SANITARIUM

DREAMFORGE

MINDSCAPE
ENTERTAINMENT

MY LIFE HAS CREPT SO LONG ON A BROKEN WING THRO' CELLS
OF MADNESS, HAUNTS OF HORROR AND FEAR, THAT I COME
TO BE GRATEFUL AT LAST FOR A LITTLE THING.

- ALFRED, LORD TENNYSON

WELCOME TO THE MADHOUSE

SANITARIUM
is a game of deep
mysteries. Hints of
something larger lurks around
every corner.
As the game progresses,
increasingly surreal
situations and
warped characters assume the
form of a grand
puzzle - a complete
narrative broken into pieces.
Slowly, as you gather
more information,
the pieces begin to fit
together, and it becomes clear
that much more is at
stake than one man's
self-discovery.

DEAR SIR, — I AM IN A MADHOUSE AND QUITE
FORGET YOUR NAME OR WHO YOU ARE.
- JOHN CLARE

SYSTEM REQUIREMENTS

A Windows 95 application, SANITARIUM boasts
a photo-realistic, 3D rendered environment,
an invisible interface, and a scene-driven,
digital soundtrack. SANITARIUM supports 256
colour high-resolution SVGA graphics and
digital sound effects. It requires a Pentium
90 with 16 MB of RAM, 4x CD, a 16 bit sound
card (Direct Sound supported) and an SVGA
video card (Direct Draw supported) Direct X 5
and 30 MB of free hard drive space.

INSTALLATION

If your computer is set to autorun CDs,
installation will begin as soon as you
insert disc 1. If not, you must open the
directory of disc 1 and double-click on
AUTORUN.EXE. Either method will initiate
the Windows install application, guiding
you through the step by step installation
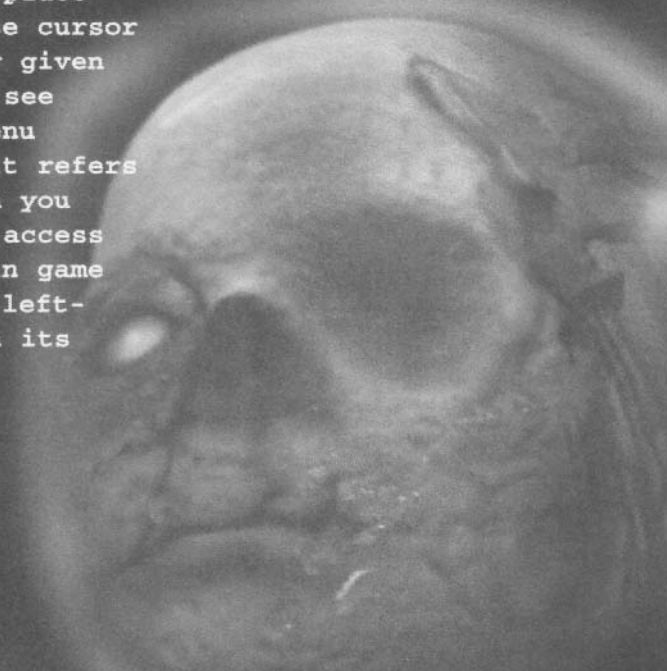of SANITARIUM.

THIS WAY FOR THE SORROWFUL CITY.
THIS WAY FOR ETERNAL SUFFERING.
THIS WAY TO JOIN THE LOST PEOPLE. . . .
- DANTE

MAIN MENU

The main menu
displays all
game options
that you might
need to access.
These take the
form of animated
icons - place
the mouse cursor
over any given
icon to see
which menu
option it refers
to. When you
wish to access
a certain game
option, left-
click on its
icon.

NEW GAME - Start a new game

LOAD GAME - Load a previously saved game

SAVE GAME - Save a game currently
in progress

DELETE GAME - Delete a previously
saved game

VIEW CINEMATICS - View earned game
cinematics

QUIT GAME - Quit SANITARIUM

TEXT OPTIONS - Change options for
viewing text

AUDIO OPTIONS - Change options for
dialogue, music, and
sound effects

MONITOR SETTINGS - Change monitor settings

KEYBOARD - Change assigned hot keys
and general keyboard setup

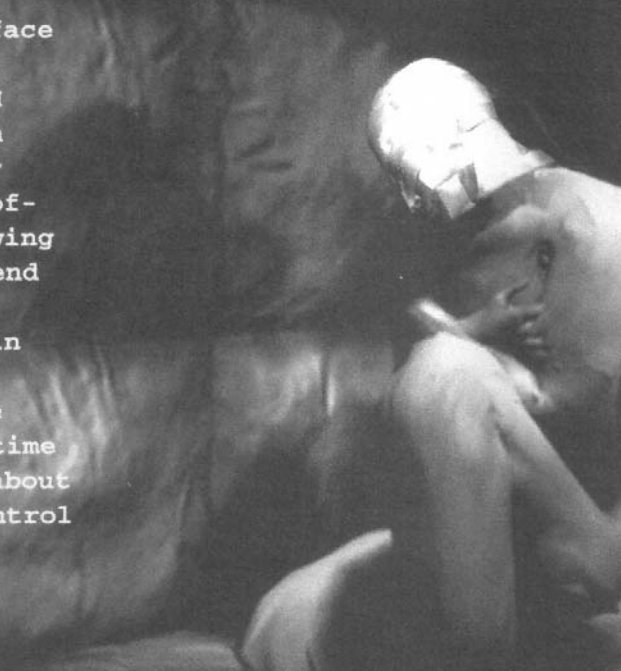DURING GAME PLAY, THE MAIN MENU IS ACCESSIBLE
BY HITTING THE ESC KEY.

INTERFACE AND CONTROLS

The interface design of SANITARIUM focuses on simplicity and ease-of-use, allowing you to spend more time immersed in the game experience and less time worrying about how to control the game.

METHOD IN MADNESS

During game play, the mouse cursor controls the player character's movement and interaction within the environment. All interaction (examining pieces of the environment, interacting with objects, or speaking with non-player characters) is done with the left mouse button. In order to determine whether or not an object can be manipulated, examined, or obtained, simply place the white pointer arrow over the object. If the magnifying glass icon animates by swaying from left to right, then the object is viewable. Clicking on this object with the left mouse button will bring up a full or partial description of the item. General movement, however, is conducted with the right-mouse button. This will display a directional arrow mouse cursor, which will cause the main character to walk in the given direction.

Some areas are not immediately visible or accessible to the character. In some cases, a puzzle has yet to be solved in order to make an area accessible. Many times, however, the player character must stand in an open doorway in order to make an interior space visible.

ANOTHER REALITY

THERE MAY ALWAYS BE ANOTHER REALITY TO MAKE FICTION OF THE
  TRUTH WE THINK WE'VE ARRIVED AT.
                            - CHRISTOPHER FRY

SANITARIUM centres largely on processes
of learning, growth, and discovery. As
you progress through the game, your main
character will need to examine many pieces
of the world in order to understand their
nature and place in the larger puzzles. By
placing the mouse cursor over pieces of the
environment that might hold some clues, you
can enable the animated magnifying glass
cursor. If you left-click on those
environment pieces, the player character
will look at them closely, commenting on
their apparent meaning. Note that many
objects that the main character may wish
to interact with or put in inventory must
first be examined using the magnifying
glass cursor.

TRUTH FROM ERROR

Your central means of advancing through the
game is by solving puzzles. Puzzles can
only be solved by affecting the surrounding
environment, by interacting with and/or
picking up objects (a door would be something
you interact with, while a crowbar would be
something you pick up). In order to interact
with an object or pick it up, place the mouse
cursor over the desired piece of the environ-
ment. The cursor will change to an animated
grasping hand when correctly positioned. Left-
click to initiate the interaction. Now the
main character will move to the target area,
interact with the environment piece (open
a door, flip a switch, etc.) or take the
selected object and put it in inventory. In
some cases, interaction with a machine or
special object may require more complex
manipulation. Left-clicking on such objects
will create a blow-up puzzle. In other words,
the screen will change to a close-up view of
the selected object. In this view, you must use
the mouse to manipulate the pieces featured on
the screen. Feel free to test out those pieces
in order to better understand what is expected
of you - not all machines come with instruc-
tions. By correctly manipulating the pieces of
a blow-up puzzle, you may open a door, gain a
special item, and so on.

SPEAKING WITH THE INMATES

SPEECH IS CIVILISATION ITSELF. THE WORD, EVEN THE MOST
CONTRADICTORY WORD, PRESERVES CONTACT — IT IS SILENCE
WHICH ISOLATES.

- THOMAS MANN

The world of SANITARIUM is populated by
all types of individuals - some more
helpful to your progress than others.
Through dialogue, you can interact with
these people and gain clues that may
help you solve the puzzles that impede
your progress.

To enter dialogue with a non-player
character, place the white arrow icon
directly over that character. It will
change to animating chattering teeth.
Left-click on the non-player character
and a translucent dialogue window will
appear at the bottom of the screen.
Your character's portrait will be shown
on the left side of this window (this
portrait may change depending upon your
character's emotional state when speaking),
while the non-player character's portrait
will appear on the right. In the centre
of the window, a list of terms (called
"keywords") will be given.

When you left-click on any of the given
keywords, your character will address that
particular topic in conversation.

The keyword "Name" might prompt the player character to ask a person, "What is your name?" Non-player characters will always have some response to give regarding any given statement. The list of available keywords at any given time is based upon the character's interactions in the game world. More keywords may appear as you move through a dialogue encounter, as you affect the environment, or if you interact with other non-player characters. For example, if you speak with a child, then later encounter a distraught mother, you may find that, upon speaking with the child a second time, a new keyword "Mother" is available. Unless the mother had been encountered previously, that keyword would not be made available to you. By choosing the right keywords, thus broaching topics in the correct order, you can navigate through a dialogue encounter successfully. Ultimately, non-player characters may give you information, solutions to puzzles, or make keywords available for player encounters with other non-player characters.

In order to break off a dialogue encounter, you may left-click on the "Goodbye" keyword, thus closing the dialogue window. Alternately, you can hit the ESC key on the keyboard, left-click on your character, or hit the right mouse button at any time to break off a dialogue encounter.
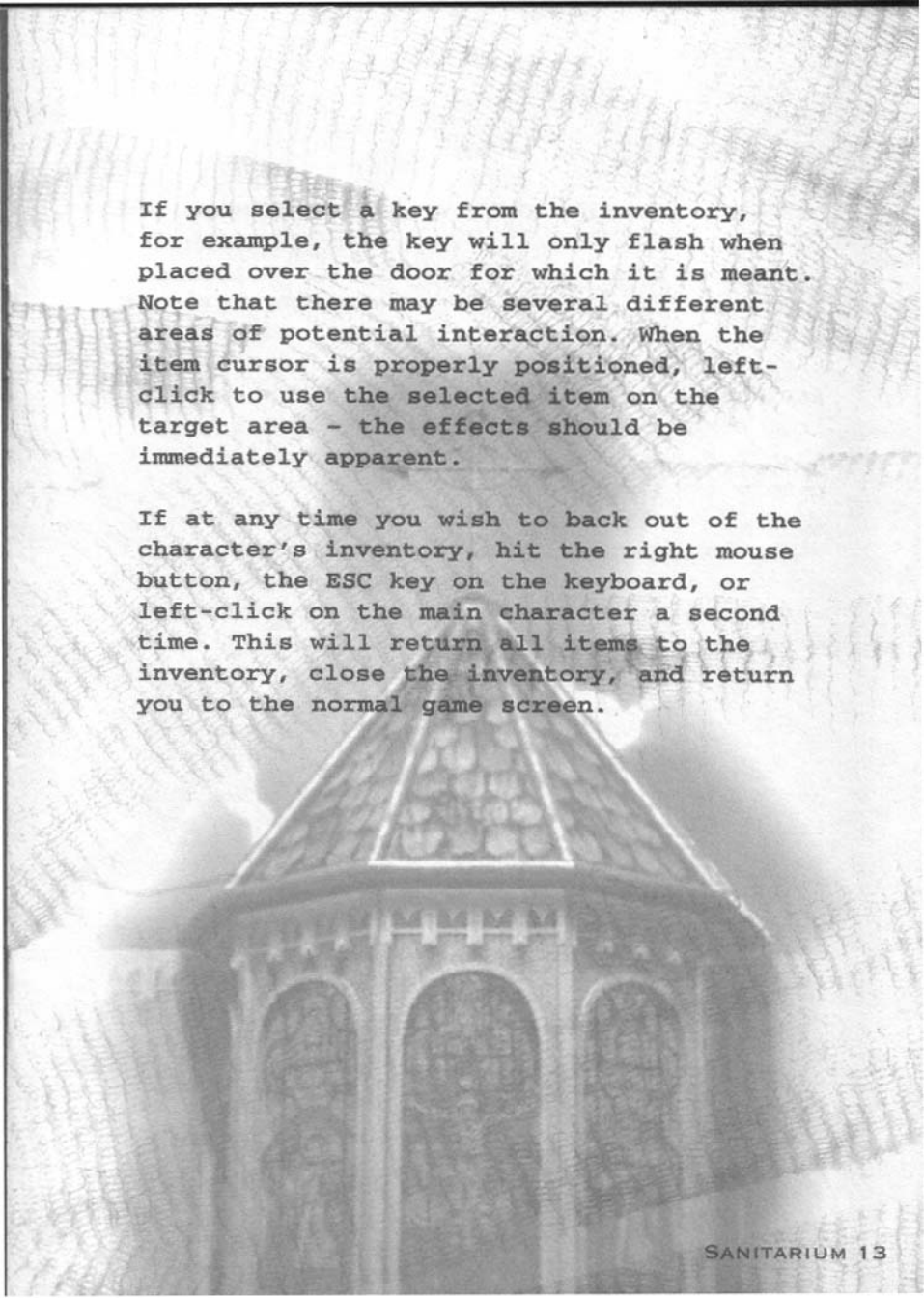
THE LITTLE THINGS

IT HAS LONG BEEN AN AXIOM OF MINE THAT THE LITTLE THINGS
ARE INFINITELY THE MOST IMPORTANT.
- SIR ARTHUR CONAN DOYLE

Once you have picked up items, they will be
placed in the main character's inventory.
These items may be used at later times to
solve puzzles in game play. In order to
access the inventory, place the mouse cursor
directly over the main character. An animated
upturned hand icon should appear. Now, when
you left-click the mouse, all available
inventory items will be displayed in bubbles
surrounding the main character. You can
also hit the "I" key in order to access the
inventory.

Once the character's inventory is visible, you
can find out what each item is by placing the
mouse cursor directly over the item. A voice
message will then tell you exactly what that
item is (or exactly what it appears to be ...).
Left-click on items to use them - this will
transform your mouse cursor into the item
itself, and close the character inventory. Now
you must choose a target, an object upon which
you intend to use the selected item. The item
will flash when placed over an area where it
may be effectively used.

If you select a key from the inventory, for example, the key will only flash when placed over the door for which it is meant. Note that there may be several different areas of potential interaction. When the item cursor is properly positioned, left-click to use the selected item on the target area - the effects should be immediately apparent.

If at any time you wish to back out of the character's inventory, hit the right mouse button, the ESC key on the keyboard, or left-click on the main character a second time. This will return all items to the inventory, close the inventory, and return you to the normal game screen.

THAT ACTIVITY WHICH DISENTANGLES

AS THE STRONG MAN EXULTS IN HIS PHYSICAL ABILITY, DELIGHTING IN SUCH
EXERCISES AS CALL HIS MUSCLES INTO ACTION, SO GLORIES THE ANALYST IN
THAT MORAL ACTIVITY WHICH DISENTANGLES.

- EDGAR ALLAN POE

In some areas of the game, the main character
may be forced to engage in combat with a
hostile enemy. These areas, specifically
designated as conflict areas and kept separate
from other parts of the world, often require
that the character pick up some kind of weapon
before entering.

Within a conflict area, right-clicking still
moves the player character. In order to use a
weapon, however, you don't have to go through
inventory selection. Instead, the weapon
stays in the player character's hand. The
left mouse button will initiate an attack.
Hint: most combat occurs as a timing puzzle.
In other words, the character must strike at a
particular point when the enemy is vulnerable,
thereby vanquishing an opponent.

Unlike many other games, there is no "hit
point" system for combat. When the player
character is wounded, a beating heart will be
heard. If the player character continues to
take damage, the intensity of the beating
heart increases. Eventually, after receiving
several wounds, the player character is
killed, and play resumes at the beginning of
the conflict area.

KEYBOARD SHORTCUTS

The keyboard shortcuts for commands in
SANITARIUM are completely customisable through
the main menu. The default keyboard shortcuts
are listed below.

I	Opens character inventory
ESC	Brings up the Main Menu
SHIFT - L	Quick Load a saved game
SHIFT - S	Quick Save the current game

(Note: There may be certain situations in Sanitarium where
the player character can change forms - special inventory
items will allow you to do this, to which you may assign
keyboard shortcuts.)

THE DOCTOR'S ADVICE

LET US GO THEN, YOU AND I,
   WHEN THE EVENING IS SPREAD OUT
      AGAINST THE SKY
         LIKE A PATIENT ETHERISED UPON A TABLE.

- T.S. ELIOT

Sanitarium is an adventure game and follows quite a
few adventure game conventions. However, If you are new
to this genre some of these tips will serve you well.

ADVENTURE WITH A PAD AND PAPER Sometimes the people
you will meet will tell you things that are very
important. If you have a feeling something is important
WRITE IT DOWN. Chances are you are right.

NUMBERS NUMBERS NUMBERS Usually when numbers are
involved it's important to WRITE THEM DOWN. You never
know when they will provide you with clues.

OBSTRUCTIONS If there is a place you cannot go
because it's locked you can be sure there is a
way to open it. Look around for a while.

LOOK AROUND CAREFULLY When you enter new areas point
at them with your mouse. If your look icon animates
(sways from side to side) you can examine the object.
After you examine an object you can interact with it
as well.

TALK TO EVERYONE YOU CAN FIND If that doesn't show you
what to do next, talk to people a second time.
Remember that non-player characters may speak about new
topics once you have spoken to other people, found a
new object, or attempted a blow up puzzle.

LISTEN UP When you examine items pay attention to the descriptions. Oftentimes the descriptions give you important clues on how items might be used.

INQUIRE Whenever you pick up new items make sure you speak to people about it. They may tell you something you might need to know.

EXPERIMENT Try different items on objects. Whenever you get something new use it on everything.

EXPLORE Walk around. There is always something to do. There are times when the answers to your problems are not in your immediate area.

TAKE EVERYTHING If an item is not nailed down pick it up. It might come in handy later.

PAY ATTENTION Watch the cause and effect for everything you manipulate in the full screen puzzles. They offer clues on how to solve them. Touch everything. Sooner or later you will get the hang of things.

THINK DIFFERENTLY - Whenever you are faced with a problem you can't solve take a break. Don't think about it for a while and try again. Sometimes taking a break will give you a new perspective on solving a problem. These are general hints to help you through the entire game. If you require a quick lesson in how the game works from the outset, a complete guide to the first level of the game is outlined below

These are general hints to help you through the entire game. If you require a quick lesson in how the game works from the outset, a complete guide to the first level of the game is outlined on the pages that follow.

WANDERING BETWEEN TWO WORLDS,
ONE DEAD, THE OTHER POWERLESS TO BE BORN.
THE GRANDE CHARTREUSE

DO NOT

TURN THE

PAGE

IF YOU WANT TO EXPLORE
THE FIRST WORLD UNAIDED

LEVEL 1 WALK THROUGH

Speak to all the people on this level. Many of them give you hints of things you may encounter in later levels.
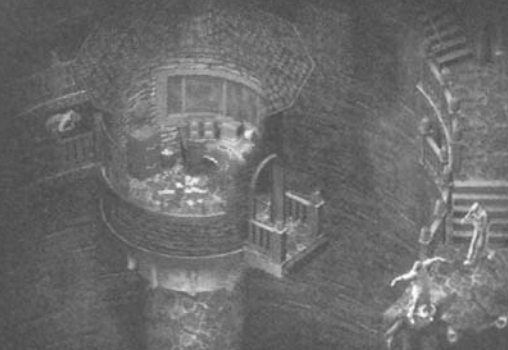
Go to the cell next to the main character's starting point. Within, you will find a towel. Grab the towel.

Now go to the other side of the level, where the power cable joins the wall.

Open your inventory and use the towel on the power cable - this will cause your character to slide down the power cable to the central control tower.

Once inside the control tower, look at the television sets. A blow-up puzzle will display a VCR with three loose cables.

Plug the cables into the slots in the following order: red, yellow, black. Hit the power button on the VCR, then the Play button.

After the cinematic plays, the VCR will explode, causing the electronic locks on both the safe and the filing cabinet to open.

Read the files and take the key from the open safe.

Speak to Lenny. He is behind the door above Martin. He might have something interesting to tell you. Exit the tower and push the button on the small control panel to extend the bridge, allowing you to return to the exterior paths.

Go to the angel statue and use the key on its base. A cinematic will play, ultimately transporting your character to the next level.

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Sarah Laughton

Paul Crocker:
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Marcus Williams,
Young Max

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Scotty Havel
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Hector Vasquez,
Frank Rizzo (Lefty),
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Newscaster

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Lenny Frumpkin,
Preacher Bob,
Skippy Peterson,
Antonio Baldini,
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Collin O'Leary,
Centeotl

Mary Hartley:
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Cyclopean Newscaster

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Diane Laughton,
Teteo Innan (Village
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Maria Santiago, Mother,
Crystal DiAngelo, Trixie,
Ashley Olsen, Grella,
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Computer Voice

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Stutterin' Don,
Billy Hatcher

John "Fuzz" McGirk:
Yo Yo

Zachary McLaughlin:
Derek Williams,
Sean O'Leary

Danielle McLaughlin:
Meggan Johns

James C. McMenamy:
Flipper, Witch Doctor

Kestrel Michaud:
Eileen Daily, Coatlicue
(Stone Mason's Daughter)
Mike Nicholson:
Redd Nairling, Carnival
Barker

Melinda Ratner:
Jennifer Laughton,
Jennifer Lang (Inferno),
Chalchihut (Fisherman's
Widow), Gravin's Wife

Ted Russell:
Arthur Patrick,
Morgan's Father, Mixcoatl

Frank Schurter:
Max, Grimwall,
Oliver Tweed,
Pret-zool, Tepictoc

Tracy B. Smith:
Marty Johns

Derek Walton:
Mumblin' Martin,
John Whitefoot,
Elvis McCarthy,
Steeple Statue (Crag),
Carl Rice, Huitzilop,
Carnival Barker

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Taloc (Stone Mason)

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SANITARIUM™

TECHNICAL SUPPORT:

When calling, it helps to provide our technicians with as much
information about your PC as possible. This includes your operating system
as well as the hardware in your system, i.e. sound card, CD-ROM drive,
amount of RAM present, and speed and manufacturer of your
hardware. Having this information available will help solve the
problem quicker, and let you get back to the important stuff - playing the
game!!

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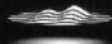   RH11 9YP

Hours of business: Monday - Friday 9.30-13.00hrs and 14.00-16.30hrs

We regret that we cannot offer game hints and tips, as the service is provided for
technical difficulties only.

DEMONS FROM THE PAST
CAN TORMENT YOU...

or set you free

MINDSCAPE
ENTERTAINMENT