
the 7th Guest
15
PC CD-ROM
Virgin
NOT FOR RESALE IN NORTH AMERICA AND CANADA

Instruction Manual

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GETTING STARTED

MINIMUM HARDWARE

MPC Level 1 compatible machine with: • 386DX processor minimum • 2 MB of RAM • 16 bit SVGA video card with at least 512k of memory • CD-ROM drive with minimum of 150k per second transfer rate • Sound Card(s) with FM and PCM sound supports • Mouse • Hard drive with 10 MB of free space • MSCDEX version 2.2 or higher • DOS 5.0 or higher

RECOMMENDED HARDWARE

• 486SX 20MHz or faster processor • 4 MB of RAM • Fast 16 bit SVGA video card with 1 MB of memory or local video bus • CD-ROM drive with 300k per second transfer rate and less than 300 millisecond access time • General MIDI device (such as the Sound Canvas) and 16 bit PCM sound card.

INSTALLING AND RUNNING THE 7TH GUEST

These Instructions are designed to get you up and running as quickly as possible. If you have any difficulties in following them, or need further advice, please refer to the Detailed Installation and Troubleshooting sections near the back of this manual. Be certain that your computer adheres to the minimum specification required to run The 7th Guest.

Insert the "The 7th Guest" CD-ROM into your CD-ROM drive.

Type the letter of the CD-ROM drive and follow by a colon. Press ENTER.

Type INSTALL and press ENTER.

The Install Program

The Installation program starts with a short message describing the program's function before prompting you to continue. Press ENTER when you have finished reading this information.

Hard disk selection

A few files must be copied to your hard drive. Use the UP and DOWN arrows to move the highlight bar over the available disk drives that are present in the drive selection window. (Default is C:\).

Directory name

Enter the directory you wish to copy files to and press ENTER to continue.

System performance and video mode selection

The program will test the video and Compact Disc performance of your computer. You can then select the graphics mode in which you wish to run The 7th Guest. While MCGA mode is supported in the program, The 7th Guest was designed to run in the higher resolution SVGA mode.

Audio hardware selection

The 7th Guest has two primary sound systems. The first system is background music (FM/MIDI), and the second is used for the Speech (PCM). Depending on the capabilities of your system, this may be the same card or need to be two different sound cards.

First, use the up and down arrows to highlight the sound card you want for music and press ENTER to make the selection.

Next, select the sound card you wish to use for speech. Some sound cards can support both Midi and Digital music; therefore the Installation program may highlight the same audio card that it did for the Music Hardware Selection. Again, if you wish to select a different sound card, use the UP and DOWN arrows to highlight the sound card and then press ENTER.

Most sound cards have various hardware configuration abilities. If the Install program did not detect one or more of your sound cards you probably are not using the default set-up for that card. If you are not sure of your hardware settings, select the default settings for each card you have. If you experience problems running The 7th Guest consult the detailed Installation Guide and Troubleshooting Guide near the back of this manual.

Accepting current choices

After you have selected audio hardware, the Installation program will display your current choices along with a prompt to accept the current settings. When you are satisfied, highlight the ACCEPT THESE CHOICES line and press ENTER. If you wish to change any one of the three displayed settings, move the highlight bar over that setting and press ENTER. This will bring up the applicable option screen where you may make any necessary changes to your previous selections.

Once you have pressed ENTER on the ACCEPT THESE CHOICES line the Installation program will copy all the required files from the CD over to the drive and directory you selected on your hard disk drive. It will then create a start-up batch file and a "Groovy" initialisation file.

STARTING THE GAME FROM THE DOS PROMPT

Boot your computer with DOS.

Enter the drive letter where The 7th Guest is installed followed by a colon. Press ENTER.

Type CD\ and type the name of the directory where The 7th Guest was installed. Press ENTER.

Type T7G and press ENTER.

PLAYING THE GAME

Where You Go, Ego

In the world of The 7th Guest, consider yourself an active and mysterious entity known only as Ego. Your role, identity and purpose is not shown or explained, but is rather experienced as a seamless, integral part of the total environment that is the Stauf mansion. Because you are looking out from within, you cannot see yourself, but your inner spirit has a voice. Listen to it.

The Riddle of the Sphinx

The 7th Guest features a unique menu system in the form of an oracle called The Sphinx (or Ouija board). Most major game functions including Loading, Saving, Quitting, are controlled via the Sphinx. The features of the Sphinx are explained later, in the section titled Loading and Saving. This is the first screen to appear when starting The 7th Guest.

It Gave Me Such a Start

At the Sphinx board you will be given the option of either starting a new game or loading a previously saved game. If you choose to "LOAD" a previously saved game, a new menu will appear. You can choose to load a saved game by selecting the number of that game, and then selecting "OK".

If you choose to "START NEW GAME", the game will commence from the very start, including the complete eight minute introduction.

HOUSE RULES

The 7th Guest is designed to be played using a single button point-and-click device. To move through the house, simply move the animated cursor around the screen. The house contains a number of psycho-kinetic hot spots. When positioned over a hot spot, the cursor changes according to the nature of the hot spot. Clicking the left mouse button unleashes the psycho-kinetic energy. A list of the various icon types and effects is given below.

Wagging Finger
This means that there is no action that can be performed here.

Forward Beckoning Hand
This icon beckons you to come ahead. Clicking when it is shown will move you forward and deeper into the house.

Left Beckoning Hand
This icon beckons you to come to the left. Normally found on the left hand side of the screen, this icon, when clicked, will move you left or rotate you in a counter-clock-wise direction.

Right Beckoning Hand
This icon animates by beckoning you to come to the right. Normally found on the right hand side of the screen, this icon, when clicked, will move you right or rotate you in a clock-wise direction.

Drama Mask
You will see a ghostly drama if you click on an area where this icon is showing. If you wish to see it again you can usually do so by first moving the cursor to the bottom black section of the screen and then clicking.

Throbbing Brain
This icon informs you that there is a puzzle here for you to move to and play.

Chattering Teeth
This is a special icon indicating the presence of a supernatural event. Very strange and mysterious things will occur when you click when this icon is shown.

Sphinx Pointer
This icon is used to call upon the mystic controlling powers of the Sphinx. The Sphinx, along with this icon, handles all major game functions. These include, loading and saving, quitting, restarting, etc.

The Evil Eye
This icon is used to play the many puzzles Stauf created and placed about the house for the amusement of his guests.

PLEASE DOUBLE-CHECK YOUR ROOM FOR VALUABLES

Some parts of the house are not available if you haven't satisfied certain criteria. For instance, you cannot view the Front Door puzzle until you have visited and solved the Dining Room puzzle.

If you re-visit a location, you may often witness heretofore unseen dramatic events or other supernatural phenomena. It is a good idea to re-check rooms after doing something significant such as solving a puzzle, or stumbling upon a dramatic scene.

Dramatic Review
If you would like to view a dramatic event over again, you must move the cursor to the bottom of the screen. The Drama Mask will appear. Click this lower section of the screen and the drama will be re-enacted. This feature will work only if you have not taken any action since the drama was presented and does not work for all scenes. Example: If you witness a dramatic scene, then turn away from that view and back again, you will not be able to use the repeat last drama feature.

PLAY A PUZZLE & GET A CLUE

The house of The 7th Guest is filled with devilishly clever puzzles that will test your wits and scare you out of them as well. To complete the game you must solve every puzzle in the house; only then will the secrets of the madman Henry Stauf be revealed to you. Amongst the secrets he has kept from you are the rules to the puzzles. In most cases, experimenting with the behaviour of the puzzle pieces should give you enough clues to understand the nature of the puzzle. But should you become completely stumped, do not despair, for Stauf has left a Book of Clues in the Library.

In order to get help for the puzzle you are currently trying to solve, simply go to the Library and click on the book that is lying open on the coffee table. If you then click on the centre of the book, the page will turn and you will be magically transported back to the puzzle. You will notice that the puzzle has been reset, and you will have to start over from the beginning.

If you are still stuck, you can return to the Book of Clues and get an expanded hint for that puzzle, as long as that particular puzzle remains the last one you visited. Your third visit to the book will automatically solve the puzzle for you. There is a price to be extracted for using the clue book, so it is strongly recommended that you solve the puzzles on your own.

If you wish to restart the puzzle, click on the bottom section of the screen. If you wish to leave the puzzle, click on either the left or right side of the screen.

It's a good idea to pay heed to the comments that Ego and Stauf provide during puzzle play. These can give you hints on how to solve it. But be careful! Sometimes Stauf will give you a hint that may lead you astray.

Once a puzzle is solved, it cannot be replayed during the current game session.

OPEN HOUSE

Solving a puzzle often unlocks a room or number of rooms. You can go about exploring the mansion door to door trying to find the newly unlocked rooms, or you can use the "MAP" option from the Sphinx board. (See Loading and Saving below).

After you have successfully played The 7th Guest to its conclusion, and you start a new game, you will find that all rooms are now unlocked and the puzzles in them available to play and replay at your leisure. Now, by clicking on any of the four corners of the Sphinx board, you will find a new screen, graphically depicting all the rooms in the manse. Choosing from this menu transports you directly to the selected room.

LOADING AND SAVING

To load and save games, at any time during a game, move the cursor to the very top section of the screen where the cursor changes to the Sphinx Pointer icon and click.

This brings up The Sphinx board with a prompt for you to "Choose a Game Option." You now have four main options.

If you click "SAVE" the board will transform to contain the full alphabet and the numerals 0-9. There are a total of 10 slots in which to place saved games.

You are now presented with the prompt "Please Select a Number." This will be the slot into which you will place the current save game information. To choose a slot, click on one of the numbers found at the bottom of the Sphinx and then select "OK."

You will now be prompted to name the saved game. You can enter a saved game description of up to 13 characters. Enter these letters from the keyboard or use the mouse cursor to highlight each separate letter. Once you are satisfied with your description press "ENTER" or click "OK" from The Sphinx board.

If you select "MAP" the board will change to a depiction of the ground floor floor-plan. Rooms with solved puzzles appear immediately. Accessible rooms that contain unsolved puzzles materialise shortly thereafter. Click on the stairs to move from one level to the next. Select "GOOD BYE" to return to the Main menu.

If you select "RETURN" you will be returned to the game at the point you left it.

If you select "RESTART" the Sphinx will transform, allowing you to load or start new (game). From here you can choose to load a previously saved game, or start a new game.

If you select "GOOD BYE" you will quit the current game and be returned to the DOS prompt.

DETAILED INSTALLATION INSTRUCTIONS

Insert the "The 7th Guest" CD-ROM into your CD-ROM drive.

Type the letter of the CD-ROM drive and follow by a colon. Press ENTER.

Type INSTALL and press ENTER.

Be sure to have a CD-ROM device driver, a mouse driver running, and at least 512k of free low memory, in conjunction with a high memory manager, such as HIMEM.SYS, EMM386.EXE, QEMM386 * , etc.

The Install Program

The Installation program starts with a short message describing the programs function before prompting you to continue. Press ENTER when you have finished reading this information.

Hard disk selection

A few files must be copied to your hard drive. The 7th Guest will now prompt you for the hard drive letter you wish to copy files to. Use the UP and DOWN arrows to move the highlight bar over the available disk drives that are present in the drive selection window. As you move up and down this list, the small window on this screen will display the amount of free space each drive has available. You must have at least 10 megabytes of free space on your hard drive to copy all of the necessary files. After highlighting the drive you wish to copy files to, press ENTER to select that drive and continue. (Default is C:\).

Directory name

You are now prompted to enter a directory name to which to copy the set-up files. (You can enter any directory tree up to 8 characters per directory name, with total path name of up to 34 characters). Enter the directory you wish to copy files to and press ENTER to continue.

System performance and video mode selection

After the files are copied, The 7th Guest will begin determining your system's capabilities by running

performance tests on your machine's screen speed, processor speed and CD-ROM transfer speed. After each test you will be given a general performance rating, and the Installation program will recommend a video mode that is suitable for your machine's speed. Use the UP and DOWN arrows to highlight the video mode you wish to use and press ENTER to select that video mode and continue.

While MCGA mode is supported in the program, The 7th Guest was designed to run in the higher resolution SVGA mode. If your system does not rate high enough to support this mode, we suggest you consider upgrading your system to a higher specification.

Note to users of accelerator video cards: S3 or 8514 compatible video cards may provide insufficient performance for this particular application.

Music hardware selection

The Installation program allows you to configure your set-up to work with your system's sound card. The program will allow you to select a different sound set-up in the event that you choose to use a different set-up from that currently installed. Use the up and down arrows to highlight the sound card you want and press ENTER to make the selection. The 7th Guest has two primary sound systems. The first system is background music (FM/MIDI).

Speech hardware selection

This is the second sound system that The 7th Guest uses. This system is used for PCM digital audio (speech and special sound effects). Some sound cards can support both Midi and Digital music; therefore the Installation program may highlight the same audio card that it did for the Music Hardware Selection. Again, if you wish to select a different sound card, use the UP and DOWN arrows to highlight the sound card and then press ENTER.

Most sound cards have various hardware configuration abilities. If the Install program did not detect one or more of your sound cards you probably are not using the default set-up for that card. (It is also possible that hardware or software may conflict with that sound card and your current system set-up.) Once you

have selected a sound card, the Installation program will bring up a menu of possible hardware variables (IRQ Levels, DMA channels, Base I/O addresses, etc.) Each menu will show the default setting. If you are not sure of your hardware settings, select the default settings for each card you have. If you then experience problems running The 7th Guest consult the reference manuals that accompanied your sound card and look for conflicts within your system. If the problem persists, contact either your sound card's manufacturer and/or the Virgin Games customer support services.

Accepting current choices

After you have selected audio hardware, the Installation program will display your current choices along with a prompt to accept the current settings. When you are satisfied, highlight the ACCEPT THESE CHOICES line and press ENTER. If you wish to change any one of the three displayed settings, move the highlight bar over that setting and press ENTER. This will bring up the applicable option screen where you may make any necessary changes to your previous selections.

Once you have pressed ENTER on the ACCEPT THESE CHOICES line the Installation program will copy all the required files from the CD over to the drive and directory you selected on your hard disk drive. It will then create a start-up batch file and a "Groovy" initialisation file.

Starting the Game from the DOS prompt

Boot your computer with DOS. Remove unnecessary TSR (terminate and stay resident) programs and device drivers from your autoexec.bat and config.sys files. This will help you avoid software conflicts while running The 7th Guest and also free up as much memory as possible.

We suggest that you run only an XMS memory manager (An EMS memory manager will actually slow the performance of The 7th Guest), a mouse driver, a CD-ROM driver, and a small disk cache (from 512 to 1024k) with DOS in high memory.

Enter the drive letter where The 7th Guest is installed followed by a colon. Press ENTER.

Type GD\ and type the name of the directory where The 7th Guest was installed. Press ENTER.

Type T7G and press ENTER.

Changing your system setting after installing The 7th Guest

If you have already installed The 7th Guest on your system and would like to change one or more of the start-up characteristic of The 7th Guest, simply run the Installation program again and select the new changes to your system.

If you have made major changes to the hardware you are using in your system it is suggested that you delete all of the current T7G files on your system and repeat the installation procedure. This will allow the Installation program to test your new system parameters and suggest the best possible settings to use while running The 7th Guest.

TROUBLE SHOOTING GUIDE

INSTALLATION PROGRAM

The Installation program performs a variety of functions. Initially this program scans your machine for a video card, sound cards, a mouse driver, free memory, upper memory, and more.

If the Installation program returns an error that says "SVGA OR VESA COMPATIBLE VIDEO CARD NOT FOUND" you have a video card that The 7th Guest does not directly recognise. In this instance you should load a VESA driver.

LOADING A VESA DRIVER

A VESA (Video Electronics Standard Association) driver is a small program that a video card can load that standardises various hardware routines making your video card compatible with most hi-res video programs such as The 7th Guest.

Normally when you purchase a computer or a video card for your computer it comes with a number of support diskettes that contain various drivers for various after market software programs. You should be able to find a VESA driver for your video card on one of these diskettes. Locate this driver, execute it and then run the Installation program again.

WHAT TO DO IF YOU DON'T HAVE VIDEO CARD SUPPORT DISKS FOR YOUR COMPUTER

There is a large selection of VESA drivers found on the second CD in the VESA directory. Locate the directory within the VESA directory that matches the name of your video card manufacturer and run the VESA driver for the MODEL of video card you have in your system. If you do not know or are not sure what video card model you have, you may need to experiment with multiple drivers until you find one that will function properly with your video card.

WHAT TO DO IF YOU'RE NOT SURE ABOUT THE MAKE AND MODEL OF YOUR VIDEO CARD

If you don't know the manufacturer of your video card, your options are limited. Try checking in all of the documentation that came with your computer for information regarding your its video display system.

You may also check for the very first on-screen message displayed when you perform a hard reset (via reset button or power switch), many video card's BIOS will display information about the video card's manufacturer and model during the initial boot sequence.

Call the retail outlet from which you purchased your video card or computer.

VIDEO CARDS DIRECTLY SUPPORTED

The 7th Guest supports most major brand name cards directly through hardware. The following is a list of cards which The 7th Guest will directly recognise and provide hardware support.

- Cirrus compatible video card
  - Cirrus
  - MaxLogic
- Everex compatible video card
- Paradise compatible video card
  - Paradise
  - Western Digital
  - HP
- Tseng 3000 compatible video card
  - Orchid
  - Quadram
  - Sota
  - STB
  - Tecmar
  - Willow
- Trident compatible video card
  - Trident
  - Everex
- T8900 compatible video card
- ATI compatible video card
- Ahead Type A compatible video card
- Ahead Type B compatible video card
- Oak compatible video card
- Video 7 compatible video card
- Chips and Technologies compatible video card
  - C&T
  - Boca
- Tseng 4000 compatible video card
  - Orchid
  - Everex
  - Diamond Speedstar
  - Sigma
- Genoa compatible video card
- NCR compatible video card
- Compaq compatible video card
- S3 86C911 compatible video card
  - Diamond Stealth VRAM
  - Orchid Fahrenheit 1280
  - Actix Graphics Engine Display Accelerator
  - CSS Maxgraphics/16
  - Genoa Windows VGA
  - Pixel Turbo Windows Accelerator
  - Portacom Eclipse II
  - STB Wind/X
- All VESA compatible video cards

If your computer is using a video card from the above list, you should not need to load a VESA driver. If you are using a high memory manager, or have loaded a VESA driver and are experiencing problems with

one of these cards, make sure you have not excluded the memory address where that video card resides. If your video card is not listed above or you know that your card is not directly compatible with The 7th Guest, try loading a VESA driver.

THE PROGRAM RETURNED THE ERROR "XMI HARDWARE NOT FOUND"

If you get this message, the sound card you selected for midi music during the Installation program was not located in your system. Run the Installation program again and make sure you have selected the correct sound card for your system.

If you are sure you have selected the correct sound card and the problem continues, you are most likely experiencing a hardware problem such as a shared IRQ# or BASE I/O PORT ADDRESS. If your sound card is not set for default settings, make sure you have notified the Installation program what setting(s) you are using for your sound card.

If the error persists, run the sound card set-up software that came with your sound card and make sure that the card is indeed located at the address specified in the Installation program. If your sound card set-up software informs you that your card is located at a specific BASE I/O PORT ADDRESS, IRQ# and using a certain DMA channel which are all the same as what you have told the Installation program and the XMI hardware not found error still comes up, contact Virgin Games technical support to look for further possible solutions.

THE PROGRAM RETURNED THE ERROR "PCM HARDWARE NOT FOUND"

Similar to the XMI HARDWARE NOT FOUND error, the system did not locate the digital sound, or speech card you selected from within the Installation program. Run the Installation program again and make sure you have selected the correct sound card that is installed in your system.

If the problem continues, you have one of two things happening, either the IRQ and/or the BASE I/O

PORT ADDRESS settings selected in the Installation program are not correct or you have a software or hardware conflict with your sound card.

The first thing to check is the hardware settings of your sound card. Compare these setting to those you gave the Installation program. Run the hardware set-up or test software that came with your sound card and note all the hardware settings. Now run The 7th Guest Installation program again and make sure the setting used in the Installation program matches the settings from your sound card set-up/test software.

If you are absolutely sure that the IRQ and BASE I/O PORT ADDRESS values you gave the Installation program are the same as the settings on your sound card, you most likely have an internal conflict in your machine. In this case a conflict means that either the IRQ# or the BASE I/O PORT value you have set via jumpers on your sound card is set on a value that another piece of hardware, or possibly software, is using.

Here are some common problems to look for. Check to see that the IRQ number for sound card is not the same as either of the serial ports on your machine. Many times one of the two serial ports will use the same IRQ value or possibly even the same BASE I/O PORT ADDRESS as the sound card in your system. Often sound card set-up programs may not detect this problem as the serial port may not have been active.

Another problem may occur if the sound card and the mouse share the same interrupt. If the mouse, or any device that is sharing an IRQ#, requests an interrupt at the same time as the sound card the system will stop.

To solve this problem change the setting on either the sound card or the serial card to prevent a conflict. Then run the 7th Guest installation program again making sure to adjust any sound card variables that might have been changed during the minor surgery performed on your sound card.

Another solution is to disable any serial port that will not be used during normal operation of your system. Many times the only serial port you will need is the mouse port. If you have a modem or other serial device

that you will not be using while playing The 7th Guest, disable that port and run the Installation program again. To disable a serial port consult the documentation that came with your computer or serial I/O card.

If this problem still persists contact the Virgin Games technical support staff.

SPEECH IS "CHUNKY", OR SPEECH BREAKS UP OCCASIONALLY

There are three possible reasons this could be happening.

Initially, your machine may not be fast enough to handle the large stream of data coming from the CD. Try running The 7th Guest in a lower resolution such as MCGA 320 x 200 x 256. You can set this in the Installation program.

Secondly, your CD ROM drive may be experiencing read errors while reading the CD. This can happen under two circumstances, the first being an actual faulty CD, and the second caused by improper handling of the CD. Make sure you treat your CD with care to avoid scratching it or getting fingerprints on it.

Another cause could be the actual CD drive itself. It is possible that after extended use of your CD, the laser in the drive may need to be re-aligned. Although this is rare, it could be the cause of the problem. The only possible solution would be to test the CD you are using on another CD ROM drive. If the disc exhibits the same problem characteristics, have the CD replaced. If the problem does not continue while using the same CD on a different CD drive or system, the problem is in your CD ROM drive, or its configuration.

Lastly, your CD ROM drive may not meet the MPC level 1 standard of a SUSTAINED 150k per second transfer rate, thus starving your machine of the data required to play The 7th Guest. In this case there is nothing you can do but upgrade your system to meet the minimum requirements of this product (The MPC Level 1 Standard). You may try running The 7th Guest in a lower resolution to reduce the processor needs giving the CD Drive more time to transfer the files to your machine's VRAM, although this is a last ditch solution.

NO MUSIC DURING THE OPENING SCENE

The first scene's music comes from a regular raw PCM data file on the second track of the CD, i.e.: If you place the T7G CD in a normal CD player you will hear the first scene's audio music. So if you are not getting any music during the opening scenes, your system is not running the CD audio music through your speakers correctly. Make sure you have your MPC system configured to play PCM Digital audio through your sound card, Midi Audio through your sound card and CD Audio straight off the CD.

NO SPEECH IS PLAYED AT ALL

If you don't hear narration or speech at the beginning of the game, and you did not encounter any problems during the Installation program, and did not receive the error "PCM HARDWARE NOT FOUND", the speech probably is playing but your system is not correctly configured to amplify this audio. Most likely you are using more than one sound card and are only hearing the audio from either the midi audio card or CD audio. Make sure you have the output of your PCM capable sound card running though your amplification system, or headphones.

INTRODUCTION STARTS BUT PROGRAM HANGS BEFORE INTRODUCTION FINISHES

This is mostly likely a DMA/IRQ channel problem with your PCM audio hardware. The system started and detected your sound hardware however, when your sound card requested a processor interrupt it probably was using the same IRQ channel as another card in your system. To avoid this problem read the "PCM HARDWARE NOT FOUND" section to resolve a potential hardware conflict.

THE GAME WORKED BEFORE BUT DOESN'T WORK ANYMORE

First, make sure that your CD drive is powered on. If that is not the problem, verify that your CD drive letter has not changed. If it has, you must edit the GROOVIE.INI file which should be in the drive and

directory you originally selected during the installation procedure. Use an ASCII editor to change the DATA DIR letter to your new CD ROM drive letter. Make sure the last character on that line is the backslash (\) character.

If you have an external CD ROM drive, make sure it is turned ON and one of the 7th guest's discs is inserted in the drive. Then check to see that you can do a directory on your CD ROM's drive letter.

A small piece of information regarding SCSI CD ROM controller cards. If you are using a program that is using files from a CD ROM and an error occurs on the CD ROM drive which causes you to either terminate that program or reboot your system, you should completely shut down or power off your system to reset the SCSI card. Some SCSI cards do not reset by pressing CTRL ALT DELETE or the RESET button. Make sure you turn off your computer, wait a few seconds, then restart your system with all appropriate drivers before returning to your CD drive.

THE VIDEO DISPLAY SPEED IS REALLY SLOW

Be sure that you are using a 16bit SVGA video card with at least 512k of video memory on the card. If you are using an 8 bit video The 7th Guest will be running SUBSTANTIALLY BELOW required video speed and you will have severe problems trying to run it. The 7th Guest requires a 16 bit SVGA video card to run properly.

You may want to try allocating more 2k buffers to your CD-ROM driver. The default buffer number is ten, try increasing this number to 20 in the MSCDEX command line found in your AUTOEXEC.BAT file.

Another way of increasing speed is to load MSCDEX into high memory. You can do this by adding '/e' to the end of the command line in your AUTOEXEC.BAT file. This will only work if you have a memory manager running.

GLOSSARY

16-bit Video Card This is a video card that can access memory through a 16 bit bus. You can identify a 16-bit card by the size of the edge connector on the video card. The edge connector is the place where the card actually fits into the computer (or technically where all the little tabs are). If this connector is in a two part series with first part roughly twice the size of the second, the card is a 16-bit card. If these tabs are only in one section, or not divided, the card is an 8-bit card. If you are using an 8-bit card your system's video speed is probably way below the recommended speed to play The 7th Guest.

ASCII American Standard Code for Information Interchange. Referred to as a ASCII based text editor in this document. This is a basic editing system mostly used to modify the config.sys and autoexec.bat files that a computer uses when starting up. If you are not familiar with editing these files it is strongly recommended that you use extreme caution when doing so, or better yet, have a trained professional modify your system for you.

Base I/O This is the base input and output address where a peripheral card, most likely a sound card, is located in a computer's hardware. This is similar to the address on your mail box, it notifies the computer where to send specific information to reach that card. Problems can arise if more than one card is using the same Base I/O port address. If more than one card is 'living' at that address, neither card can identify who the information is being sent for. This can result in major system failures. To avoid this make sure you aren't sharing any base I/O port addresses between any cards (the neighbours might complain).

Cache In this case we are referring to a Disk Cache. This is a place in memory where information from the CD can be put for fast retrieval. In this program if you are using and XMS memory driver the program will 'cache' up to 300k of data from the CD into memory. Then when the program needs that data it can retrieve it much quicker from memory than it can from the CD, thus allowing the processor more time to buffer in CD data or perform other functions.

DMA Direct memory access channel. Most personal computers have 3 different DMA channels. A DMA channel is used to quickly transfer large amounts of data within the computer. Although it is possible to share DMA channels with more than one device, these devices cannot use the same DMA channel at the same time.

Listed below are the typical DMA channels available in most 386 class machines.

DMA 1	Available
DMA 2	Disk Controller
DMA 3	Available

DMA channels come into concern in this program because of PCM audio that is used. This audio consists of large amounts of data that must pass through a DMA channel to be played fast enough. Make sure your sound card is using a DMA channel that no other devices are using in your machine.

Some examples of other cards that use DMA channels follow below:

Network Cards
SCSI Cards
Tape Backup Cards
Scanning equipment cards

If you have one or more of these cards in your computer, make sure you are not using the same DMA channel that the sound card uses. If you are not sure what DMA channels are used in your computer, check through all of the documentation you should have received when purchasing each of these cards.

IRQ# This is the interrupt request number that a card uses to communicate with the system board and processor. It is possible to share these numbers with other cards as long as the two cards are not operating the same time. For example IRQ 7, is typically used by the first printer port and can be shared with a sound card as it is highly unlikely that you will be printing at the same time you are playing music. Here are some typical reference IRQ#'s in 386 class machines:

IRQ3 COM2 serial port
IRQ4 COM1 serial port
IRQ5 Available
IRQ6 Disk Controller
IRQ7 LPT1 first printer port

Try to avoid sharing IRQ# with your sound card if possible.

Local Bus Video This is a communication bus that operates substantially faster than most standard ISA bus's common in most computers. The VESA standard local bus is an extremely fast bus which can be used for Hard Disk and Video access. If you have a machine with a Local Bus in conjunction with a local bus video card you should have no problems running The 7th Guest in SVGA mode. Other Local Bus type architectures are Micro Channel and EISA.

MCGA This is a lower resolution video mode (320 x 200 x 256) which The 7th Guest supports if higher resolution SVGA mode not available through your hardware. Although this is a possible video mode to run in, the product was designed to run on fast systems that can support SVGA video modes. If your system does not operate effectively in SVGA modes you should consider upgrading your system to higher specification level.

PCM PCM audio hardware is the sound card in your system that is used to playback Digital Audio. All of the speech in The 7th Guest is in a compressed version of the PCM data format.

SCSI This stands for Small Computer Systems Interface (pronounced scuzzi). This is a typical interface that CD-ROM drives and some hard disk cards use. It is a fast way of transmitting data from an external device to the computer. SCSI interfaces are also common on MPC compatible sound cards.

Serial Port This is another communication port that small computers use. Items such as mice, and modems typically operate via a serial port. Make certain that if you are using a serial mouse it does not have any software conflicts with the sound card you are using.

SVGA This is the preferred video mode that The 7th Guest supports. This mode runs in a rather high resolution (640 x 480 x 256). Although using this mode requires a fast computer with a fast video card, SVGA is recommended for use with this product. If your system is not fast enough to support this mode, we suggest that you upgrade your system to a higher specification.

VESA Because of the many different kinds or PC equipment available in the market today, standards are hard to find. A committee developed the VESA standard to help ensure software and hardware compatibility with products that are available now, and also in the future.

XMI XMI audio hardware is the sound card in your system that will be used to play midi music, or background music. When used in conjunction with PCM hardware you are able to play both speech and music concurrently. This can give entertainment products such as The 7th Guest a very satisfying value when used effectively.

XMS This is the high memory that is located above the standard conventional 640k memory. If you are running a high memory manager such as HIMEM.SYS, QEMM386, etc., The 7th Guest will detect this extra memory and use it for disk caching. Doing this will help reduce processor time needed to play the 7th Guest reducing the possibilities of slow down or audio break-up on slower systems.

CREDITS

Game Concept and Design ..... Graeme Devine and Rob Landeros
Script Written by ..... Matthew Costello
Lead Artist ..... Robert Stein III
Trilobyte Producer ..... David Luehmann
Executive in Charge of Production ..... Dr. Stephen Clarke-Willson
Creative Consultant ..... David Bishop
Music Composed and Produced by ..... The Fat Man and Team Fat
Video Production ..... Image Grafx in association with
Rogue River Motion Picture Company
Sound Engineering ..... Staunton Studios
Principal Actors
- Stauf ..... Robert Hirschboeck
- Tad ..... Douglas Knapp
- Brian Dutton ..... Michael Pocaro
- Edward Knox ..... Larry Roher
- Elinor Knox ..... Jolene Patrick
- Martine Burden ..... Debra Ritz Mason
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THE 7TH GUEST SOUNDTRACK ALBUM

by George Alistair Sanger, The Fat Man

When used with the conventional audio CD player in your stereo system, the second disc of The 7th Guest will play like a normal music CD.

1. **Chapel Pain**

This is the first time Team Fat sang together, and we were all pretty surprised. We had no idea it would sound this good.

2. **The Game**

Nobody asked me to record this tune, but then again, they didn't ask me not to record it either. The theme ("Short Intro") had turned itself into a rock piece in my mind, and had grown lyrics on its own. At first they seemed to be from the point of view of a guest coming to the home of a Stauf/Dr. Loveless/ Scaramanga villain. "Welcome to my little 'game room,' Mr. Bond." Later, I realised the song was from the point of view of a game player looking forward to the next generation of entertainment. I felt I had to share that. The song features Robert Harrison on both high and low vocals, with me whispering. Robert's band, Cotton Mather, is very good, by the way, and not too scary. About that weird intro: I asked Matt Costello how he wanted his lyrics pronounced for "Chapel Pain," the preceding tune. What you hear is his reply, from my phone machine, played at two different speeds.

3. **Dolls of Doom**

Elinor's soap-opera theme on strings with music box accompaniment is also a counter melody to Temple's theme, which is the Game theme played on bowed glass with a circus organ background. Here we hear them together, at the saddest moment in the script. The more African style comes into play when death and/or Stauf's "magic" are a big influence on the drama.

4. **Coffin Game**

African-style death-oriented boogie. I dare you to form a band that plays this style.

5. **Ghost of Didley**
Every collection needs a tune based on this rhythm.

6. **Misc. Scary**
I put this together quickly because Trilobyte needed some music to show Virgin, and most of the sketched I had given them were more fun than creepy, like "Bedspread" and "We're the Ghosts." I wanted to make sure they knew I could do scary if I had to.

7. **Bedspread**
Burden's theme, the tramp. What could be more fun, sexy and frightening than a tango? Of course, it's just the Game theme again, but here you can dance to it.

8. **All The Guests**
The individuals' themes come and go, emphasising the direction of the dialogue. Listen for Burden's muted trumpet, and the "What's that sound?" phrase of "Skeletons in my Closet" for Heine. My favourite is Temple's bowed glass getting shut down each time he's interrupted. Dutton's oboe dominates at the end as his summary of the situation captures the attention of the others. When he giggles ". . . or herself," the short phrase on muted trumpet tells us he's thinking specifically about his romantic designs on Burden.

9. **Downstairs Puzzles**
Originally the main walking around music, inspired by the very cool, creepy Twilight Zone episode in which a slot machine follows a guy named Franklin around, calling his name. Don't ask me about the second half. I don't know where it came from, and I don't why it works.

10. **Doorbell**
Used to be the bridge to the Game theme, but there was no place in the game for a version of the theme long enough to have a bridge. Became Stauf's theme. It's based on the sound of a doorbell.

11. **Piano Fight**
The script calls for a fight in which disembodied hands bang away "wildly, insanely" at the keyboard. Once the rest of the music was composed, I wildly, insanely step-entered a bunch of random notes.

12. **We're the Ghosts**
Yet another restatement of the Game theme. I figured there'd be a place in the game for this somewhere. Graeme likes Disneyland, and this tune is a bit like the music in the Haunted Mansion.

13. **Short Intro**
The first statement of the game theme.

14. **Foyer Entrances**
The first statement of all characters themes and instruments.

15. **Skeletons in my Closet**
A good tune by brother Dave, and a wonderful performance by Kris, who can sing anything. The remarkable aspect of this and The Game is the way in which new technology helped us get comfortable, spooky basic tracks. For complex reasons involving the properties of digital multi-track, Drum triggers, MIDI, and the inverse square law, we were able to dispense with the usual time-consuming and distracting recording procedures. We only took a half hour to set up, took a long lunch, and learned and cut both tracks in a couple of hours. Basic tracks were recorded in a jammin' environment, with no isolation booths and no headphones, and very little to think about other than listening to each other and getting the feeling right. This is the second time Team Fat sang together, and I think it shows some improvement.

NOTE: Tunes 3-12 and 14 are played on Roland Sound Canvas alone, with no additional instruments, and only a little signal processing. The quality of this sound card is self-evident, and that's why we chose to support it despite the fact that, at the outset of this project, there were very few such cards in the field.