

PC DVD-ROM

# LIMBO OF THE LOST



FORGET REALITY  
SURRENDER TO YOUR DARKEST DREAMS



# *Game Installation*

*The installation process should start automatically shortly after Inserting the DVD Game Disc into the DVD-Rom drive.*

*Follow the on-screen prompts to install LIMBO of the LOST on Your computer.*

## *System Requirements*

### *Minimum Requirements:*

- *PC running Windows 98 or above*
- *1.6 GHZ processor or above*
- *256mb system RAM or above*
- *DirectX 8 Accelerated Video Card or above*
- *DirectX 8 compatible Sound Card or above*
- *4x speed DVD ROM drive or above*
- *1.5gb hard drive space*

### *Recommended system:*

- *Microsoft Windows XP*
- *3.0 ghz Processor*
- *1GB RAM*
- *DirectX 9 compatible sound and graphics card (128MB)*
- *DVD ROM Drive*
- *1.5GB free hard drive space*

*Note: Running the game in 16bit mode will speed the Game up but some graphical effects will be hindered.*

# *A Few Words From The Developers*

*Limbo of the Lost has been dear to our hearts for many years .*

*The game was created with you the Adventurer in mind, fashioned  
From a passion for old style point & click games wrapped up in a  
Modern dressing.*

*So turn the lights down low, turn the sound up ,sit back, relax and  
let us take you on an adventure that I am sure you will never forget.*

*We hope you enjoy the world of Limbo and all that it has to offer,  
Remember what you put into it, is what you will get out, take your  
Time and keep your eyes and ears open!*

*"The Team"*

*Forget Reality  
Surrender To Your  
Darkest Dreams*

# *LIMBO of the LOST*

*It was December the fifth, eighteen seventy two. Whilst sailing across the heavy waters of the Atlantic Ocean, halfway between the Azores and the Portuguese coast, David Reed Morehouse - Captain of the Brigantine "Dei Gratia" noticed a vessel drifting aimlessly on the tide. Through his eye-glass, Morehouse recognized the vessel to be the now infamous "Mary Celeste".*

*After sending a small party to board the Celeste, Morehouse found to his surprise that the ship had been abandoned. The vessel was in good shape with sails full blown, the Captain's table was laid but the food was uneaten and glasses stood half full.*

*The ship's single lifeboat was missing and her cargo hold was intact.*

*What happened to the Mary Celeste on those dark and stormy days leading up to her sighting by the Dei Gratia, and what happened to her captain, Benjamin Spooner Briggs?*

*Dare you challenge us?*

*“Hello there. Now my name is William Nilmates, Nilmates to my friends, if I had any that is! First of all let me welcome you to Limbo of the Lost.”*



### *Where on Earth Am I?*

*Well that's just the thing you see, you're not on Earth are you? You're in the Keep of Lost Souls. The Keep is like a halfway house, a sort of stop over between your world and whatever's next. Now the Keep is a huge and grizzly old place full of weird and wonderful creatures, I mean look at me for example. Some may be friends others may be foe The one thing we all have in common though, the one thing we all hold precious, is our souls. Now don't be looking for any heavy artillery or such like thinking that you can blast your way out. Oh and don't bother trying to kill anybody, I mean we're already dead you see. No!*

*The only weapons you have are your mortal powers of intellect and reasoning.*

## Who am I?

Well now you my friend, are what we call an Earthly-Spirit guide. Looking in on our world from the comfort of your own. You see Fate and Destiny are having another one of their battles, they have them every so often, it keeps them amused.

Now Destiny, bless him, seems to think that mortal man should be free to make his own decisions, he has a bit of a soft spot for them I think. Whereas Fate on the other hand believes that he should control everything. So they have these battles you see. Destiny brings in a mortal to challenge Fate and so it begins. He's here now waiting for you. He's a Captain so I'm told.



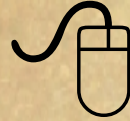
Benjamin Briggs, or some such name and he is going to need you to guide him around. Keep your ears and eyes open so that he doesn't miss anything lurking within the many nooks and crannies. You and him are the only mortals down here, so you should get along famously.

## *How do I get started?*

*Well I'm glad you asked me that. First of all you'll need one of these:*



*I mean one of these silly.....*



*Now if you move your little mouse, a very creepy hand will glide about the room. This if you like is your hand in our world and what a clever hand it is! Move your hand to where you would like Briggs to walk and then left click on your little mouse. If he can, Briggsy boy will move to that spot.*



*On the bottom right of the main screen you will see a compass. This will tell you in which direction Briggs is travelling. The compass will also help you to map out the game should you so choose. Of course you can always stumble around blindly like all good adventurers.*

*Should you move the creepy hand across the room, you will notice that certain objects within the scene will highlight. You can interact with these items or objects... honest! But you will need the help of the "LIMBO OUIJA BOARD".*

## *Dare you enter our domain?*

## Interaction is the Key!

*Now I'm going to get a little bit technical here so do pay attention.*

*The Limbo interface or "OUJA BOARD" can be accessed at any time, by simply right clicking anywhere on the screen. The interface has four main icons, one in each corner of the board and the letters of the alphabet spread out for you to see.*



*Some of the letters are a nice and easy short cut to certain actions.*

*CLICK ON THE LETTER "S" to save a game.*

*CLICK ON THE LETTER "L" to load a game.*

*CLICK ON THE LETTER "T" to turn subtitles on or off.*

*CLICK ON THE LETTER "Q" to quit.*

*CLICK ON THE LETTER "O" for options.*

To exit the "OUIJA BOARD" simply left click anywhere on the screen. The four main icons will be used during most of the game. They are : -

### THE SKULL



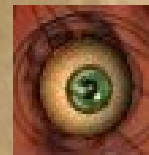
Now this allows Briggs to sense an item during the game. For instance, old sailor boy might want to sense a door, just to make sure there are no strange noises or smells coming from the other side.

### THE SKELETON



This lets old Briggsy perform an action such as pressing a button or opening a draw to a desk, but I tell you now, he won't do it if he doesn't want too, and he'll tell you so in no uncertain terms!

### THE EYE



This will allow Briggs to examine any of the bits and bobs on the screen, or even something that he's already picked up.

### THE HAND



This allows Briggs to pick up or retrieve items. Some of which he would rather not.

# Inventory

*Now let your little mouse have a good old sniff at the top of the screen. All of the objects that you and Briggsy have collected will appear. Of course you might want to combine one object with another, or even use something from the inventory on an item or a character within the scene. So place your creepy hand over the item that you want to use, left click on your mouse to select it. Then just drag the selected item over to the object or character within either the inventory or the scene.*

*If you want to put an item back into the inventory, then just right click on the mouse. Oh, I forgot to mention, on each side of the inventory you'll find an arrow. You can use these arrows to scroll from left to right, this way you can get to see all of the objects that you and Briggsy have collected.*



*Now, Briggsy and yourself may wish to look at an item in more detail, well that's easy-peezy. Just pick an item from the inventory and right click on your mouse. The "OUIJA BOARD" will appear. Then, you just do a left click on the "EYE" icon. A close up of the item will appear along with a lovely looking scroll describing the object. Often a little clue may be given on the scroll so it is worth taking the time to read it. Oh and don't forget, if you're looking at something close up and you want to look at another object in the same way but at the same time, just go to the inventory left click the item and drag the item on the screen, a new scroll describing the new item will appear!*



*But of course, sometimes you may need a close up of an object or character within a scene. Well, just use the same procedure. Right click on the object or character, evoke the "OUIJA BOARD", click on the "EYE" and if successful a close up will appear. You can then use items in the inventory as you would on a normal screen, or maybe just take items from the close up.*

*To return from the close up view, just click on the return sign.*

*See, easy peezy lemon squeezy.*



## *Grave Decisions!!*

*I thought that might get your attention... Well now this is my last little bit of technical advice so read carefully now won't you? As I have said before, you can use the "OUIJA BOARD" to save, load, or quit, but there is another way of course. You can also press the escape (Esc) key on your keyboard, whatever one of them is. I am told by good authority an option screen will appear.*

*Now the options are...*



### *BACK TO HELL...*

*Will return you back to the game.*

### *RESURRECTION...*

*Will open up the load game screen.*

### *SAVE YOUR SOUL...*

*Will open up the save game screen.*

### *END IS NIGH...*

*Will give you the option to quit the game.*

# Saving

Now, it is important to save your adventure. After all, you don't want to keep going back over the same old ground do you? After selecting the "Save Your Soul" on the options screen, you will see the "Save game" screen. Simply select an empty slot and type in a description. A small image of the point in which you saved will appear next to the saved game file, this is to help you old Silly Billy's to remember where you are in your adventure. You can also choose a previously saved game file as your new position and overwrite. This will then be your new saved location.



Now if you should need more save slots than appear on the screen, just use the up and down arrows on the save screen to find a new empty slot. See, it's so easy.

Oh, by the way, if you don't see the creepy hand, you can't save!

## Resurrection

*Selecting a load screen is just as easy. All you have to do is select “RESURRECTION” from the options screen and then pick the previously saved game file that you want to load.*



*In either case a loading or saving game screen will appear and after a few little moments, the whole process will be complete and your adventure can resume.*

## *The Lost Souls*

*Now let me just tell you about a few of the weird and wonderful folk that you might just happen upon on your travels.*

### *ARACH*

*Now, old Arach may look a bit weird, but let's face it he was bitten by a Black Widow Spider. If truth were known, they had a little bit of a thing going. He's never really got over her you know. It seems to have affected his appetite somewhat.*

### *CRANNY FAGGOT*

*Cranny, bless her heart, she's a bit of an old witch but she can knock up a lovely broth.*

### *GRUNGER*

*Young Grunger is Cranny's son. A lazy sod that prefers to sleep rather than do his job as the dungeon guard. He snores like a pig and only wakes when food is on offer.*

### *EDD THE HEAD*

*Poor old Edd once woke Grunger with a half baked offering. Grunger's response was to lop off his head just to stop him chatting. But even now, while Grunger sleeps, Edd cannot resist the urge to talk.*

### THE KEEPER

*You might call him the Concierge of Limbo. You see he's the one who has what you want when you need it. But as always, it's your choice.*

### BUGSY

*Now, he likes to breed bugs, butterflies and moths, not always with perfect results I might add. But do keep an eye out for him, he'll appreciate it.*

### O'NEGUS

*He's a rum cove with a touch of the blarney about him. But be warned, he does like to collect things, for what purpose? Well, that's for you to find out, isn't it?*

### STONE GUARDIAN

*Says what he means, and means what he says. The trouble is that he is sometimes difficult to understand and I get the feeling he likes a drop of the sauce.*

### CHIEF BLACKHAWK

*Poor old Blackhawk, he foolishly married two women at the same time, they've been nagging him ever since.*

### QUAGMIRE

*Now as far as I can tell, Quagmire was sentenced for a crime that he didn't really commit. I'm sure he'd be ever so grateful if somebody was to free him from those terrible shackles. Don't you agree?*

### WORRYMEISTER

*Worry by name, worry by nature. A feisty little fellow, but he does mean well.*

### NORA RATTY

*She's a funny old girl, is our Nora. She does like a bit of a drink but she loves her furry little children more. And they are very well behaved, but only for our Nora it seems.*

### JANITOR

*Well there's not much that this old boy doesn't know about machines. He may sound a bit grumpy, but actually he can be quite helpful.*

### DARE YOU PLAY LIMBO OF THE LOST

*There is something that I should tell you, or should I say, warn you about. Your friend Briggsy boy is not the first. Oh no indeed, there have been others before him. Innocents, drawn in against their will to take part in the battle between Fate and Destiny. And I should know, you see I was one of them, the last one in fact. I wasn't always a rotten old zombie you know, oh no, I was actually once a very famous Troubadour, it's true, honest. I used to entertain captains and crew on many a vessel.*

*Then one day I found myself down here, just like poor old Captain Briggs. But unlike Briggsy, I had no Earthly guide to help me close the book of Sufferance and aid humanity in their ongoing Mortal struggle against Fate. Consequently, I failed to close the book and was left to rot down here in the Limbo of the Lost. So be warned, give Captain Briggs as much help as you can for his sake and well.....your own for that matter!*

*So remember this Earthly-Spirit Guide, if you want to save humanity and cheat Fate out of victory, you must help Briggs to reunite the "Seal of Sufferance", with the "Book of Sufferance", thus closing the book and the "Seventh gate of shadows". This and only this will save mankind from the tyranny of Fate and his four Dark Generals, the Four Horseman of the Apocalypse. I and others wish you well, but bear in mind there are those who do not.*

*Good Luck my friend and remember. . .*

*Forget Reality Surrender To Your Darkest Dreams*

# *- CREDITS -*

*Researcher, Co – Vocalist, Co - Game Designer*

***Tim Croucher***

*Lead Vocalist, Puzzle Designer, Main Limbo Musical Score,  
Co - Game Designer*

***Laurence Francis***

*Lead Game Designer, Programmer, Creative /Project Director*

***Steve Bovis***

## ***Special Thanks***

*Marko "Gravehill" Hautamäki for Game Level  
Atmospheres & DVD music.*

*All our friends and family, who, without their support, this  
adventure would not be possible.*

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