

AN INTERACTIVE CD-ROM ROCK AND ROLL ADVENTURE GAME



QUEENSRÛCHE'S  
PROMISED LAND



## WELCOME

Welcome to the mystical, provocative and humorous game that explores the minds and emotions of the multi-platinum band Queensrÿche. Enter and you will visit dimensions of humor, humanity and the bizarre unlike any ever experienced before in an adventure game.

Insert the "Big Log" disc and awaken within a recording studio on the oceanfront of the small Pacific Northwest island where Queensrÿche recorded their most recent platinum album "Promised Land." Spend hours exploring each room where you will find 23 mini-documentaries which introduce the characters and personalities of each band member as they worked and lived together during their recording sessions. You can also watch the full-length videos for "I Am I," "Bridge" and "Disconnected" from the "Promised Land" album. In the recording studio, you can wander freely and explore. But beware: the adventure has not yet begun.

Only when you insert the "Promised Land" disc and venture beyond the beauty of this oceanside hideaway does "Promised Land" reveal its unique aspects. Go outside the studio and enter the thriving, pulsing forest world to find an array of starkly beautiful and unusual worlds, experiences, visions and sensations. Deep in the forest is where the game begins.

Beyond the shadows of the cabin, water shimmers, trees move, birds fly and morning changes to night. As you stroll about, you may suddenly discover the first of the five "artist worlds," each a most unique visual representation of the psyche of one of the band members. These worlds are complex, intricate illusions that reflect the thoughts, dreams, nightmares, humor and values of the members of Queensrÿche.

Numerous gaming challenges lie in the artist worlds, including the main challenge of "Promised Land" - to recover the five lost pieces of the Tri-ryche totem pole. If you are somehow able to find all of the totem pieces that are scattered in the artist worlds, you will earn the ultimate payoff - a video of the newly-recorded acoustic song "Two Miles High," written and performed by Queensrÿche solely for this CD-ROM project.

If you can't find the totem pieces, you will still enjoy exploring the most ambitious - and certainly most unique - navigable 3D world currently available.

Enter "Promised Land." You may never wish to leave...

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## INTRODUCTION

Queensryche, EMI Records and MediaX welcome you to "Promised Land," the world's first combination adventure game and interactive rockumentary. We think you will find that this title is unlike any other CD-ROM program you have tried or will try for quite some time. We created "Promised Land" much as Queensryche would an album - developing an overall theme, rhythm, movements, stories, theatrics, harmony, dissonance, human drama and, of course, many musical surprises. Now you might ask: What is "Promised Land?" You'll have to play to find out.

## WHO ARE QUEENSRYCHE?

Geoff Tate, Chris DeGarmo, Michael Wilton, Eddie Jackson and Scott Rockenfield formed Queensryche over 12 years ago in Seattle after a number of years of playing in various combinations for different bands in the area. A professionally-recorded four-song demo tape caught EMI's attention in 1983 that later became Queensryche's self-titled debut EP. Since then, the band has released five full-length albums that range from the hard rock of "The Warning" (1984) and "Rage for Order" (1986) to the more varied strains of the one-of-a-kind concept album "Operation: Mindcrime" (1988) and the most recent "Empire" (1990) and "Promised Land" (1994). Queensryche are truly a progressive band because their music has always been experimental, yet maintained a unique sound and hard edge that have attracted millions of fans the world over. "Promised Land" is Queensryche's most personal and introspective album to date because it deals with personal conflict, self-examination and observances of the world around us that we can all understand deep down. The "Promised Land" CD-ROM echoes the spirit and emotions of the CD's 11 tracks and takes a closer look at each of the band members, their values and their interests within the overall context of a challenging adventure game that will delight the band's fans and make new fans of those unfamiliar with their music before this CD-ROM's release. The adventure also reflects the band's great interest in the preservation of the environment, their mischievous nature and their musical diversity.



"Promised Land" is a two-disc program featuring a surprising number of dimensions of the multi-platinum band Queensryche. It is a music-oriented interactive documentary. It is also a sensual audio-visual experience - a stunning and surprising journey you'll enjoy over the course of many months of play regardless of whether or not you choose to "interact." Finally, "Promised Land" is a challenging, complex adventure game with five worlds. "Promised Land" features: over 70 beautiful and diverse areas; over 100 minutes of video; and a haunting, ambient soundtrack. It is unlike any other game produced before and also unlike any world you've explored.

#### The Interactive Rockumentary

#### Entering Big Log



#### The Experience



#### The Two Discs THE BIG LOG DISC

The first disc of this two-disc set contains the documentary of "Promised Land." It begins with the flight of the Tri-ryche totem pole. It flies into the sky, then over the ocean, dropping the totem pieces one by one. Suddenly, it swings back around toward land, down to sea level and then zooms toward the heavily forested island and the oceanside cabin known as "Big Log." Finally, you crash into the trees.

When you "awaken," you find yourself within Big Log, the log cabin on the coastline of the Pacific Northwest island where Queensryche lived for eight months while recording the "Promised Land" album. Once you watch Geoff's initial greeting, you will be given the choice to "Explore Big Log" or "Watch Video." "Watch Video" allows you to view all the mini-documentaries together. "Explore Big Log" allows you to discover the intensive detail of this many-roomed retreat where the band and their crew enjoyed their long, creative sojourn. Clicking on various items will reveal 26 videos: 23 mini-documentaries distributed throughout the many rooms of the house, each detailing a unique and sometimes personal aspect of the band members as they describe their music, inspiration and perspective; and three music videos for the Queensryche songs "I Am I," "Bridge" and "Disconnected." If you click on the main television, you can watch all of the mini-documentaries together.

Once you have fully explored Big Log, find your way outside as Geoff suggested. You'll need to switch discs when prompted. When you insert the "Promised Land" disc, you'll soon find yourself entering directly into the heart of the artist worlds.

#### THE PROMISED LAND DISC

When you insert the "Promised Land" disc, you will see an opening animation in which the flying Tri-ryche totem pole scatters its five pieces over the land and then crashes into the darkness of the forest. You are now ready to experience the full breadth of the "Promised Land" adventure game.

When you first awaken, you are lying on your back. You are looking up at the circle of trees and then realize that you were somehow dropped there by the flying Tri-ryche. You are now deep in the middle of the forest, a forest



which slowly comes to life. As you move about, you notice that things seem alive. Trees move, birds fly, spider webs sing and branches drop. Your first impression is of the rich, thriving forest world. However, the deeper into the forest you go, the more you notice the geography, the weather transitions amidst the moving trees, the undulating waves of the ocean, the shifting fog and the swirling soundscape. You catch glimpses of worlds beyond the areas you had already discovered in Big Log. Regardless of whether or not you choose to play the games, there exist numerous magical doorways to experiences that beckon you forth to visit if you dare - doorways to challenges which, if triggered, must be solved if you are to remain free to find all the Tri-ryche pieces.

Chris's World



Chris's World is a lighthouse, a tall steady beacon along the oceanside offered to those at sea seeking familiar solace as they cruise the sea of life. Chris's World is also a "Zen" paradox, a testament to the phrase "less is more." Enter the lighthouse and discover the "eye room." Experience the exuberance, the frustrations, the beauty and the confinement of being in the public eye. Examine Chris's World from another perspective and discover the familiar. You may just find what it is you're looking for. But beware of that which you don't understand. If you don't, you may be forced to look within as you bring disaster to your shores.

Scott's World



As you travel further north along the shore, you see a series of floating islands off the coast. Scott's World has been shattered by a comet redirected by a flawed human experiment. Floating cities, drifting chunks of land and airborne tennis courts occupy the horizon as far as you can see from the nearby psychedelic bluff in Scott's World. Comb the island, search for Scott's body and find his spirit below the deep waters. Or scan the telescopic skies for music, if you wish. Just avoid the floating lab that took the world out of balance in the first place. If you don't, you'd better pray you've got a good ear.

Eddie's World



Eddie's World occupies a slightly twisted area of the forest. Head into the forest deep where you'll warm as the forest reminds you of its fragrant embrace. Suddenly, you are surprised by a purple jack-in-the-box waiting to be wound. Strains of "Pop Goes the Weasel" sound with each turn of the handle. Then out pops the killer clown, the rock 'n' roll clown, the hungry clown, to surprise you. Down its throat you go. Whatever you do, just don't break the rules. Unless you're in tune, you might possibly never return.

Michael's World



If you head directly west, the forest begins to thin, then die. You see a lone obelisk (Michael's World) off in the distance far from the forest up on a hill. As you approach, you are offered the choice to browse the World or explore a deeper understanding of life. Either way, as you go deeper and deeper into the obelisk, you discover a series of increasingly complex puzzles that reward you at each juncture with an unfolding sequence of bizarre locations unlike any you've ever imagined. There's only one way out - through life's deeper meanings and the hazy mist of your inner mind.

Geoff's World



On any given day when he's not on tour or writing music, Geoff can be found on his boat. The world of "Promised Land" is no exception. A pier hugs the foggy southern coast of the island next to which sits Geoff's boat. It waits to explore the glistening (though unfathomable) sea beyond. Travel Geoff's World - an ocean alive, a world teeming with waves, ice floes and floating islands. Discover an entire undersea world complete with a destroyed marine theme park dedicated to the fish lost long ago. See the overwhelming reach of the drift net fisherman whose living net you can still see off beneath the distant undersea horizon - a net you might just try to cut. Such an action would undoubtedly make at least one ship's captain very, very angry. Just remember that once you start, you can never stop.

#### THE ADVENTURE GAME

#### How to Win

"Promised Land" was designed as a surprising experience you'll be compelled to absorb and explore - regardless of whether or not you wish to engage its deeper structure. It is within these hidden areas of the game, however, where we hope you will spend many hours pondering the nature of the world we've created, the mindset of the band and, indeed, life itself.

"Promised Land" is, first and foremost, a complex series of interwoven adventure game elements designed to challenge you, but not frustrate. Each of the five worlds has its own level of difficulty. Each also has its own reward. And several of these gaming elements are part of a bigger goal you can hope to reach - if you are a serious gamer.

The following is a brief overview of each of the "games" within "Promised Land," including a few hints. A more detailed overview is included in the actual game on the Inventory screen. Click on the question mark icon in any

of the world images on this screen to get a description of the games in that world. However, if you are still unable to play these games successfully, please visit the Queensryche web site at <http://www.emirec.com> for additional hints.

#### The Bonus Track Totem Game

If you can solve the game's primary goal by finding all five totem pieces, you will earn a payoff unique to "Promised Land." Queensryche has written and performed an acoustic track specifically for the game. Entitled "Two Miles High," this song is only available should you choose to play the full game. Will you like this song? You'll never know unless you conquer the game.

The totem challenge begins with the opening animation. Upon completion of the credits, the dark screen lightens to reveal the sun's rise over a foggy forest. You are approaching what appears to be a totem pole comprised of five pieces, each a Native American spiritual deity. Suddenly, the Tri-ryche atop the pole stretches its wings and the entire totem pole takes flight!

As our mystic traveler ascends quickly and arcs over the forest toward the ocean, it begins to drop its spiritual hitchhikers. You must search the forests, islands, mountains, oceanside and cities to find each of the five pieces that comprise the Tri-ryche. Only upon finding and then reuniting them can you hope to see the band (relaxing somewhere deep in the forest) play "Two Miles High."

Each world has hidden within it a totem piece. As you find each one, you are brought to an inventory screen that reveals the progress of the reconstruction of the totem pole. You can then return to the starting screen or travel to one of the other worlds. Upon finding the fifth piece, you are flown to a spiritual place in the forest where the totem pole has been rebuilt. There the band will greet you and play the bonus track.

Once you have earned the bonus track, you may return at any time to this spiritual location and, by clicking on the totem pole, replay the song.

#### ECOLOGICAL GAMES

The goal of each Ecological Game is to save an artist world from an ecological disaster you might unintentionally trigger. Each of the five worlds has such an Ecological Game. If any of the Ecological Games are triggered, they must be solved because, if you fail and the world you are in is "destroyed," you can no longer search for the totem piece that's hidden in that world - the

#### Value Challenges

main objective of the game. Once a world is destroyed, you can't return to that world until it is "reset" by your visiting another world.

Each of the worlds is designed as a visualization of the imagination of each artist. In particular, each has a particular saying or "value" they care about that feeds the development of this particular set of challenges. The goal of these five challenges is to find the musician and hear him share his value or ideal - something you can only accomplish if you practice what *they* preach. Chris's motto is "less is more." Go for more and you'll have fun for a while, but you won't meet Chris. He's nowhere to be seen. Scott's interest is the power of dreams. Follow your own dreams - or keep dreaming, for Scott will be deeply involved with composing his next tune. Geoff's value is the importance of trust. You must practice trust in order to make contact deep inside his brain. Eddie's concern is the importance of fun. You better have fun or else! And you also better be honest. Talk show hosts have a way of discerning the truth. Michael suggests that you have everything you need inside. If you don't go inside - far inside, you won't go very far.

#### Access Puzzles

There are a variety of puzzles throughout "Promised Land" that block your way. These include: gear puzzles in Michael's World; a challenge to get a ticket for the subway ride in Eddie's World; a stubborn mirror in Chris's World; and secret passageways to all five worlds. While these puzzles do not contribute to earning the bonus track, they can stand in the way.

#### Interactive Toys

Like the Access Puzzles, "Promised Land" is rich in interactive toys: puzzles, interactive video clips, animations and rhythmic interfaces. All are designed to add to your enjoyment without inhibiting game play or your desire to travel through the game worlds.

#### GETTING STARTED AND INSTALLATION

We have created the "Promised Land" discs in a "hybrid" format to enable them to play across all Windows and Macintosh computers with the minimal system configurations mentioned below.

#### Minimum Specifications

You will need at least the following base system components to use either of the "Promised Land" discs:

#### Windows/Windows 95

486/33 MHz processor, Mouse; 8 MB RAM (5.5 MB free RAM)\*; 16-bit color monitor (thousands of colors)\*\*; Double-speed CD-ROM drive; 100% Windows-compatible sound card

#### The Bonus Track Challenge



#### Repeat Performance



## Macintosh

Color Macintosh computer: all models with minimum 68040 processor and all PowerPC's; 8 MB RAM (5.5 MB free RAM)\*; 16-bit color monitor (thousands or millions of colors)\*\*; System 7.01; Double-speed CD-ROM drive

## Recommended Specifications

### Windows/Windows 95

The following system components will optimize play for the "Promised Land" discs:

Pentium/66 MHz processor, Mouse; 12 MB RAM or greater; 16-bit color monitor (thousands of colors)\*\*; Double-speed CD-ROM drive; 100% Windows-compatible sound card

## Macintosh

Color Macintosh computer: all models with minimum 68040 processor and all PowerPC's; 12 MB RAM; 16-bit color monitor (thousands or millions of colors)\*\*; System 7.01; Double-speed CD-ROM drive

\*Warning: Both discs require an absolute minimum of 5.5 MB available RAM, above and beyond that required by your system software. This means they will play on an 8 MB machine if your system overhead is less than 2.5 MB. Too many fonts, extensions, and other utilities will deny play. To compensate, eliminate as many of these options as you can until you are beneath the 2.5 MB level, or ideally, get more RAM. This later action will improve your experience with "Promised Land" and all other software.

\*\*Note: Our software was designed to play in 16-bit graphics mode. While it may play in 8-bit, 256 colors mode, your ability to experience the beauty of "Promised Land" will be seriously degraded. If you currently have an 8-bit (256 colors) system, you should definitely upgrade to 16-bit (1000's of colors on the Macintosh)(see "If You Don't Have Thousands of Colors" below).

## SETTING UP YOUR MONITOR

### Windows/Windows 95

1. Follow the instructions that came with your video card
2. Set the color depth to 16-bit or better
3. Set the screen resolution to 640x480

## Macintosh

1. In the Apple menu, select "Control Panels"
2. Double-click on "Monitors"
3. Under "Colors," click on "Thousands"

## IF YOU DON'T HAVE THOUSANDS OF COLORS

Nearly all recently sold multimedia computers have a minimum 16-bit, thousands of colors capacity. However, Windows machines purchased prior to the advent of standardized 16-bit displays and all 8-bit Macintoshes won't be able to run "Promised Land."

While we will produce a run-time module that should allow you to use "Promised Land" on these early 256-bit machines, **it is by no means our intention that the game ever be played under these circumstances.** Please read the following instructions on how to upgrade your computer for optimal graphic presentation.

### Windows/Windows 95

To overcome this problem in Windows, you will have to upgrade your system to a minimum configuration featuring a 16-bit video card that can display a resolution of thousands of colors. Please visit your local computer store and ask for their assistance in upgrading your computer to thousands of colors.

## Macintosh

If your Macintosh has neither "Thousands" nor "Millions" available as an option, click on the

"Options" button. If there is a listing which includes "640x480," select it. The instructions may direct you to restart the computer. If there is no such listing, you will need to upgrade your video RAM. Contact your local dealer.

## INSTALLING QUICKTIME

The "Promised Land" discs require at least QuickTime 2.1 for Macintoshes or QuickTime 2.0.2 for Windows-based computers. New versions of these programs are included on the "Promised Land" discs.

### Windows/Windows 95

1. Place the "Promised Land" or "Big Log" disc into your CD-ROM drive
2. Assuming that your CD-ROM drive is drive "D" (if not, replace "D" with the appropriate letter), select the File menu's Run option and type "D:\WINCONFIG\SETUP"
3. Follow the on-screen instructions

After installing QuickTime for Windows on a Windows 95 machine, be sure to add the file "MSVHDW95.OTC" to the folder where the QuickTime components are stored, normally your "Windows\System" folder. Failure to do so could result in reduced performance.

## Macintosh

1. Place either the "Promised Land" or "Big Log" disc into your CD-ROM drive
  2. Double-click on the "Promised Land" or "Big Log" icon on the desktop
  3. Double-click on the "QuickTime for Macintosh" folder
  4. Drag the "QuickTime" file onto your System Folder. You will be asked if the computer should place the QuickTime file in the Extensions Folder. Click "OK." You might be asked to "replace" the QuickTime file. If you are, click "OK."
  5. Drag the file "Sound Manager" onto your System Folder. You will be asked if the computer should place the Sound Manager file in the Extensions Folder. Click "OK." You might be asked to "replace" the Sound Manager file. If you are, click "OK."
  6. Restart your Macintosh. You are ready to play.
- Note: If you have a Power Macintosh, you should also:
7. Drag the file "QuickTime PowerPlug" onto your System Folder. You will be asked if the computer should place the QuickTime PowerPlug file in the Extensions Folder. Click "OK." You might be asked to "replace" the QuickTime PowerPlug file. If you are, click "OK."
  8. Restart your Macintosh. You are ready to play.

Note on QuickTime animation and video playback. The video and animation in our game were designed to play across a very wide spectrum of machines and platforms. On the Windows side, our absolute minimum configuration is a 486/33 with a double-speed drive. On the Macintosh side, our absolute minimum configuration is a 68030 series Macintosh with a double-speed drive. Playback of video and animation on these machines may be slow or slightly out-of-sync. The more powerful the machine, and the faster the CD ROM drive, the better the performance you will likely realize.

Windows

1. Check to ensure that QuickTime for Windows is loaded
2. Exit all other applications\*
3. Place either the "Promised Land" or "Big Log" disc into your CD-ROM drive
4. Open the File Manager and click on the CD-ROM drive letter
5. Double-click on "PROMISE.EXE" for "Promised Land" disc, "BigLog.EXE" for the "Big Log" disc.

Windows 95

1. Exit all other applications\*
2. Place either the "Promised Land" or "Big Log" disc into your CD-ROM drive
3. Follow instructions as above

Macintosh

1. Check your monitor and ensure that QuickTime is loaded
2. Exit all other applications\*
3. Place the "Promised Land" or "Big Log" disc in your CD-ROM drive
4. Double-click on the "Read Me" file
5. Follow instructions
6. Depending on your configuration, double click on one of the following icons.

For "Promised Land" disc:

- Promised Land™ 68k/8 (for 68030/40 series machines with 8-bit graphics/256 colors)
- Promised Land™ 68k/16 (for 68030/40 series machines with 16-bit graphics/1000's of colors)
- Promised Land™ 68k/32 (for 68030/40 series machines with 32-bit graphics/millions of colors)
- Promised Land™ PPC/8 (for PowerPC machines with 8-bit graphics/256 colors)
- Promised Land™ PPC/16 (for PowerPC machines with 16-bit graphics/1000's of colors)
- Promised Land™ PPC/32 (for PowerPC machines with 32-bit graphics/millions of colors)

For "Big Log" disc:

- Big Log™ 68k/8 (for 68030/40 series machines with 8-bit graphics/256 colors)
- Big Log™ 68k/16 (for 68030/40 series machines with 16-bit graphics/1000's of colors)
- Big Log™ 68k/32 (for 68030/40 series machines with 32-bit graphics/millions of colors)
- Big Log™ PPC/8 (for PowerPC machines with 8-bit graphics/256 colors)
- Big Log™ PPC/16 (for PowerPC machines with 16-bit graphics/1000's of colors)
- Big Log™ PPC/32 (for PowerPC machines with 32-bit graphics/millions of colors)

\*Warning: Running other programs in the background may prevent enough RAM to be available to use either of the "Promised Land" discs. This is also true of running too many extensions. Both discs require an absolute minimum of 5.5 MB available RAM, above and beyond that required by your system software. This means they will play on an 8 MB machine if your system overhead is less than 2.5 MB. To compensate, eliminate as many of these options as you can until you are beneath the 2.5 MB level, or ideally, get more RAM. This later action will improve your experience with "Promised Land" and all other software.

Navigation



"Blocked Path" Symbol

Sailing

Shortcuts



"Inventory Screen" Symbol

Return to Screen

Bonus Track Game Inventory

"Point and click" is the principal means of operation for the "Promised Land" discs. You can click on any direction in which the Tri-ryche icon points and then move left, right or backward. In the case of a "blocked path" symbol (see icon to the left), you can't move at all. Please note that there may be additional "hot spots" exclusive of movement for you to find on each screen.

In Geoff's World, to navigate the sailboat, click on the sails to go forward. Click on the right spoke of the wheel to go right. Click on the left spoke to go left. Click on the right or left of the sail for a view to starboard or port respectively and once more for a view to stern (you should remember to use all perspectives to be a good sailor). To land on islands or visit buoys, look left, right or astern and click on the center of the screen. To return to the island, sail to your original point of departure, then look to the left and click.

You can also warp to all of the "Promised Land" worlds by clicking on the "X" icon (the "Shortcuts" icon) in the upper left-hand corner of all screens. This game option was designed to aid those familiar with the game environment. Clicking on the "X" brings you to the "Inventory" screen. On the left side of the screen is an outline of a totem pole for the bonus track game (see "Bonus Track Game Inventory" below). On the right side of this screen are location images of each of the worlds you can visit. Clicking on the question mark will bring up hints for each respective world. Clicking upon the image of the forest in the lower right will "jump" you to this location. Clicking upon any of the five images of the Artist Worlds will reveal four locations within each of these worlds. They are initially black and white, meaning they are unavailable to you. As you explore each of these worlds, the images on the Inventory screen will turn to color, meaning they are now available to you as shortcuts. As they turn to color, click on these images to "jump" to these locations. Clicking on each of the images brings up a window with deeper levels of locations within that world that you can visit. When you have destroyed a world by triggering and then failing to solve one of the Ecological Games, you will not be able to bring up location images in this world. In this case, the background will be black and white instead of color. You will not be able to return to that world until you have visited another artist world, in which case the first world will be reset. In the case that none of the worlds are yet available, you will only be able to access the world by either clicking on the forest image (lower right), or starting the game from the beginning.

Note: Clicking on the Shortcuts icon while playing a game will stop that game. To continue play, you will have to retrigger the game.

Once you are on the Inventory screen, you can return to the previous screen by merely clicking on the arrow beneath the outline of the totem pole.

On the left side of the Inventory screen is an outline of the totem pole from the "Promised Land" album cover. To hear the bonus track, you must find and click on all five totem pieces dropped throughout the land during the opening animation. When you find



#### Full-Screen Playback

We have enabled some of our videos and animation's to play full-screen. To do so, go to the "Inventory" utility (the "X" in the upper left-hand screen), click on the "Key" icon, click on the monitor icon until you have a full-screen, click on the green check, then click on the "Return" arrow icon. If you wish to make the opening animation full-screen, go through this process immediately upon completion of the opening credits (when the "X" first appears). Please note that the "Big Log" disc does not have this function. Please note, however, that bringing these movies to full-screen will cut both their speed and resolution in half. You may return to half-screen mode by again clicking on the monitor until the half-screen state is shown and then clicking on the check mark.

#### Saving the Game

You can save the status of your game at any time so you don't have to begin again (for example, if you've already found three of the five totem pieces and don't want to have to find them again). Go to the Inventory screen via the "Shortcuts" icon in the upper left-hand corner, click on the key icon to bring up the Save Game screen and then write down the code in the upper right-hand box (this code reflects your progress and offers one of 64 game states). Please note that these codes are case-sensitive. The next time you play "Promised Land" come back to this screen; enter this code into the lower box; and click on the check mark. Your status should be restored. Please note that there is no similar function for the Big Log disc. When using the "Save Game" function, please take very careful notice of the letters you enter. It is easy to mistake the letter "l" (L) for the number "1" (one), and the letter "O" for the number "0" (zero).

#### Multiple Discs

"Promised Land" is delivered as a two-disc set. The Big Log disc contains a navigation of the log cabin in which the band recorded their last album, including a full-length documentary on the making of the album. This same movie is also broken into 23 mini-documentary movies spread throughout the cabin. This disc also contains digitally-recorded music videos for the songs "I Am I," "Bridge" and "Disconnected." You access the rockumentary by inserting the Big Log disc. The "Promised Land" disc contains the Forest World and all the artist worlds - all the game play of "Promised Land."

Each disc is a stand alone program, so to travel between them you must stop the first and insert the second. Please note that, unless you follow the "Saving the Game" instructions listed above, you will lose all progress if you leave the game disc to visit Big Log.

#### Exit/Quit

You should be able to quit either of the "Promised Land" discs by pressing the ESC key on Windows-based computers or "Option Q" on Macintoshes. In addition, you can quit the "Big Log" disc by clicking on the "X" in the upper left hand corner, and can quit the

#### Skipping Credits and Opening Animation

#### Music Videos

#### Troubleshooting/ Customer Service

"Promised Land" disc by clicking on the "EXIT" icon from the Inventory screen. This latter option is more interesting since it allows you to view the closing credits.

You can bypass the credits and opening animations by clicking the mouse button or by clicking on the "X" icon (Shortcuts icon) to go directly to the Inventory screen.

EMI Records has included three music videos on the "Big Log" disc: "I Am I," "Disconnected," and "Bridge." You will find them hidden among the other 23 videos embedded throughout "Big Log."

In the event your computer "freezes up" and you are unable to leave this state, you may have to turn off your computer and reboot. You should then be able to play "Promised Land" at leisure, although you will have to start from the beginning.

Testing has shown small performance anomalies likely related to video cards. "Promised Land" was produced with the intent of being compatible with as many video cards as possible. If you have problems, please call technical support.

After installing QuickTime for Windows on a Windows 95 machine, be sure to add the file "MSVHDW95.OTC" to the folder where the QuickTime components are stored, normally your "Windows\System" folder. Failure to do so could result in reduced performance.

For other troubleshooting problems and Customer Service, call (310) 260-4776

A Title Created by MediaX  
A Tri-ryche Corporation Production  
Featuring Queensryche  
Chris DeGarmo  
Eddie Jackson  
Scott Rockenfield  
Geoff Tate  
Michael Wilton  
Published by EMI Records  
Distributed by CEMA and Virgin Interactive  
Entertainment  
Executive Producers  
Don Harder, EMI Record Group NA  
Henry Marquez, EMI Records  
Larry Braverman, EMI Records  
Producer  
David C. Traub  
Co-Producer and Technical Director  
Mathew MacLaurin  
Co-Producer and Creative Director  
Gaben Chancellor  
Concept/Design:  
Chris's World  
Chris DeGarmo  
Nick Keefer  
Eddie's World  
Eddie Jackson  
Doug Rhodes  
Geoff's World  
Geoff Tate  
Matthew MacLaurin  
Michael's World  
Michael Wilton  
Chris Culp  
Tate Shaferie  
Scott's World  
Scott Rockenfield  
Gaben Chancellor  
Forest World  
Queensryche  
Doug Rhodes  
Big Log  
Queensryche  
Nick Keefer  
3D Art and Animation:  
Opening Animation  
Monique Hodgkinson, The Madhouse

Chris's World  
Nick Keefer  
Eddie's World  
Doug Rhodes  
Nick Keefer  
Geoff's World  
Matthew MacLaurin  
Doug Polhemus  
Bill Davidson  
Doug Rhodes  
Kiff Scheuer  
Mark Machina  
Michael's World  
Chris Culp  
Tate Shaferie  
Bill Davidson  
Doug Rhodes  
Scott's World  
Gaben Chancellor  
Adam Mason  
Chris Culp  
Jessie Chan  
David Brian (source photography)  
Forest World  
Doug Rhodes  
Big Log  
Nick Keefer  
Doug Rhodes  
Chris Culp  
Music, Score to Opening Animation and Soundscapes  
Collaboration  
Queensryche  
Sound Design  
CS Audio Visual, Inc.  
Engineers/Designers:  
Josh Beggs and Reid Ridgeway  
Video Direction  
Mark DeGarmo,  
(Mark) DeGarmo Film and Video  
Gaben Chancellor (blue-screen direction)  
Lead Programmer  
Matt MacLaurin  
Programming Team  
Tate Shaferie, Mark Arcareo,  
Todd Ridgeway (CS Audio Visual, Inc.)  
and Eric Ellis

AMK Digital Programming Support  
Pat Brenner, Ganesa Media Labs, Inc.  
Todd Ridgeway, CS Audio Visual, Inc.  
Kate Adams, Apple Computer, Inc.  
Technical Liaison  
Leo Rossi, Highway One  
Writing and Continuity  
David C. Traub, Inner Ecology Software  
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Manual Editor/Consultant  
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Game Design Consultant  
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Chris Culp  
Video Artist and Compressionists  
Mark Karlstrand  
Gaben Chancellor  
Doug Rhodes  
Nick Keefer  
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Production Management  
Anne K. Meehan  
Dana Price  
Content Research  
Vern and Gina Billington  
Production Assistants  
Tonya Anderson  
Jenny Jacobs  
Tim Blake  
CS Audio Visual, Inc.  
Reid Ridgeway, Todd Ridgeway, Lisa Ridgeway,  
Estelle Howell  
(Mark) DeGarmo Film and Video, Inc.  
(The Documentary)  
Produced by Queensryche/EMI Records  
Directed by Mark DeGarmo  
Director of Photography: Mark DeGarmo  
Location Sound and Field Assist: Jeff Hoen  
Editor: Mark Boardman  
Online: David Laird  
2nd Unit Sound: John Blackman  
Key Grip: Steve Lang  
Electrical: Neil Bestwick  
Grips: Key Taylor and Mark Eguchi  
Location Sound: Val Corliss  
Post-Production Facilities: West End Post

Soundtrack Mix: David Rosenblad,  
Dallas Sound Lab  
Colorization: The Stokes Group  
Helicopters provided by Aerocopters,  
Seattle, WA  
Special thanks to Modular Video Services  
(Seattle), Seattle Grip and Light, Bill Blanchard,  
and Starlight Studios  
Extra special thanks to Kellmiester  
for the Kitchen Pass...  
A (Mark) DeGarmo Film Production  
(Mark) DeGarmo Film and Video  
(Support teams for blue-screen shoots)  
Seattle  
Gaffer: Bob Calnan  
Grip: Mike Miller  
Location Sound: Jeff Hoen  
Props: Geoff Spencer  
Production Assistant: Kay Taylor  
Production Assistant: Tonya Anderson  
Makeup: Kandace Blake  
Teleprompter and Makeup: Tammy Baker and  
Jessica Lucerne  
Stage: American Productions Services Seattle  
and Seattle Grip and Light  
San Jose  
Gaffer: Andy Olson  
Grip: Ed Fritz  
Location Sound: Reid Ridgeway  
(CS Audio Visual, Inc.)  
Props: Geoff Spencer  
Prop: Bill Davidson  
Makeup: Annie Jenkins  
Production Assistant: Tonya Anderson  
Production Assistant: Jenny Jacobs  
Teleprompter: Bill Davidson  
Stage: Starlight Studios  
Contributing Cast at Big Log  
James 'Jimbo' Barton, Tom Hall, Phil Brown  
© Prime Inc. (Queensryche's Management)  
Cliff Burnstein  
Peter Mensch  
Brian Celler  
Tony DiCioccio  
Susie Forzano

George Knemeyer  
Marc Reiter  
Sueanne Tropio  
EMI Technical Liaison  
Leo Rossi, Highway One  
Legal (MediaX)  
Jay Shanker, The Law Offices of Jay Shanker  
Accounting (MediaX)  
Chris Codega, The Offices of Chris Codega  
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Bill Kinslow, Studio K  
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"I Am I"  
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"Bridge"  
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Produced by Louise Feldman  
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