



A SUPERNATURAL PSYCHO-THRILLER

GABRIEL KNIGHT

SINS OF THE FATHERS™

802284330/S228110



Dear *SierraOriginals* Customer,

You hold in your hands a part of computer gaming history. All these titles have the original storyline and technological innovations that have helped define and create the PC-Gaming industry as it appears today. Consider these titles as pictures in a scrapbook - a snapshot of history that has helped to evolve the computer gaming industry. All of the *SierraOriginals* titles have been kept in their original form. No attempt to modernize or improve the game was made with these titles in order to maintain the sense of nostalgia.

Some of the CD's may contain a PATCH directory. To determine if your program has a PATCH program, go to your CD-ROM prompt in DOS (i.e., your D:\> assuming your CD-ROM drive is labeled D) and type:

DIR <ENTER>

If the directory listing has a [PATCH] option, then you will need to add these patch files into the game directory after installing the game to your computer. For example, if you installed King's Quest V, and you noticed a directory called [PATCH], you would use the following command to copy the patches into the KQ5 directory:

COPY D:\PATCH*.*C:\SIERRA\KQ5<<ENTER>>

NOTE - the above example assumes that your CD-ROM is

labeled as your D drive, and you installed the game to your C hard drive into the directory \SIERRA\KQ5. Please substitute the correct path information in the example above.

Windows '95 users may also have to play the game under DOS, since many of the titles are true DOS games and were created before Windows '95 was released. When using Windows '95, you can re-start your computer in a true DOS mode by clicking on the START button, selecting the SHUT DOWN option, and selecting the "Restart the computer in MS-DOS mode?" item.

Finally, many of these products were released before many of the high quality sound cards such as the AWE 32, Gravis Ultrasound and Ensoniq SoundScape have been released. When selecting an audio/music option for the game, your best bet is to select the AD-LIB option.

On behalf of Sierra On-Line, thank you for purchasing this *SierraOriginals* product. We appreciate the opportunity to share our history with you and your entire family!

Respectfully,

Gary Brown
Corporate Quality Assurance

GABRIEL KNIGHT: SINS OF THE FATHERS

INSTALLATION PROCEDURE FOR MS-DOS

This program will create an install file on your hard drive.

Running the INSTALL program saves your sound configuration in the install file.

Also, once you have installed the game, you will be able to save your game in progress on a floppy or hard disk.

TO RUN THE INSTALL PROGRAM:

1. Insert the CD into the CD-ROM drive.
2. Type the letter of the CD-ROM drive you have placed the disk into followed by a colon (for example: e:), and press [ENTER].
3. Type **install** and press [ENTER].

Follow the instructions of the INSTALL program.

TO RUN THE GAME USING THE INSTALL FILE:

1. Place your CD game disc into your CD-ROM drive.
2. Type the name of the drive you installed the game to (for example: c:), and press [ENTER].
3. Type **cd\sierra** and press [ENTER].*
4. Type **GKCD** and press [ENTER].

- * If you have installed *Gabriel Knight 1* to a directory other than the default setting, please type **GKCD** from the directory where you installed the game.

INSTALLATION PROCEDURE FOR MULTIMEDIA WINDOWS*

From the CD

1. Insert the game CD into the CD-ROM drive.
2. Invoke Windows®. This is usually done by typing **win** or **win /3**, but may be different for your installation. If you are unsure refer to your Windows® documentation.
3. Select "Run" from the "File" menu.
4. Type **e:setup** where **e** is the drive letter of your CD-ROM drive. Press [ENTER] or click on "OK."
5. The setup program will now run automatically. Include group and program icon so that you may play the game.

TO RUN THE GAME

1. Insert the game CD into the CD-ROM drive.
2. Invoke Windows®. This is usually done by typing **win** or **win/3**, but may be different for your installation.
3. Double-click on the "Sierra" group if it is not already open.
4. Double-click on the game icon.

USING A MOUSE:

NOTE: For MS-DOS Systems: In order to have mouse control with your Sierra program, a mouse driver must be installed through DOS prior to starting your Sierra program.

TWO BUTTON MOUSE:

- Left Mouse Button [ENTER]
- Right Mouse Button - Cycle through available cursors.
[CTRL-CLICK] Toggle between WALK and last cursor chosen.

THREE BUTTON MOUSE

- Left Mouse Button [ENTER]
- Right Mouse Button - Cycle through available cursors.
- Middle Mouse Button - Toggle between WALK and last cursor chosen.

NORMAL GAME PLAY

THE GABRIEL KNIGHT ICON BAR AND ICON CURSORS.

The interface you will be using through most of the game is the icon bar and the icon cursors you select from the icon bar. To access the icon bar, move your cursor to the top of the screen. You can also access the icon bar by pressing [ESC] on your keypad.

You play the game by selecting an icon that represents an action, then clicking that icon cursor on a person, object, or location on the screen. To choose an icon from the icon bar, simply click on that icon. This will change your cursor to an icon cursor that looks just like that icon. You can now use that icon cursor on the main screen.

The icons available in *Gabriel Knight* are listed next to their icon cursors below:



The WALK icon allows you to move Gabriel around on the screen.



The LOOK icon allows you to get a description of an object, person, or location on the screen.

NOTE: Puzzle clues are often included in LOOK messages.



The ASK icon allows you to Interrogate someone.



The TALK icon allows you to talk to someone.



The PICKUP icon allows you to pick up an object.



The OPEN/CLOSE icon allows you to open or close an object.



The OPERATE icon allows you to “use” an object that has an obvious function (chair, light switch, etc).



The INVENTORY button will bring up the Inventory window. The Inventory window shows all of the inventory items that Gabriel is currently carrying.



The RECORDER button will allow you to access the Recorder screen. The Recorder screen allows you to play back any conversations Gabriel has had in the Interrogation mode.



The window will show the inventory item that's currently active as the inventory cursor, if there is one (if not, this area will be blank). To use the active inventory item on the screen, click on the current inventory item window, then click the item's cursor on an object on the main screen.



The area shows your current score and the maximum points possible.



The HELP button will allow you to get on-line descriptions of what actions the other icons on the icon bar perform.



The CONTROLS button brings up the control panel.

CURSOR HOT SPOTS

All of the cursors in the game have "hot spots"—highlighted points on the cursor that indicate the "hot" area of the cursor. Position the hot spot highlight carefully so that it is exactly on top of the item you wish to use that cursor on.

INVENTORY

The Inventory window displays all of the inventory items that Gabriel is carrying. The Inventory window also has action icons. To choose an action from those available in the Inventory window, click on the icon that represents that action. This will give you an icon cursor which can be used on any inventory item in the Inventory window. The actions available in Inventory are listed next to their icon cursors below:



The READ icon allows you to read printed materials.



The OPEN icon allows you to open an inventory item.



The LOOK icon will give you a description of an inventory item.



The ARROW will allow you to select an inventory item to become the active Inventory cursor.



The HELP button will allow you to get on-line descriptions of what actions the other icons in the Inventory window perform.



The PLAY icon will exit the Inventory window and return you to the game.



The SCROLL BAR will allow you to scroll through Inventory.

HOW TO OPERATE AN INVENTORY ITEM.

Some of your inventory items may have obvious functions, such as a radio or a pack of gum. To have Gabriel himself "use" that item, simply select the item from Inventory, then click that item's cursor on Gabriel on the main screen.

SPECIAL GAME INTERFACES

RECORDER

The Recorder allows you to replay, at any time, any and all conversations that Gabriel has had in the Interrogation mode.

NOTE: Normal main screen dialogue is not recorded.

1. Accessing the Recorder.

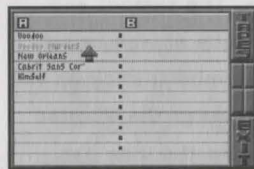
To access the Recorder, click on the Recorder button on the icon bar.

2. The Recorder Tapes Window.



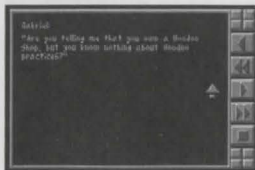
To choose a tape to listen to, move the arrow cursor over that tape until it is highlighted, then click in that position.

3. The Recorder Topics Window.



Once you have selected a tape, you will get a list showing all of the topics Gabriel has already discussed with that particular character. To choose a topic to listen to, move the arrow cursor over that topic until it is highlighted, then click in that position.

4. The Recorder Dialogue Window.



When you first bring up the Recorder Dialogue window you will see the first line of dialogue in the first conversation you had with this particular character about this particular topic. The buttons

on the right side of the window work just like a real tape recorder.

VOODOO CODE INTERFACE

At a certain point in the game, Gabriel will need to use a Voodoo code to write a message.

To construct a message, select a symbol to be “written” in the next available slot on the right by moving the arrow cursor over the piece of paper on the left, positioning it over one of the symbols, then clicking in that position. The symbol will appear on the right hand side. Symbols can be erased using the “Erase Letter” button. To view more symbols, click on the “next Message” button on the icon bar. To leave the Voodoo Code interface, click on the “Exit” button on the icon bar.

DRUM CODE INTERFACE

1. Translating.

At a certain point in the game, Gabriel will need to translate a drum code. The drum code consists of three pitches; high, medium, and low. There are also three strikes; a single, a double, and a triple. On the left side of the screen is the book of drum codes. **NOTE:** This book has three pages of codes!

To turn to the next page, position the arrow cursor over the page edges on the right-hand side of the book. To turn back to the previous page, position the arrow cursor on the far left of the screen, near the crease in the book.

On the right side of the screen are two boxed areas. The upper area is the translation you are forming. The lower area shows the drum beats that Gabriel is currently hearing.

To translate a message, look at the drum beats being displayed in the lower right hand box on the screen. If a message is being sent via the drums, random beats will be broken on occasion by “real words” in the drum code. Watch the drum beats until you see what you believe is the start of a

word. Match the word with one in the book. To put that word in the translation area, move your gray up-arrow cursor over the book page with the correct phrase, then over the phrase itself. Click on that phrase. It will appear in the translation area on the upper right of the screen. Continue to interpret the message phrases until you have translated the entire transmission. You can erase the last phrase entered in the translation area by clicking on the "Erase Phrase" button. To leave the drum code interface, click on the "Exit" button on the icon bar.

2. Sending.

To send a message, select phrases from the book on the left by positioning the arrow cursor over a phrase, then clicking on that phrase. The phrase will appear in the upper right-hand window on the screen. You can select and/or erase phrases until you are happy with the message that appears in that window. To send the message, select the "Exit" button. Gabriel will play the message after you exit the drum code screen.

CONTROL PANEL & GAME CUSTOMIZING OPTIONS



The SPEED slider allows you to adjust the speed of Gabriel's walking.



The MUSIC slider allows you to adjust the volume of the music in the game.



the SOUND slider allows you to adjust the volume of the sound effects and voice (audio) in the game. **NOTE:** Your sound device may not support volume change from within the game.



The TEXT slider allows you to adjust the speed at which the text is displayed in the game. **NOTE:** If voice is being played—with or without text on—this slider will not affect the text speed.



The DETAIL slider allows you to adjust the amount of animation detail in the game. **NOTE:** We recommend turning down the detail if the game is running slowly on your machine.



The QUIT button will exit the game. Make sure you save first!



The ABOUT button will give you information about this game.



The RESTORE button will bring up the Restore window and allow you to restore a previously saved game.



The SAVE button will bring up the Save window and allow you to save your current position in the game.



The HELP button will allow you to get descriptions of what functions the other buttons and sliders on the control panel have. Click on the HELP button, then move the HELP cursor over the button or slider you want a description for.



The RESTART button will restart the game at the beginning (day 1), losing your current place in the game. Make sure you save first!



The PLAY button will erase the control panel and return you to the game. Any changes in game options you've made on the control panel will be saved.



This button will allow you to display NARRATOR messages as either voice or text in the game.



This button will allow you to choose between having the icon bar visible at all times and having it normally hidden from view.



The button will allow you to turn printed text on or off.



The button will allow you to turn spoken voices on or off.

OTHER FEATURES

BYPASSING NON-INTERACTIVE SEQUENCES.

All of the computer-controlled scenes in Gabriel Knight are there for a reason. Every scene in Gabriel Knight includes important game information and we highly recommend that you view each scene at least once all the way through and listen to and/or read the accompanying dialogue. However, if you are replaying sections of the game and have already gleaned all of the information from a given scene that you intend to, you may bypass it.

To bypass non-interactive scenes, hit the [space bar] at any time during the scene. If the scene is one that can be bypassed the longer ones can be bypassed, shorter ones cannot), a box will come up asking you if you really mean it. Select the "Cancel" button to continue with the scene or the "Skip It" button to skip the scene and return to player control.

U.S. TECHNICAL SUPPORT & DIRECT SALES

U.S. TECHNICAL SUPPORT

Direct your inquiries to the Technical Support Department if your question is about hardware and software compatibility specific to Sierra games (e.g., sound card configuration and memory management). Technical assistance is available by phone, fax, on line or mail.

Sierra On-Line
Technical Support
PO Box 85006
Bellevue, WA 98015-8506
Phone: (206) 644-4343
(M-F, 8:15 am - 4:45 pm)
(24 hour Automated)
Fax: (206) 644-7697
Email: support@sierra.com

MODEM SUPPORT

For on-line support and hints:
CompuServe: GO SIERRA
U.K.: (44) 1734-304227
U.S.: Telnet: bbs.sierra.com
U.S.: Sierra BBS: (206) 644-0112
America Online: Keyword SIERRA
Internet: HTTP://WWW.SIERRA.COM

U.S. HINTS:
1-900-370-5583
\$.75 per minute

SIERRA ON-LINE
Attn: Hints
PO Box 53210
Bellevue, WA 98015-3210

CANADIAN HINTLINE:
1-900-452-3356
\$1.25 per minute
(U.S. and Canadian hintline users must be 18 years or older, or have parental permission.) You may also contact Direct Sales to purchase a hint book.

U.S. DIRECT SALES & INFORMATION

Sierra On-Line
Direct Sales
PO Box 3404
Salinas, CA 93912
24 Hour Phone:
(800) 757-7707
Fax: (408) 644-2018

ON-LINE SALES
CompuServe:
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The Old Brewery
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Fax: (33) 1-46-31-7172
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Call for information)

**GERMANY CUSTOMER
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D-63303 Dreieich
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Fax: (06103) 99 40 35
Mailbox (49)6-103-99-4041

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New Sierra Hint Line:
For adventure games released after
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rate: £2.92, £3.67 other times. Must
have permission of the person who
pays the phone bill before calling
(line available UK only).

Old Sierra Hint Line:
For adventure games released up to

December 31, 1992. Calls are
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New Games Hint Line:
(within UK only)
(0) 891-660-660

Old Games Hint Line: (within UK):
(0) 1734-304-004

Old Games Hint Line (outside UK):
(44) 1734-304-004

FRANCE HINTS

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

INTERNATIONAL SALES

Sierra On-Line
Direct Sales
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