GABRIEL KNIGHT

St GEORGES BOOKS

313

SINS

OF THE

FATHERS

▲ SIERRA®

TECHNICAL MANUAL

GABRIEL KNIGHT

SINS

OF THE

FATHERS

TABLE OF CONTENTS

Throughout this manual we will use the following ways of representing information:

Menu Commands will be CAPITALIZED. Example: SAVE, RESTORE, QUIT, PLAY

Typed commands will appear as **bold type.**

Example: 'type **cd \sierra**'

Portions of the command line not meant to be typed will not appear in bold type. For example, in the line 'type **cd \sierra**', 'type' should not be typed.

[Keystrokes] will appear in brackets setting them off from the surrounding text.

Example: [Spacebar], [Tab], [PageUp]

The brackets are not keystrokes and should not be typed.

Two or more keys that should be pressed together will be separated by a hyphen (-). This hyphen is not a keystroke, and should not be typed.

Example: 'Press [Ctrl-Q] to quit your game.'

If a space appears between parts of a command, it is meant to be typed.

Example: 'type **cd \sierra**' (the space between **cd** and **\sierra** should be typed as part of the command)

The term 'diskette' is used to refer to 3.5" data storage disks.

GETTING STARTED

README FILES

PLEASE NOTE: The README file on your game diskette or CD will contain important information and instructions that were not available at the time the documentation and other materials for this game were printed.

MS-DOS README Instructions

Note: The readme file is on the STARTUP disk or your CD.

From DOS, change to the drive containing the startup disk or CD. Then type **more<readme** to see the README file on-screen.

MACINTOSH README Instructions

With the STARTUP DISK in your diskette drive, double-click on the **README** icon.

BACK-UPS FOR ALL SYSTEMS

Make Back-ups

If you purchased your game on floppy, it is always advisable to make back-up copies of your master program diskettes to increase the life of the masters and guard against accidents. Follow your computer's instruction manual to make copies of all game diskettes.

Create a 'Save Game' Disk

Even if you will be playing from a hard disk, you may want to format a blank diskette for saving games. Follow your computer's instruction manual to format a blank diskette and keep it handy for saving your game as you play. For some helpful tips on saving games, see 'Saving Your Game' (page 27).

INSTALLATION FOR FLOPPY

MS-DOS Systems

Installing Your Sierra Game

IMPORTANT: In order to play your Sierra Game, you MUST have a hard disk.

    1. Make copies of the set of disks you will be using to install the game.

    2. Find the diskette entitled STARTUP DISK. Place this diskette in your floppy drive.

    3. Type the letter of the drive containing the STARTUP disk followed by a colon and press [ENTER]. Then type **install** and press [ENTER].

Example: Type **a:** and press [ENTER]. Type **install** and press [ENTER].

    4. You will be asked to select the letter of the hard disk on which you want to install the game (usually c). Type the letter and press [ENTER].

    5. The install program will then examine your system's equipment and select the best of the available options. If you're satisfied with the options selected for you, highlight the option "Accept these choices and begin installation" and press [ENTER] to confirm those choices. If you wish to change any or all of the preselected options, highlight the option you wish to change and press [ENTER]. Follow the prompts at the bottom of the main window to complete the installation process.

The MS-DOS Installation procedure attempts to automatically detect the various peripherals and options installed in your system. In some rare cases, this automatic detection process may cause the system to lock up or the installation process to fail. To bypass the automatic detection process and manually specify all configuration options, type **install - m** at step 3 above.

Loading Instructions

From the game directory that the program was installed to, type **gabriel** and press [ENTER].

Installation Procedure for Windows or Multimedia Windows

1. Insert the STARTUP / Disk 1 into your disk drive (A or B).

2. Invoke Windows in Standard mode or Enhanced mode. This is usually done by typing **win /s** or **win /3,** but may be different for your installation. If you are unsure, please refer to your Windows documentation.

3. From the Windows Program Manager, open the FILE menu and select the "RUN" command.

4. In the File Run dialog box, Type **a:\setup** where **"a"** is the letter of your disk drive and press [ENTER] or click "OK".

5. Follow the prompt to enter the installation drive and path name. This is the location on your hard disk where *Gabriel Knight* will be installed. When you press Enter after specifying the path, the program will begin the installation procedure to your hard disk.

6. The setup program will now run automatically. It will ask whether you wish to output background music for a base-level (i.e., Sound Blaster, Pro Audio Spectrum Plus or 16, Thunderboard) or for an extended synthesizer (i.e., Roland SCC-1 or Sound Canvas, Turtle Beach Multi-Sound, Wave Blaster, Yamaha TG-100 or any other General MIDI supported synthesizer or module). It will then set up a program group and program icon so that you may play the game.

PLEASE NOTE: For Roland MT-32 and compatible sound modules, select the extended synthesizer option during the setup program. After the game installation is complete, select the MIDI Mapper option under the Control Panel and change the sound mapping option to MT-32.

IMPORTANT: If you wish to play the MS-DOS version after installing for the Window's version, please refer to MS-DOS installation procedures on page 2.

Windows Features

Dynamic Window Sizing

When playing your game as a Windows application, you can resize the game window as desired. The window will be automatically adjusted to maintain the correct aspect ratio. The maximum window size is 640 x 480, so if Windows is configured for 800 x 600 or a higher resolution, the game window will not fill the entire screen.

Multitasking And Task Switching

Multitasking and Task Switching is a computer's ability to run more than one application at the same time while having the ability to switch between them. When playing a Sierra game as a Windows application, Multitasking and Task Switching capabilities are available. Please Note: This feature is not available for playing two Sierra games simultaneously under Windows. For more information on this feature, please refer to your Windows Manual.

Note About Synthesizers

Multimedia Windows defines two types of synthesizers: "Base-Level" which includes three melodic channels and one percussive channel, and "Extended" which includes nine melodic channels and one percussive channel (only if you have selected the Extended synthesizer). You may wish to reference the Windows Help menu in the Control Panel. Use the Index to find help on changing your **MIDI** setup.

The channel assignments are 13 thru 16 for "Base-Level" and 1 thru 10 for the "Extended". You may need to configure the system depending upon the type of sound equipment installed by using the **MIDI** Mapper option in the Control Panel.

Sierra games can play music for either of these configurations. The installation procedure allows you to choose which is appropriate for your system. If you don't know what type of synthesizer you have, select "Base Level".

If you have for example a Sound Blaster, Thunderboard, Pro Audio Spectrum Plus or a Pro Audio Spectrum 16, select the "Base-Level" synthesizer.

If you have for example a Roland SCC-1 or Sound Canvas, Wave Blaster, Turtle Beach Multi-Sound, Yamaha TG-100 or any other General Midi supported synthesizer or module, select the Extended synthesizer option.

INSTALLATION FOR CD-ROM

MS-DOS Systems

There are two ways to play this game: You can play directly from the CD or you can create an install file on your hard disk. In order to save games, you must create an install file. Saving games is like using a bookmark; it allows you to stop playing without losing your place in the game. Next time you play the game, you can continue from where you left off. We highly recommend installing your game to allow you to do this.

Playing directly from the CD

• To play the game directly from the CD, you will need to follow the instructions contained in a README file on the CD.

• To view the README file, insert the CD into your CD-ROM drive. Type the letter of the CD-ROM drive you have placed the disc into followed by a colon (for example: **e:**), and press [ENTER].

• Type **more<readme** and press [ENTER].

Playing with an Install File (recommended)

• This program will create an "RESOURCE.CFG" file on your hard disk.

• Running the INSTALL program saves your sound configuration in the "RESOURCE.CFG" file.

• Also, once you have installed the game, you will be able to save your game in progress on a floppy or hard disk.

To run the INSTALL program:

1. Insert the CD into the CD-ROM drive.

2. Type the letter of the CD-ROM drive you have placed the disk into followed by a colon (for example: **e:**), and press [ENTER].

3. Type **install** and press [ENTER].

Follow the instructions of the INSTALL program.

To run the game using the install file:

1. Place your CD game disc into your CD-ROM drive.

2. Type the letter of the drive you installed the game to (for example: **c:**) and press [ENTER].

3. Type **cd \sierra** and press [ENTER].*

4. Type **gkcd** and press [ENTER].

* If you have installed *Gabriel Knight* to a directory other than the default setting, please type **gkcd** from the directory where you installed the game.

Installation Procedure for Windows or Multimedia Windows

1. Insert the game CD into the CD-ROM drive.

2. Invoke Windows in Standard mode or Enhanced mode. This is usually done by typing **win /s** or **win /3**, but may be different for your installation. If you are unsure refer to your Windows documentation.

3. Select "Run" from the "File" menu.

4. Type **e:\setup** where e is the drive letter of your CD-ROM drive. Press [ENTER] or click "OK".

5. The setup program will now run automatically. It will ask whether you wish to output background music for a base-level (i.e., Soundblaster, Pro Audio Spectrum, or Thunderboard) or for an extended synthesizer (i.e., Roland MT-32, LAPC-I, or CM-32L). It will then set up a program group and program icon so that you may play the game.

NOTE ABOUT SYNTHESIZERS: See page 4.

INSTALLATION FOR MACINTOSH

Installing Your Sierra Game

IMPORTANT: In order to play Gabriel Knight, you MUST have a hard disk.

    1. Place the back-up copy you have made of the STARTUP Disk in the diskette drive.

    2. Double click on the INSTALL icon, and follow the on-screen prompts to complete the installation.

Loading Instructions

After completing the INSTALL procedure:

    1. Double-click on the game folder that was created on the hard disk.

    2. Double-click on the game icon inside the game folder.

PLAYING YOUR SIERRA GAME

Exploring New Worlds

The following section explains how to use the Sierra Interface. Please take a moment to read this section if you have never played a Sierra game.

Every Sierra game presents an exciting world of adventure for you, the player, to explore. In order to make your exploration exciting and easy, we have standardized many elements of our game interface. This interface is designed to allow you to simply point and click to explore this world and interact with it.

You will need a mouse to play your Sierra game. The term click is a generic term. It simply means clicking the mouse button (or the left-most mouse button on mice with more than one button).

Using a Mouse

To activate the icon bar, move the cursor to the top of the screen.

To position the on-screen cursor, move the mouse to the desired position. To move your character, position the Walk Cursor at the desired screen location and click the mouse button.

To execute a command, click the mouse button.

For more detailed mouse instructions, see illustrations below.

NOTE: *For MS-DOS Systems: In order to have mouse control with your Sierra program, a mouse driver must be installed through DOS prior to starting your Sierra program.*
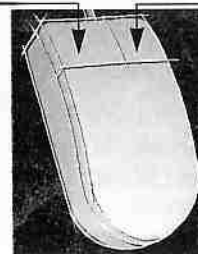
One Button Mouse
Mouse Button [ENTER]
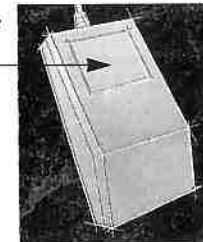
[SHIFT-CLICK]
[OPTION-CLICK]
Cycle through available cursors.

[CTRL-CLICK]
[COMMAND-CLICK]
Toggle between WALK and last cursor chosen.

Two Button Mouse
Left Mouse Button [ENTER]

RIGHT MOUSE BUTTON
Cycle through available cursors.
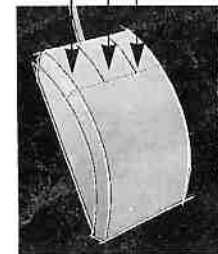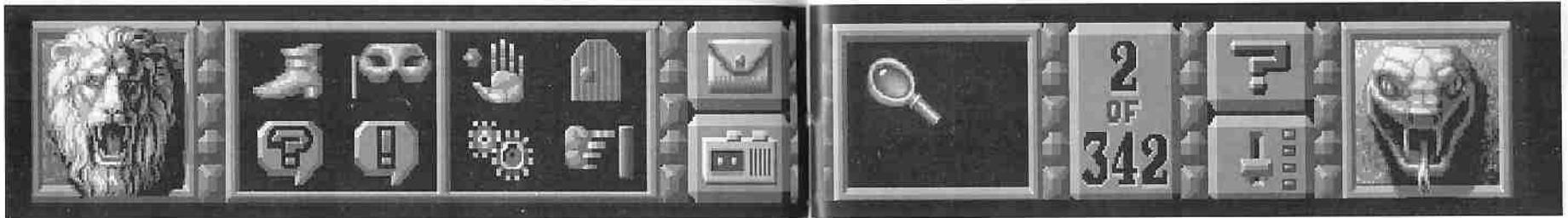
[CTRL-CLICK]
Toggle between WALK and last cursor chosen.

Three Button Mouse
Left Mouse Button [ENTER]

RIGHT MOUSE BUTTON
Cycle through available cursors.

MIDDLE MOUSE BUTTON
Toggle between WALK and last cursor chosen.

A. The Gabriel Knight Icon Bar and Icon Cursors.

The interface you will be using through most of the game is the icon bar and the icon cursors you select from the icon bar. The icon bar can be "hidden" during normal game play, or it can be locked into place so that it is visible during game play. See the section entitled "Control Panel and Game Customizing Options" for details on locking or unlocking the icon bar.

To access the icon bar, move your cursor to the top of the screen. You can also access the icon bar by pressing [ESC] on your keypad. If the icon bar is normally "hidden," it will appear at this time so that you can access it.

You play the game by selecting an icon that represents an action, then clicking that icon cursor on a person, object, or location on the screen. The icon bar shows you all of your available action icons. To choose an icon from the icon bar, simply click on that icon. This will change your cursor to an icon cursor that looks just like that icon.

You can now use that icon cursor on the main screen.

The icons available in *Gabriel Knight* are listed next to their icon cursors below:

The WALK icon allows you to move Gabriel around on the screen. Click on the WALK icon, then click the WALK cursor where you want Gabriel to go.

The LOOK icon allows you to get a description of an object, person, or location on the screen. Click on the LOOK icon, then click the LOOK cursor on the item on the screen that you want described.
NOTE: Puzzle clues are often included in LOOK messages.

The ASK icon allows you to Interrogate someone. In Interrogation mode you can select specific topics for discussion (see the section entitled "Interrogation" for details about Interrogation mode). Click on the ASK icon, then click the ASK cursor on a person on the screen.

The TALK icon allows you to talk to someone. Click on the TALK icon, then click the TALK cursor on a person on the screen. TALK will provide general chit-chat, character information, and sometimes clues.

The PICKUP icon allows you to pick up an object. Click on the PICKUP icon, then click the PICKUP cursor on an object on the screen. If the object can be taken, Gabriel will pick it up, and it will appear in your Inventory.

The OPEN/CLOSE icon allows you to open or close an object. Click on the OPEN/CLOSE icon, then click the OPEN/CLOSE cursor on an object on the screen. This is useful for objects like doors, boxes, cupboards, etc.
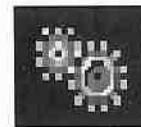
The OPERATE icon allows you to "use" an object that has an obvious function (chair, light switch, etc). Click on the OPERATE icon, then click the OPERATE cursor on an object on the screen. If the object can be operated, Gabriel will use it.

The MOVE icon allows you to move an object (push or pull). Click on the MOVE icon, then click the MOVE cursor on an object on the screen. If the object is moveable, Gabriel will move it.

The INVENTORY button will bring up the Inventory window. The Inventory window shows all of the inventory items that Gabriel is currently carrying. See the section entitled "Inventory" for details on Inventory.

The RECORDER button will allow you to access the Recorder screen. The Recorder screen allows you to play back any conversations Gabriel has had in the Interrogation mode. See the section entitled "Recorder" for details on using the Recorder.

NOTE: The recorder will be very helpful for reviewing important information that has been given to Gabriel by the other characters.

This window will show the inventory item that's currently active as the inventory cursor, if there is one (if not, this area will be blank). One inventory item at a time can be the active inventory cursor. The active inventory cursor will cycle with the other icon bar cursors. The active inventory cursor can also be clicked, like the other icon cursors, on an object or a person on the main screen. This will attempt to ("show", "give", or "use") that item on the person or object it was clicked on. For example, to unlock a door, a key cursor would be clicked on the door.

To use the active inventory item on the screen, click on the current inventory item window, then click the item's cursor on an object on the main screen.

This area shows your current score and the maximum points possible.

The HELP button will allow you to get on-line descriptions of what actions the other icons on the icon bar perform. Click on the HELP button, then move the HELP cursor over another icon on the icon bar to learn about the other icon's function.

The CONTROLS button brings up the control panel. The control panel allows you to change various optional settings in the game, to SAVE or RESTORE a game, and to RESTART or QUIT. See the section entitled "Control Panel & Game Customizing Options" for details on what the control panel can do for you.

NOTE: At times, the game will disable some or all icons, buttons, and windows while it is running a cartoon or when the interface must become more limited for other reasons. When this happens, icons will simply "disappear" from the icon bar, buttons (such as the inventory, control panel, and recorder) will darken, and the current inventory item window will show bars over it when it is disabled. When an icon button, or window is disabled this simply means you do not need to use that function at the present time.

B. Cursor Hot Spots.

All of the cursors in the game have "hot spots"—highlighted points on the cursor that indicate the "hot" area of the cursor. Some cursors are large, and some items on the main screen are quite small. The "hot spot" shows you what part of the cursor to position over your intended destination. Position the hot spot highlight carefully so that it is exactly on top of the item you wish to use that cursor on.
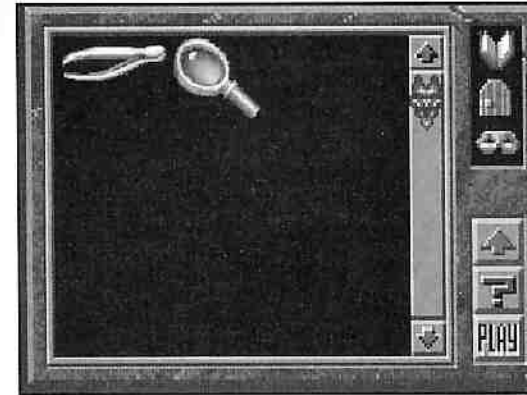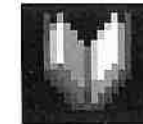
C. Inventory.

The Inventory window displays all of the inventory items that Gabriel is carrying. These items are available for puzzle-solving throughout the game. Items will appear in Inventory when:

1) Gabriel picks up an item on the screen (using the PICKUP icon), or

2) Gabriel is given an item by another character in the game.

The Inventory window also has action icons. To choose an action from those available in the Inventory window, click on the icon that represents that action. This will give you an icon cursor which can be used on any inventory item in the Inventory window. The Inventory icon cursors can be used only in the Inventory window. The actions available in Inventory are listed next to their icon cursors below:

The READ icon allows you to read printed materials. Click on the READ icon, then click the READ cursor on an inventory item that you think might be READable.

The OPEN icon allows you to open an inventory item. Click on the OPEN icon, then click the OPEN cursor on an inventory item. Examples of inventory items that might OPEN include a jewelry box or a folded towel.
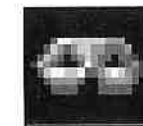
The LOOK icon will give you a description of an inventory item. Click on the LOOK icon, then click the LOOK cursor on an inventory item.

HINT: Important clues about what to do with an inventory item are often located in the LOOK messages.

The ARROW will allow you to select an inventory item to become the active Inventory cursor. When an inventory item is the active Inventory cursor, it can be used on the main screen. Click on the ARROW, then click the ARROW cursor on an inventory item. That inventory item will now become your active cursor. To use this in the game, you must first exit the Inventory window with this cursor active. Simply click the inventory item's cursor on the PLAY button to exit the Inventory window. Once you have done this, the item will appear on the main icon bar in the current inventory item window.

The HELP button will allow you to get on-line descriptions of what actions the other icons in the Inventory window perform. Click on the HELP button, then move the HELP cursor over another icon in the Inventory window to learn about the other icon's function.

The PLAY icon will erase the Inventory window and return you to the game.

The SCROLL BAR will allow you to scroll through Inventory. Click on the UP arrow to see the previous page of inventory items, the DOWN arrow to see the next page. If there are no "next" or "previous" pages, a message will be displayed.

D. How to "operate" an inventory item.

Some of your inventory items may have obvious functions, such as a radio or a pack of gum. To have Gabriel himself "use" that item, simply select the item from Inventory (make the item the active Inventory cursor), then click that item's cursor on Gabriel on the main screen. This requests that Gabriel "use" that item. If that item cannot be "used", a message will tell you so.

Most of your game play will be using the icon bar/inventory system described in the previous section of this manual. However, *Gabriel Knight* does have some additional special interfaces. These include the Interrogation screen, the Recorder, the Voodoo Code Interface, and the Drum Code Interface. These additional interfaces are described in the following section.

A. Interrogation.

Interrogation mode allows Gabriel to ask other characters about very specific topics such as "Voodoo." Questioning people in depth is a vital element of Gabriel's investigation.

This is the Interrogation screen for Grace. There are fifteen main characters that can be interrogated in the game.

NOTE: The icon bar is not accessible from the Interrogation screen, so you cannot SAVE or RESTORE or QUIT from the Interrogation screen. To do these actions, first Exit the Interrogation screen.

1. Accessing the Interrogation screens.

To access the Interrogation screen for any character, click the ASK cursor on that character on the regular game screen. If that person can be interrogated at that time, the game will take you to the Interrogation screen for that character.

2. The Interrogation Topic Lists.

a) Global Topics.

Global topics are at the top of the list and are displayed in blue. Global topics are the same for each character that you interrogate. In the beginning of the game you will have three global topics. You will gain more global topics as the game play progresses and Gabriel learns new things.

HINT: Global topics are displayed in a "highlighted" color until they are selected for the first time. This is to help you notice when a new topic has appeared, and does not mean that you only need to ask about that topic once!

b) Subject Topics.

Subject topics are at the bottom of the list and appear in character-specific colors. These topics are unique for each character and may also change as Gabriel learns new things.

c) Exit.

The last item on the topic list is the word "Exit." Click on "Exit" to leave the Interrogation screen.

3. Interrogating Characters.

The Interrogation screen cursor is an arrow for easy pointing.

a) To ask about one of the topics.

Position the arrow cursor over that topic. The topic will highlight. Click in this position.

b) To leave Interrogation and return to the main screen.

Position the arrow cursor over the "Exit" at the bottom of the topic list. The "Exit" will highlight. Click in this position to exit.

c) Interrogation dialogue choice boxes.

In addition to the main topic list, sometimes you will be offered a dialogue choice box that appears to the right of Gabriel's face. To make a choice, move the arrow cursor over one of the selections until it highlights, then click in that position. The last choice on the dialogue choice boxes is always an "exit" choice.

HINT: Ask about every global and subject topic with every character you can interrogate. Continue to ask about each topic until the character repeats him/herself in his or her response.

HINT: To replay dialogue that occurs on this screen, you can use the Recorder (see next section).

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B. Recorder.

The Recorder allows you to replay, at any time, any and all conversations that Gabriel has had in the Interrogation mode (see the section entitled "Interrogation" for details).
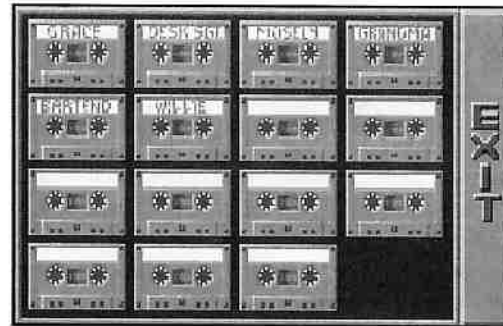**NOTE:** Normal main screen dialogue is not recorded.

1. Accessing the Recorder.

To access the Recorder, click on the Recorder button on the icon bar. This will bring up the Recorder Tapes window.

2. The Recorder Tapes Window.
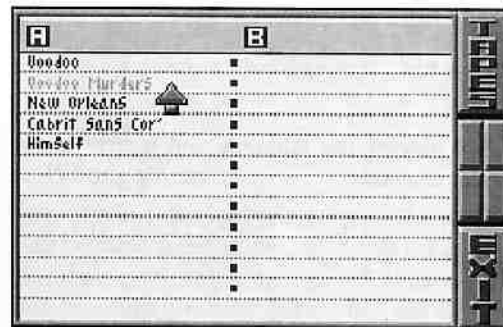
The Recorder Tapes window looks like this:

Gabriel will have one tape for each character in the game that he has Interrogated so far (later on, he'll also have one from a lecture he attends). To choose a tape to listen to, move the arrow cursor over that tape until it is highlighted, then click in that position. This will bring up the Recorder Topics window for that tape/character.

To leave the Recorder and return to the game, click on the "Exit" button.

3. The Recorder Topics Window.

Once you have selected a tape, you will get a list showing all of the topics Gabriel has already discussed with that particular character. These are the topics available for replay at this time. The Recorder Topics window looks like this:


To choose a topic to listen to, move the arrow cursor over that topic until it is highlighted, then click in that position. This will take you to the Recorder Dialogue window for that topic.

To return to the Recorder Tapes window, click on the "Tapes" button. To leave the Recorder and return to the game, click on the "Exit" button.

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4. The Recorder Dialogue Window.

The Recorder Dialogue window looks like this:
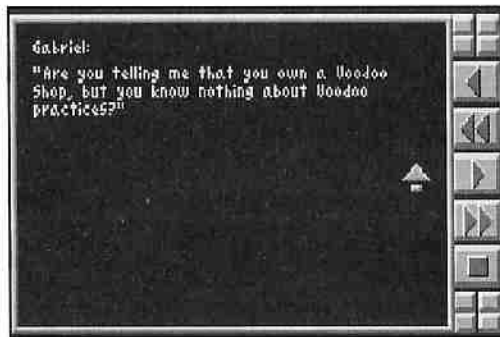
When you first bring up the Recorder Dialogue window you will see the first line of dialogue in the first conversation you had with this particular character about this particular topic. The buttons on the right side of the window work just like a real tape recorder and will permit you to do the following:
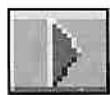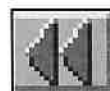
Click on this button to play through the conversation, one message at a time. When you reach the end of a given conversation, you will automatically start on the next conversation you had with this character about this topic, if there is one.
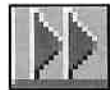
Click on this button to fast forward through the conversation. This fast forward will skip all of the remaining messages in this conversation and will jump ahead to the next conversation Gabriel had with this character about this topic, if there is one.
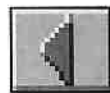
Click on this button to back up through the conversation, one message at a time. When you reach the beginning of a given conversation, you will automatically start on the last line of the previous conversation you had with this character about this topic, if there is one.

Click on this button to fast rewind through the conversation. This rewind will skip all of the previous intermediate messages in this conversation and will jump back to the first line of this conversation or, if you are already on the first line, it will jump back to the next previous conversation Gabriel had with this character about this topic, if there is one.
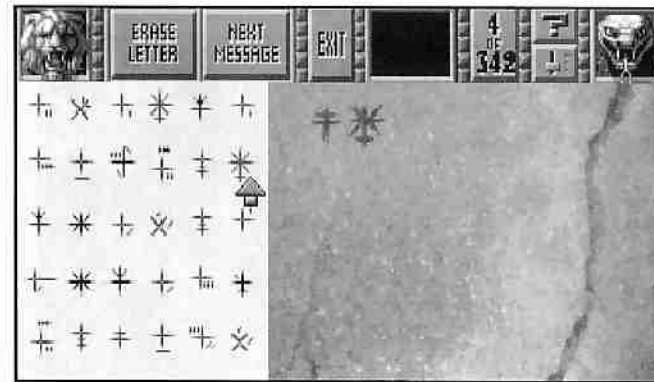
Click on this button to STOP playing the dialogue and return to the Recorder Topics window for this character.

C. Voodoo Code Interface.

At a certain point in the game, Gabriel will need to use a Voodoo code to write a message. The interface for this part of the game looks like this:

1. The Voodoo Code Writing Screen.

The white area with symbols on the left side of the screen represents a piece of paper with Voodoo code symbols written on it. This is the area from which Gabriel can select individual symbols to write as part of his own message.

The area to the right of the piece of paper represents the surface on which Gabriel is writing his message. This area will show the message that Gabriel is constructing.

The icon bar for this interface has a few new, special-purpose buttons on it:

The "Erase Letter" button erases the last symbol Gabriel "wrote" on the right side of the screen. Click on this button and the last symbol written will disappear. This can be repeated to erase the entire message, if desired.

Clicking on the "Next Message" button will replace the current page of symbols on the left with a second page of symbols that are also available for selection.

Click on the "Exit" button to leave the Voodoo Code Interface and return to the game.

2. Writing a message.

To construct a message, select a symbol to be "written" in the next available slot on the right by moving the arrow cursor over the piece of paper on the left, positioning it over one of the symbols (the symbol will be surround by a "selection" box at this time), then clicking in that position. The symbol will appear on the right hand side (two have been "written" so far in the example above). Symbols can be erased using the "Erase Letter" button. To view more symbols, click on the "Next Message" button on the icon bar. To leave the Voodoo Code interface, click on the "Exit" button on the icon bar.

D. Drum Code Interface.

1. Translating.

At a certain point in the game, Gabriel will need to translate a drum code. The drum code consists of three pitches; high, medium, and low. There are also three strikes; a single, a double, and a triple. The interface for this part of the game looks like this:
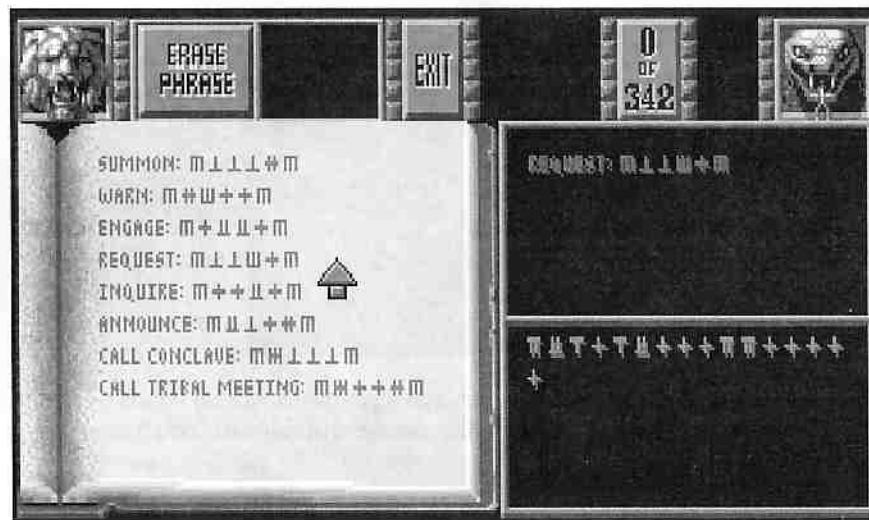
a) The Drum Code Translating screen.

On the left side of the screen you'll see a book of drum codes from which Gabriel is taking his translations. **NOTE:** This book has three pages of codes!!

* To turn to the next page, position the arrow cursor over the page edges on the right-hand side of the book. The gray arrow cursor will turn to a golden right arrow like this: Click to turn the page.

* To turn back to the previous page, position the arrow cursor on the far left of the screen, near the crease in the book. The gray arrow cursor will turn to a golden left arrow like this: Click to turn the page.

This book contains the code phrases that you may select as part of your translation.

On the right side of the screen are two boxed areas. The upper area is the translation you are forming. The lower area shows the drum beats that Gabriel is currently hearing. For those with no sound device, this will be your only means of translation. For those with sound equipment, the beats that appear in this area should match the drum sounds you are hearing.

The icon bar for this interface has a few new, special-purpose buttons on it:

Click on the "Erase Phrase" button to erase the last phrase selected for the translation area on the right side of the screen. This can be repeated to erase the entire translation, if desired.

Click on the "Exit" button to leave the Drum Code Interface and return to the game.

b) To Translate a Message.

Look at (and listen to, if you have a sound device) the drum beats being displayed in the lower right hand box on the screen. Some of these beats will be just random nonsense (as far as the "code" is concerned), but if a message is being sent via the drums, the random beats will be broken on occasion by "real words" in the drum code.

Watch the drum beats until you see what you believe is the start of a word. See if you can match the word with one in the book. If you can, you'll want to put that word in the translation area. To do so, move your gray up-arrow cursor over the book page with the correct phrase, then over the phrase itself (the phrase will highlight). Click on that phrase. It will appear in the translation area on the upper right of the screen. Continue to interpret the message phrases until you have translated the entire transmission. You can erase the last phrase put in the translation area by clicking on the "Erase Phrase" button. To leave the drum code interface, click on the "Exit" button on the icon bar.

2. Sending.

Later still in the game, Gabriel will get a chance to send a drum code of his own. The interface for "sending" is very similar to the interface for "translating."
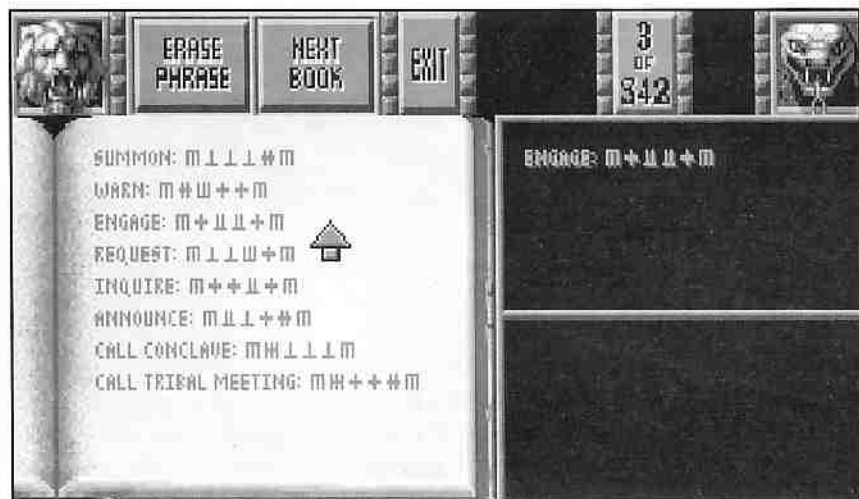
a) The Drum Code Sending screen.

In this case, the drum beat area in the lower right portion of the screen remains blank since Gabriel is not hearing drums, but, rather, composing a message of his own to send.

The other change you'll notice is a new button on the icon bar "Next Book." If Gabriel has a second book of drum codes available to him at this time, you can toggle between both books to choose phrases for a message.

NOTE: This button will only appear if Gabriel has a second book of drum codes.

b) To Send a Message.

To send a message, simply select phrases from the book on the left by positioning the arrow cursor over a phrase until it highlights, then clicking on that phrase. The phrase will appear in the upper right-hand window on the screen. You can select phrases and/or erase phrases until you are happy with the message that appears in that window. To actually send the message, simply select the "Exit" button to return to the screen you were previously on. Gabriel will play the message you just composed after you exit the drum code screen.

The control panel allows you to customize your game options. The game options available are listed next to their pictures below:

The SPEED slider allows you to adjust the speed of Gabriel's walking. To speed him up, move the SPEED slider right. To slow him down, move the SPEED slider left.

The MUSIC slider allows you to adjust the volume of the music in the game. To turn the volume up, move the MUSIC slider right. To turn the volume down, move the MUSIC slider left.

The SOUND slider allows you to adjust the volume of the sound effects and voice (audio) in the game. To turn the volume up, move the SOUND slider right. To turn the volume down, move the SOUND slider left.

NOTE: Your sound device may not support volume change from within the game.

The TEXT slider allows you to adjust the speed at which the text is displayed in the game. To make the text pass by more quickly, move the TEXT slider left. To make the text pass by more slowly, move the TEXT slider right.

NOTE: If voice is being played—with or without text on—this slider will not affect the text speed.

The DETAIL slider allows you to adjust the amount of animation detail in the game. For less detail, move the slider left, for more move the slider right.

NOTE: We recommend turning down the detail only if the game is running slowly on your machine.

The QUIT button will exit the game and return you to DOS. Make sure you save first!

The ABOUT button will give you information about this game and Sierra On-Line.

The RESTORE button will bring up the Restore window and allow you to restore a previously saved game.

The SAVE button will bring up the Save window and allow you to save your current position in the game.

The HELP button will allow you to get descriptions of what functions the other buttons and sliders on the control panel have. Click on the HELP button, then move the HELP cursor over the button or slider you want a description for.

The RESTART button will restart the game at the beginning (day 1), losing your current place in the game. Make sure you save first!

The PLAY button will erase the control panel and return you to the game. Any changes in game options you've made on the control panel will be saved.

This button will allow you to display NARRATOR messages as either voice or text in the game on the CD-ROM version only. For CD-ROM, having the VOICE button turned ON and this button turned to the TEXT option means that all of the character dialogue will be spoken, but the Narrator messages will appear as text. If the VOICE button is ON and this button is set to VOICE, the Narrator messages will be spoken as well as the character dialogue.
NOTE: This button is only relevant if the VOICES button is ON.

This button will allow you to choose between having the icon bar visible at all times and having it normally hidden from view.

This button will allow you to turn printed text on or off on the CD-ROM version only. For CD-ROM, text can be displayed by itself (VOICE button turned OFF), or along with the voices (TEXT button ON, VOICE button ON).

This button will allow you to turn spoken voices on or off on the CD-ROM version only. For CD-ROM, voice can be displayed by itself (VOICE button turned ON, TEXT button turned OFF), or along with the text (TEXT button ON, VOICE button ON).

Bypassing non-interactive sequences.

All of the computer-controlled scenes in *Gabriel Knight* are there for a reason, and we hope that we've incorporated enough serious gameplay into this entertainment package that you'll consider it your well-earned right to sit back and enjoy the cinemagraphic scenes when they occur. Every scene in *Gabriel Knight* includes important game information and we highly recommend that you view each scene at least once all the way through and listen to and/or read the accompanying dialogue. However, if you are replaying sections of the game and have already gleaned all of the information from a given scene that you intend to, you may bypass it.

To bypass non-interactive scenes, hit the [space bar] at any time during the scene. If the scene is one that can be bypassed (whether or not a scene can be bypassed is based solely on length—the longer ones can be bypassed, shorter ones cannot), a box will come up asking you if you really mean it. Select the "Cancel" button to continue with the scene or the "Skip It" button to skip the scene and return to player control. Any inventory or topics or new locations that are made available to you during the scene will be given to you when you skip the scene.

LOOK everywhere. Thoroughly explore your surroundings. Open doors and drawers. Look closely at all objects you encounter or you may miss important details.

EXPLORE each area of the game very carefully, and DRAW A MAP as you progress through the game. Make a note of each area you visit, and include information about objects found there and dangerous areas nearby. If you miss an area, you may miss an important clue!

PICKUP objects you think you will need. You can see an inventory of items on hand by choosing the Inventory icon at any time.

USE the items you have picked up to solve problems in the game. Different approaches to a puzzle may bring about a different outcome.

BE CAREFUL, and remain alert at all times — disaster may strike in the most unlikely of places!

SAVE YOUR GAME OFTEN, especially when you are about to try something new or potentially dangerous. This way, if the worst should happen, you won't have to start all over again from the beginning. Save games at different points, so you will always be able to return to a desired point in the game. In effect, this will enable you to travel backward through time and do things differently if you wish.

DON'T GET DISCOURAGED. If you come to an obstacle that seems insurmountable, don't despair. Spend some time exploring another area, and come back later. Every problem in the game has at least one solution, and some have more than one. Sometimes solving a problem one way will make it harder to solve the next, and sometimes it will make it easier.

If you get stuck, you might try backtracking to an earlier point in the game, then choosing a different path.

Don't be afraid to take advantage of some hints. Sierra provides game hints in a variety of different formats to make your adventure more enjoyable. For more information, refer to the "HINT" section on page 32 of this manual.

BRING ALONG SOME HELP. You may find it helpful (and fun) to play the game with a friend. Two (or more) heads are better than one at interpreting clues and solving problems.

Warning: This section will give the solutions for the first few puzzles in the game. If you are an experienced gamer, you may want to skip this section. If you need help getting started, or have done the first few puzzles and are interested in getting strategy hints, read on!

1. The Opening Scene & Sins of the Fathers Graphic Novel.

There are two pieces of fictional "back story" or "prologues"; the opening nightmare sequence and the graphic novel that was included in your box. These will both become important to understanding what is happening to Gabriel as the story in the game unfolds. Read the graphic novel and view the opening nightmare sequence right away, or, if you're very anxious to get started, skip these and play through a day or so, but we highly recommend viewing both the nightmare sequence and reading the graphic novel before day 3.

The opening scene shows Gabriel's recurring nightmare. This nightmare scene has images which you will find significant in your game play. You may watch this as many times as you like.

To view the opening scene, select the "Intro" button on the title screen.

After the nightmare, you will be taken through the game credits, and then automatically to the start of day 1.

2. Day 1 start scene.

For the first seven days of the game, the "day start" scenes in the book shop with Grace will give you important information and leads for the day. The game will automatically take you through the day 1 start scene after the nightmare sequence. You can also skip the nightmare sequence and go directly to the start of day 1 by selecting "Play" from the title screen.

HINT: Write down the things that happen during each day start scene—you may want to save your game at the beginning of the scene and watch it several times. This will help you stay moving through the day as you follow up on the leads.

For day 1, the opening scene gives you the following leads:

* Gabriel is writing a book on Voodoo and is researching it. Grace is assisting his research and can do more research for him whenever she's asked to do so.

* She has phone messages for him.

* She has located two Voodoo resources in New Orleans: a museum and a drug store.

* She gives him a hand-held tape recorder that he'd ordered.

3. Exploring the book shop.

Before we get into the day 1 start leads, let's do what should always be done first—explore your current location.

* LOOK at Grace. Useful? Perhaps not, but Gabriel gets a kick out of it.

* LOOK at each individual shelf of books. The messages will tell you what books Gabriel has available in his shop.

* PICKUP on every book shelf. Some will just give you messages, but there are three books you can pick up and read. Did you find them?

* PICKUP on the top shelf on left segment of the north wall. You'll read a German book by a Heinz Ritter. Is this a clue? Well, look at it this way. If it weren't, it wouldn't be in the game. You don't speak German? Hmmm. Looks like you need a translation.

* PICKUP on the top shelf on the right segment of the north wall—behind the ladder. Now you know something about snakes.

* PICKUP on the shelf just underneath the right window. Repeat this action over and over until you start to see the messages repeat.

* LOOK elsewhere around the shop. How about that newspaper on the counter? Want to read it? PICKUP on newspaper.

HINT: New newspapers are delivered to the shop every day.

* LOOK at the other items on the counter. Did you find the magnifying glass and the pair of tweezers?

* PICKUP on magnifying glass and PICKUP on tweezers.

Did you notice that PICKUP on the books simply read the books and put them back? Gabriel did not keep them. On the other hand, he kept the magnifying glass and tweezers. Try PICKUP on everything. If the game doesn't let Gabriel keep an item permanently it's because he doesn't need to use it in another location.

* Continue to LOOK all around the book shop and also PICKUP. Try some other commands now. OPERATE on the ladder. OPEN on the cash register. Try MOVE on Grace. TALK on Grace.

4. Inventory.

Now that Gabriel has picked up and kept a few items, let's check Inventory. Go up to the icon bar and click on the Inventory button. This will bring up the Inventory window.

* LOOK at the magnifying glass and then LOOK at the tweezers.

* Try to READ both items.

* Try to OPEN both items.

* Now click on the arrow button on the right side of the window, then click on the magnifying glass. Your cursor will change to look like the magnifying glass. Use the

hot spot on the magnifying glass cursor (the bright yellow highlight in the center of the glass) to click on the "Play" button on the right side of Inventory window. This will erase Inventory.

* Now look at the icon bar. You should see the magnifying glass appearing in the current inventory item window. You should also have the magnifying glass as your current cursor.

* Position the magnifying glass cursor hot spot over Grace and click it on her. She's not impressed? Oh, well. Perhaps Gabriel will find another place where the magnifying glass will be useful.

* Go back into Inventory, select the tweezers, and click them on Grace to see how she responds.

5. Interrogation.

Now that we've explored, let's go back to our day 1 start leads. How about those phone messages? To get your phone messages, you'll need to go into Interrogation with Grace.

* Click the ASK cursor on Grace. This will take you to Grace's Interrogation screen.

* See the list of topics? Go ahead and select each topic—start from the top and work your way down. Select a given topic more than once—select it until Grace starts to repeat herself. You'll notice that the global topics—those in blue—are highlighted until they're selected one time. All global topics will be highlighted when they first appear. This is to help you notice that new topics have appeared once the list gets lengthy.

* Work your way down to "Messages". Keep selecting "Messages", then "More Messages" until she tells you there are no more.

The phone messages are also important leads for day 1. You learn:

> * Your Grandmother called and wants you to come by.
> * Detective Mosely called and told you he's left photos at the front desk of the police station.
> * You received a call from a strange man from Germany. Hmmm.

* Since we're in Interrogation, select "Request Research" while you're at it. You'll get a dialogue choice box. At this time, there's nothing to ask Grace to do, so just select the exit response. When there's something to ask Grace to do, it will automatically appear in this dialogue choice box.

HINT: If you ever get stuck on a given day, check "Request Research" with Grace and see if something new has been added to your "Request Research" dialogue choice box.

6. Leaving the book shop.

You've done all you can at the book shop right now. Why don't you go follow up on your other leads; the museum, the Voodoo shop, the police station, Grandma's house....?

* Click OPEN on the front door and...happy hunting!

HINT: You'll find quite a few locations to explore on your map after this initial click-thru, but remember, you'll be getting new locations as you learn new things, so always check your two maps for new places to visit, as well as your Interrogation menus for new topics to ask about.

7. Strategy Tips.

When you get stuck, make sure you've done the following:

1. Explored every location available to you.
2. Shown every item you're carrying to every person.
3. Asked every person about every topic until they repeat themselves.
4. Checked "Messages" and "Request Research" with Grace.
5. Gone back over conversations with your recorder to see if you've forgotten a lead.

HINT: If there's something you know you haven't figured out yet, and you can't end the day, chances are you need to solve that puzzle to end the day.

HAVE FUN!!!

SAVING YOUR GAME

IMPORTANT!! *If you do not wish to save to your hard drive, you must have a separate formatted diskette ready before you can save a game. Since each disk can only hold a limited number of games, we recommend that you have more than one disk formatted, in order to assure adequate space for save game storage. To allow for errors in judgment and creative exploration, we recommend that you frequently save your game, and that you save at several points during game play. You will always want to save your game before encountering potentially dangerous situations. You should also save your game after you have made significant progress. You may name your saved games using standard English phrases. For example, if you are in the bookstore on day 1, you might call your game 'day 1 bookstore'.*

Saving to a Floppy Disk

1. Choose the **CONTROL PANEL** icon (slide lever) from the icon bar, then select the Save button (appears as an "S"). The Save Game menu will appear.

2. If you are saving to a floppy drive, you will be prompted to insert your Save Game diskette into your floppy drive (example: **a:**).

PLEASE NOTE: The first time you attempt to save a game to a floppy disk while playing from the hard drive, you will need to change your default save game directory* as follows: click on **CHANGE DIRECTORY.**

3. Press [Ctrl-C] to clear the command line, and type the letter of your floppy drive.

4. Insert a blank formatted diskette in your floppy drive.

5. Click on **OK.**

6. Type the description of your saved game, and press [ENTER] to save the game.

Saving to Hard Disk

NOTE: If you choose to save games to your hard disk, we suggest that you create one or more save game directories or folders on your hard disk. See your computer's instruction manual for creating directories or folders.

1. Choose the **CONTROL PANEL** icon from the icon bar, then select the Save button (appears as an "S"). The Save Game menu will appear.

2. If you wish to save the game to a directory* or folder other than the one you are currently using, select **CHANGE DIRECTORY.** Press [Ctrl-C] to clear the command line, and type the drive and name of the new directory*.

3. Click on **OK.**

4. Type the description of your saved game, and press [ENTER] to save the game.

Restoring Your Game

1. Choose the **CONTROL PANEL** icon from the icon bar, then select the Restore button (appears as an "R"). You will be prompted to select the game you wish to restore.

2. Highlight the desired game and select **RESTORE.**

3. If the game you wish to restore is in a different directory, select **CHANGE DIRECTORY,** then type the name of the directory* you wish to restore from.

Quitting Your Game

To stop playing, choose the **CONTROL PANEL** icon from the icon bar and select **QUIT.**

Restarting Your Game

To restart your game at any time during play, choose the **CONTROL PANEL** icon from the icon bar and select the Restart button (appears as an arrow).

* *The term 'directory' refers to MS-DOS file directories or Macintosh folders.*

System configuration or installation problems may cause any one of a number of different error conditions. Refer to the README file in the game directory for more information on error messages and possible solutions.

BOOT DISK INSTRUCTIONS for MS-DOS

Booting your computer system with a Boot Disk before you play your Sierra game will optimally configure your system for playing this game.

Boot Disk Creator

The INSTALL program contains an option to create a boot disk automatically for you. To use this option, run the install procedure from either your game sub-directory or from your STARTUP/ Disk 1 program disk and select the "Make Bootable Floppy Disk" option. Follow the on-screen prompts to complete the boot disk procedure. Once your boot disk is made, follow the steps below.

NOTE: If you have problems running the "Make Bootable Floppy Disk" option, please follow the instructions in the README file for instructions on creating a boot disk manually.

Should you encounter difficulties creating a suitable boot disk, call or fax Sierra Technical Support for assistance.

U.S.	**Tel: (209) 683-8989**	**Fax: (209) 683-3633**
U.K.	**Tel: (44) 734-303-171**	**Fax: (44) 734-303-201**

If you have created a Boot Disk and booted your system with it before playing your Sierra game, and your problem is still evident, something else may be wrong. Following are some trouble-shooting tips that Sierra's Technical Support Department recommends.

QUICK TROUBLE-SHOOTING TIPS for MS-DOS

1. Boot your system with the Boot Disk you created.

2. Reinstall the game under a Boot Disk environment.

3. If you are experiencing any form of program hesitation or lockups during game play and are using a Sound Blaster or compatible sound card, the following information is a temporary solution to have you up and running quickly. For Sound Blaster or compatible sound card users, run the install procedure from the game sub-directory and select the "Ad Lib" or "PC Internal Speaker" option for music and select "No Audio/Speech Card" for speech where applicable. Please Note: This temporary solution does not give you the option to hear the sampled sounds or the speech that may be available in your game. For correct sound card functionality, a call to Sierra On-Line's Technical Support or your sound card manufacturer's Technical Support is recommended.

4. If you continue to encounter difficulties with your program please refer to the "Technical Support" section on the following page for available options concerning contacting Sierra On-Line's Technical Support Department.

PROBLEM SOLVING

Problem: I have installed *Gabriel Knight* on a compressed drive, and it doesn't run.

Possible solution: The most common problem encountered when installing *Gabriel Knight* on compressed drives is lack of disk space. The amount of space that MS-DOS reports to you as being available is based on an expected compression ratio. Since many of the *Gabriel Knight* files will be compressed very little, if at all, you will need more disk space to install *Gabriel Knight* properly, even though MS-DOS says you have enough space free. The *Gabriel Knight* INSTALL program will tell you how much space is required to install and run the game. If you are using disk compression, you should have at least twice the amount of disk space as the INSTALL program states. Note that this figure is based on a typical compression ratio of 2:1. If your compression ratio is set to a higher rate, you will need to free up an appropriate amount of disk space. Examples of Disk Compression utilities Include Stacker, SuperStor, MS-DOS Double Space, and Disk Doubler.

Problem: When trying to load the program or after running the program, the computer hangs or I am returned to the MS-DOS prompt.

Possible Solution: Although your computer may satisfy all of the hardware and software requirements, there may be a configuration or software conflict in your computer while running *Gabriel Knight*. Try loading the program after booting from a boot disk.

Problem: My program hesitates or locks up during game play. I am using a SoundBlaster or compatible sound card.

Possible Solution: Run the install procedure from the game sub-directory and select "PC Internal Speaker" for the sound option and "No Audio" for the Audio option. If the program operates properly, there may be a configuration problem with your sound card. Call Technical Support at Sierra On-Line or your sound card manufacturer for assistance in configuring your sound card for proper operation.

TECHNICAL SUPPORT

All Systems

Technical assistance is only a telephone call away. Call (209) 683-8989 in the U.S. or (44) 734-303 171 in the U.K. for convenient, person-to-person service. If you prefer, you may request assistance by Fax (209) 683-3633 in the U.S. or (44) 734-303 201 in the U.K. or by mail. If you choose to write or fax us with your request, please give us detailed information on both your computer system and the nature of your problem. In addition, please include your address and telephone number should we need further information.

Send to:

U.S.	EUROPE-U.K.
Sierra On-Line	**Sierra On-Line Limited**
P.O. Box 800	Attention: Technical Support
Coarsegold, CA	Unit 2, Technology Centre
93614-0800	Station Road
Attention:	Theale, Berkshire
Technical Support	RG7 4AA United Kingdom

Sierra Technical Support is also available through:

*Sierra BBS: U.S. (209) 683-4463 *or* U.K. (44) 734-304 227 or via

Compuserve : GO SIERRA

CompuServe: GO-GAMAPUB, Section 11 (Technical Support ID - 76004,2143)

Prodigy (Technical Support ID - WBWW55A)

America On-Line: KEYWORD: SIERRA

GEnie: Private Email - SIERRA. SUP

*Answers to our most frequently asked questions are available through our Sierra BBS (U.S. only). At the main menu, select option "8" for *Technical Help*.

Sierra On-Line's Automated "800" Technical Support Representative

Sierra On-Line, in our commitment to provide the best Technical Support in the industry, offers a 24 hour automated Technical Support Line. Our automated Technical Support Representative, has answers to our most frequently asked technical questions and is available by calling (800) 376-2683. If you do not find the answer to your specific technical issue, you can call our Technical Support Department at (209) 683-8989 and speak to a Technical Support Representative Monday through Friday, 8:15 a.m. - 4:45 p.m. Pacific Time.

In the U.K., although there is no automated voice response system at this time, technical answers to many questions are available on the Bulletin Board, (44) 734 304227. Or you may speak to a Technical Support Representative at (44) 734 303171 Monday through Friday, 9 a.m. to 5 p.m.

CUSTOMER SERVICES

The best customer service in the industry... "You don't just buy our games, you buy the support of the whole company."

Sierra On-Line is dedicated to helping their customers with each and every question or problem. Whether it's memory shortages, software compatibility, or any other issue that has to do with their products, Sierra will go to any length to solve, repair and guarantee your satisfaction.

Customer Service

Direct your inquiries to the Customer Service department for issues pertaining to returned merchandise, back orders, defective merchandise, company policy, and general game information.

Technical Support

Direct your inquiries to the Technical Support Department if your question is regarding hardware and software compatibility that are specific to Sierra games (i.e., sound card configuration and memory management). If you choose to write or fax (209 683-3633 in the U.S. or (44) 734-303 201 in the U.K.) us with your request, please give us detailed information on both your computer system and the nature of your problem. In addition, please include your address and telephone number should we need further information.

Orders

Order games or hardware directly from Sierra On-Line, redeem coupons, use special discounts, or to get a list of software dealers in your area where you can purchase Sierra games.

Patch Disks

If you have spoken to a Sierra Technical Support Representative or have read about an available patch disk in our InterAction Magazine, please send in your request for a patch (repair) disk to the "Patch Disks" address on page 33. Please let us know the game and disk size you are having problems with.

Hints

Game hints are available by phone, hint books (orders available through the Sierra Sales Department), through the Sierra Bulletin Board Service (209-683-4463) or by mail (see address on the following page). If you want an immediate response, you can call our 24 hour Hint Line at: 900-370-5583.

$.75 each minute. Long distance charges are included in the fee. Callers under the age of 18 must get their parent's permission before calling the hint line. ABSOLUTELY NO HINTS WILL BE PROVIDED THROUGH OUR CUSTOMER SUPPORT LINES. All contents are copyrighted by Sierra On-Line and may not be reproduced in any form without express written permission.

If you find that you need to send for replacement diskettes, send the original disk #1 to:

U.S.
Sierra On-Line
P.O. Box 485
Coarsegold, CA 93614
Attention: RETURNS

EUROPE-U.K.
Sierra On-Line Limited
Attn: Returns
Unit 2, Theale Technology Centre,
Station Road
Theale, Berkshire RG7 4AA
United Kingdom

Be sure to include a note stating your computer type, and the size of diskette you need (5.25" or 3.5"). We will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days there is a $10.00 (£6.00) charge for 5.25" or 3.5" diskettes.

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! (Hardware ordered direct must be returned within 10 days.)

THE ONLY CATCH: You gotta tell us why you don't like it. 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).

Write in to Sierra Services

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FOR ALL APPLE MACINTOSH PRODUCTS . . .

Game Designer:
Jane Jensen

Producer/Composer:
Robert Holmes

Director:
Jane Jensen

Lead Programmer:
Tom DeSalvo

Background and Illustration Director:
John Shroades

Animation Director:
Michael Hutchison

Programmers:
Bob Andrews, Sean Mooney,
Greg Tomko-Pavia, Jerry Shaw

Backgrounds and Illustrations:
Darlou Gams, John Shroades,
Chris Willis, Deanna Yhalkee

Animation:
Michael Hutchison, Chris Willis,
Deanna Yhalkee, Darlou Gams,
John Shroades

3D Rendering and Animation:
Michael Hutchison

Text & Dialogue:
Jane Jensen

QA:
Judy Crites

Brand Manager:
Sherry Short

Audio Engineers:
Rick Spurgeon, Kelly Spurgeon

Sound Effects:
Chris Brayman, Robert Holmes,
Orpheus Hanley, Rick Spurgeon,
Mark Seibert

Music Conversions:
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Additional Art:
Terry Falls, Gloria Garland

Additional QA:
Matt Genesi, John Ratcliffe,
Robin Bradley, Dave Clingman

Additional Text & Dialogue:
Bridget McKenna

Director of Technology:
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Ayesha Tidwell, Mike Weiner

Special Thanks:
Woodholly Productions, Dan Kehler, Nathan
Gams, Stuart Moulder,
Josh Mandel, Sabine Duvall,
Mark Hood, Bill Skirvin

Voice Director: Stuart M. Rosen
Associate Producer: Jon E. Grayson

Starring:

Gabriel Knight: Tim Curry
Detective Mosely: Mark Hamill
Dr. John: Michael Dorn
Grace Nakimura: Leah Remini
Wolfgang: Efrem Zimbalist, Jr.
Willy Walker: Rocky Carroll
Narrator: Virgina Capers
Sam: Jeff Bennett
Gerde: Mary Kay Bergman

Desk Sergeant: Jim Cummings
Grandma Knight: Linda Gary
Malia Gedde: Leilani Jones
Magentia Moonbeam: Nancy Lenehan
Crash: Chris Lytton
Hartridge: Monte Markham
Priest: Stuart M. Rosen
Cazaunoux: Susan Silo

Other Voices:

Gedde Butler: Tim Curry
Bartender, Markus: Monte Markham
Jeep Driver: Mark Hamill
Tetelo: Linda Gary
Little Boy, Old Lady: Mary Kay Bergman
**Blues Band Leader, Cajun Band Leader, Jazz Band Leader,
Muscle Man Pedestrian, Dragon, Gunter:** Jim Cummings
**Technical Artist, Bruno, Uniform Officer,
Lucky Dog Vendor, Motorcycle Cop:** Jeff Bennett
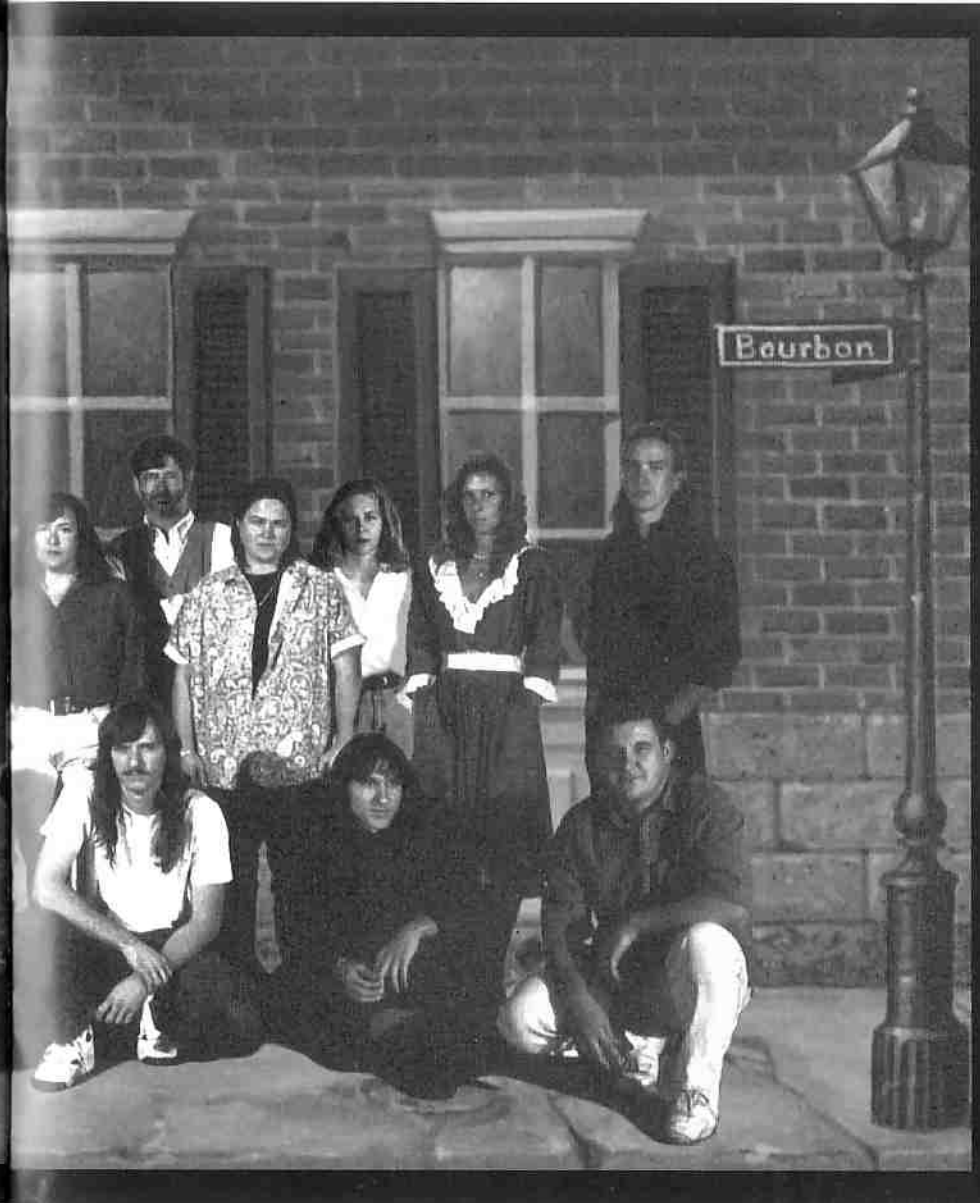**Phone Guy #5, Beignet Vendor:** Stuart M. Rosen

Standing Left to Right:

Tom DeSalvo,
Sean Mooney,
Bob Andrews,
Jane Jensen,
Robert Holmes,
Judy Crites,
Darlou Gams,
Deanna Yhalkee,
Michael
Hutchison

Kneeling Left to Right:

Jerry Shaw, Greg
Tomko-Pavia,
Matt Genesi,Chris
Willis, John
Shroades

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NOTES:

An Introduction to a few of our featured voice-over cast & crew

Virginia Capers (the narrator):

Virginia Capers has done Broadway, film, and television and has garnished high acclaim including a Tony award for Best Actress and an Emmy nomination for Best Supporting Actress. She has been in films such as "Howard the Duck," "Ferris Buehler's Day Off," "The Toy," "Lady Sings the Blues," and "Jo Jo Dancer." Her television appearances include "Golden Girls," "Frank's Place," "Murder She Wrote," "Alfred Hitchcock," "The Waltons," and "Downtown."

Rocky Carroll (in the role of Willy Walker):

Rocky Carroll is currently playing the role of Joey in the television series "Roc." Mr. Carroll's film credits include "Born on the 4th of July," "Talk Radio," and "Prelude to a Kiss." He is an accomplished stage actor and has appeared in numerous stage productions including "Joseph and the Technicolor Dreamcoat," "Member of the Wedding," "Little Shop of Horrors," "Macbeth," and "Romeo and Juliet."

Tim Curry (in the role of Gabriel Knight):

Tim Curry is an accomplished and exciting British actor who lends great vitality and humor (and, occasionally, terror) to every role he plays. He became a cult hero by playing Dr. Frank 'n Furter in the film "Rocky Horror Picture Show," a role he had initially played on London's best stages. He has more recently played in such films as "Legend," "Clue", "The Hunt for Red October," "Home Alone 2," and "The Three Musketeers." His many television appearances include "Saturday Night Live," "Stephen King's It," "Rosanne," and "Tales From the Crypt."

Michael Dorn (in the role of Dr. John):

Michael Dorn is best-known for his role on "Star Trek: The Next Generation" playing Worf, a Klingon Starfleet Officer. Michael was a regular on "CHiPs" and had guest-starred on such shows as "Knots Landing," "Falcon Crest," and "227." He has appeared in films such as "Jagged Edge" and "Rocky." Prior to his acting career, Michael played and sang in a rock band called "Torage."

Mark Hamill (in the role of Mosely):

Mark Hamill created the role of Luke Skywalker in the ground-breaking trilogy "Star Wars," "The Empire Strikes Back," and "Return of the Jedi." His other feature films include "The Big Red One," "Time Runner," "Slipstream," and "Midnight Ride." He has appeared on television in shows such as "General Hospital," "Delancy Street," and "Sarah T: Portrait of a Teenage Alcoholic." He has also enjoyed live performances, playing the lead roles in "The Elephant Man" and "Amadeus" on Broadway. Mr. Hamill has also done considerable voice-over work including the role of the Joker in the Emmy winning "Batman: The Animated Series."

Leah Remini (in the role of Grace):

Leah Remini is currently a cast member on the television series "Evening Shade." She has also apppeared on "Blossom," "Cheers," "Who's the Boss," and "Living Dolls," among others. Ms. Remini has done voice-over work for several animated television series including "Phantom: 2040." Her wit and sarcasm was a perfect match for Grace's persona and provides an ideal sidekick for Curry's Gabriel.

Efrem Zimbalist, Jr. (in the role of Wolfgang):

Efrem Zimbalist, Jr. has been a popular and beloved actor for many years. He started out on Broadway starring with Spencer Tracy in "The Rugged Path." He has appeared in films such as "Bombers B-52," "Band of Angels," "By Love Possessed," and "The Chapman Report." He has had a long career in television, playing the leads in "77 Sunset Strip" and "The F.B.I." More recently, he has starred in "Scruples," "The Black Dahlia," and "A Family Upside Down," and has made appearances on "Family Feud," "Hardcastle and McCormick," "Hotel," and "Remington Steele."

Stuart M. Rosen (the voice director):

Stuart Rosen is a great asset to Sierra's Hollywood voice-over productions. He has been a producer, director, writer, and performer for television for many years. In that time, he has received 10 Emmy awards, 5 Emmy nominations, a George Foster Peabody Award, an Ohio State Award, and a Commendation from the City of Los Angeles. He has directed voice-over productions that include "Moondreamers," "Robocop," "Fraggle Rock," "Little Shop of Horrors," and "The Littles," to name just a few. He also directed Sierra's first Hollywood voice-over production, "King's Quest VI CD."