TORIN'S PASSAGE™

WIN 95,
WIN 3.1,
MS-DOS 5.0+
COMPATIBLE
–
FULL ENGLISH
VERSION

A CHALLENGING QUEST THROUGH NESTED WORLDS

SIERRA®

TORIN'S PASSAGE
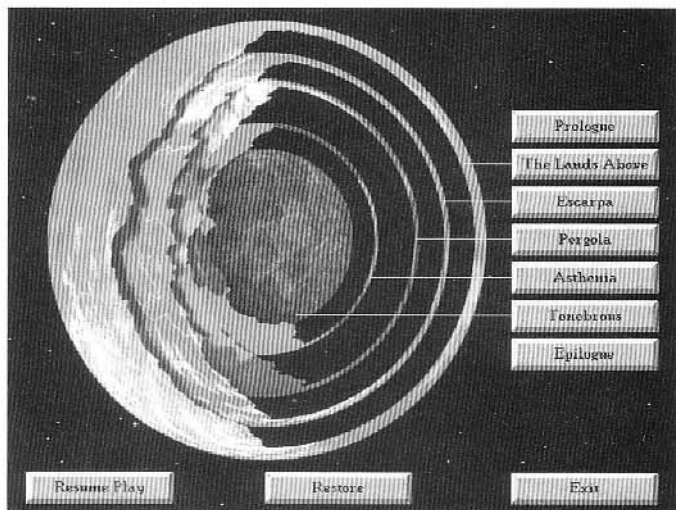
An Adventure Game by

Al Lowe

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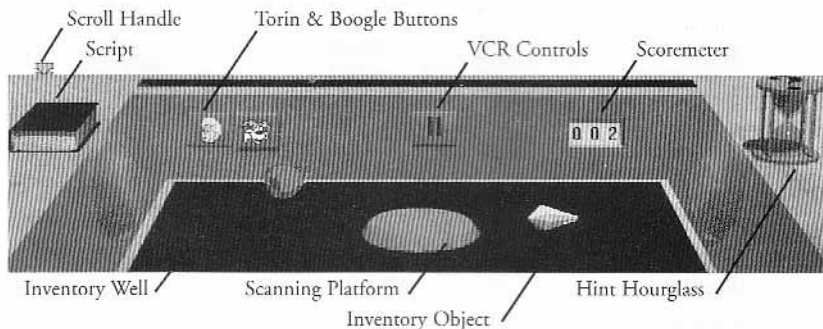
Open... Button
Select this, and (after seeing your "Tip of the Day," if that feature is on) you can choose from a list of all your saved games. This button only appears if you have previously saved a game.

Exit Button
Select this button and… oh, just take a wild guess!

The Game Controls

Scroll Handle
Script
Torin & Boogle Buttons
VCR Controls
Scoremeter
Inventory Well
Scanning Platform
Inventory Object
Hint Hourglass

Below *Torin's Passage'* 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.

The File Menu

These all work just like your word processor.
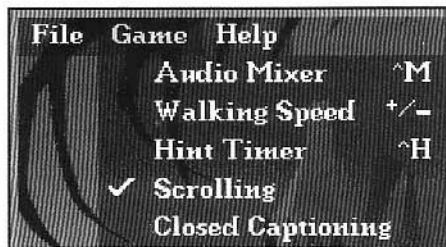
New starts a new game.

Open restores a previously saved game.

Save lets you save your game.

File	Game	Help
New	^N	
Open	^O	
Save	^S	
Quit	^Q	

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").

File   Game   Help
- **Audio Mixer**   ^M
- **Walking Speed**   +/−
- **Hint Timer**   ^H
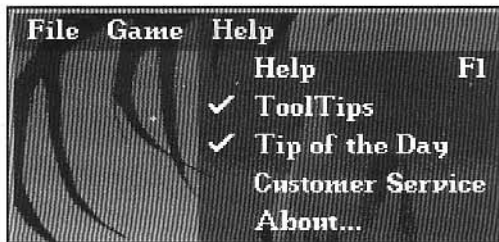- ✓ **Scrolling**
- **Closed Captioning**

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

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Mark Seibert

Lead Animator
Jim Murphy

Lead Programmer
Rob Kenny

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Production Coordinator
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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.

The Cast

Torin, Boogle . . . . Mike Shapiro

Archer, Slim, Tripe . . . . Chuck McQuary

Slime, Viscera, Archivist . . . . Bob Zenk

Sam, Max, Sap Tree . . . . Bob Nadir

Lycentia, Odalisque . . . . Christine McMerdo Wallis

Pecand, Carpenter, Dreep . . . . Frank Corrado

Herman, Acrobat, Policeman . . . . John Gilbert

Rupert, Judge, Mr. Fahrman . . . . Ted D'Arms

Di, Inchworm, Smetana . . . . Tracey Leigh

Veder, Centipede, Magician . . . . Ken Boynton

Rabbit, Zax, Soldier . . . . Stephan Weyte

Mrs. Plant, Odalisque . . . . Krisha Fairchild

Assistant Director, Odalisque . . . . Shelly Rae Emil

Mrs. Bitternut, Mrs. Fahrman, Odalisque . . . . Kathy Levin

Leenah, Grass, Billy Bitternut . . . . Susan Ronn

Kurtzwell, Phenoface . . . . Glenn Mazen