

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

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

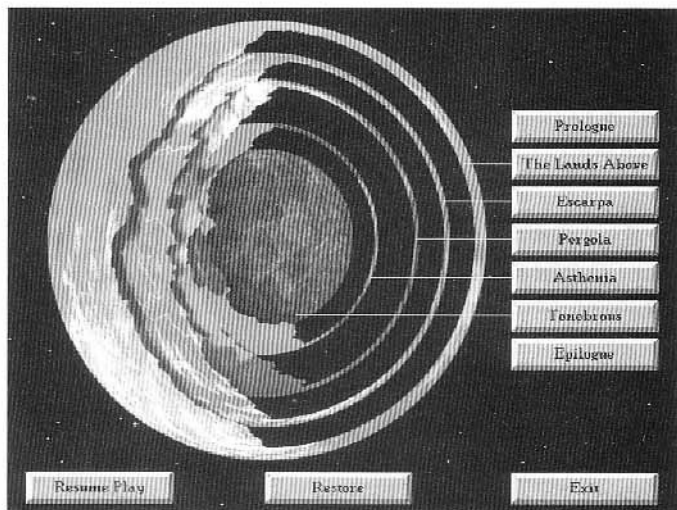
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How To Play The Game

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.

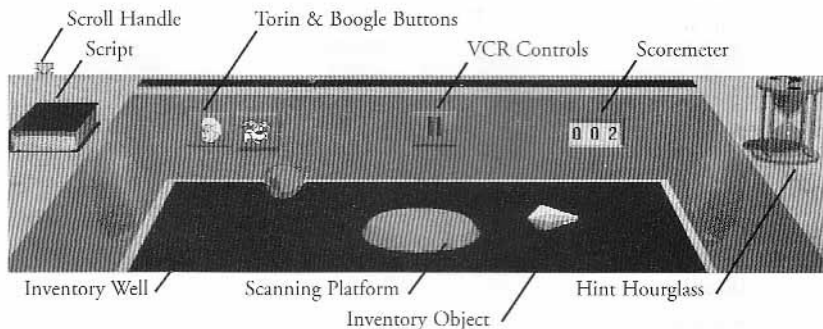
Open... Button

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*' 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.

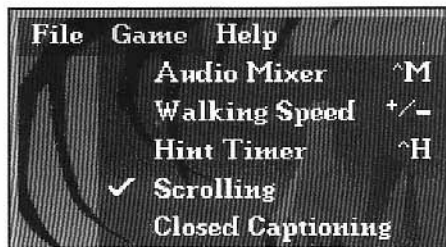
Open restores a previously saved game.

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").

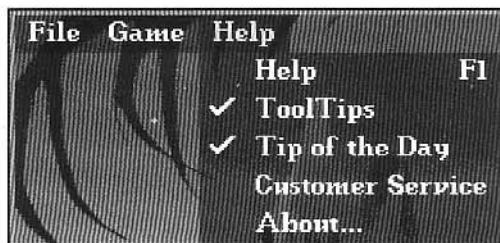
Walking Speed lets you change how fast Torin and Boogle walk.

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

Tom Marley

Dan Milano

Steve Porter

Della Rogers

Mark Seney

Michael Shavelson

Charles S. Solen

Configuration Testing Lead

Cindy Romero

Configuration Testing Team

Michael D. Jones

Jillian Leonard

John Cunney

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 Animation

Supervising Animators

David Hicock & Larry Royer

Animation

David Hicock

Larry Royer

Apryl Knobbe Young

Aaron McDowell

Mathew E. Lafleur

Michael L. Feather

Animation Assistants

Guillermo 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