



RUNAWAY

A TWIST OF FATE

HAPPY DALE SANATORIUM

PERSONNAL FOLDER

HOUSE DOCTOR Ian Bennett

HOUSE DOCTOR
Ian Bennett
PATIENT Brian Basco

PATIENT Brian Basco

WEIGHT 75 kgs

HEIGHT 1m83

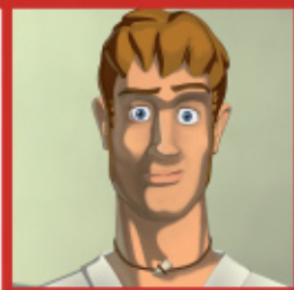
BLOOD TYPE o

GENDER Male

dear Mr Basco:
Please read the following
report, which includes your
application form as well as
some hints that can make
you improve your mental
health while you dwell in
our asylum.

Ian Bennett

HAPPY DALE SANATORIUM



NAME Brian Basco
WING 3W ROOM 304 CODE AFC

YOU'D BE MAD TO GO ELSEWHERE
SINCE 1871

JOIN THE BIG FAMILY OF

HAPPY DALE

THE GREATEST NUT HOUSE IN NEW YORK:
DOZENS OF NUTS CANNOT ALL BE WRONG!!

A MEDICAL STAFF
PROVIDING GREAT CARE.

FULL OF
LIFE NUTS

CRAZY
FACILITIES.

YOU'D BE MAD TO GO ELSEWHERE
SINCE 1871



I.C.E (IN CASE OF EMERGENCY)

Technical Support

Before contacting Technical Support, please have the following information to hand:

- your PC configuration (RAM, MHz, video and sound cards).
- a detailed description of the problem (i.e. error message, relevant part of the game, etc.).
- pen and paper to take notes.
- and be able to access your PC immediately, if required (Technical Support may need to help you work through your problem, step by step).

Technical Assistance :

e-mail : support@runaway-thegame.com

http://www.focus-home.com/support/runaway_atof/

Stuck in the Game?

For everything concerning the progression in the game, puzzles solving or just an advise, you will be able to find all answers on the website www.runaway-thegame.com.

Just visit the forums and look for the topics located in Hint Requests.

Medical Information

Epilepsy warning

Some people are likely to suffer from epileptic attacks, or loss of consciousness, particularly when looking at some types of strong flashing lights: rapid succession of images or repetition of simple geometric shapes, flashes or explosions.

Such people leave themselves open to the risk of attacks when playing some video games which include such stimulation, even if they have no medical history or have never experienced such attacks themselves.

If you or a member of your family have already displayed symptoms associated with epilepsy (attacks or loss of consciousness) when faced with flashing lights, consult your doctor before using the product. Parents should pay particular attention to their children when they are playing with video games. If you or your child displays one of the following symptoms: vertigo, blurred vision, eye or muscle spasms, disorientation, uncontrollable movements or convulsions, or brief loss of consciousness, **YOU MUST STOP PLAYING IMMEDIATELY** and consult a doctor.



1) APPLICATION FORM

NAME *BRIAN. BRIAN BASCO*

INTRODUCE YOURSELF AND THE MOTIVES OF YOUR WISH TO JOIN THE HAPPY DALE FAMILY:

I'M FORCED TO ENTER THIS PLACE BECAUSE THE JUDGE SAID SO. THEY SAID I KILLED SOME COLONEL IN HAWAII, BUT I JUST CAN REMEMBER DOING SO. BUT I'M NOT A KILLER AND I'M NOT CRAZY. I'VE ALWAYS BEEN A NICE GUY... YOU KNOW I HAVE A DEGREE IN PHYSICS? YES. I WAS EVEN ADMITTED TO A WONDERFUL POST-GRADE IN THE UNIVERSITY OF BERKELEY, BUT..

IT'S AMAZING HOW LIFE CAN CHANGE IN A FRACTION OF A SECOND.. THE DAY I WAS GOING TO LEAVE NEW YORK, I DROVE INTO A GIRL. A BEAUTIFUL GIRL, INDEED: GINA. I TOOK HER TO THE HOSPITAL, BUT SHE WAS OK. SHE WAS BEING CHASED BY THE SANDRETTI MAFIA, AND SHE NEEDED MY HELP I RUN AWAY WITH HER THROUGHOUT THE USA. I WON'T TELL YOU HOW WE DID IT, BUT WE MANAGED NOT ONLY TO STOP BEING CHASED, BUT ALSO WE TOOK FROM THEM A BIG BOOTY.

SUDDENLY, WE HAD MORE MONEY THAN WE'D EVER IMAGINED. AND WE WERE EXHAUSTED, SO WE TOOK AN ENDLESS VACATION IN HAWAII. LIFE WAS WONDERFUL. THE WORST THAT COULD HAPPEN TO US WAS BEING SERVED A WARM MAI TAI. BUT FATE PROVED US WRONG.

ON OUR DAY TRIP TO MALA ISLAND, ONE OF THE ENGINES OF THE AIRPLANE BROKE. THERE WAS ONLY 1 PARACHUTE, AND I GAVE IT TO GINA. SHE JUMPED AND FELL INTO A LAKE WHILE I TRIED TO MAKE A CRASH LANDING. I SURVIVED, BUT.. I PROBABLY HIT MY HEAD OR SOMETHING, 'CAUSE I DON'T REMEMBER WHAT HAPPENED NEXT.

NEXT THING I KNOW IS THAT I WAS INSIDE A MILITARY TENT, DRESSED IN UNIFORM, WITH A SMOKING GUN IN MY HAND. THERE WAS AN AGONIZING OLD SOLDIER BEFORE ME, COLONEL KORDSMEIER. GINA WAS THERE TOO, BUT SHE SEEMED TO BE AS PUZZLED AS ME.

THEY TOOK ME TO PRISON. MONTHS LATER, THE JUDGE SAID THAT YOU, DOCTOR BENNETT WOULD SAY IF I'M SANE, INSANE, KILLER OR INNOCENT. PLEASE BELIEVE. I'M INNOCENT AND I'LL PROVE IT.





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2) HOW TO INSTALL YOURSELF IN YOUR NEW HOME (INSTALLATION)

Your room is in the buildings : WEST WING (FOR PSYCHOPATHS AND FUNNY FOOLS), ROOM NUMBER 304. Please fill in the next text box telling us how do you plan to install yourself in our lodgings.

PREPARATION

THE INSTALL IS NORMALLY THE SIMPLEST PART OF MY ADVENTURE. BUT TO START OFF PROPERLY, I WOULD BETTER CLOSE AS MANY PROGRAMS AS POSSIBLE BEFORE STARTING THE INSTALL OF RUNAWAY. WE ARE NEVER CAREFUL ENOUGH, SO GIVE THE MACHINE AS MUCH POWER AS POSSIBLE TO INSTALL THE FOUNDATIONS OF THE GAME ON MY HARD DISK.

INSTALL

I TAKE THE RUNAWAY DVD. I INSERT IT IN MY DVD-ROM DRIVE (FIRST I'LL OPEN THE RACK, 'CAUSE I'M NO FOOL!). THE INSTALL PROGRAM WILL START AUTOMATICALLY. IF IT DOESN'T, I'M OUT OF LUCK: I GO ON THE COMPUTER, THEN CLICK ON THE ICON OF MY DVD-ROM DRIVE. LOCATE THE SETUP.EXE FILE (OR JUST SETUP) AND DOUBLE-CLICK IT TO START THE INSTALL PROGRAM. ALL I HAVE TO DO IS FOLLOW THE INSTRUCTIONS WHICH APPEAR ON THE SCREEN TO FINALISE THE PROCESS. I RESTART MY COMPUTER IF I AM ASKED TO DO SO. I'LL THINK ABOUT INSERTING THE DVD OF RUNAWAY BEFORE STARTING TO PLAY, AND HERE I AM, READY TO PLAY.

SOME TECHNICAL POINTS

IN ORDER TO BE ABLE TO OFFER GRAPHICS MATCHING MY EXPECTATIONS AND HIGHQUALITY VISUALS AND SOUND EFFECTS AS WELL, RUNAWAY USES, AMONG OTHER THINGS, DIRECTX 9 TECHNOLOGY. FOR THE GAME TO OPERATE CORRECTLY, IT IS HIGHLY RECOMMENDED TO ACCEPT INSTALLING DIRECTX 9.0c, WHICH IS PROPOSED AFTER THE INSTALL OF THE GAME. THIS PROGRAM IS NECESSARY FOR THE GAME TO OPERATE CORRECTLY. IF I ALREADY HAVE A VERSION OF DIRECTX 9, THE PROGRAM WILL SIMPLY UPDATE THE FILES.

IN PARALLEL WITH THIS VERSION OF DIRECTX, I AM STRONGLY RECOMMENDED TO UPDATE THE DRIVERS OF MY GRAPHIC CARD. THESE DRIVERS ARE THE LINK BETWEEN MY GRAPHIC CARD AND THE DIRECTX TECHNOLOGY USED BY THE GAME. THE CURRENT VERSIONS OF THE BEST KNOWN GRAPHIC DRIVERS ARE AVAILABLE IN THE GAME DVD IN THE FOLDER "DRIVERS" I CAREFULLY SELECT MY VERSION OF WINDOWS, THEN MY TYPE OF GRAPHIC CARD.

IF I HAVE ANY DOUBT, OR FOR MORE INFORMATION, I CAN GO TO THE FORUM OF THE OFFICIAL SITE OF RUNAWAY ([WWW.RUNAWAY-THEGAME.COM/FORUM](http://www.runaway-thegame.com/forum)), UNDER THE HEADING TECHNICAL FORUM OF THE GAME ACCESSIBLE BY THE WINDOWS START MENU START: STAR/PROGRAMS/RUNAWAY:ATOF/TECHNICAL SUPPORT, OR DIRECTLY WITH THIS DIRECT LINK : [HTTP://WWW.FOCUS-HOME.COM/SUPPORT/RUNAWAY_ATOF/](http://www.focus-home.com/support/runaway_atof/)



Happy dale : much better than throwing yourself out the window!



Brewster sisters, the most important benefactresses for the institution, ladies with unusual methods.



3) STRUCTURE OF THE GAME

This adventure is similar to a real film. There will be no letup before the end, I guarantee! It is essential to remember well the information that you will be given throughout the game if you wish to advance effectively.

The adventure is divided into chapters, giving opportunities to discover new environments, meet people (which may be a good or unsatisfactory experience), and so to make progress.

Along the way you will see video sequences, notably when you have reached a key moment in the scenario. So if you see a video it means you are on the right track.

During the game, you will visit some very different places, but the way to act will often be the same. When you have understood the way it works, things will be relatively simple. I said RELATIVELY... because things may become complicated as you advance, but no worries: the solution is never very far away!

AT GAME LAUNCHING

Once you've successfully installed the game (see page 7), relax and get ready to have a good time.

-- Profile



The game will prompt you to choose an image, a user name and a password that will serve you to play always your own games no matter how many people in the house is playing Runaway: A Twist of Fate. Hey, and don't forget your password, because you'll be asked to insert it every time you start playing. You can create a new user any time you like, but remember that then you'll be starting from the very beginning. Otherwise, don't write any password an just press "Enter". After, you have just to select your profile.

-- Top Screen Icons.



Now you're inside the game. Watch the first cinematic and (finally) start playing! If you press ESC or lead the pointer to the top of the screen, some icons will appear. To interact with them, you can either click on them or press the key indicated just above them



-- Help System (F1)

Every time you get stuck in a particular puzzle, you can use the help system to give you a hint. The Pédulo staff will be eager to help you get unstuck. They are the kindest people available and they will stand guard 24 hours a day, 7 days a week. (Ok, you've guessed: some of this info is not 100% true. But almost...)



-- Hotspots (F2)

Tired of scanning the screen in search of hotspots? Or just a bit lazy? No problem!! The hotspot icon will give you precise info about all the interactive parts of the screen you are at the moment. But remember that you have to go back to the actual screen keep on playing! How to do that? Just click on the arrow that will appear if you move your pointer to the top of the screen.



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-- Inventory (Tab)

One of the essential parts of the game consists on you taking things from the screen. They'll be kept here, in a place where you can mix them (just clicking on an item, moving it into another one and clicking again to let go of it. If you want to use it with a hotspot, then you can either press "Tab" or click on the arrow that will appear if you move your pointer to the top of the screen.

You can also mix use an object of the inventory with another object of the inventory. That's a good way to create yourself a tool you could need and you can't find.



-- Game's Progress (F3)

Let's say that you have not played the game for some weeks and you do not remember in which points were things when you left it. Or that yesterday's party was very big, so you don't remember anything. Then try this amazing contraption that will summarize for you everything that you've done till that moment. At the beginning most of the vignettes will be empty, and you will not be able to interact with them. But as you go on progressing in the game, more of them will be filed. Click on a given vignette to hear about a specific



achievement of the game, or in the "Play All" icon at the right down corner of the screen to hear all your progress of any chapter.

You can see the progress of other chapter clicking on the arrows right and left of the chapter's name. By the way, there's two progress pages already filled for you, in which Gina and Brian will tell you about their past adventures till the start of A Twist of Fate. Find them clicking on the left arrow of chapter one's progress.



-- Options Panel (F4)

From this screen you can quit the game, change options about subtitles, control the audio volume or see the names of the people who've made the game. No there's no photographs of them (but let me tell you that they are not worth seeing...)



Apart from the above said, the most important thing is that it will allow you to save and load games. There are three grilled icons on the left part:



1) Click the one on top to and enter a description to save a game. (remember to do this every time to quit the game, or all your progress will be lost).



2) Click the icon in the middle to load a previously saved game: all of them will appear there with an image and your description, so you only have to click on the one you want to play.



3) Click on the icon below them to delete a saved game. Why you'd want to do that? Well, maybe (only maybe) you can reach the maximum number of saved games and you need to delete one in order to save a new one. Things like that happen all the time. By the way: the maximum number of saved games is 999.



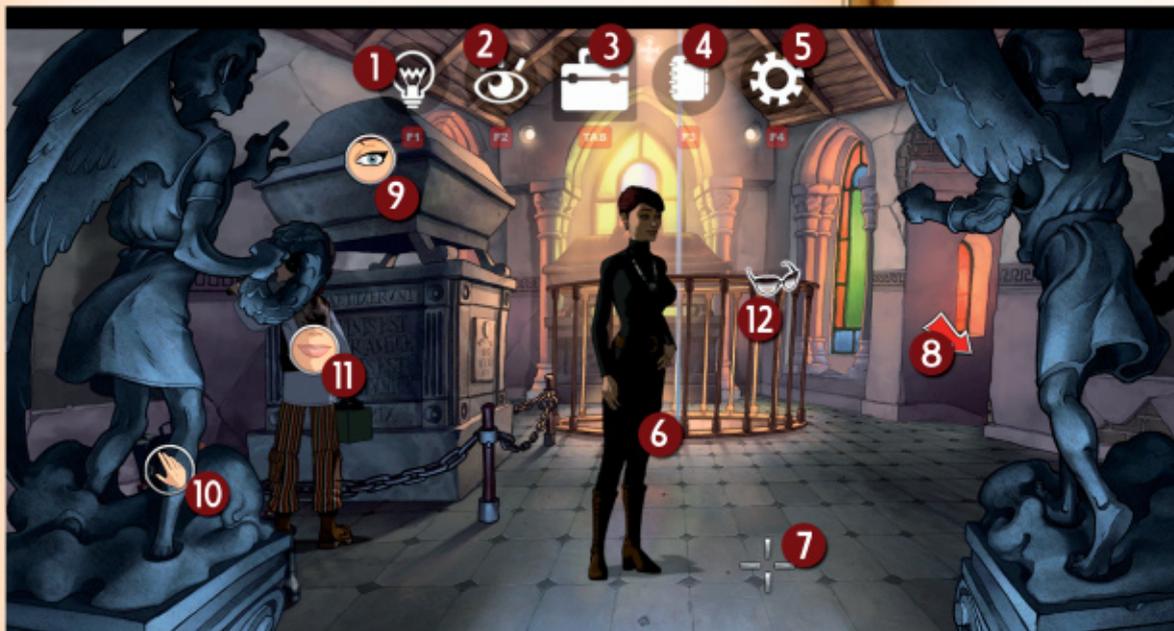
You can subscribe by e-mail, fax or telephone!

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4) PRESCRIPTION (HOW TO PLAY)

GAME SCREEN



1. Help system icon
2. Hotspots icon
3. Inventory icon
4. Game's Progress icon
5. Options Panel icon
6. Gina or Brian: they're the "heroes" of this adventure
7. The Cross
8. The Arrow
9. The Eye
10. The Hand
11. The mouth
12. Used object

POINTERS AND ICONS



The Mouth: This pointer indicates that it is possible to speak with a character. The conversations let us obtain lots of information.



The cross: the default pointer is cross-shaped, like the cross-hairs of a telescopic sight. Move the pointer on the screen to make it react over active object. Double-click on it to go immediately to the place in question



The Arrow: Indicates that it is possible to go to another location. Double-clicking affects it the same way as the cross.



The Eye: It allows you to examine active objects. It will give you essential information.



The Hand: It enables you to take an object in order to use it later to solve many enigmas which awaits you..



Dialogue : It is your task to direct the discussion to obtain the information you need.



You can use the objects in your inventory on the backdrops. (Actually, it is essential you do!)



5) PATIENT'S CIRCLE



Brian, He seems a nice guy, but I have the intuition that he has a darker side. As he tells me, he's made an evolution from nerd to hip, but if I can't make my job, the evolution could finish being 'from nerd to beggar'. I doubt he ever killed anyone... however... is his amnesia true or not?



Bennett (It's me!): I do not need to describe myself to myself, but anyway... I'm the one who rules the house. Luckily enough, 'cause I happen to be a recognised psychiatrist as well as a very good individual. And I never lie. Well, when I say never...



Gina, She seems to be Basco's strongest bind with reality. From what he's told me, she used to work in a bar of an ill reputation... exotic dancing, you know... She seems a nice girl (a most beautiful girl, indeed!!!)



Gabbo: The nicest psycho I've ever met. He's got the Guinness record of mental illness, but somehow always seems to have everything under control. He's got this funny thing about running away from the hospital once per month, but I don't mind. By the way, he seems to have grown fond of Basco.



Ernie, our most loyal orderly is extremely tolerant with the patients (even lets them have a clandestine casino-room in the building). He's got two big passions: women (all women, at every hour, everywhere) and Elvis. About that topic... please do never say anything bad about the King of Rock, or you could get hurt!!!



Marcelo: our silent patient. Fragile and completely out of his head, but lovable from the very first moment. He was one of the greatest mimes of his time and... if this was not reality, but a fiction, I'd say he's an homage to King of mimes: Marcel Marceau.



Kurgan: Maybe the most hateful patient I've ever had (and certainly the ugliest!!!) I'm pretty sure he's beaten Basco and some other patients more than once. He reminds me a lot of that ghost that appeared in that film about... err... ghosts... How was it called again!



Miss Palmer: our newest nurse. A bit on the Miss Rottenmeier side, always though, always angry. It's very strange that she's asked to work in the west wing, the most dangerous one due to the many psychos (Gabbo, Kurgan, Basco) in there. I'm not sure, but I have the intuition that she's hiding something...



6) SOME ADVISES

[Interview of Brian Basco, Extracts from the book "An adventure world" by Doctor Bennet]

Alright, let's see if you have followed: what type of game do you have in your hands? An adventure game! This means that your reflexes will not be sorely tested, but you will have to make your brain work. Prepare to resolve twisted puzzles, to demonstrate common sense, imagination and also patience. And above all don't go crazy if you become trapped. It happens to all of us! Naturally, there is always the simplest solution: run off to the Internet seeking the right solution. But, let's face it, it's not always very satisfactory from an intellectual standpoint. Have some courage and tenacity, for heaven's sake! You and me are worth more than that! The main thing is to remain calm and relaxed. Even in the most desperate moments you just have to say that there is necessarily a solution. It's quite reassuring, after all, isn't it?

So, you are trapped...

We've all been through that in our time: you think you have done everything, tried everything, explored everything, but whatever you do the situation does not progress. Or worse: you know perfectly well what you have to do, but you can't see any way of doing it. To start with, you have to have patience, backtrack and try all the logical solutions available to us again. Sometimes you mindlessly miss out a stage or are convinced you have already done something that you haven't really. So you have to do everything again, step by step. If it doesn't work, an object is probably missing. Try to combine in all

permutations what you find in your inventory, or sometimes use the objects available to you in eccentric places. Don't hesitate: nobody will laugh at you (except me, sometimes...).

Approach the problems from a different standpoint

A piece of advice which is worth its weight in gold: rid yourself of your prejudices. When you come up against a problem, try to adopt a radically different approach. With a bit of imagination, you will find a thousand methods of using the objects surrounding you, or of persuading people to help you. Give free rein to your creativity, and don't be afraid of trying all the solutions which come to mind, from the strangest to the most... radical. Above all, don't have too many scruples, because the people on your tail will have even fewer than you. Become the king of the "Mac gyver" method. If you have no "3 in 1" to lubricate a pulley, perhaps a microphone stand with a bit of cotton dipped in a greasy plate will do the job. It can also happen that I refuse to do an action because I judge that it is not the right time: continue to explore, to speak with different characters, to gather objects or to try other actions and come back and try a bit later.

Speak with the characters

This type of adventure is not for shy people. Speak with everyone and tackle all subjects of conversation. Sometimes all you need is an anodyne observation to put us on the right track. I grant you, people are often very chatty, but in the middle of all their bullshit, you will probably gain a few items of useful



information. Some discussions will open new horizons for you. Conversely, even when you think you have exhausted all the subjects of conversation with a character, just advancing in the adventure can bring up new discussion themes.

Explore each location carefully

The more we advance in the game, the larger and more numerous will be the places where we move. The result: It is easy to pass by an essential object particularly as they are not necessarily highlighted. Don't hesitate to examine each location several times, or to come back a little later to examine a place again. Sometimes I refuse to take something because I can't see the usefulness of it at the time, and I change my mind later, when the situation has developed. Put yourself in my place and,

if you are thinking faster than me, take the time to make me understand what you're getting at!

Interactions with the environment

As soon as you see a button, look at what it's about and always press it. You are not risking much. Make sure you have tried all the combinations, from the most logical to the most eccentric. For example, to obtain a sandwich, associating bread with cactus will give nothing. But it is possible to associate bread with the metal file if you want to get someone out of prison... Do you see the idea?



You will love obeying our careful, sensitive and well-trained staff!



Make the most of your inventory

If you can collect an object, this means it will be useful to you at some time or other. They all have a specific function in the game. Some can even be used several times, in different contexts. Once again, use your imagination. Some objects will be used in the traditional way, others in a less... conventional manner. As always, if I refuse to do an action, don't get disappointed. This may simply mean that it is not the right moment. Try again later.

Have clear goals

Remember everything that happens in the video sequences in order not to lose sight of our goals. You have to proceed in stages. Listen well to everything that the characters tell you. The most precious clues can be hidden in anodyne conversations. Examine all the objects in the inventory. Go regularly into the inventory to examine our equipment closely. Try all sorts of associations of objects. Sometimes you have to associate three or four objects together to achieve our purposes. If I refuse to do an association which you think is logical, try to do it in a different order or try again later, when we will know slightly better how it can help us. Sometimes you have to know how to leap over things.

And in the last resort...

Make use of the hints given you by the hotspots screen or the help system. They will never tell you exactly what to do, because we don't want to spoil the fun for you, but they can put you in the right track. They're there for something, after all!



non-disclosure guarantee.



7) NEED ADDITIONAL ADVICE ?

[Interview of Gina Timmins, Extracts from the book "Life's a game" by Doctor Bennet]

Gina, assists to her boyfriend Brian's false funeral. Brian became mad during a stay in Hawaii and killed some Colonel Kordsmeier. During the trial he was unable to remember anything, so he was put in a psychiatric where famous Doctor Bennett will determine whether he has a real amnesia or is faking.

The official version is that Brian died while trying to escape from the psychiatric, but, three days ago, Brian phoned Gina telling her that he was going to fake his own death, that she would be called to recognize a corpse – very similar to his -, and that she would have to recognize it as Brian's, even though it wouldn't be.

CHAPTER 1: BRIAN BASCO IS DEAD.

When the funeral is over, Gina receives a phone call. It's Brian, alive, speaking inside his own tomb. He wants Gina to get him out of there. Gina can't ask for help, because officially Brian is dead, and can't leave the cemetery because some killers are waiting for her outside.

OBJECTIVE: Getting Brian out his tomb. The easiest way would be to break the tombstone, but then everyone would know he is alive, so she must plan something else.

Go outside the crypt near Brian's tomb. Agatha says hello and goes into the crypt. Follow her, enter the crypt's basement (in the building right to Brian's tomb) Use downstairs, we go to the end of the

tunnel and Gina deduces that Brian is buried just behind the wall.

OBJECTIVE: do whatever is needed to pass through it.

Move the picture. Go out the crypt, and walk to the chapel, (under the red tree). Enter into the chapel on the right. In its right wall there's a grilled door, but it's locked. SUB-OBJECTIVE: open grilled door.

Move the doormat and Raise the trapdoor. Get the wooden box ("That thing that could be a box, in the right wall's cornice.) The trapdoor must be up to grab the box!

INVENTORY: Open the wooden box (get the key)

Now you can open the grilled door with this key. To finish, pull the string behind the grilled door. Bells ring. Luanne comes and enters her workshop.

Now you can continue this adventure by yourself...



At Happy Dale, you'll never be depressed!



Specialized in kleptomania treatment (we cure a bunch of actresses and politicians!)



PENDULO STUDIOS

original idea
RAMÓN HERNÁEZ
RAFAEL LATIEGUI
FELIPE GÓMEZ PINILLA

general supervisor
LE CALICE D'EAU
TROUBLE À LUNETTES

project director
RAMÓN HERNÁEZ

story and design
RAMÓN HERNÁEZ
JOSUÉ MONCHAN

dialogues
JOSUÉ MONCHAN

programming director
FELIPE GÓMEZ PINILLA

programming
JAVIER GARCÍA DE LA CITA
JUAN MIGUEL MARTÍN MUÑOZ
JUAN ANTONIO GÁLVEZ GAMBOA
ALBERTO GONZÁLEZ LÓPEZ

art director
RAFAEL LATIEGUI

backgrounds
ÁNGEL LUIS GONZÁLEZ ROMERO
XIMO FERRER
IGOR HERAS

color
ALFONSO SALAZAR
MIKI MONTLLÓ

graphic design
IGOR HERAS

character design
ALBERTO LOZANO
ÁNGEL LUIS GONZÁLEZ ROMERO

modeling
ALBERTO LOZANO
CARLOS CAPONE
CARLOS A. HERNÁNDEZ
"KA"

character setup
CARLOS A. HERNÁNDEZ
"KA"
BONE STUDIO:
JUAN GEA
JESUS BELCHÍ
IRENE MARTINEZ

character animation
CARLOS A. HERNÁNDEZ
"KA"
ALBERTO LOZANO

environment animation
CARLOS CAPONE

video integration
RAFAEL LATIEGUI

music and sound
JUAN MIGUEL MARTÍN MUÑOZ

SONGS

"A TWIST OF FATE"
(J.M. Martín Muñoz / J.Martínez Rodríguez)
performed by Vera Domínguez

"FOR YOU"
(Vera Domínguez)
performed by Vera Domínguez

"CULTURAL"
(Vera Domínguez)
lyrics from Rimbaud's Une Saison en Enfer
performed by Vera Domínguez

"I BOUGHT THE DEVIL HIS SOUL"
(J.M. Martín Muñoz / J.Martínez Rodríguez)
performed by J.Martínez Rodríguez

"IL BAGAGLIAIO"
(J.M. Martín Muñoz / J. Martínez Rodríguez)
Version italienne par Alberto Gonella
performed by J. Martínez Rodríguez

"THE OLD MUSIC BAND"
(J.A. Antúnez / J.M. Martín Muñoz)
performed by J.A. Rivas Sabariego



"NO TOMORROW"

(J. García de la Cita)
performed by Pleasure
Warning

"DON'T BACK DOWN"

(J. García de la Cita)
performed by Pleasure
Warning

with the collaboration of

DOUGLAS PRATS
LAURA SÁNCHEZ
IZQUIERDO
JUAN ANTONIO RIVAS
SONIA ANGULO ZARATE
ANTONIO CUENCA
REBOLLO
TERRY REILLY
ÁNGELA GIL
ALBERTO GONELLA
LORENA HERNÁNDEZ
JUSTINIANO OLEGARIO
SUÁREZ

we would like to thank

david et laura
pilar romero
rake
douglas prats
ana legaña

and of course
our families and friends

FOCUS HOME INTERACTIVE

The Brain

Cédric Lagarrigue

Henchmen

Alexis Fischer
Xavier Assémat
Thomas Barrau

GG (Good Guards)

Luc Heninger
Benjamin Tardif
Mohad Semlali
Morgan Schouler
Quentin Granger
Minh Nhat Nguyen
Thierry Ching

Men in Cash!

John Bert
Vincent Chatagnier
Aline Janzekovic

Collector

Damien Mauric
Aurélie Rodrigues

Marble engraver

François Weytens
Benjamin Papeau
Hugo David

PR (Psychiatrist Rookie)

Marie-Caroline Le Vacon

Croupiers

Nathalie Jérémie
Linda Hanoun
Sandra Fardini
Estelle Labastide

Brain's academy

Jean-Michel Hellendorff
Jean-Joseph Garcia
Stephan le Gac
Damien Duca

Doctor

Jean-Pierre Bourdon

Testeurs

Aurélien Vandoorine
Charles-Louis de Maère
David Imbaud
Florent Hindson
Adrien Charles
Thibault Fischer
Benjamin Piednoir

Translation

Douglas Prats

ENGLISH VERSION

Artistic Direction

DOUG RAND

ENGLISH VERSION

RECORDED AT
EXEQUO

Brian

ANDY CHASE

Gina

SHARON MANN

Bennett

MICHAEL POWERS

Kordsmeier / Kurgan

JÉRÔME DI GIACOMO

Gabbo / Lawyer

MATTHEW GECZY



Luanne

CHRISTINE FLOWERS

Quickle

JAMES SHUMAN

Sheriff / George / TV Voice 1

ALAN WENGER

Tarantula / Miss Palmer / Splash Singer

BARBARA SCAFF-WEBER

Joshua

TERCLIN KIRTLEY

Mickey / Winquiphone

CHRISTIAN ERICKSON

Ernie / Chapman / Dean

DAVID GASMAN

Agatha / TV Voice 3

JODI FORREST

Jonah / Chuck / Furio

DOUG RAND

Tom / Barry / TV Voice 2 / Presi

KEN STAREVIC

Leslie

ANDY CHASE

Marcelo

MARK LEWIN

O'Connor / Entomologist

STEVE GADLER

Wasabi

PAUL BANDEY

Judge / Phone Female Voice

STEFANIE BLAND



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