

**THIS IS THE COPY TO BE USED ALONGSIDE THE ENCLOSED
DEMO DISK.**



Atmosfear Demo - Notes

The playable demo of “Atmosfear” takes place in one province of the game. You choose the number of players taking part in the game as usual.

Each player will receive five keys at the start of play, leaving them with one last key to obtain - that hidden in the last province.

If you choose single player option you will have to select the level of difficulty required - if you choose a very easy game, you will start the game with all six keys and will only have to reach the centre and open the tomb to win the game (unless your worst fear is inside).

The game play is exactly the same as the full length version and the Gatekeeper will be there to deliver comments and punishments along the way!

WARNING: The host of this game is not user friendly!

ATMOSFEAR™

THE THIRD DIMENSION

Cover Disk Demo

RULES AND REGULATIONS

This demo is a cut down version of the full game. In the full game five more provinces and a tunnel system are available allowing the full strategy to evolve. Additional gatekeeper appearances and games will appear and the game is supplied with a character card for each of the Harbingers giving details of key powers and a map to aid navigation. The full game also has more spectacular animations and gatekeeper insults as well as the ability to fly across the graveyards.

HARDWARE REQUIREMENTS:

- 486DX/33 is the minimum machine for **ATMOSFEAR™** but a 486DX/66 or higher is recommended
- Minimum of 4MB of RAM (8MB or more recommended)
- SVGA graphics (256 colours in 640x 480) is the minimum colour setting but 64 thousand colours in 640 x 480 is the recommended setting
- Double speed CD-ROM drive (300K per second transfer rate or faster)
- MPC 2 compatible sound board (16 bit)
- Mouse or compatible pointer
- Windows 3.1 or higher.
- 13 MEGS free on the hard drive

Installation

1. Start Windows
2. Put your **ATMOSFEAR™** CD in the CD-ROM drive.
3. Make sure you have **13** MEGs of memory free on your hard drive.
4. For Windows 3.11. In Windows Program Manager click on the 'File' menu and select the 'Run' option. For Windows 95, click the start button then 'run'
5. In the Command line box, type: D:\install\install.exe' (where D is the letter of your CD-ROM drive).
6. A dialogue box will then appear prompting you for the 'destination drive and directory'. The default setting is 'c:\fear'. If this is acceptable press ENTER, if not enter an alternative drive and directory.
7. The **ATMOSFEAR™** CD-ROM will then install some files onto your computer. Follow the on screen instructions.
8. To run **ATMOSFEAR™** click on the FEAR icon in the FEAR window.

'The Harbingers of the Other Side'

Somewhere between nowhere and forever is a place we only ever visit in our worst nightmares.

It is a land of limbo called 'The Other Side', where the only thing to fear is fear itself.

Every midnight, a harvester's moon rises over the six Provinces of this Camelot-lost and half a dozen myths who call themselves 'Harbingers' rise up to challenge the caretaker of these old bone yards, The Gatekeeper, to a game of their own invention: a quest for six Keys.

But overthrowing The Gatekeeper is easier said than done in a game lasting only as long as his patience and your quest for six Keys; each one rewarding you with a new power and unlocking a Gate to another Province.

For in this game, the only thing that's fair is the pallor of a corpse. Tonight is going to be another one of **those** nights. But what are you afraid of?

With friends like these...

The Gatekeeper:

"You are nothing but a shiver looking for a spine to crawl up!"

The Gatekeeper rules 'The Other Side' by adding insult to injury - heaping it on The Harbingers rising up in rebellion around him.

For he alone presides; over the six Provinces of the Harbingers - until Doomsday or whatever it is that comes next. His is a lousy lot but *yours* could even be worse.

The Harbingers ýhar'binger (-1-) ý One who pioneers or initiates a major change; a precursor - something that foreshadows what is to come with an omen or warning.

The Countess Elizabeth Bathory: *The Vampire*

The black widow, imprisoned for all eternity in her torture chambers in the towering Castle Cathtice for her murderous crimes. An iron maiden

condemned to love and perish forever. But legends, like vampires, never die.

Hellin: *The Poltergeist*

The infant trouble-maker who throws temper tantrums as violent as the agonising death she suffered, from an aneurysm in her insane brain. The problem child from 'The Other Side' who haunts a wretched fairground where the ride of your life will cost you it.

Anne de Chantraine: *The Witch*

Ugly has a new name - Anne de Chantraine. And she's just learnt how to make something. It's 'something' called trouble. Anne is on a witch hunt of her own and this fire-starter is going to scorch the earth with a temper as hot as the brew she dishes out from her mutant 'Punkin'.

Baron Samedi: *The Zombie*

The Baron's taking last requests and 'Stayin' Alive' ain't one of his favourites. He's Voodoo's ad-Minister of the living dead. The chief **prank**itioner with a sense of fun as fractured as a fibula bone, Samedi just loves to throw a good funeral"...cause I always miss my own!"

Khufu: *The Mummy*

"Get lost!". Khufu went to the next life, didn't like what he saw and sold out. Now he's back. King Cliche'. Bigger and better. The superstar spruker who has turned the Valley of the Kings into Hollywood on the Nile. It pays to advertise - but Khufu's price might just be your life.

Gevaudan: *The Werewolf*

The asexual demigod of the most sinister of carnivores, the jackal and the wolf. The Great Beast is worshipped by packs of predators who howl its praise from the thorns in the forest of Le Gevaudan - spreading the 'word' faster than the plague of lycanthropy.

Who will you 'become' and what will become of you?

PLAYING ATMOSFEAR**The Objective**

To collect six different Keys - one from each Province - then journey to the centre of The Other Side and open the casket to face your worst fear, beating the clock and The Gatekeeper. The demo version starts each player with five of the six keys. Collect the key from Anne's province before journeying to the centre.

BEGINNING

To begin the game, select the number of players by clicking on the lock numbered 1-6. While **ATMOSFEAR**™ has a single player mode, it was always designed for multiple players. The more the merrier.

'Becoming a Harbinger'

Once you have selected the number of players, a screen comprising of six windows will appear. Behind the black glass of each window is a symbol of a Harbinger. Players take it in turns to click on the window of their choice, breaking the glass and revealing the symbol of The Harbinger they have just 'become'.

In multi-player games, the person sitting on the far right should go first. This makes it easier when actually playing the game as turns can go in a clock-wise direction.

After the symbol has been revealed, the player will also be shown their own Portrait Screen. When the game begins, your own Portrait Screen will always appear at the start of your turn, immediately indicating that it is your move. This screen also indicates the number of minutes left in the game, the power points and Keys you have collected plus your character's symbol. Clicking on this symbol allows you to Duel other players.

Each character has a different Portrait Screen and can also be recognised throughout the game by their symbol and colour.

The Greatest Fears

As each player 'becomes' a Harbinger and has taken their character's quick reference card, they will be asked to pick one of six fears. Once again, players pick their fears by clicking on one of the shelves holding the scrolls, breaking the glass.

One of these scrolls will then be placed in the casket in the centre of the Provinces and you had better hope it is not yours for if you unleash your own nightmare, you have lost!

SINGLE PLAYER TRAINING MISSIONS

If you have chosen a one player game, you must choose how 'cool' or 'hot' a game you want to play here by setting the heat in the thermometer on the screen. Use the mouse to move the level of heat

up and down the thermometer and confirm the level by pressing the spacebar on the keyboard.

There are many different levels of difficulty in the single player game. The cooler the game, the easier it is. Try one of the more difficult levels and you are asking for trouble.

Game & Move Time Settings

Finally, players must decide on the duration of the game and the length of their turn by increasing or decreasing the 'heat' of **ATMOSFEAR™** on a meter.

A 'hot' game for experienced players is anything below the default settings listed in the table below.

To increase or decrease the game's duration in minutes, click on the arrows beneath the numbers on the meter to raise or lower the time limit. If you are a first time player increase the time limit by at least half an hour so that you can get to know the rules of the game. Once you have settled on the length, click on the 'tick' symbol.

Next, you need to determine the length of your turn: how many seconds each player will be given to roll the dice and move around the Provinces etc. To select the length, once again click on the arrows to increase or decrease the time limit. If it is your first game, increase the time limit to around a minute.

The shorter the game, the faster the turns, the greater the challenge!

START OF PLAY

Once the times have been set, the first player's Harbinger Portrait Screen appears. They are then transported to the central stone of Anne's Province. (In the full game each player would start in their own province). This stone is called a Headstone and there is one located in the centre of each Harbinger's Province.

Once on the Headstone, three dice at the bottom of the screen will begin to spin. Click on the single or double dice depending on how far you want to move. Clicking on the single die will stop it rolling and award you 1-6 steps while clicking on the double dice offers up to 12 steps.

The number you have rolled appears in a move counter in the bottom, centre of the screen and diminishes the more steps you take. When you reach 00, you have no steps remaining although you may still have enough time to click on the move counter and reveal an overhead map of the Province you are in. Your position is indicated by a flashing square. To get rid of the map, simply click anywhere on it.

In general, calling up the map also wastes valuable move time so only use it as a last resort or when your move counter reads 00.

When you have finished moving or taking your bearings, hit the space bar to **end** your turn. If you fail to hit the spacebar before your move counter reads 00 The Gatekeeper will invalidate your move, rendering it null and void.

Moving

Moving is an acquired skill but practise makes perfect. To move, use the mouse to point the maggot cursor in the direction that you want to go and click on the mouse.

If you roll a 12 you can take 12 steps by clicking 12 times. Each click equals one step from one stone to another. The faster you click, the faster you move. If you are on a straight path and want to move 12 steps along it, you click twelve times.

You may turn around on any stones where paths converge. You can also turn when beside a door or on the first move of your turn. To turn, move the maggot cursor to the left or right side of the screen then click.

THE SIX PROVINCES OF THE HARBINGERS

Keys are found along the trails that snake through the Provinces and you can identify them and all of the other prizes and pitfalls in your path by referring to the legend on the map.

Key stones: Ending your turn by landing exactly on one of these stones usually rewards you with a Key from that Province unless they have all been collected by the other Harbingers or you already have a Key of that colour. You can only collect one Key of each colour. Each Key will give you a different power - check the reverse of your character quick reference card with the full game (or the list detailed on the next page with the demo version) to see which power each coloured Key will give you. A winning tip is to go to the Provinces that give you the most powerful Keys first, e.g. 'Stop on Any Stone Key'.

Fortune sepulchre: Ending your turn on one of these stones **may** reward you with a boost in power points needed to Duel other Harbingers, or you could get a free turn, or the much sought after 'force' protecting you against an attack from one of your opponents. Locate these stones, then plot your course so that you can continually land on them and build up your strengths and powers. While in the

Provinces you will recognise these stones by their size and light colouring.

Fate crypt: Ending your turn on one of these stones will almost always result in a penalty or punishment. Avoid them like the plague. While in the Provinces you will recognise these stones by their size and darker colouring.

Black Holes: Ending your turn on a black hole will result in the loss of up to three turns unless you have the Key giving you the power to release yourself. While you are in the black hole, your Portrait Screen will still appear but you will not be able to move in the Provinces. You cannot move or even Duel when you are in a black hole. The Gatekeeper will release you when he thinks you have missed enough turns.

Pushing: If a player is going to end their turn by landing on a Fate crypt or Black Hole and tries to cheat by not moving and wasting time, you can push them onto it or into it by using the arrow pad on the Keyboard and then hitting the spacebar to end their turn.

Central Headstones: As well as being the starting stones of the Harbingers, they can open up entrances to underground tunnels and can also be used to fly from one Province to another **if** you have the Keys giving you these powers of passage **and** the full version of "Atmosfear™". **THE CENTRAL HEADSTONES ARE SITUATED IN THE CENTRE OF EACH PROVINCE.**

Gates: The Provinces are separated and surrounded by walls. There are Gates in the middle of each wall which lead to the neighbouring Provinces. In the full version of the game you will be able to open these gates and travel into other provinces.

Gates to the centre of "The Other Side": These are located at the top of each Province and lead to the centre of the Other Side and the casket. They are branded with a coffin and can only be opened by Harbingers with all six coloured Keys.

To open any gate, turn towards it using the maggot cursor and then click. If you attempt to open any gate without the Key/Keys you will be rebuked by The Gatekeeper.

The Keys and their Powers

Different coloured Keys do many different things to different Harbingers. While a red Key opens underground tunnels for Elizabeth Bathory, it provides Khufu with one of the most sought after strengths - the freedom to stop on any stone. The powers of your own Keys are outlined on your character quick reference card with the full game. For the purposes of this demo version the Keys powers are detailed below:

Key skills	Baron Samedi	Elizabeth Bathory	Hellin	Anne de Chantrain e	Gevaudan	Khufu
Entrance to Tunnels	GREEN	RED	PURPLE	ORANGE	BLUE	YELLOW
Never Banished	ORANGE	GREEN	BLUE	YELLOW	RED	PURPLE
Defence	BLUE	PURPLE	ORANGE	RED	YELLOW	GREEN
Stop on any stone	PURPLE	YELLOW	GREEN	BLUE	ORANGE	RED
Duel	YELLOW	ORANGE	RED	PURPLE	GREEN	BLUE
Flight	RED	BLUE	YELLOW	GREEN	PURPLE	ORANGE

Entrance to the Tunnels

In the full game this allows players into the tunnel system running below the provinces. These tunnels provide short cuts to any land and once you have your own Key, you can travel to any Headstone, including your own, and open the tunnel trapdoor to the dark side of the Provinces.

Never Banished

This Key prevents you from falling into any Black Holes.

Defence

If another opponent attacks you, this Key automatically provides you with a 25% increase in points, cushioning any blows, and allowing you to defend yourself in a Duel without having to sacrifice as many power points as your adversary.

Stop on any Stone

This is the most valuable Key of all for it allows you to end your move by stopping on any precious stone and hitting the space bar to collect

the prize. For example: If you are 7 stones away from a stone with a Key on it and you roll a 12, you can move 7 spaces and then hit the space bar - ending your turn - and reaping the rewards. Without this Key, if you roll a 12, you must move 12 steps. This Key is also the hardest to win as it is located in the most distant Province on the opposite side of the map.

Duel

This Key boosts your power by 25% in any Duel when you attack another Harbinger.

Flight

In the full game this key will allow you to travel from any head stone to any other for just one point of movement.

*** You can only collect one of each Key and if you lose a Key you also lose its power.**

GAME PLAYS**The Duel:**

All Harbingers begin the game with 25 points and increase their power throughout the game by landing on Fortune sepulchres or gambling in games of luck. The more points you collect, the more powerful you become.

But to use this power, you need to Duel another opponent. To attack, click on your Harbinger symbol in the bottom right-hand corner of your character's portrait screen which appears at the beginning of your turn.

This calls up a competition screen showing your foes. To fight any Harbinger, click on their symbol, smashing the glass and calling up the Duel screen.

At least one blank window is provided just in case you have second thoughts. Clicking on this box suspends the Duel and returns you to your character screen so that you can continue your turn.

To begin the conflict, the attacking player uses the maggot cursor to raise the level of heat on their character's thermometer. The heat is increased or decreased by simply moving the maggot up or down. The higher the measure of points, the more heated the exchange and the greater the loss of power points. Confirm the level by pressing the spacebar.

Once the attacking Harbinger has set the level of its attack by clicking, the rival must defend itself by setting the level on its thermometer and also pressing the spacebar. The Duel then begins.

E.G. If an attacking player has 30 points and sets a half-measure on the thermometer, the exchange will cost them 15 points. If the defending player has 50 points and counter-attacks with another half-measure, 25 points will go into their attack and they will win the Duel.

The Harbinger who wins the duel and can choose to :

(A) Steal a Key from the defeated player by simply clicking on a Key in its rack, if it has any ...

OR

(B) Curse the vanquished opponent by clicking on the parchment which will appear in the centre of the screen.

The Curses

Each Harbinger can scourge an opponent with a different curse.

If you are cursed by **The Countess Elizabeth Bathory** any Key you collect is given to the Vampire.

If you are cursed by **Hellin**, the poltergeist shatters your portrait screen, preventing you from being able to Duel or keep track of your power.

If you are cursed by **Anne de Chantraine** she turns you into a toad and you will only be able to move one step each turn.

If you are cursed by **Baron Samedi**, all your movements will become painfully slow.

If you are cursed by **Khufu**, you will be blinded by one of Khufu's tomb walls so that you cannot see your way in the Provinces.

If you are cursed by **Gevaudan**, your portrait screen will slowly be eaten away by maggots. Once they eat your Harbinger symbol you will be unable to Duel.

If you are cursed, The Gatekeeper will eventually offer you the cure but it always comes at a price - 25% of your power points.

Protection

If you receive protection from an opponent it will only work if they attack you. If you attack, your opponent could defeat you.

General Symbols

A tick Means yes -by clicking on this symbol, you accept the challenge and/or play the game. A cross means no - you decline the contest.

Pausing Or Quitting the Game

To pause or quit the game, click in the bottom left-hand corner of your Portrait screen.

The End

Once you have collected all six Keys make your way to the heart of The Other Side by opening one of the Gates to the Centre situated at the top of each Province. Following the path around the stone knoll to one of the three staircases. Turn to face the steps and click up them. You will be instantly transported to the top and the fear inside the casket will be revealed. If it is the fear you chose at the beginning of the game, you have lost. But if it isn't your greatest nightmare, you have won the game.

You cannot use your flight Key or use the underground tunnels to journey to the centre of The Other Side and if you are attacked by an opponent while in the centre and lose a Key you will not be able to climb the stairs and must either Duel an opponent or return to the Province to win that Key again.