

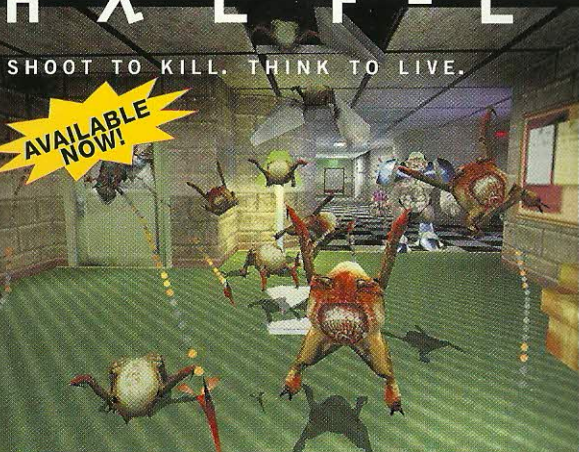
shoot, run, shoot, shoot, run, shoot, run, shoot, shoot, shoot, run, run, run,  
shoot, run, turn, turn, run, run, run, run, run, run, shoot, run, shoot, shoot, run,  
run, run, run, shoot, run, run, run, run, shoot, run, run, shoot, run, run

bored yet?

# HALF-LIFE

SHOOT TO KILL. THINK TO LIVE.

AVAILABLE  
NOW!



run, stop, hear soldiers flanking you, retreat, lead scientist to retinal scanner, duck under gun turret's fire, loot enemy corpse, cut power lines, turn on flashlight, sneak past four-story alien, break through window, surprise squad of soldiers, aim, shoot, kill...



SIERRA

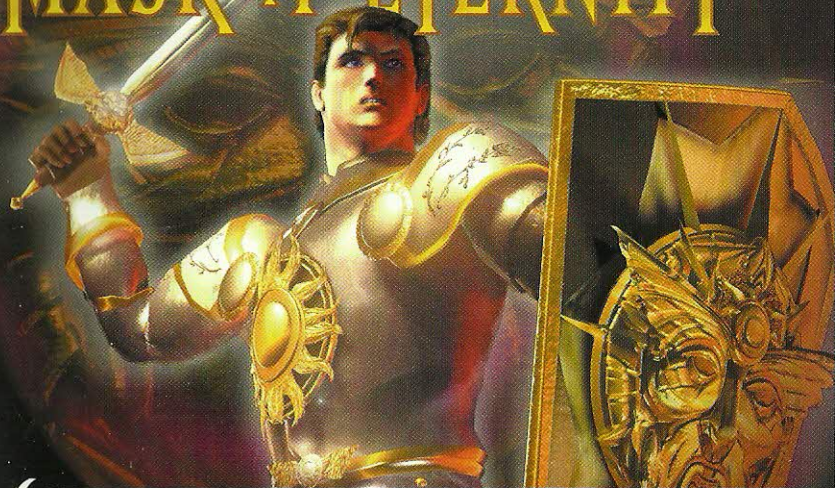
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ROBERTA WILLIAMS'

# KING'S QUEST

## MASK OF ETERNITY™



SIERRA™

S0013881 ENGLISH



## Installation

Start Windows 95/98.

Insert the **King's Quest: Mask of Eternity** disk into your CD-ROM drive. If you have disabled AutoPlay, click on the start button, select [Run].

Type "D:\SETUP" and press [ENTER].

(If your CD-ROM is not named "D:", substitute its letter instead.)

## Main Menu

### New

Click on this or press [ENTER] with the "Mask" icon next to it to start a new game.

### Load

Click on this or press [ENTER] with the "Mask" icon next to it to go to the load game screen. Once there, you can load a previously saved game.

### Save

Click on this or press [ENTER] with the "Mask" icon next to it to go to the save game screen. Once there, you will be able to save your current game and/or multiple games.

### Options

Click on this or press [ENTER] with the "Mask" icon next to it to go to the options screen. Once there, you will be able to set many of the game settings.

### Replay Intro

Click on this or press [ENTER] with the "Mask" icon next to it to watch the opening movie. Once the movie starts, you can exit it by clicking or pressing [ESC].

### Quit

Click on this or press [ENTER] with the "Mask" icon next to it to quit the game.

### Back to Game

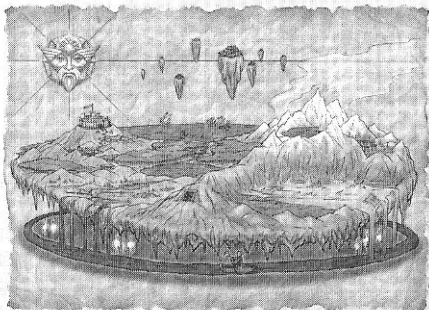
Click on this or press [ENTER] with the "Mask" icon next to it to return to a currently running game.

### Options Menu

Here you can select a number of different game options. When you first install the game, the install will attempt to set all the options specifically for your machine based on your hardware. Here's what can be adjusted: Graphics: This will take you to a new screen where you can adjust your graphic options.



## Graphics Mode



The three graphic modes available are Direct Draw, Direct 3D, and 3DFX. If you have a 3DFX card, Direct 3D will be grayed out as you'll want to run in 3DFX mode. If you don't have a 3D hardware accelerator then both 3DFX and Direct 3D will be grayed out. (Note: Some 3D cards don't support the full set of 3D features required for **King's Quest: Mask of Eternity**. For more information about this, check the readme file.)

**Resolution:** 640 x 480 is available in all modes. 800 x 600 is available ONLY to Direct 3D and 3DFX and then ONLY if your card has at least 4 megs of available texture ram.

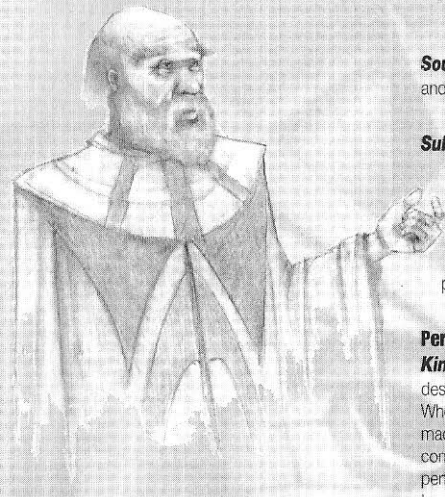
**Dynamic Lighting: On/Off.** This feature is suggested only for Pentium II/266 or faster. This makes many of the lights in the world dynamic, effecting the objects near them.

**Connor Shadows: On/Off.** Available in all modes, this casts a shadow from Connor.

**Monster Shadows: On/Off.** This feature is ONLY available if you are running in Direct 3D or 3DFX mode. Like Connor's shadow, this will cast a shadow from all monsters.

**Character Shadows: On/Off.** Available in all modes, this casts a shadow from all characters.

**Object Shadows: On/Off.** This feature is ONLY available if you are running in Direct 3D or 3DFX mode. Like Connor's shadow, this will cast a shadow from many of the objects in the world.



**Sound Volume:** Individually for music, sound effects, and speech.

**Subtitles: On/Off.** Take a guess . . .

**Help Getting Started: On/Off.** This will turn on or off the "help" dialogs that pop up throughout playing Daventry (the first land). These are very useful if this is your first time playing the game.

**Performance Issues:**

**King's Quest: Mask of Eternity** has been designed with lots of options you can turn on or off. When the game is installed, we try to look at your machine and set up what we think will be the best configuration balanced between look and performance. If you feel the game is running slow, try turning off some or all of the options. The cost to performance in order of options is: Dynamic Lights, Object Shadows, Monster Shadows, Character Shadows, and, lastly, Connor Shadow. (For more information check the readme file.)

**Brightness:** Allows you to set how bright the game looks on screen. If this option is grayed out, then your card does not support this kind of gamma control.

**Keyboard:** This will take you to a new screen that will allow you to remap a number of the game key controls.

**Credits**



**Mask**

**Designer/Writer**  
Roberta Williams

**Producer/Director/  
Co-Designer**  
Mark Seibert

**Team**

**Art Director**  
Jason Piel

**Animation Director**  
Jason Zayas

**Programmers**  
Adam Szofran  
Alan Clark  
David Wenger  
Jeff Orkin  
Jeff Pobst  
Jim Edwards  
John McKinnie  
Scott Bodenbender

**3D Artists**  
Barry Sundt  
Bob Munsil  
William Todd Bryan

**Animators**  
Ethan Walker  
John Piel  
Marc Vulcano  
Ray Bornstein

**Quality Assurance Lead**  
Jennifer Keenan

**Sound FX & Additional  
Music**  
Ben Houge

**Additional help from**  
Al Eufasio  
John Shroades  
Layne Clifford  
Mark Martino  
Mikhail Agadzhanov  
Rob Kenny  
Steve Conrad  
William O'Brien

**Additional Credits**  
**Voice Director**  
Roberta Williams  
Mark Seibert

**Voice Casting**  
Roberta Williams  
Mark Seibert

**Voice Auditions**  
VoiceCaster  
Burbank, CA

**Voice Recording**  
Hollywood Recording Services

**Voice Recording Engineer**  
Mark Howlett

**DREAMS Software  
Specialist**  
Ben Houge

**Original Music Composed  
& Performed By**  
Kevin Manthei  
Ben Houge  
Mark Seibert

**Opening, Closing and  
Flight to Temple Movies**  
Digital Post Graphics  
Seattle, WA

**Packaging**



Dan Amdur  
Jim Veevert

**Documentation**  
Mark Seibert  
Cheryl Sweeney  
Roberta Williams

**Quality Assurance Manager**  
Gary Stevens

**Assistant Manager**  
Ken Eaton

**Lead**  
Bernadette Pryor

**Engineer**  
Erinn Hamilton

**PC Technician**  
Pat Callahan

**Compatibility**  
Byron Hummel

**Analysts**  
Ishmael Burnis  
Julie Bazuzi

Marc Nagel

Kate Powell  
Noel Prude

**Beta Testers**  
Kate Ashley  
Chris Canavan  
Alan Chan  
Lars Christen  
Robert Glover  
Mark Goodman  
Chris Kateff  
Geoff Keighley  
Noah Koontz  
Linda Lindley  
Wes Litt  
Tom Marley  
Sherry Marshall  
Steve Martin  
Jeff Miller  
Michael O'Brien  
Michael Piontek  
Della Rodgers  
Mike Shavelson  
Charles Solen  
Corey Vanderlaan  
Robin Ward  
Stuart Young

**Cast**

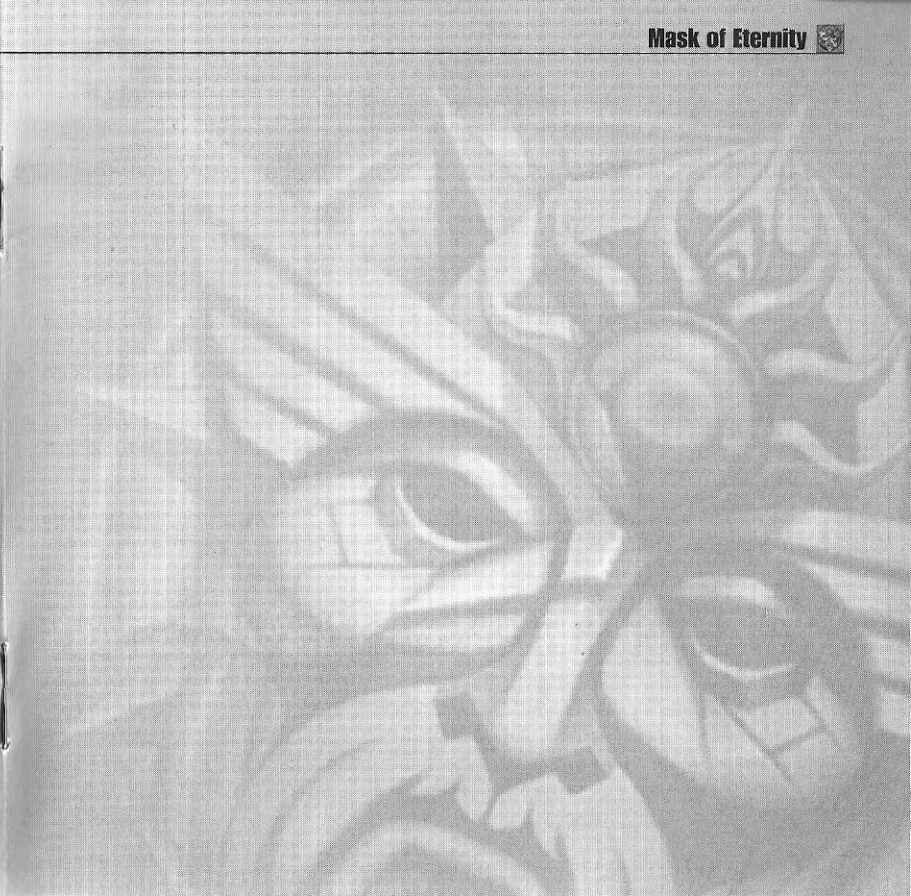
Ben Houge  
Bill Farmer  
Daran Norris  
Jan Rabson  
Jennifer Darling  
Jim Ward  
Kevin Richardson  
Kirsten Seibert  
Mary Kay Bergman  
Neil Ross  
Nick Jameson  
Philece Sampler  
Richard Horvitz  
Scott Bullock  
Tasia Valenza

Ferryman, Skeletons  
Weirdling tradesman, King Gryph  
King Graham, Weapon Seller Gnome, Ice Lord  
Crystal Mystic, Henchman  
Swamp Wisp, Lady of the Lake, Unicorn/Ugly beast  
Unseen Voice, Armor Seller Gnome, Hillman  
Prophet Tree, Lord Azriel, Lucreto  
Gwennie  
Swamp Witch, Apothecary Gnome  
Spirit Knight, Archon, Wizard  
Daventry Official, Sage Gnome  
Swamp Wisp, Queen Freesa  
Swamp Wisp, Ice Orc Foot Soldier, Skeleton  
Connor, King Mudge  
Sylph, Sarah



**Special Thanks To**

Mark Hood, Scott Lynch, Jim Murphy, Zippy the  
Incredibly Inflatable Spitting Wonder Llama,  
The World Famous Talking Bear,  
--and all the moms, dads, husbands, wives,  
girlfriends, boy friends, & significant others  
without whom this game would have been  
completed months earlier.





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**Fax: (0118) 987 5603**

Lines open 24 hrs, 365 days a year, using our automated technical support attendant. This system includes answers to all commonly posed questions and problems with our new and major titles. It is set up in a friendly and easy to use menu system that you navigate through using a touch tone telephone. This service will also allow

you to automatically receive by fax technical troubleshooting documents about the games you are having trouble with, even in the middle of the night! If the answer to your question is not in our automated system, then you will be transferred to a technician between the hours of **9am and 5pm Monday to Friday.**

Here are some key-presses that will allow you to navigate through our automated attendant. Note that these are the standard letter assignments that are given to UK telephones so if your phone has letters on the keypad, please use them instead:

2: A, B, C	3: D, E, F	4: G, H, I	5: J, K, L	6: M, N, O	7: P, R, S	8: T, U, V	9: W, X, Y	0: Q, Z
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Before you call our technical support lines, please check that you have read the Readme file included on the game disk #1. You may well find a very quick answer to the problem that you are facing as these files contain answers to most common problems. If the answer is not here, make sure you have precise details of any error message that you receive, and details regarding the specifications of your computer before you call us, as this will help us in giving you a faster and more efficient service.



Please return this card to us for registration



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**Email:** \_\_\_\_\_

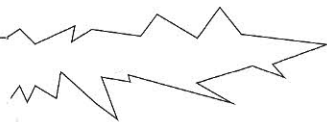
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**Mask of Eternity**

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