, now click on the Realms of The Haunting logo.



This will access the Movie clip menu, to select a clip highlight the clip you want to watch and click on the left mouse button. Use the Arrows on the right hand side of the menu to scroll up and down the available clips. To return to the game press 'Esc' to return to the Inventory and press it again to return to the game.

A Quick Walk Through The Realms

You start in the main entrance hall of the house, notice the small icon of a matchbox in the bottom of the screen - that's what you're carrying in your right hand - let's ignore this for now and start to explore the house.

There are two ways to move around in Realms of the Haunting - firstly, move your mouse pointer down the screen until the eyeball icon on mouse pointer disappears. Now hold the right mouse button down and move the mouse away from you. You will now start to move forward. (if it's too fast, change the Input settings under the Settings menu.)

Now practice moving around this small area. (NOTE: if you pressed the right button when the eyeball icon was lit up on the mouse pointer you would have heard an observation - mouse movement can only be activated when there are no icons lit up on the mouse pointer.) The second way of moving around the house - and by far the best - is to use the cursor keys.

Let's start our journey by moving over to the corner near the coat stand. Move the mouse pointer over the table.

Notice the highlights appearing on the mouse pointer. Move the mouse pointer over the book on the table; you should see both a green highlight and an eyeball icon light up on the mouse pointer. Right click on the mouse and you should hear Adam make an observation about the book - you can make observations or examine things by right clicking whenever you see the eyeball lit up on the mouse pointer.

Move the mouse pointer over the grey shape next to the book and examine this, you should also pick up the book. The green highlight tells you that you that something can be done with this item - left click now - you just picked it up!

Left clicking when you see the green highlight will always activate the item in some way. Spend some time examining everything in this small area. When you are ready, walk down the corridor, move over to the typewriter and pick up all the items on the table. Did you get the sheet of paper out of the typewriter? (If you struggle to pick things up or fail to see a green highlight then you need to get closer to the item - You can only pickup/use items within arms reach.)



You should now have a weapon with which to defend yourself. Spin round and face the window, move your mouse pointer over the window - notice the red highlight?- this is telling you there is a viable target under the mouse pointer - press the left mouse button - you can aim your weapons more accurately using this method. Move forward and pick up the cartridge on the small set of drawers under the window.

Now turn right and open the door in front of you, (left click when you see the green 'activate' highlight) - you may have to step back a little to allow the door to open. Go through the door and up the stairs to the left. Now face the window (blow it out if you wish). Move the mouse pointer over one of the candles either side of the window. Now left click once on the candle. Notice your matchbox has just appeared again in the bottom right corner of the screen. This is because in the "Easy mode" the game selects the right item for the job. In this case it 'pops' the matchbox into your right hand. Left click again and you will use the matches to light the candles.

Turn about face and move to the first door on your left. Face it and try to open it (left click). It's locked! Move to the end of the corridor and examine the painting. Notice you cannot 'activate' or use the painting, but there is a clue in there. The painting depicts two lit candles either side of the sarcophagus - a clue to light the candles either side of the painting. Do it now and take the key - watch out for the trap! - move back to the locked door and open it - (again the game will select the item you need - in this case the key that was hidden behind the painting opens the study door). Over to you.



QUICK KEY FUNCTIONS

| | |
|------------|--|
| F1 | Show/hide weapon hands |
| F2 | Subtitles on/off |
| F3 | Game easy/normal, when this option is set to easy, objects you need from your inventory will automatically be selected and used. If normal mode is selected you will have to place each object you need to use in your hand manually |
| F5 | Switch mouse buttons |
| F6 | Select video display-mode |
| F9 | Save Game, this will automatically save the game to Slot 0, this Slot is not selectable from the Load menu. |
| F10 | Load game from Slot 0 |

| | |
|---------------------|--|
| Capslock | Run on/off |
| A | Jump |
| Z | Crouch |
| Cursor keys | Movement |
| < > | Side step |
| 1 | Select punch |
| 2-6 | Select first five weapons |
| CTRL | Fire/Use currently selected weapon |
| Page up/down | Look up/down |
| Home/end | Tilt up/down |
| I | Inventory on/off |
| C,V | Adjust screen gamma up and down |
| -/+ | Screen border |
| Spacebar | After dying press the spacebar to load last saved game |

Inventory Keys

| | |
|--------------------|---|
| 1-5 | Select Inventory area Bag, Gun, Magic, Scroll and Information |
| Cursor keys | Highlight objects |
| Return | Select highlighted object and exit Inventory |
| Spacebar | View highlighted item |
| S | Swap object |
| U | Use object |
| D | Go to Disk Menu |

Disk Menu

| | |
|--------------------|---------------------------|
| Cursor keys | Highlight option |
| Return | Select highlighted option |
| M | Access Movie clips menu |

ANY PROBLEMS?

If you have problems loading REALMS OF THE HAUNTING, then return it to your retailer, or to Gremlin Interactive Limited at the address on the packaging.

Before you call the Helpline you should have the following information available for our operators, contact your supplier if you don't know this information: What type of computer you have (e.g. 486DX2 66hz), how much memory (RAM) you have fitted. How much memory you have available, you can find this out by typing MEM at the Prompt (C->), write down everything on screen. You also need to know the contents of the following two files CONFIG.SYS and AUTOEXEC.BAT, to view these files go to the Prompt (C->) and type in the following TYPE [then one of the file names] this will display the file content. Write down all the information on both files. When you have all this information then call the Gremlin Interactive Limited Helpline, which is available between the hours of 9.45am and 5.00pm U.K. time Monday to Friday, on 0114 2799020. You can E-Mail us on help@gremlin.co.uk

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