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Getting Started

This chapter walks you through the process of loading Obsidian onto your hard disk, where it will be ready to play.

Installation

To play OBSIDIAN under Windows 95, follow these steps.

Place OBSIDIAN in the CD-ROM drive, label side up. Close the tray.

After a few moments, a dialog box will appear, giving you a choice of options.

The first time you insert the CD-ROM, the dialog box will give you the option of installing the game. Select INSTALL to begin the installation process. Select EXIT if you don't want to install the game at this time.

Hardware Requirements

Windows® 95 IBM PC or compatible
with Pentium® 90MHz processor

4X CD ROM drive

16 MB RAM

16 bit video (2 MB Video RAM strongly recommended)

Sound Blaster 16 (Sound Blaster AWE32 strongly recommended)

• Under Windows 95, the game's installation procedure analyzes your specific system configuration and loads the appropriate drivers for your sound card and video display card. In addition, an OBSIDIAN program group will be created. An OBSIDIAN icon will be placed in that group.

Once OBSIDIAN is installed, whenever you insert the CD-ROM in the drive, you will be given the option to Play, Uninstall, or EXIT.

Some systems will not have autoplay. In this case follow these directions:

- Highlight the OBSIDIAN D: icon in the MY COMPUTER group.
- Click on the right mouse button. A menu appears.
- Highlight OPEN. Click on the left mouse button.
- The OBSIDIAN CD directory appears.
- Double click on the icon Setup.exe. A dialog box appears.

Follow directions as they appear on the screen.

NOTE: D: represents your CD-Rom.

Windows

NOTE: Obsidian is designed to run at 16 bits per pixel, in 640 x 480 resolution. If your computer is not set to these standards, a series of screens appear that will allow you to manually change the settings before launching the game. Follow the on screen instructions, and the game will launch automatically when you're done.

Macintosh

After dealing with bit depth and resolution, the player is given a dialog box that states something to the effect of "Quitting the finder may improve performance, but may also cause problems with the OS. You may choose this option below. If your machine crashes or encounters other problems, restart and choose not to quit the next time you run Obsidian." Quit Finder and Continue buttons follow. Quit Finder forces the finder to temporarily die, and Continue takes the player to the splash screen.

The Main Screen

Your window into the world of Obsidian.

- **Getting Around** — To move, place the cursor around the screen. It will turn into an arrow. If the arrow points the direction you want to go, click once to go there.

Generally, you move the cursor to the left edge, the arrow will point left. Move it to the right edge, and the arrow points right.

Play with the cursor, and you will immediately understand. If you don't, read the section on Icons (page 6.)

- **Looking Up or Down** — Move the cursor to the top of the screen. In some locations, it will turn into a double arrow. Click once to look up and see the up view. To look down, move the cursor to the bottom of the screen. If a double arrow appears, click once to look below you.



- **Carrying Stuff** — Generally, you can carry one item at a time; sometimes there may be more. These items are generally pieces of the puzzle you're currently trying to solve. You'll pick these things up by clicking on them. Anything you're carrying appears in the lower left corner of the screen. When you no longer need it to solve the puzzle, it's gone.

- **New Game/Save/Load/Quit** —

These commands (plus a few more) are on the Control Panel screen. More about them on page 8. To get to this screen, press Esc. To get back to your game, press Esc again.

NOTE: In certain puzzles when you hit Esc you will hear a system beep. You must move away from the puzzle and hit Esc to leave the game.

NOTE: In certain puzzles, the puzzle will reset if you leave or hit the Esc key.

- **Skipping Over Transitional Video**

Sequences — At several points throughout the game, you'll see video sequences that tell part of the Obsidian story. If the video is a simple transition that is not integral to the game then you can bypass the video scene by pressing the Space Bar.

About the Icons

Move the cursor around the screen. Watch it change. Sometimes it's an arrow. Sometimes it's a diamond. Once in a while, it might turn into a hand.

These cursor icons are your interface with Obsidian:



Forward Arrows — Click once to move the indicated direction.



Turn Arrows — Click once to turn left or right 90 degrees.



Backup Arrow — Click this to move backwards without turning around.



Turn Around Arrow — Click this to turn around.



Up & Down Arrow — These sometimes appear when the cursor is near the top or

bottom of the screen. Click the double Up arrow to look up.



Click the double Down arrow to look down.



Red Diamond (empty) — The cursor is inactive in this zone: you can't do anything here.



Green Diamond (solid) — The cursor is now active. Click to examine item under it.



Hands — The Hand icons appear in a few special places where

there's something that you can drag. Click to put these hands to work.



Inventory — The inventory icons appears when you can grab or use an inventory item.

The Campsite

You will first enter the game deep in the woods of the Olympic Peninsula, not far from Max and Lilah's campsite. You are not yet in Obsidian's world, but you will understand this dreamworld better if you carefully examine everything to be found in these woods. Once you have left them and entered Obsidian, there will be no turning back.

So look around. There's a trail that goes off to your right. Going down the trail you will come to a stopping point where you will see the Obsidian structure off in the



distance. Look down, and continue down the trail. There will be a tent off to your left. Click to go inside it.

Inside the tent, you'll find two sleeping bags. There's no one home here, and someone has left their PDA behind. Spend some time with it.

Go back outside the tent and turn left, facing down the part of the trail that you haven't yet explored. If the trail is quiet, it means there is more for you to see in the campsite. But if you hear someone scream in the distance, don't hesitate to head down the trail to check it out.

For thus begins your adventure inside the strange world of Obsidian.

The Control Panel

The basic game housekeeping functions are all found on the Control Panel. You can reach this screen at any time by pressing the Esc key. To leave the Control Panel and return to Obsidian, press Esc again.

Starting A New Game

To start a new game, go to the Control Panel and click the Restart button. In a few moments, you will find yourself in the forest, ready to encounter Obsidian.

Saving Your Game

To save a game in progress:

- 1 Go to the Control Panel, and click the Save Game button.
- 2 A standard Windows load/save box appears. In the highlighted field, type the name you want to save your game under.
- 3 Click OK or press Enter to save your game.

There is no limit to the number of games you can save.

Loading A Saved Game

To re-enter a previously saved game:

- 1 Go to the Control Panel and click the Restore Game button.
- 2 Choose the saved game you want by moving the cursor on to it, then click the left mouse button then press Enter or click the Open button.
- 3 In a few moments, the game appears onscreen. You are now standing precisely where you were when you left it.

Deleting A Saved Game

To remove a game, just Delete the game's file, using the standard Windows or Macintosh file deletion procedures.

Adjusting Your Monitor

Obsidian is mysterious and often beautiful. Use the monitor adjustment bar in the middle of the Control Panel to make sure your screen is delivering the best possible view.

Changing the Music and Sound Levels

To change the volume of the music, or of the dialogue and sound effects, move the Music and Sound Effects slider bars at the bottom left of the Control Panel. The changes take effect immediately.

Quitting Obsidian

To leave Obsidian, go to the Control Panel, click the Quit button. You are given the chance to save the game before leaving. When you quit, the games credits will begin to roll. To stop the credits, hit the space bar. When the Quit sequence is complete, you are returned to your Windows or Macintosh desktop.

Balancing Rock

Notice that each time you drag the rock to a new direction, it changes where you will return to the Bureau. You will find yourself in both a different location and orientation.

Search for the rock direction that allows you to go on the one face previously unavailable. To do

this, think of which direction will designate your

current location.

Turn the rock so that its point faces toward you.

Then, reenter the Bureau and visit the Chief.

Search for other, perhaps unintentional methods of reorienting.

There are two lattices near the Chief's office.

One of them will lead you to the most flagrant

reorientation of all.

Time Puzzle

To reach the puzzle, go to the light and turn the lever so that the Time Face, with its large waiting area, is right behind you. Turn around and go there. Click your way behind the vidbot to the

puzzle.

Try ignoring the sun at first, and pay attention

only to the path of the earth and the moon.

You need to utilize the "new moon" phase in

order to successfully avoid collisions. To get the

three dimensions.

visualize the unfolded cube in its original

Think of the sliders as three dimensional planes

extending out from each wall. Now search for an

intersection of those three planes that will

designate the Bureau Chief's office.

Position the left slider at the bottom, the center

slider in the middle of the lower half/or cubicle

Turn the earth dial counterclockwise one click.

Start the machine.

Chief's office.

The Bureau

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The Bureau is the first world of Obsidian. It is a bureaucratic maze from Lilah's worst nightmares in which the first rule is that none of the usual rules apply.

The second rule is that everything you know is probably wrong.

First of all, you may notice that the walls are floors. And the ceilings are floors.

The floor can also be a wall or a ceiling, depending on where you're standing. A dizzying experience,

but if you can read this manual, you can manage. Maybe. Expect to find no friends here. But if you

need a hand (one that isn't attached to a vidbot), read on. Below is the straight information that will

get you through the Bureau with your sanity and your sense of balance intact.

Bridge Repair

To learn how to read the signs on the

booths, visit the room behind the red door.

The Bridge Repair booth tells you exactly

what you need to do. From your starting

position inside the elevator, it is the fourth

booth on the left.

Orientation

The document you are now looking for can-

not be found in any of the booths. You need

to explore another part of the space.

and ride it on its back.

Then, find your way into the elevator

orientation, you must climb the book ladder.

To leave the library and arrive at another

standing on what used to be a wall.

and change your gravity. You will then be

Then, travel down the re-orientation ramp

Facing the library, enter it on the right side.

Cubicle Maze

Pay careful attention to what cards you gain

and lose at each cubicle.

In order to access Pre-Approvals, you need

at least three black cards.

To reach Pre-Approvals, take your document

to the red ramp and re-orient onto the Nexus

Face. Go up to the light and click the lever

until you see the wall with the waiting room.

The Cubicle Maze is right behind you. Turn

around and get your entry cards from the

host. You will proceed through the maze in

the following booth order:



Filing Puzzle

To learn about the filing system, explore the computer terminals.

One of the terminals offers an additional choice — "Cloud Ring." Accessing this

choice provides important information about how documents are filed.

Use the Word Mixer in the computer to mix the words given to you at Bridge Repair.

This provides you with the word under which your document is filed.

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Credits

Rocket Science Games

Studio Creative Director
Bill Davis

Producer
Matthew Fassberg

Interactive Story & Design
Adam Wolff & Howard
Cushnir and Scott Kim

Project Creative Director
Adam Wolff

Lead Engineer
Andrew Rostaing

Production Team

Production Supervisor
Tom Laskawy

Engineering
Laurance Courdier, Barry Gear,
Bruce Gottlieb, Charlie Koehl,
Andrew Rostaing

CG Supervisor
Chris Hamilton

Art Direction
Alex Laurant, Roy Forge Smith

Inspired by the Concepts and Artwork of
Rich Cohen and Mark Sullivan
with Additional Concepts by
David Dodge

Production Design
Honza Konopasek, Mark
Nonnenmacher, Jay Shuster

Additional Production Design
Erik Chan, Cliff Iwai, David Gordon

Character Design
Rich Cohen, Mark Sullivan

3-D Modeling
Erik Chan, Brian Chee, Wade
Childress, Rich Cohen, Honza
Konopasek, Mark Nonnenmacher

Additional Modeling
George Chang, Zygote
Media Group

Digital Video Artists
Chris Johnson, Richard Young

Painters
Alan Sonneman, Nicole McMath,
Mark Nonnenmacher, Brian Flora,
Sara Simon

3-D Animators
David Brandt, Richard McBride,
Etienne Jumelin, Greg Gladstone,
Kathy O'Keefe, Mark Powers

Additional Animation
Jong Yuk, Gary Siela, Erik Chan,
Cordt Holland, Eli Delia,

Digital Compositors
Wade Childress, Chris Green,
Jance Allen, David Dodge,
David Hoggan, Colin Miller,
Joel Hornsby, Richard McBride,
Josh Ferguson

Bismuth Realm Lighting and Animation by

Pixel Liberation Front

President
Colin Green

PLF Animators
John Vegher, Scott Sindorf, Peter
Oberdorfer, Mike Schmitt

PLF Coordinator
Susan Colletta

Additional Animation by Moving Media

Fred Lewis

Little Fluffy Clouds
Betsy De Fries, Jerry van de Beek

Interface Design
Robert Gagnon

File Puzzle Illustrations
All-Star Pictures

Sound

Music and Sound by Thomas Dolby & Headspace

Headspace Production Manager
Mary Coller

Composers
Blake Leyh, Thomas Dolby, Kim
Cascone, Paul Sebastian

Sound Design
Blake Leyh

Sound Editor
Kim Cascone

Voice Over Recorded at
Hadley Sound

Credits (Cont.):

Stock Footage

Energy Productions, Inc.
Archive Films, Inc.

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Asset Coordinators

Josh Ferguson, Heather Field

Asset Processing

Deb Asch, Pam Fusco, Gina
Trbovich

QA Manager

Tony Ciarrocchi

QA Lead/Abraxas

QA Lead

Billy Davis

QA Assistant Lead/Labyrinth

QA Lead

Ivan Foong

Bismuth QA Lead

Heather Meigs

Forest QA Lead

William Sudderth

Conductor QA Lead

David Schultz

QA Technicians

Rich Montgomery, Jim Chan
Jamal Jennings, Ben Davis
Sean McGrath, Roy Oakes, Leah
Beth Tomanek, Eric Moser

Casting

Meryl Shaw

Cast

Max	Peter Callender
Lilah	Emilie Talbot
Young Max	Kennard Love
Conductor Voice	Susan Jerome
School Teacher	Robin Fernandez

Vidbots

Wade Childress, Howard
Cushnir, Jym Dinger,
Matthew Fassberg, Heather Field,
Pam Fusco, J.S. Gilbert, Scott Kim,
Peggy Koorhan, Tom Laskawy,
Blake Leyh, Lani Minella, Veronica
O'Donovan, Andrew Rostaing,
Roy Smith, Gina Trbovich,
Adam Wolff

Live Action Crew

Producer

Eden Johnson

Director

Howard Cushnir

Videographer

Lou Weinert

Steadicam Operator

Gavin Eames

Property Master

Garren Bouget

Gaffer

Leo Nash

Wardrobe

Debra Dapolito

Production Assistant

Mark Eisenberg

Director of Production Services

Susanna Richards

Director of Game Engineering

Evan Robinson

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Erica Essner

Manual

Sara Reeder, /Writer
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Sean Callahan
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Ron Cobb
Dave Chang
D. Michael Edgar
Paul Gluck
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