



blood of the sacred

GABRIEL KNIGHTTM3

blood of the damnedTM

game manual



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INTRODUCTION

A charming, rakish New Orleaner, Gabriel Knight has a way with women when he's not (and sometimes when he is) tracking down supernatural forces. Gabriel is the Schattenjäger, an inherited role in which he serves as a kind-of modern-day Inquisitor. His great uncle Wolfgang Ritter passed the title, which translates literally as "Shadow Hunter," to him after sacrificing himself to rescue the family talisman (which Gabriel now wears at all times).

Grace Nakimura was on a Ph.D. track at Yale when she decided to take a break for the summer. She chose New Orleans, perhaps because it was exotic compared to her native New York, perhaps because it was far away from her mother. It was a fateful decision. She answered an advertisement for help in a bookstore - St. George's Rare Books, owned by the mystery writer Gabriel Knight. For any number of reasons she's been bound to him ever since.

After his first case (see *Gabriel Knight: Sins of the Fathers*), Gabriel moved into his family castle, Schloss Ritter, in Rittersburg, Germany. During his second case, Grace came to Germany to join him, and helped him solve the rash of Mutilation Killings that were plaguing Bavaria (See *The Beast Within: A Gabriel Knight Mystery*).

Since their last case, Gabriel and Grace have been fixing up Schloss Ritter, and training to be better prepared for the next case. Grace, with the help of her brother, set up a computer programmed to help them do fieldwork. She called it SIDNEY, the Schattenjäger Information Database, and expects that it will come in handy whenever research or analysis needs to be done.

This will be Gabriel Knight's third case as Schattenjäger. It's difficult to tell if he solved his first two cases with skill or sheer luck. On this case, he'll need plenty of both.

RUNNING THE GAME

Main Menu

Intro -Click on this to watch the opening movie. Once the movie starts, you can exit it by pressing [ESC].

Play- Click on this to start a new game.

Restore- Clicking this takes you to the Restore game screen. To restore a game, find the game you would like to restore in the list, and click on it. Then click the "Restore" button in the top-right corner of the screen. To exit the Restore screen without restoring, click the exit button.

Quit -Click on this to quit the game.

PLAYING THE GAME

Timeblocks

The game is split into "timeblocks." There are required activities for each timeblock, and after completing all of these activities, you will progress to the next timeblock. These required activities can be anything from talking to a character about a certain topic to picking up a certain object. For example, the first timeblock is Day 1, 10 AM to 12 PM. That means that as you are playing that timeblock, all activities will happen in the "game world" between 10 am and 12 pm. That does NOT mean that you only have 2 hours in your time to finish that timeblock. See the Strategy Section for suggestions on how to best explore a timeblock.

Camera Movement

Mouse

The easiest way to move the camera is with the mouse. To do this, click and hold the left mouse button and drag the mouse around. Moving the mouse to the left and right will

turn the camera to the left and right. If you move the mouse forward and back, the camera will move forward or backward in the room. If you hold down the [SHIFT] key, and click-and-drag the mouse forward and back, you can tilt the camera towards the floor or ceiling. To level the camera again, hit the [SPACE BAR]. If you hold down both buttons (or the left button and the [CONTROL] key) and drag, you can move the camera vertically up and down, or “side-step” left and right.

Keyboard

To move the camera using the keyboard, you can use the arrow keys. Using the left and right arrow will turn the camera to the left and right. Using the up and down keys will move the camera forward and back in the room. If you hold down the [SHIFT] key and press the up or down arrow, you can tilt the camera towards the ceiling or floor. To level the camera again, hit the [SPACE BAR]. If you hold down the [CONTROL] key and use the up and down arrows, you can move the camera higher or lower in the room. If you hold [CONTROL] and use the left and right arrow keys, you “sidestep” the camera to the left or right.

INSPECT camera

To get a quick close-up of an object, left click on it and choose the “inspect” verb, which looks like a magnifying glass and will always be on the far left-hand side of the verb chooser, or you can [CONTROL]-click to (toggle) inspect/uninspect. Once in a close-up you can move the camera around from that point, or Un-Inspect, by left-clicking on the same object and choosing the “Return from inspect” icon (a magnifying glass with an exit arrow on it). This will return the camera to its previous position. Remember, if you get yourself in an awkward angle, use the [SPACE BAR] to level the camera. The Inspect cameras are very useful for low end machines, because you can move a long distance quickly by inspecting something on the other side of the room.

Character Movement

To move Gabriel or Grace around, left click on the floor where you want them to walk.

Keyboard Shortcuts



“i” - Opens and closes the inventory screen.



“space” - Levels the camera at the default height



“escape” Skips current action. (If Gabriel or Grace is walking, it will skip to the end of their path. If it is in dialogue, it will skip to the end of the current topic. If you are in a movie, it will skip to the end of the movie.)



“control-q” - Quit the current game



“p” or the [PAUSE] key - Pause or resume the game (useful for snack breaks).



“F5” - Quick save



“F6” - Quick load



“F11” -Take screenshot

RIGHT CLICK TOOLBAR



Right-clicking with the mouse will bring up the toolbar. From the toolbar you can access Inventory, Preset Room Cameras, Hints, Help, Game Options, and the Cinematic Camera

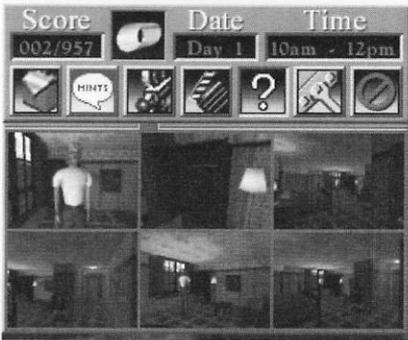
toggle. You also see your current game score, currently selected inventory item, and the current timeblock.

Inventory



the "I" key) will bring up a screen of Gabriel or Grace's inventory. Left-clicking on the items in inventory will bring up a verb-chooser giving you options you can do with each item. To select an item for use in the game, click the PICK-UP icon. This will make that item your current inventory item. After you leave inventory, your selected inventory item will be available for use on objects or characters in the game when you left-click on the object or character. To get a close-up of an item, left click on the item and click INSPECT. To close the inventory close-up screen, left click on the exit button. To combine inventory items, or to use one inventory item on another, select an item using PICK-UP, then click on the other item, and choose the current inventory item icon. To close the inventory screen and return to the game, left click on the exit button.

Room Cameras



Clicking the "Room cameras" button will give you a "thumbnail" view of up to six preset cameras in each room. You can use these preset cameras to move quickly around the room, which is

especially useful for low end machines. You can quickly cut to those cameras and see most of the important things in the room. The preset cameras don't always show everything important in a room, so be sure to move the camera yourself as well. Note: A Gabriel or Grace close-up will always be the first camera in the list.

Hints

GK3 does not provide hints for every puzzle, but for Grace's SIDNEY puzzle sequence starting day 2, 5pm, there will be hints available. You also can get hints on the driving map. Using the hint button on the driving map will cause the locations to flash where you still have a required activity left in that timeblock. The locations that flash are only what you MUST DO to end the timeblock. That doesn't mean there isn't new things for you to see at other locations. The hint

should probably be used if you think you've exhausted all possibilities in a timeblock and can't seem to get it to end. Following the map hints as a general rule could cause you to miss optional scenes. At other times, hints will be disabled. When hints are available, use them only when you've run out of ideas about how to solve a puzzle.

Help button

The help button will bring up screens describing the main controls in the game, including keyboard shortcuts and camera movement.

Cinematic Cameras

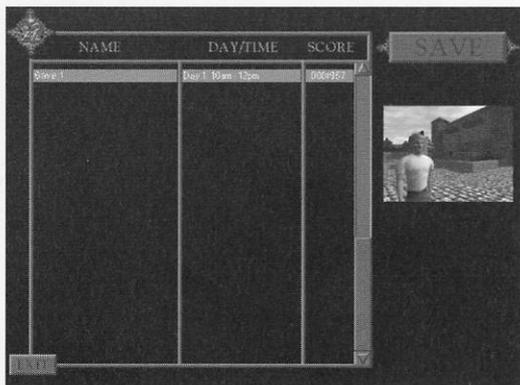
The Cinematic Camera option allows you to turn on or off the automatic camera cuts that happen when Gabriel or Grace are performing an action or engaged in a conversation. With this option turned off, you will be able to move the camera freely around the room, or watch a scene from a different angle. 'Cinematics on' is the recommended way of playing so this option is turned on by default. Note: There are a few scenes in the game where this option is not available, and the camera will cut whether this option is on or off.

Options



Click the options icon to open the options part of the Right-Click Toolbar.

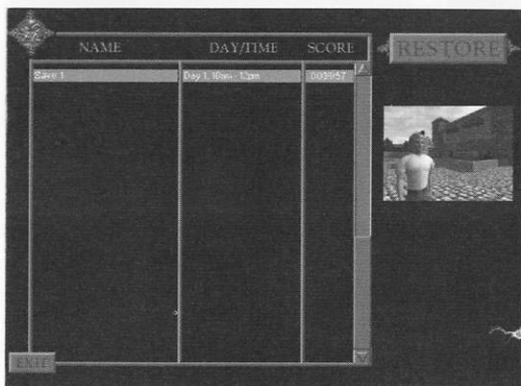
Save



Clicking this takes you to the Save game screen. To save a game, click on the [empty] slot at the bottom of the list, type in the name you want to give the game, and hit the [ENTER] key or the "Save" button in the top-right corner of the screen. If you would like to save over a previous saved

game, you can choose the game you would like to save over, click on the name, and click the "Save" button. To exit the Save screen without saving, click the exit button.

Restore



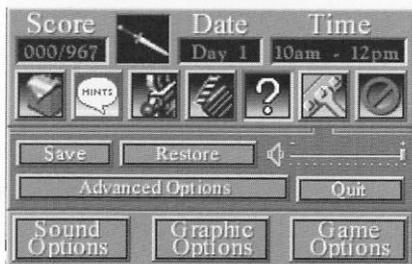
Clicking this takes you to the Restore game screen. To restore a game, find the game you would like to restore in the list,

and click on it. Then click the "Restore" button in the top-right corner of the screen. To exit the Restore screen without restoring, click the exit button.

Volume

This will change the volume of all sounds in the game at once. This also can be controlled from the sound options.

ADVANCED OPTIONS



Default settings should work for most machines, but to fine tune performance and features, there are a number of options you can alter.

Graphic Options



3D Driver- With this setting, you can choose the video card you wish to play the game on. If you don't have a 3D accelerator card, this setting will be "software."

Resolution - This setting will change the resolution the game runs in. The higher the resolution, the more detail you will see. Some 3D accelerator cards don't support all resolutions, so choose one that works for you. Your game speed may be affected by running in a higher resolution, so low-end systems will want to run in 640 x 480.

Gamma - Using the gamma slider, you can set the brightness level for the game. Each monitor may require a slightly different gamma setting. If things in the game seem to be too dark, try setting your gamma slightly higher.

Incremental Rendering- This option allows the engine to cache the scene background when the camera isn't moving and only render what changes on the screen. Turning this ON can dramatically improve frame rate, especially on lower end machines. This will be on by default unless the game detects it will not work well on your hardware. Users should only turn this off if their hardware displays visual problems with incremental rendering.

Shading - This option allows you to determine which shading method works best for your system. "Full shading" is the highest quality setting. You can set it on one of the other settings to get faster performance.

Advanced Graphic Options

Texture Quality - With this option you can set the texture quality in the game. High quality will have the most detailed images, but for better performance, you can lower it.

Mip mapping - In software modes, with mip mapping enabled, you will get better speeds while moving the camera. In hardware, users should leave this enable unless their graphics card has a problem with mip mapping.

Animation Interpolation - This option provides smoother animation on machines with higher frame rates.

Tri-linear Filtering- This allows the hardware card to interpolate between mip levels and only makes sense if mipmapping



change dynamically depending on how close the model is to the camera; this slider biases the distance at which LOD changes take place.

Sound Options



is ON. Some cards do a better job than others with trilinear filtering, so users should turn this on or off depending on visual quality. If the card supports tri-linear filtering, this will be ON by default.

Level of Detail- This slider controls the amount of geometry detail to display for the models (actors). The higher the level of detail, the more polygons that will be used to render the models. The level of detail (LOD) for a particular model will

change dynamically depending on how close the model is to the camera; this slider biases the distance at which LOD changes take place.

Overall volume -

This will change the volume of all sounds in the game at once. This also can be controlled from the main options.

Sound Effects volume -

This setting will change the volume of the sound effects that play in the game such as footsteps.

Speech volume -

This controls the volume of characters

speaking in the game. If you find it difficult to hear what people are saying, try turning this setting up, and you might also try turning down the sound effects and music volumes.

Music volume - This controls the volume of music and ambient sound in the game.

Simultaneous Sounds - Using this slider, you can control how many sounds the game will play at once. If you have an lower end system, or a older sound card, you may need to keep this towards the lower end of the slider.

Game Options



Glide Camera - With the Glide Camera turned on, the camera will move smoothly around the room when you click INSPECT or sometimes when you are in a conversation. Lower-end machines may experience speed problems with the Glide Camera. If you do, or if you want to speed up your game play, turn this option off.

Captions - This option toggles on and off the captions (or sub-titles) that appear at the bottom of the screen

during dialog.

Keyboard Controls - This button takes you to a screen of the keyboard keys assigned to certain commands (i.e. inventory, pause, quick save). It is easiest to leave these on the defaults. If you wish to change a control, click the button of the control you would like to change and hit the key you would like to assign to that function. Click anywhere off the screen to exit this screen.

Quit Button- This button takes you to a screen that allows you to choose whether or not you want to quit the game.

Verb Chooser



The verb chooser is how you interact with objects and people in the game world. When you move your cursor over an important item on the screen, you will notice that the cursor highlights. When you see the cursor highlight, you can left-click. This will bring up a row of icons. These icons are the actions that you can do with a particular item. These actions change from item to item (we call them “custom cursors”).

If you leave the cursor over an icon without clicking, a description of that verb will drop down telling you what their icon means.

Some of the more common verbs you'll see are:

Inspect - Zooms to a close up on an object

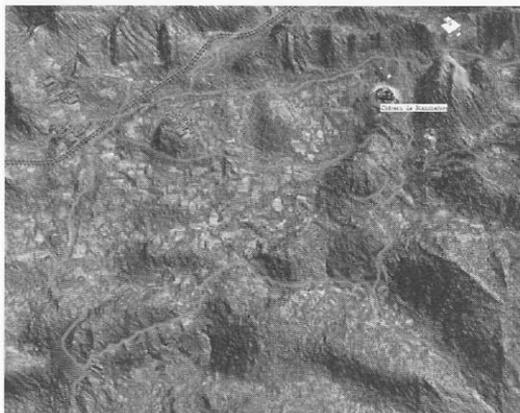
Look - Gabriel or Grace will describe the object or character.

Talk - Gabriel or Grace will begin a conversation with a character.

Conversations

After clicking the TALK icon on another character in the game, Gabriel or Grace will walk up and begin a conversation. In most cases, this will bring up a verb chooser of Topic icons. These icons resemble the verb chooser, but are "topics" that you can ask the character about. If you hold your mouse over a Topic icon, a box will appear telling you what the icon means. New topics can appear after you have gained more information in the game. Sometimes you'll want to return and check to see if there are new topics with each character.

Valley Map



Once Gabriel or Grace has access to the motorcycle, you will be given a map of the valley that you can use to move around.

You can access this map by clicking "Drive" or using the motorcycle keys inventory item on the motorcycle. As you move the cursor around the map, places you can travel to will highlight. Hold your mouse over a location to find out its name. You will see a green dot at the location that Gabriel or Grace are at currently. The green dot blinks on and off when they are moving. Sometimes you will see dots of other colors moving around the map. These are other

vehicles that are travelling around the valley as well. To see who the dots are, visit a location that's on the road and watch them drive by.

Following characters

If a suspect is driving around the valley, you can click the FOLLOW icon on them, and Gabriel or Grace will follow them on the driving map to whatever their final destination is. This is a great way to explore more of the valley, so be on the lookout for suspects driving through scenes.

Using Binoculars

To use binoculars, you must first be at a location that gives you a high viewpoint of the valley. Then click the binoculars on hotspots in the distance, or click the binoculars on Gabriel or Grace. This will bring up the binoculars interface. To move around, click on the arrow keys. If the "Zoom 50X" button lights up, this means that you have noticed something that you can zoom into and view in detail. Click the "Zoom 50X" button to zoom in. You will see a close-up of the scene you are zooming into. To return to the previous view, click the "Zoom 5X" button. To exit the binoculars, you must be in the 5X mode, and then click the "Exit" button.

Using the Fingerprint Kit

Once Gabriel or Grace has the fingerprint kit in inventory, you can click this on objects in the game to attempt to find fingerprints. Doing this will bring up the fingerprint kit interface, which has the kit on the left side of the screen, and the object you are fingerprinting on the right. To search for fingerprints, click the brush (which will change the cursor to a brush), then click the brush on the black powder. Click and drag the brush over the object until you uncover a fingerprint. Once you see part of a fingerprint, drag the brush around in that area to uncover the entire print. Put the brush back by clicking where you picked it up, then click on the roll of tape. This will change the cursor to a piece of tape. Click the tape on the fingerprint, which will change the cursor to the tape with a print on it. Then click the tape on the fingerprint cards on the left side of the screen. In most cases, this will add the fingerprint card to your inventory. You can then scan the cards into SIDNEY

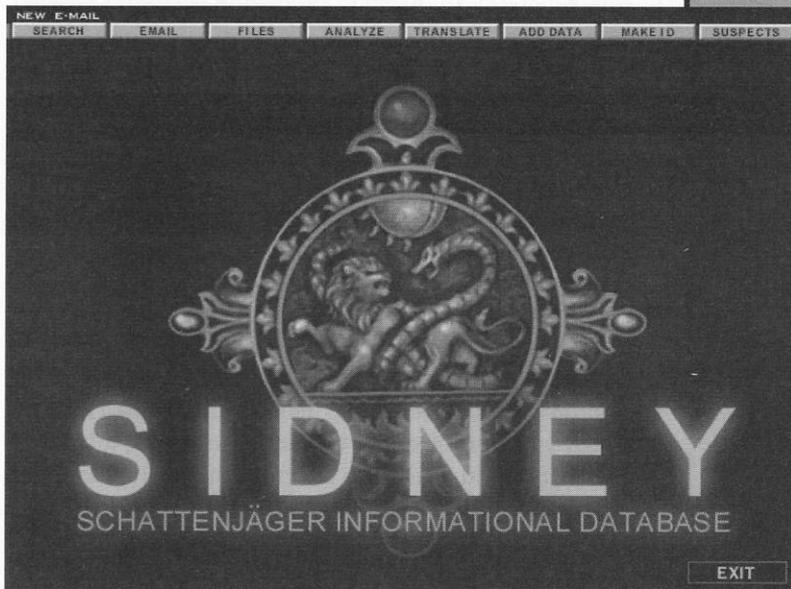
and link them with suspects or match them against prints you already have (see SIDNEY Suspects Screen).

SIDNEY

Grace's laptop computer SIDNEY (the Schattenjäger Information Database) is available after Grace comes to town after Day 1. To access SIDNEY, Gabriel or Grace needs to be in Gabriel's hotel room. Click the TYPE icon on the laptop sitting on the desk. If it is a valid time to use SIDNEY, Gabriel or Grace will sit down at the computer and the Main Menu screen will come up.

NOTE: *No keyboard shortcuts except quicksave and quickload will work in SIDNEY.*

Main Menu



From the main screen, you can access all of the areas of SIDNEY: Add Data, Make ID, Search, E-mail, Suspect, Analyze, and Translate. Also, at the bottom right hand corner of the screen, there is a "Exit" button that you can use to exit SIDNEY. When you are in one of the subsystems, this button changes to a "Main Menu" button, which you can use to return to SIDNEY's Main Menu

Add Data

Add Data is one of the most important features in SIDNEY. With this function, you can scan many items into SIDNEY from Gabriel or Grace's inventory. When you click Add Data, your inventory screen will come up. On the verb chooser for the item you wish to scan, select the "Computer" icon. This adds that item to SIDNEY's list of files. Once it is in the file list, you can analyze it, translate it or link it with a suspect. Scanning works on all sorts of items including fingerprints, license plates, maps, notes, audio tapes and other items.

Make I.D.

With the Make I.D. feature, you can create fake I.D.s for Gabriel or Grace. Select the picture of who you want to make an ID for, then selection a card type from the drop-down menus. Then press the "Print Identification" button to complete the I.D. This will put the ID card in your inventory.

Search

From the search screen, you can perform searches of many topics in the game. To search, type a keyword or topic in the box and hit enter or the "Search" button. Once you have brought up a topic, you can scroll up and down to see the entire article using the scroll bar on the right side of the screen. You can start a new search at any time by entering a different word in the search box (the "Reset" button makes this easier by clearing your last entry.). From the articles, you will often find links to other related articles. These links are written in a different color, underlined and the cursor will highlight over them. If you click on a link, it will take you to that related article. To return to the original article, you can hit the "back" button. The forward button will take you back to the article you "linked" to. The history drop-down will take you to any of the articles you have searched for or linked to.

E-mail

In the E-mail screen, you have a list of subjects of the E-mails you have in your inbox. To read these E-mails, click on the subject. To get to the next e-mail in the box, click the "next" button, or click the "previous" button to get to the previous e-mail in your box. The close button will return you to the list of E-mail subjects. If you have new e-

mail waiting, the words "New E-mail" will flash in the top left corner of all SIDNEY screens.

Suspects

This is a handy tool for keeping track of suspect information. Select the suspect you are interested in from the Suspect drop-down. When you select a suspect, you will get an information screen that tells name, nationality, Vehicle ID (license plate number) and information about any files that you have linked to the suspect. There is also a "notes" area where you can enter notes about each suspect. If you have scanned in a suspect's fingerprint or license plate number, you can link it to a suspect by clicking "open file" in the Open drop-down, choosing the file from the File List, and then clicking "link to suspect" in the Links drop-down. If you think you made a mistake, you can also un-link a file by selecting "un-link file" from the Links drop-down. If you have an unknown fingerprint scanned into SIDNEY, you can try to match it with the fingerprints of suspects you have linked with a suspect. Do this by going to that suspect's screen, opening the unknown print and clicking "Match Analysis" in the Links drop-down.

Translate

If you have an item scanned in that is in another language, you can try to translate it using SIDNEY's translate function. Open the File List and select the file you want to translate. You will be asked what language the file is in (From) and what language you want to translate it into (To). Once you have selected the proper combination of languages, hit the "Translate Now" button. If you have selected the correct languages the translated text will appear below the original text.

Analyze

The Analyze screen has many functions which will be available depending on what type of file you are analyzing. The drop down menu functions will only be available (not disabled) when you can use that function on an open file.

To open a file, choose open file from the Open drop-down. Select the file you want to analyze from the File List, then click the Start Analysis button at the bottom right hand corner of the screen.

Text - Under the text drop-down are analysis functions for dealing with any text that may appear in a file.

Extract Anomalies - This function will look for things in the text that don't seem to fit, and then try to make sense of the misfit text.

Anagram Parser - The Anagram Parser will allow you to take an anagram and attempt to find the original phrase.

Analyze Text- Puts the text through an analysis of content and pattern.

Graphic

The graphic drop-down will let you deal with shapes or geometry that SIDNEY finds in a file.

View Geometry- If analyzing a document uncovers hidden geometry or shapes, you can use the View Geometry function to see the shapes. Once you have displayed the geometry, the shape will be saved in your shapes file.

Rotate Shape- Rotate shape (outside of the map) will rotate shapes that SIDNEY finds in a file.

Analyzing the Map

The map is the most important and longest puzzle in the game. Once you have found the map and scanned it into SIDNEY, you can analyze the map with "Start Analysis." The Analyze screen has many special functions for analyzing maps. Under the "graphic" drop-down you have Use Shape and Clear Shape. Under the "map" drop-down are Enter Points, Clear points, Draw Grid, Erase Grid.

Map Interface

Once you've open the map file and analyzed it, you'll see the map view. On the right side of the screen is the full map. On the left side is the detailed close-up of the section of the map you are currently working with. To change the close-up view, click on the full map in the area that you want to see in detail. You can also drag to scan across the map.

Enter points - With this function, you can place points on the map. You enter points on the close-up map, so select the area where you would like to place a point in on the full map view, and then click on the close-up map to place the point or points. Once you have points placed, you can use the "Start Analysis" button to determine if the points you entered have any relationship to each other.

Clear points- this will remove all points that have not been locked down as "final" by the game (if the game has locked a point, then you got it right).

Draw grid- With this feature, you can draw grids on the

map. You will be asked what dimension you would like the grid to be.

Clear grid- If you are unhappy with the grid you have placed, you can use the clear grid function to remove it. Grids that have been locked down by Grace can not be (and do not need to be) cleared.

Use shape- this will become available once you find shapes in files using SIDNEY. By selecting a shape, you can add that shape to the map. Shapes need to be locked to other objects on the map such as points, lines or other shapes. When you are dealing with a shape you have selected on the map, you can move, scale and rotate it.

Moving shapes- To move a shape, select it by clicking on it (the selected shape will turn black). Move the mouse to the center of the shape until the cursor changes to the “move”



cursor. Click and drag the mouse until the shape is where you want it to be on the map.

Scaling shapes- To scale a shape, select it by clicking on it. Move your cursor to the edge of the shape until the cursor becomes the “scale” cursor . Click and drag the mouse until the shape is the size you would like it to be.

Rotating shapes- If you wish to rotate a shape, move the cursor outside of the shape until it becomes a “rotate”



cursor. Click and drag the mouse to rotate the shape.

Clear Shape- If you don't like the shape you have put on the map, you can use clear shape to remove the currently selected shape.

NOTE: You can not move, scale, rotate or clear a shape that Grace has locked down. Locked down items are shown in blue.

(See the puzzle walkthrough for tips on using these SIDNEY features)

Strategy and Playing Tips

Tip #1.

Use the camera control. We on the development team use the camera almost exclusively to play the game. Don't worry about moving Gabriel or Grace around (by clicking on the floor). Just use the camera to zoom in on an object across the room or another character. When you actually CLICK on that object and choose a verb (such as TALK), Gabriel

or Grace will walk over automatically and do the action, no matter where they are.

Tip #2.

Move Gabriel or Grace when they need to be in a specific spot. You move Gabriel or Grace by clicking on the floor. As noted in Tip #1, general game play does not require this, you can get along nicely using the camera and verb chooser. However, where you do want to move your character is when you want them to get into a certain spot in a room to sneak, overhear, or generally stay out of sight.

Tip #3.

The [ESC] key and INSPECT verbs are your friends! Use these features to speed up game play. For example, if Gabriel is standing near the bookshop at the hotel exterior, and you want to enter the hotel, you can do it the long way (by clicking OPEN on the hotel door while the camera is facing Gabriel - in which case, he'll walk all the way to the door) or the short way (by using Skip To View). To use Skip To View, move your camera close to an object (the INSPECT camera is one easy way to do this), then select the action you want. Because Gabriel or Grace are not on screen, they will walk in from just behind camera to perform the action, skipping the intervening space. Skipping is determined by the camera's view volume, if Gabe or Grace don't seem to be coming in from just off screen, try changing the angle of the camera. Alternatively, if Gabriel or Grace do start a long walk to a position (such as exiting a room), hit [ESC] to send them immediately to their final position. Be careful though, if starting a dialogue, hitting [ESC] more than once will not only take Gabriel or Grace to their final position, but will skip the dialogue as well.

Tip #4.

Talk to everyone about everything, and talk to them again whenever they've changed locations. You will usually have at least one new conversation with a character whenever he or she has moved around. Also PICKUP everything you can and, in general, explore rooms thoroughly, trying all your verbs.

Tip #5.

Leave Cinematics on. Most of us on the development team always play with cinematics on. This allows all scenes to provide optimal cameras. If suddenly a scene is occurring and you're not getting cameras, it's because you've turned this off. Places where it is helpful to turn cinematics off is if

you are in a scene and you hear a sound in the distance a sound not part of your conversation. This is a clue that you might want to turn cameras off and go check it out - but this is never necessary for game play. Another place where it's useful to turn it off is in certain puzzles where it helps to have one wide shot of the room. If you do turn cinematics off, don't forget to turn it back on!

Tip #6.

SIDNEY map puzzle. Besides the HINT button on the Right-Click Toolbar, you can also get hints on inventory items, especially 'Le Serpent Rouge' itself. THINK on the current verse will give a hint. Hints are also available in SIDNEY SEARCH on keywords, and on other inventory items related to the mystery. But try to solve the verses without the Right-Click Toolbar's hint button where possible - you'll enjoy it more.

Tip #7.

Keep track of other people. Depending on how good a player you want to be - and how obsessed you want to get, this game can be explored at different levels. If you've not too confident about playing, and don't want to worry about 'seeing everything', then just go with the game flow - talk to people as you find them, do actions as you think them up. Don't worry - the game will never let you miss anything vital to your mission, or get stuck in a situation where you have to restore a previous game because you've missed something.

However, if you want to see everything . . . The game has many optional scenes - things you may or may not witness/overhear or conversations you may or may not have. This is because this game is built like a real world, with the characters moving around as time passes. The things that you have to do to finish a timeblock, and thus move the game clock forward, are all the things necessary to solve the main mystery of the game — to 'solve the case'. But how much you learn about the subplots - such as each character's agenda - is up to you.

To keep track of everyone at all times, explore all rooms in a timeblock until you have figured out where everyone is. Save your game in the beginning of the timeblock and as you see major scenes or puzzles, so that if you 'accidentally' trigger the timeblock change before you've finished exploring, you can restore back and avoid doing that last item (which will move the clock forward) until you've finished

exploring. Usually it is a group of actions that must be completed before the time block changes, so not doing just one of those will keep your clock from moving forward.

There's also what we call 'mid timeblock changes'. That is, doing something in the timeblock will cause one or more characters to move around even though there hasn't been a timeblock change. When these occur, you will hear a clock sound, like the one that plays on the timeblock screen. That's your hint that things have changed in the game world. If you are so inclined (but it's certainly not necessary), you can run through your list of rooms and suspects again.

Another way to tell how much you've seen of the game is the points in your score - and the web forum.

Tip #8.

Have fun! And remember, the GK forum is a great place to get hints, tips, and share the experience with others.

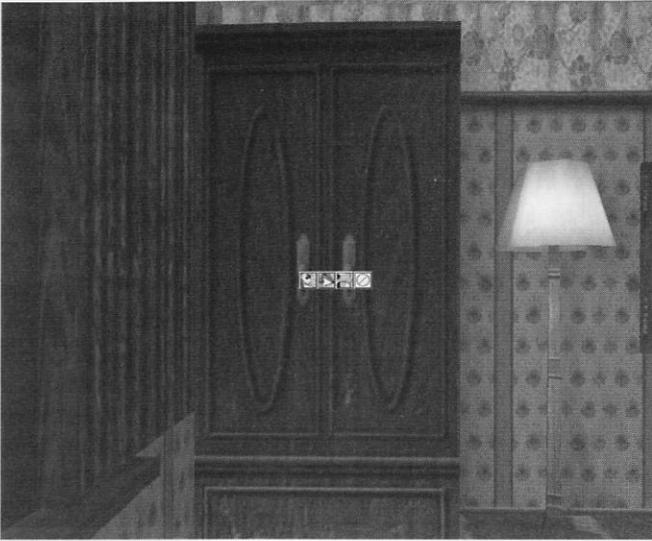
GETTING STARTED

We'll walk through a few actions to help you learn how to play.



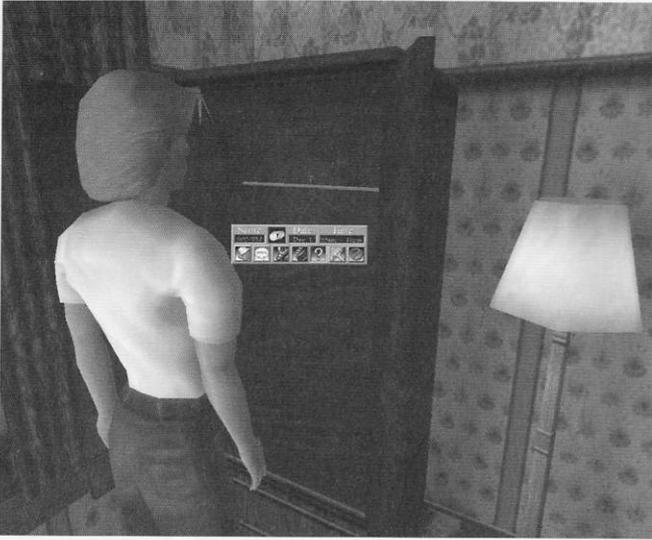
The game starts in Gabriel's hotel room. Left click on the wardrobe in the far corner of the room, and click the INSPECT icon. (Also try moving the camera over to that corner by holding down the left mouse button and dragging the mouse forward).

This will bring you close to the wardrobe.



Left click on the wardrobe again, and click the OPEN icon. Gabriel will walk to the wardrobe and open it.





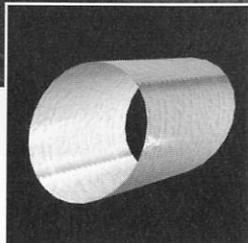
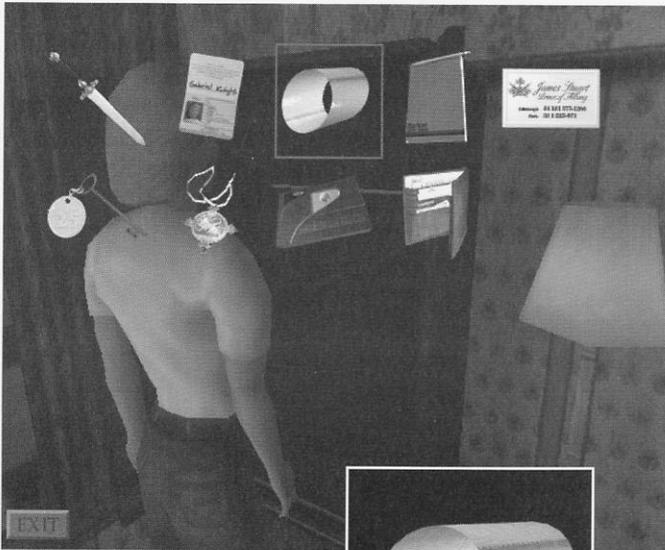
Left click on the white piece of tape stuck to the back wall of the wardrobe, and click the PICK UP icon (you'll need the tape later).

Right click to bring up the Right-Click Toolbar and click on the "Inventory" icon.

GETTING STARTED

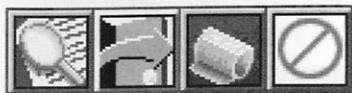
You will see that the roll of tape has a red box around it. This means that it's your currently selected item. Left click

on the tape, and click INSPECT.



This will bring up a close-up picture of the tape.

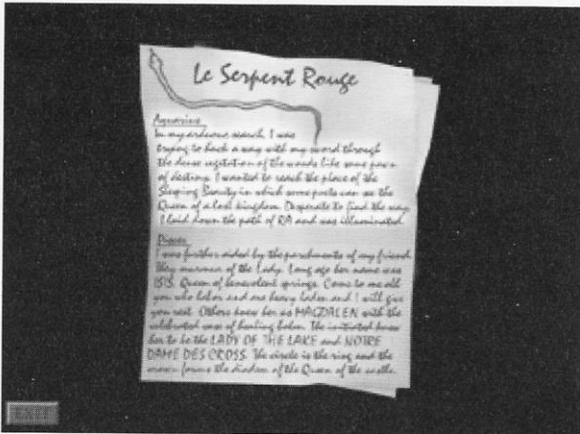
To exit the close up, left click on the “exit” button. Close inventory by clicking the “Exit” button. Left click on the wardrobe, and click the CLOSE icon. Now hold down the left mouse button and drag it backwards, so that you see more of the room. Click and drag to the right and find the room door. Click on the door and click OPEN to exit into the rest of the hotel.



Using these simple controls, you will be able to explore the hotel, town, and everything in the rest of the game.

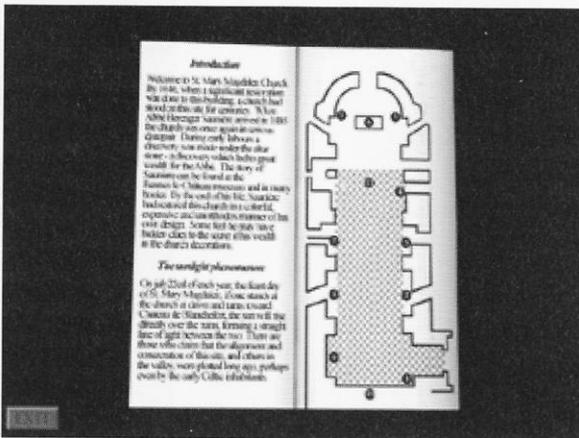
SIDNEY WALKTHROUGH

After you have Le Serpent Rouge and the church pamphlet in 2,5 pm, Grace will start the SIDNEY map puzzle. To get you started, we have including a short walkthrough of the first verse of Le Serpent Rouge. You may want to try to play through without this, but it's here if you get stuck.



Go to Gabriel and Grace's hotel room in 2,5pm. Right click and click on the "Inventory" icon. Click INSPECT on the "Le Serpent Rouge" inventory item. Left click on the first verse, and click the READ icon. If you click the THINK icon on the passage, Grace will say that she should

do a search in SIDNEY for "RA." Exit inventory by right-clicking and choosing the "Exit inventory screen" icon.



Left click on SIDNEY in the room, and click the TYPE icon. Enter SIDNEY's search by clicking the "Search" button on the main menu. Enter RA into the search box. You will learn that Ra is the Egyptian god of the sun. Right-click and click the hint button. Grace mentions something about the

church pamphlet. Enter inventory again. Click INSPECT on the church pamphlet. Click the THINK icon on the paragraph about the "Sunrise phenomenon." Exit the close-up by left-clicking and clicking the RETURN FROM

INSPECT icon. Click INSPECT on Le Serpent Rouge, and click THINK on the verse again. Now you know that you have to put the sunrise line on the map. Exit inventory. You should now be back in SIDNEY.

Click the “Analyze” button on the top of the screen. Then choose “Open file” from the “Open” drop-down. Click “map” from the file list, and click “Start Analysis.” A dialogue box will come up telling Grace a little about using the map.

Find Rennes-le-Château on the right side of the map, and click on it. You should see the name appear on the left side. Choose “Enter points” from the “Map” drop-down. Find the small cross on the close-up map (representing the church) and click your first point there. The church pamphlet talks about the line being between the church and Château de



Blanchefort, so find Blanchefort on the full view of the map, and click there (be sure you're clicking on the full view). Find the small tower picture above the words “Château de Blanchefort” on the close-up map, and click your second point there.

Hit the “Start Analysis” button, completing the first verse of Le Serpent Rouge. Good luck on the rest of the puzzle!

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Several *SIDNEY* entries provided by *The Mystica Encyclopedia*, an on-line encyclopedia of occult, mysticism, magic, paranormal and more.

Visit it at <http://www.TheMystica.com>.

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Jean:	Philippe Bergeron
Madeline Buthane:	Jennifer Hale
Lady Howard:	Samantha Eggar
Estelle Stiles:	Carolyn Seymour
Emilio Baza:	Billy West
Girard:	Susan Silo
Mesmi:	Corey Burton
Prince James:	Simon Templeman
John Wilkes:	Richard Doyle
Vittorio Buchelli:	Joe Lala
Abbé Arnaud:	Gregg Berger
Bigout:	René Auberjonois
Larry Chester:	Corey Burton
Marcie:	Susan Silo
Taxi Driver:	René Auberjonois
Bartender:	Joe Lala
Simone:	Russi Taylor
MacDougall:	Simon Templeman
Mallory:	Tom Kane
Montreaux:	John de Lancie
Roxanne:	Karen Ross
Old Lady:	Karen Ross
Jesus:	Tom Kane
Roman Soldier:	Gregg Berger
Siren 1:	Karen Ross
Siren 2:	Charity James
Vampire 1:	Billy West
Vampire 2:	Corey Burton

A BRIEF OVERVIEW OF RENNES-LE-CHÂTEAU

The Languedoc region of southern France has been a hot-bed of occult, heretic and mysterious activity for thousands of years. The region's occupants have included the Merovingians, the Cathars, the Visigoths, and the Knights Templars.

In 1891, the poor parish priest of the Languedoc village of Rennes-le-Château made a discovery that has continued to intrigue and mystify modern researchers and treasure-hunters. During the restoration of his church the priest, Bérenger Saunière, uncovered sealed parchments that had been placed in a stone altar. These parchments contained coded messages, some of which have not been deciphered to this day. Saunière brought these parchments to Paris, where he allegedly conducted meetings with members of secret occult societies.

When he returned to Rennes-le-Château, he began spending millions of dollars constructing and renovating the church and surrounding area. He spent his days on secluded walks in the countryside, destroying local landmarks, and died without revealing his secrets.

There have been many theories about what Saunière found, a few of them gaining more attention than others. Today treasure-hunters hope they can locate Saunière's secret, or his secret source of wealth. They scour the region following every lead. *Gabriel Knight: Blood of the Sacred, Blood of the Damned* will not only delight GK fans with a fascinating new mystery that blends fact and fiction, but fans of the Rennes-le-Château mystery

will get a chance to visit the key locations in the mystery and to actually solve the enigma.

For Further Reading

This is a list of books that relate to the mysteries involved in *Blood of the Sacred*, *Blood of the Damned*. You don't need to know any of this information to play the game. These are provided for those of you who are interested learning more about the real-life mysteries related to the game.

Andrews, Richard and Paul Schellenberger.

The Tomb of God. London: Little, Brown and Co., 1996.

Baigent, Michael, Richard Leigh and Henry Lincoln.

Holy Blood, Holy Grail. New York: Dell, 1983.

Baigent, Michael, Richard Leigh and Henry Lincoln.

The Messianic Legacy. New York: Dell, 1986.

Gardner, Laurence.

Bloodline of the Holy Grail. Rockport: Element, 1996.

Lincoln, Henry.

The Holy Place. New York: Arcade, 1991.

Wood, David.

GENESIS: The First Book of Revelations. Adventures Unlimited Press, 1986.

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