

THE TORIN'S PASSAGE™ TEAM



Back row, left to right: Bill O'Brien, Mark Seibert, Jason Zayas, Memo, Kim White, Don Hazeltine, Don Munsil, David Henry, Mark Engelberg, Jim Murray.
Front row, left to right: Al Lowe, Rob Kenny, Bruce Sharp, Kenny Smith, Todd Bryan, Bryan Wilkinson, Al Eufrasio.



SIERRA®

TORIN'S PASSAGE™

A CHALLENGING QUEST THROUGH NESTED WORLDS



SIERRA®

833824330/S382150

TORIN'S PASSAGE

An Adventure Game by
Al Lowe

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First Time Installation

Windows® 95 Installation

1. Start Windows® 95.
2. Insert the *Torin's Passage* disk into your CD-ROM drive.
3. Follow the on-screen instructions.

Windows® 3.1+

1. Start Windows®.
2. Insert the *Torin's Passage* disk into your CD-ROM drive.
3. From the [File] menu, select [Run].
4. Type "D:\SETUPEXE" 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

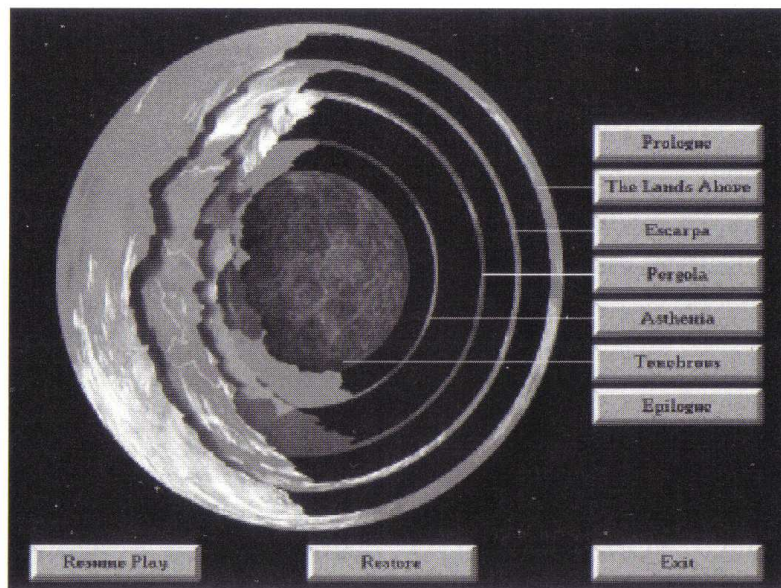
1. Insert the *Torin's Passage* disk into your CD-ROM drive.
2. At the DOS prompt, type "D:" and press [ENTER].
(If your CD-ROM drive is not "D," substitute its letter instead.)
3. Then type "CD\" and press [ENTER].
4. Then type "INSTALL" and press [ENTER].
5. Follow the on-screen installation instructions.

Macintosh

1. Insert the *Torin's Passage* disk into your CD-ROM drive.
2. Double-click on the Installer icon.
3. Follow the on-screen instructions.

How To Play The Game

The Table of Contents Screen



Chapter Buttons

Torin's Passage has five chapters plus a Prologue. Each chapter takes place on one of Strata's five nested worlds. The first time you play, you'll see the Prologue's opening movie that gives you important background information about the story. It ends where game play begins – in The Lands Above.

While we don't recommend it, you may play the chapters out of order. On the "Worlds Within Worlds" screen, select the chapter you wish to play. Your score will start at zero.

Resume Button

Select this, and (after seeing your "Tip of the Day," if that feature is on) you'll be placed back in the game where you were the last time you quit. This button only appears if you have quit the game before.

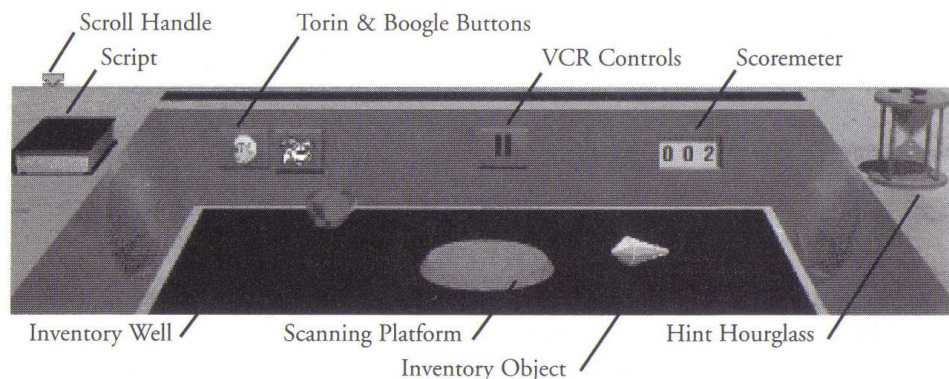
Open... Button

Select this, and (after seeing your "Tip of the Day," if that feature is on) you can choose from a list of all your saved games. This button only appears if you have previously saved a game.

Exit Button

Select this button and... oh, just take a wild guess!

The Game Controls



Below *Torin's Passage's* graphics window lies its primary user interface, the Game Controls area. It includes the following features, from left to right:

The Scroll Handle

Many of the *Torin's Passage* screens are larger than the visible window. Click and drag the scroll handle(s) to see the rest of the picture. Occasionally, using a scroll handle is required to solve a puzzle.

The Script

Click the Script to open the book and a TelePrompter™-like screen will rise up out of the interface, displaying the last few lines of dialogue. Use the scroll bar to read any recent dialogue you may have missed. Click the speaker icon to hear any text. Click the Script again to close the book and lower the screen.

The Torin & Boogle Buttons

Torin's Passage uses a unique double inventory. Press the button with Torin's face and the Inventory Well displays everything you are carrying. Press the Boogle button to see the shapes Boogle can assume. Everything described in the Inventory Well section below applies to your Boogle shapes as well as the standard inventory objects.

The VCR Controls

The interface always holds a "Pause" button. To pause the game, press it. (Duh!) During play, other buttons sometimes appear near the "Pause" button. The "Fast Forward" button lets you skip animation you've seen before. New to *Torin's Passage* is the "Rewind" button. Press it to see a piece of animation again.

The Scoremeter

Your score is constantly displayed. There are many ways to gain points, but only one way to lose them: hints. See the Hint Hourglass section on page 8.

The Inventory Well

Taking Objects: Sometimes when you click on an object in the game, you take that object. It then appears in the Inventory Well at the bottom of the screen.

Using Objects: To use an object in your Inventory Well, click on it. It becomes your cursor. Move it over the screen. It will brighten where it can be used. To put it away, click it anywhere in the Inventory Well (you cannot mix Torin's possessions and Boogle's shapes). You may arrange and rearrange the Inventory Well until you are sick of it.

Examining Objects: To closely examine an inventory object, select it, then click it on the Scanning Platform. Laser beams project a hologram of the object into the space between you and the game window. Use the five buttons on the control panel to alter its rotational direction, view it one frame at a time, or freeze it in place. To resume game play, remove it from the platform.

Manipulating Objects: Some objects may be manipulated by clicking the play cursor on an object's holographic image. Check each inventory item carefully. Some conceal important information!

Combining Objects: Some inventory objects may be combined with other inventory objects to create new inventory objects. To do this, first click on an item to select it. Then click its cursor on the item you want to alter.

The Scanning Platform

See *Examining Objects* above.

The Hint Hourglass

To keep you from getting stuck, *Torin's Passage* has an on-line hint system, consisting of a "?" button and an hourglass. To get a hint, press the "?" whenever the hourglass is not visible. But be aware: each hint will cost you points and raise the hourglass, thus preventing another hint until it runs out. The hourglass is also raised whenever you score points. You can adjust the delay between hints by selecting "Hint Timer" from the "Game" menu.

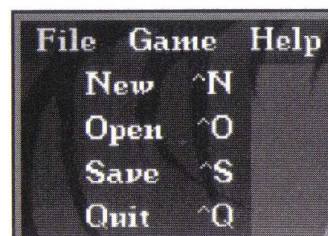
The Cursor

Use our "smart" cursor to explore and interact with the game world. Pass your cursor around the entire screen. When it changes, you are over something interactive. Click and see what happens!

The Menu Bar

Move your cursor to the upper-left corner of the game window and a menu bar appears. Click on a word and a menu drops down. Select an action from the menu. Most work exactly like the menus in other software you own. Try 'em all...at least once. Some will bring you back again and again, screaming with delight!

The File Menu



These all work just like your word processor.

New starts a new game.

Open restores a previously saved game.

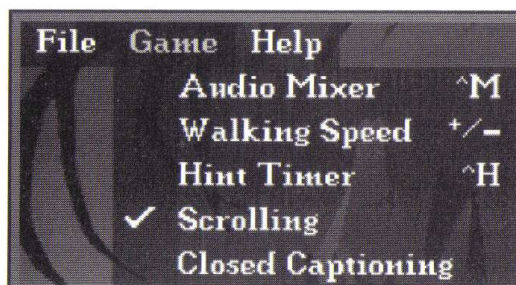
Save lets you save your game.

Quit is the proper way to leave the game.

Caution: exiting any other way does not give you a chance to save your current game position. Use *Quit* instead.

It's a good idea to keep several saved games around, in case you want to return to an older position in the game. Make each one's title descriptive of your current situation. Hint: when entering your game's description, press Ctrl-C to quickly clear away the old description.

The Game Menu



Audio Mixer lets you adjust the relative volume levels of the game's background music, sound effects, and dialogue. Now you can enjoy the all-digital sound in *Torin's Passage* to the fullest. Don't like our mix? Think you can do better? Fine! Make your own. (Mess things up? Press "Default").

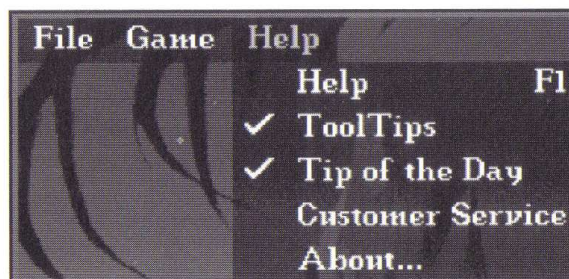
Walking Speed lets you change how fast Torin and Boogle walk.

Hint Timer lets you adjust the number of minutes the hourglass keeps you from accessing the Hint Button. It gets reset every time you score points or request a hint.

Scrolling turns smooth scrolling on and off. On machines with slower graphics, turn it off. If you want to show off your hot, new killer machine and/or graphics accelerator video card, turn it on.

Closed Captioning turns on and off the sub-titles at the bottom of the screen. Highly recommended for airplane flights when you forget your headphones.

The Help Menu



Help offers a few suggestions about how to get started playing adventure games.

ToolTips turns on and off those handy little text boxes that appear in the Game Controls area. Hold your mouse still over an object for

more than a few seconds and its name appears near your cursor.

Tip of the Day turns on and off the helpful tips and shortcuts you get when starting the game.

Customer Support gives you current telephone, fax, and Email numbers for Sierra worldwide.

About... WARNING: NEVER TRY THIS!

Game Strategy

Torin's Passage is a game of exploration, and you wouldn't want to miss anything! Look at each new scene carefully. Click on anything that causes your cursor to brighten. Think creatively. When you get "stuck," leave and explore other areas. You never know where you might find just what you need. Above all, relax, let your imagination run wild, and have fun!

Credits

The Team

Designer, Writer

Al Lowe

Producer

Mark Seibert

Lead Animator

Jim Murphy

Lead Programmer

Rob Kenny

Themes Composed by

Michele Legrand

Music & Sound Effects

David Henry

Mark Seibert

Programmers

Mark Engelberg

Rob Kenny

Robert Lindsley

Don Munsil

Lead Background Artist

Bruce Sharp

Background Designer

Don Hazeltine

Animators

Bill O'Brien

Al Eufresio

Jim Murphy

Jason Zayas

SGI Alias™ Software Artist

Kim White

Art Techs

William Todd Bryan

Bryan Wilkinson

Quality Assurance Lead

Kenny Smith

Storyboards

Guillermo Diaz

Musicians

David Henry

Mark Seibert

Al Lowe

Voice Director

Al Lowe

Voice Casting

Al Lowe

Mark Seibert

Voice Auditions

The Actors Group

Voice Recording

Sierra Northwest Studio

Studio Engineer

David Henry

DREAMS Software Specialist

Dan Kehler

Beta Testers

Pete Fisher

Geoff M. Keighley

Linda Lindley

Wesley Litt

Tom Marley

Dan Milano

Steve Porter

Della Rogers

Mark Seney

Michael Shavelson

Charles S. Solen

Configuration Testing Lead

Cindy Romero

Configuration Testing Team

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Jillian Leonard

John Cunney

Steve Deckert

Karen Austin

Marsha Mc Carty

John Ratcliffe

Mike Pickhinke

Leonard Salas

Bill Davis Jr.

John Trauger

Sharon Simmons

Scott Howell

Paul Trowe

Michael Brosius

Joe Carper

Animation

for LA West

Animation & In-Between

Esad Ribic
Darko Krec
Jurica Saravanja
Damir Semenov
Tomislav Bestak

Digital Ink & Paint

Natasa Secki
Juraj Tezak
Snjezana Lisica
Peggy Skrlec
Daniela Tomicic
Lovorka Ostovic
Alan Sicar

Scanner

Alan Sicar

Production Supervisor

Jadranka Brecak

Director of Animation

Ivan Tomicic

Production Coordinator

Susan McGirr

14

for Animation

Supervising Animators

David Hicock & Larry Royer

Animation

David Hicock
Larry Royer
Apryl Knobbe Young
Aaron Mcdowell
Mathew E. Lafleur
Michael L. Feather

Animation Assistants

Guiermo Zubiaga
Jennifer Robin
Marcus R. Gregory
Matthew S. Filer
David Bleich
James M. Burns
Aldo Thomas Lira
Patti Argoff
Jeff Whitaker
Christopher Field

for Animation

Computer Ink & Paint

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Peter Wynn
Marcus R. Gregory
Creative Supervision
Larry Royer
David Hicock
Bob Switalski

Paint Coordinator (Omaha)

Dick Moody

Digital Ink & Paint (Omaha)

Steve Bogdanovich
Randy Bohaty
Lisa Bohaty
Angie Brown
Tim Brown
Brian Moody
Michele Moody
Dick Moody
Jim Turpen
Karen Turpen

Additional Animation

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Caroline Lavelle Egan
Lisa Kammerer

Special Thanks To:

Caprice Buzard
John Williams
Mary Ellen Torres
Anne Boswell
Bill Moore
Rebecca Buxton
Kathy Gilmore
Jerry Bowerman
Ken Williams
Zippy the Wonder Llama
...and all the moms, dads,
husbands, wives, girlfriends,
boyfriends & significant others
without whom this game would
have been done months earlier.

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The Cast

Torin, BoogleMike Shapiro
Archer, Slim, TripeChuck McQuary
Slime, Viscera, ArchivistBob Zenk
Sam, Max, Sap TreeBob Nadir
Lycentia, OdalisqueChristine McMerdo Wallis
Pecand, Carpenter, DleepFrank Corrado
Herman, Acrobat, PolicemanJohn Gilbert
Rupert, Judge, Mr. FahrmanTed D'Arms
Di, Inchworm, SmetanaTracey Leigh
Veder, Centipede, MagicianKen Boynton
Rabbit, Zax, SoldierStephan Weyte
Mrs. Plant, OdalisqueKrisha Fairchild
Assistant Director, OdalisqueShelly Rae Emil
Mrs. Bitternut, Mrs. Fahrman, OdalisqueKathy Levin
Leenah, Grass, Billy BitternutSusan Ronn
Kurtzwell, PhenofaceGlenn Mazen

How To Contact Sierra

Technical Support

Automated Technical Support Line

(206) 644-4343

U.S. Technical Support

Mail Sierra On-Line, Inc.

Technical Support

P.O. Box 85006

Bellevue, WA 98105-8506

Telephone (206) 644-4343 M-F, 8:15 am - 4:45 pm PST

Facsimile (206) 644-7697

UK Technical Support

Mail Sierra On-Line Limited

4 Brewery Court

The Old Brewery,

Theale, Reading, Berkshire

RG 7 5AJ United Kingdom

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M-F, 9:00 am - 5:00 pm

Facsimile (44) 1-734-303-362

France Technical Support

Mail Coktel Vision
Parc Tertiaire de Meudon
Immeuble "Le Newton"
25 rue Jeanne Braconnier
92366 Meudon La Forêt Cedex
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Telephone (33) 1-46-01-4650
7 jours sur 7 de 9h à 21h
Facsimile (33) 1-46-31-7172

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Mail Sierra Coktel Vision Deutschland
Robert Bosch Str. 32
D-63303 Dreieich
Telephone (49) 6-103-99-4040
Facsimile (49) 6-103-99-4035
Mailbox (49) 6-103-99-4041

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>

Direct Sales

If you are unable to obtain the exact Sierra product you wish locally, try our Direct Sales Department.

Mail Sierra On-Line
Direct Sales
P.O. Box 3404
Salinas, CA 93912-3404
Telephone (800) 757-7707
24 hours a day, 7 days a week
Facsimile (408) 644-2018

On-Line Sales

CompuServe GO SI (Cserve Mall)
GO SIERRA (Sierra BBS)

U.S. Disk/Doco Replacement & Returns

Disk/Doco Replacement Sierra On-Line Fulfillment
PO Box 485
Coarsegold, CA 93614

Product Returns: Sierra On-Line Returns
PO Box 485
Coarsegold, CA 93614

Hints

U.S. Hint Line

Mail Sierra On-Line
Attn: Hints
PO Box 53210
Bellevue, WA 98015-3210
Telephone (900) 370-5583
\$.75 per minute
Facsimile (206) 562-4223

Canadian Hint Line

Telephone (900) 451-3356
\$1.25 per minute (Canadian)

Hint line users must be 18 years or older, or have parental permission.

On-Line Hints and Support

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

France Hint Line

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

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

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).

International Support Services

International Sales

Mail Sierra On-Line
Direct Sales
P.O. Box 3404
Salinas, CA 93912-3404
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Facsimile (408) 655-6179

United Kingdom

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4 Brewery Court,
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Facsimile (33) 1-46-31-7172

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Telephone (0) 6-103-99-4040
Facsimile (0) 6-103-99-4035

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.)

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