

A G A B R I E L K N I G H T ° M Y S T E R Y



THE BEAST WITHIN™

S I E R R A °



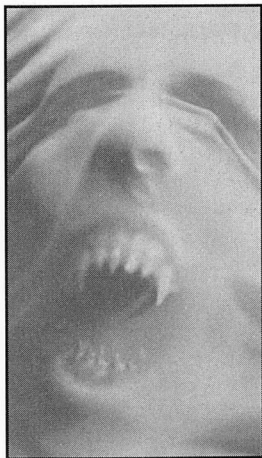
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Game Installation



Windows® 95 Installation

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

Windows 3.1 Installation

1. Start Windows.
2. Insert the *Gabriel Knight* disk into your CD-ROM drive.
3. From the [File] menu, select [Run].
4. Type "D:\SETUP.EXE" and press [ENTER] or click OK.
(If your CD-ROM drive is not "D", substitute its letter instead.)
5. Follow the on-screen installation instructions.

DOS Installation

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

Macintosh Installation

LOAD AND PLAY

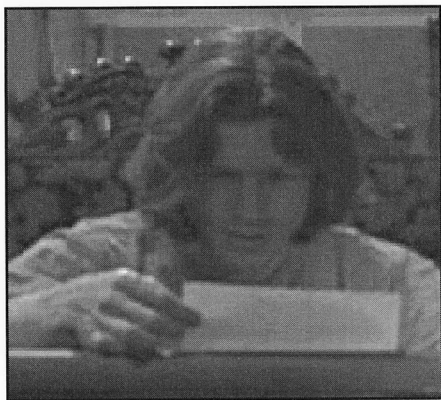
1. Put the *Gabriel Knight* CD-ROM in your drive.
2. To Install System Files see "INSTALLING SYSTEM FILES".
3. Launch the application called '*Gabriel Knight*'.

INSTALLING SYSTEM FILES

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

FASTER PLAY

1. Drag the *Gabriel Knight* HD folder to your hard disk.
2. Open the copied folder.
3. Launch the application called '*Gabriel Knight* HD'.



Welcome to the dark and lonely world of the Shadowhunter. When last we traveled the twilight with Gabriel Knight*, he was in New Orleans doing research for a book on the occult. That research might have shown Gabriel a bit more than he wanted to see — about voodoo, and about his own destiny.

He has spent the last year at his family's castle in Germany, writing a fictionalized account of his experiences with the supernatural. But Gabriel is about to discover that his future as a Schattenjäger will not wait. If Gabriel will not seek out his destiny, it will find him. No matter where he is. It is as near as a knock at the door.

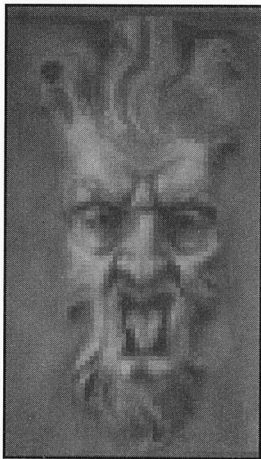
* *Gabriel Knight: Sins of the Fathers* is available on CD from Sierra On-Line.



Grace Nakimura has spent the last year running Gabriel's New Orleans bookstore. This hasn't been very exciting work for Grace, an experienced researcher whose work a year ago was instrumental in helping Gabriel solve the voodoo murders. To be left behind while Gabriel writes trashy novels with no intellectual value... it's an insult.

But though she doesn't realize it yet, Grace's destiny is inextricably bound up with the destiny of Gabriel Knight. Soon she will be swept up in Gabriel's latest investigation a world away from her own. Grace Nakimura will have to stand her ground against a supernatural force so powerful that it can bring even a Schattenjäger to the brink of eternal damnation.

Game Strategy



During certain chapters you will control the character of Gabriel Knight. During other chapters, you will control Grace Nakimura. Gabriel and Grace must work independently to solve the wolf murders. Each chapter ends when you have accomplished certain specific tasks, so your strategy is critical to advancing in the game.

Visit every location you have access to, and look at everything. Your cursor will highlight when it passes over something with which your character can interact; when this occurs, click on the object. If you are able to take the object, then do so. You never know when you might need it. Remember, too, that you can combine items in your inventory to create entirely new objects. Simply click one inventory item on another within the inventory interface.

Speak with everyone, and cover every topic available to you. Sometimes you must discuss a topic more than once to obtain all the information you need, so be certain you have exhausted the subject before you end your interrogation. As play goes on, characters can gain new discussion topics. Go back and talk to them every so often.

You should take the precaution of saving your game often. Lives have a way of being lost when wolves are on the loose, and those that Gabriel and Grace hunt seem even stronger and more cunning than ordinary wolves. Could it be... ah, but it is your task to find out what makes these particular wolves so... unusual. If you get to a point where you aren't sure what to do next, retrace your steps. Have you forgotten something? Have you spoken to everyone? Someone may have a new topic to discuss. Is there a place on the screen where your cursor highlights which you have not yet examined closely? Persevere, and try not to get frustrated. Gabriel and Grace need your help. Of course, if you are absolutely stuck, there are several places you can turn to for a hint. Hint information is available on page 19.

So get ready to meet *The Beast Within*. Take a deep breath. Turn off your lamp. Light a candle. Are you alone?

Are you sure?

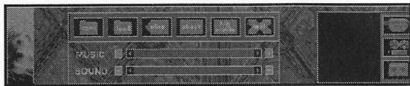
The Interface



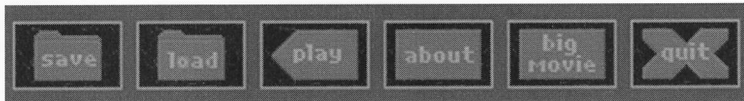
Cursor

As you move the cursor around on the screen, the arrow sometimes changes to a dagger when you pass it over certain objects, areas, or characters. The appearance of the dagger tells you that you are able to interact with the object which has caused the cursor to change. Click on the object with the left mouse button, and watch as your character performs an action with it.

The Control Panel



At the bottom left of the screen is the “face icon”. Click here to bring up the Control Panel. From the Control Panel you can adjust volume, save and restore games, and exit the game. You can also change the movie size from the Control Panel.



*Click here to
save your
game.*

*Click here to
restore a
saved game.*

*Click here to
exit the
Control
Panel.*

*Click here to
learn more
about the
game and the
people who
made it.*

*Click here to
toggle between
full or half
screen movie
playback.*

*Click here to
exit the
game.*

Saving and Restoring Your Game

You will probably want to save your game after you've solved a difficult puzzle or when you're ready to stop playing the game for a while. You can have up to 20 saves in a directory and you can change the directory you're saving in whenever you want. Save your game often.

To save a game, type a short description of it in the place provided. If you want to replace a game, click on the correct description (which highlights it) and click on the Save button. Restoring a game uses the same procedure. If you want to delete a game (from either Load or Save screen), do the same thing, only click on the Delete button. Both screens will start with your most recent save highlighted. If you want to change directories, click on the “..” button and type in the directory you want.

These three buttons appear on both the Save Game and Load Game screens.



Click here to change the directory you are saving to or loading from.



Click here to delete whatever save game is currently highlighted.



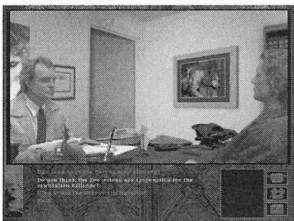
Click here to return to the game.



On the Save Game screen... *click here to Save your game.*



On the Load Game screen... *click here to restore the highlighted save game.*

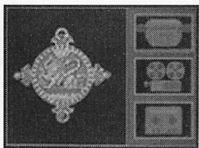


Interrogation

Interrogation mode allows Gabriel and Grace to ask other characters about specific topics. Click the cursor on the person you wish to question, and a list of topics will appear. Click on your topic of interest, and the character you are interrogating will discuss it. When he or she is finished, look again at the list of topics. Additional topics may be added to the list. You may exit interrogation mode at any time by clicking on exit. When you are finished with your interrogation, you will automatically exit.

The Gameplay Interface

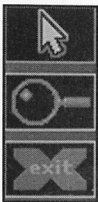
The Gameplay Interface appears at the bottom right of the screen. Click on one of the boxes along the right side of the gameplay interface to gain access to three important gameplay features.



Inventory

Click here to select an inventory item. When your inventory appears, click on the item you wish to use. You can also combine inventory objects by clicking one item on another while in this interface.

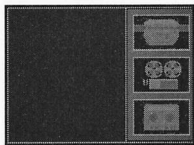
The inventory item you select will appear in this window. Once out of inventory, click on this window to change the cursor from the inventory item to the regular arrow and back. To see if an inventory object interacts with a person or object in the game, click the inventory cursor on that person/object where its colors reverse. (its colors reverse anywhere the arrow cursor would turn into a dagger)



If you want to grab a new inventory object, click the old one here to get the arrow cursor back.

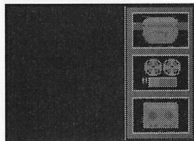
The magnifying glass allows you to examine the selected inventory object more closely. Click on the object to learn even more.

Clicking here will take you back to the game.



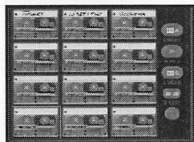
The Movie Projector

Click here to re-experience any of the significant movies you have seen thus far.

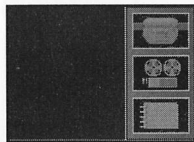


Recording your findings

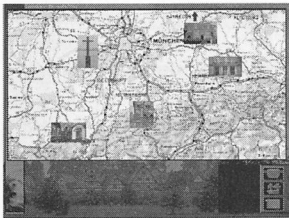
Gabriel records all his conversations while Grace takes notes. If you wish to review what they know, click on the “Tape” or “Notebook” icon (lower right corner)



Gabriel has a separate tape for every person he speaks to. To listen to a tape, click on the tape, then click on the “Load A” button. Now click on the “Play” button. Click on the topic you want to review. If Gabriel also loads a blank tape into B, he can use the “Splice A B” button (instead of “Play”) to copy words from tape A to tape B. Gabriel will want to use it somewhere in Chapter 1. Click on the “Exit” button to return to the game.

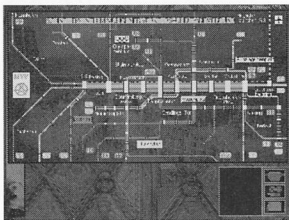


Grace has separate notes on every subject she’s researching. Clicking on each subject reviews Grace’s notes.



The Map Interface

When your character gets into a car, one of these maps will appear. Your character will only be able to go to certain places, based on what actions he or she has performed so far in the game.



Gabriel's map shows a box wherever he can go in Munich while Grace's map has pictures for her destinations.

Gabriel's Map

The red box indicates the location you're coming from. The yellow box indicates the location you are now able to go to.

How To Contact Sierra



TECHNICAL SUPPORT

Automated Technical Support Line

(206) 644-4343

Modem Support

Sierra BBS: U.S. (206) 644-0112

U.K. (44) 1-734-30-4227

CompuServe: GO SIERRA

America Online: Keyword: SIERRA

Internet: <http://www.sierra.com>

in the U.S.

Sierra On-Line, Inc.

Technical Support

P.O. Box 85006

Bellevue, WA 98105-8506

Main: (206) 644-4343

Fax: (206) 644-7697

8:15 am - 4:45 pm PST

Monday-Friday

in the U.K.

Sierra On-Line Limited
4 Brewery Court
The Old Brewery
Theale, Reading, Berkshire
RG 7 5AJ United Kingdom

Main: (44) 1-734-303-171
Fax: (44) 1-734-303-362
9:00 am - 5:00 pm
Monday-Friday

in France

Coktel Vision
Parc Tertiaire de Meudon
Immeuble "Le Newton"
25 rue Jeanne Braconnier
92366 Meudon La Forêt Cedex
France

Main: (33) 1-46-01-4650
Fax: (33) 1-46-31-7172
7 jours sur 7 de 9h à 21h

in Germany

Sierra Coktel Vision
Deutschland
Robert Bosch Str. 32
D-63303 Dreieich
Germany

Main: (49) 6-103-99-4040
Fax: (49) 6-103-99-4035
Mailbox: (49) 6-103-99-4041

DIRECT SALES

On-Line Sales

CompuServe: GO SI (CServe Mall)
GO SIERRA (Sierra BBS)

U.S. Direct Sales

Sierra On-Line, Inc.
ATTN: Direct Sales
P.O. Box 3404
Salinas, CA 93912-3404

Direct phone orders only:
Main: (800) 757-7707
Fax: (408) 644-2018
24 hours/day, 7 days/week

U.S. Disk/Documentation Replacement & Returns

Sierra On-Line, Inc.
ATTN: Fulfillment
PO Box 485
Coarsegold, CA 93614

International Direct Sales

Sierra On-Line, Inc.
ATTN: Direct Sales
P.O. Box 3404
Salinas, CA 93912-3404

Direct phone orders only:
Main: (206) 746-5771
Fax: (408) 655-6179

U.K. Sales and Returns

Sierra On-Line Limited
 4 Brewery Court
 The Old Brewery
 Theale, Reading, Berkshire
 RG 7 5AJ United Kingdom

Main: (44) 1-734-30-3171
 Fax: (44) 1-734-30-3362
 9:00 am - 5:00 pm M-F
 Modem: (44) 1-734-30-4227

Disk/CD replacements in the U.K. are £6.00,
 and £7.00 outside the U.K. Add "ATTN: Returns".

France Sales and Returns

Coktel Vision
 Parc Tertiaire de Meudon
 Immeuble "Le Newton"
 25 rue Jeanne Braconnier
 92366 Meudon La Forêt Cedex
 France

Main: (33) 1-46-01-4650
 Fax: (33) 1-46-31-7172
 7 jours sur 7 de 9h à 21h
 Disk/CD replacements?
 Call for information.

Germany Sales and Returns

Sierra Coktel Vision Deutschland
 Robert Bosch Str. 32
 D-63303 Dreieich
 Germany

Main: (0) 6-103-99-4040
 Fax: (0) 6-103-99-4035
 Disk/CD replacements?
 Call for information.

HINTS**U.S. Hint Line**

Sierra On-Line	Main: (900) 370-5583
ATTN: Hints	Fax: (206) 562-4223
PO Box 53210	\$.75 per minute. Callers must be
Bellevue, WA 98015-3210	at least 18, or have parental permission. You may
	also contact Direct Sales (pg. 16) for a hintbook.

On-Line Hints and Support

CompuServe: GO SIERRA, then go to Hint Connection
 America OnLine: Keyword: SIERRA (Sierra Forum)

Canadian Hint Line

(900) 451-3356	\$1.25 per minute (Canadian)
	Hint line users must be 18 years
	or older, or have parental permission.

France Hint Line

(33) 1-36-68-4650	Costs 2,19F la minute; tarif en vigueur au 20 mai 1994
	(France métropolitaine seulement).

Germany Hint Line

(0) 190-51-5616	Nur in Deutschland verfügbar, 0,23 DM für 12 Sek.
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U.K. Hint Line

Old Games Hint Line: (0) 1-734-30-4004 (within the UK)

Old Games Hint Line: (44) 1-734-30-4004 (outside the UK)

New Games Hint Line: (0) 8-91-66-0660 (within the UK only)

New Sierra Hint Line:

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

Old Sierra Hint Line:

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

The Sierra No-Risk Guarantee

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

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

Warranty

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

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

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

G A B R I E L K N I G H T

THE CAST:

<i>Gabriel</i>	Dean Erickson	<i>St. George Priest</i>	Karl Lienhof
<i>Grace</i>	Joanne Takahashi	<i>Cuckoo Clock Vendor</i>	Zachary Charles
<i>Ludwig II</i>	Russell Mitchell	<i>Wurst Lady</i>	Patricia Coleman
<i>Von Glower</i>	Peter Lucas	<i>Claus Immerding</i>	Endre Hules
<i>Von Zell</i>	Richard Raynesford	<i>Engelhart</i>	Hans Tester
<i>Klingmann</i>	Wolf Muser	<i>Sepp Huber</i>	Wesley Mann
<i>Preis</i>	Clabe Hartley	<i>Rittersberg post office lady</i>	Brigette Kozub
<i>Von Aigner</i>	Clement v. Franckenstein	<i>Schloss Ritter workman</i>	Manfred Hofer
<i>Hennemann</i>	Edmund Shaff	<i>Detta</i>	Melanie Good
<i>Gerde</i>	Andrea Martin	<i>Stätter</i>	Jed Curtis
<i>Werner Huber</i>	Kay Kuter	<i>Frau Hogel</i>	
<i>Leber</i>	Nicholas Worth	<i>(Übergrau's Secretary)</i>	Diane Frank
<i>Übergrau</i>	Frederick Solms	<i>Thomas Chaphill</i>	Chris Tennant
<i>Xavier</i>	Etan Boritzer	<i>Gabe fan (ch 2 opening movie)</i>	Royce Herron
<i>Mrs. Smith</i>	Judith Drake	<i>Butler (von Glower's)</i>	Dave Plaskett
<i>Mr. Smith</i>	Bruce Morrow	<i>Neuschwanstein Guards</i>	Chris Boylan
<i>Thomas (zoo boy)</i>	Gil Neuman		Gari Boylan
<i>Michael Hessel</i>	Christopher Shea	<i>Dr. Gudden</i>	Ross Evans
<i>Dorn</i>	Jack Orend	<i>Professor Barclay</i>	Stephen Stavast
<i>Mayor Ernst Habermas</i>	Bert Hinchman	<i>Von Glower's Mother</i>	Cathy Wilcox
<i>Herr Dallmeier</i>	Michael Wilhelms	<i>Extras</i>	
<i>Georg Immerding</i>	Brad Greenquist		Jennifer Holleson, Matthew Kalashian
<i>Frau Miller</i>			Jack Beck , Jason Casey, Lori Webb, Ivy Webb
<i>(Lady at Herrenheimsee)</i>	Rosemarie Belden		Monica Harkiewicz, George Pauls, James Tuck
<i>Officer Fink (police lobby)</i>	Ron House		Rodney Parks, Michael Fennacy, Tere Cordua
<i>German newswoman</i>	Mary Stavin		Robert Larka, Warren Pannett, Daniel Osers
<i>Head chandelier installer</i>	BW Wiff		Cindy Lee Richter, Kach Hovanessian
			Charles Kahn



SIERRA®