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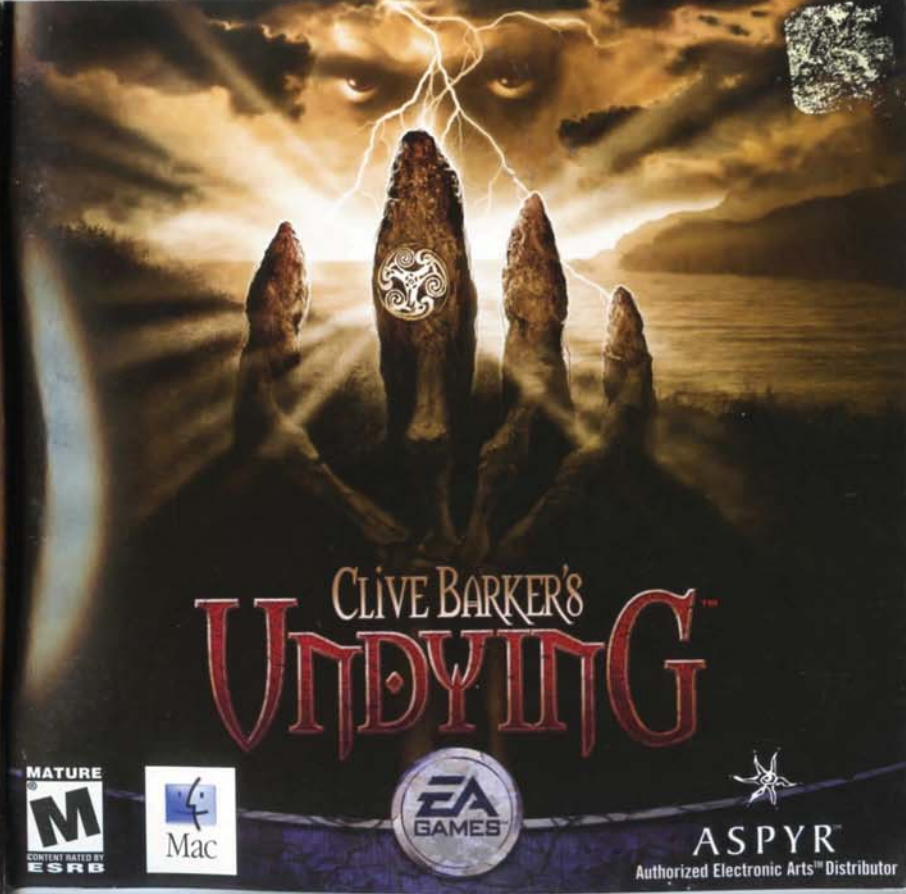
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CLIVE BARKER'S UNDYING™

INSTALL & GAMEPLAY GUIDE

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INSTALL GUIDE

SYSTEM REQUIREMENTS

MINIMUM CONFIGURATION

- Mac OS 8.6, 9, X or later
- 400 MHz G3 processor or faster
- 96 MB of RAM
- 600 MB of free hard drive space
- 16 MB 3D accelerator video card (Rage 128 or better)

INSTALLING THE GAME

To install *Clive Barker's Undying*:

1. Insert the Clive Barker's Undying CD into your CD ROM drive.
2. Double-click the icon on your desktop and double-click the "Undying Installer."
3. Read the Installation Notes.
4. After the installation process, a new folder named "Undying" will be created on the drive you selected in the installer. Please be sure to check out the file called "Undying Read Me" for the latest news on the game.

STARTING THE GAME

To start *Clive Barker's Undying*:

1. Insert the Clive Barker's Undying disc in your CD drive.
2. Play Clive Barker's Undying by double-clicking the "Undying" application on your hard drive.

GAMEPLAY GUIDE

INTRODUCTION

The year is 1923. Patrick Galloway, a rugged adventurer and investigator of the supernatural, has been summoned by an old friend, Jeremiah Covenant, to his family estate in Western Ireland. Nearly a quarter of a century earlier, Jeremiah and his younger siblings had performed an ancient ritual at the Isle of the Standing Stones. As a result of an innocent incantation, the Covenant siblings unleashed a horror beyond comprehension. Now on his deathbed, Jeremiah knows that Galloway is his last chance to contain the deadly curse and purge the evil from the Covenant Estate.

Playing as Galloway, you begin your quest just outside the mansion. Before proceeding, take a few minutes to master the basic moves and study your inventory, for upon entering the mansion, you will be thrust into a terrifying world of violence and horror. Once inside, there is no turning back.

MAIN MENU

Upon starting the game, the Main Menu appears.

*NOTE: Default settings appear in **bold**.*

NEW GAME

Select a difficulty level (EASY, MEDIUM, NIGHTMARE) and start a new adventure.

VIDEO

Adjust your visual options. (Screen Resolution, Color Depth, Brightness, etc.)

AUDIO

Set your aural options. (Voiceover, Ambient and Sound Effects volumes)

NOTE: To activate a change in the HIGH QUALITY SOUND the user must turn the feature ON/OFF, quit the game, then restart for the change to take effect.

CONTROLS

Configure your desired control settings.

LOAD/SAVE

Load a saved file, delete saved game files, or save your current adventure.

WEBSITE

Access the official game web site: undying.ea.com.

CREDITS

View the credits for *Clive Barker's Undying*.

QUIT

Abort your current game and return to the desktop.

BACK TO GAME

Resume your adventure.

You can access the Main Menu at any time from gameplay to take a break or adjust options.

- To pause your adventure and access the Main Menu, press **ESC**. The Main Menu appears.

DEFAULT CONTROLS*

*2-button scroll mouse not required and can be reconfigured at a player's discretion.

MENU

ACTION	CONTROL
Activate highlighted item Button	Left Mouse*

GAMEPLAY

ACTION CONTROL	PRIMARY CONTROL	ALTERNATE
Look	Mouse Movement	
Move Forward/Back	↑/↓	W/S
Step Left/Right	←/→	A/D
Jump	CONTROL	
Duck	SHIFT	C*
Sneak (toggle ON/OFF)	K	
Using Items, Weapons & Spells		
Use Inventory Item	RETURN	Q
Cycle Inventory Items	F/V	I/I
Weapon Fire	Left Mouse Button	INS

Weapon Select	DEL	E
Weapon Action	OPTION	CAPS LOCK
Cycle Weapons	1/2	Mousewheel*
Use Spell	Cmd-Click Mouse*	HOME
Spell Select	END	R
Cycle Spells	3/4	
View Journal	F3	
Quick Save	F6	
Quick Load	F7	
Take Screenshot	F9	

- For more info, ► *Items, Weapons & Spells* on p. 8.

NOTE: Go to the Controls Menu from the Main Menu to customize your gameplay controls.

ADDITIONAL CONTROLS (CAN BE MAPPED TO KEYBOARD OR MOUSE)

Turn Left/Right, Look Up/Down, Mouselook (toggle), Strafe Modifier, Center View, Individual Weapons/Spells, and Load Phosphorus/Silver Bullet Ammo

GAME SCREEN

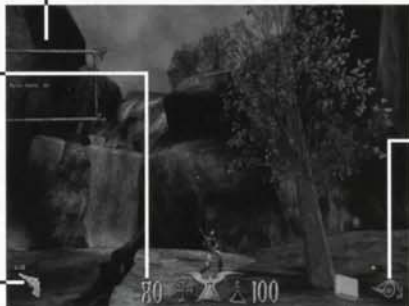
HEALTH METER: THIS METER INDICATES THE AMOUNT OF GALLOWAY'S REMAINING HEALTH. WHEN THE METER READS "0", GALLOWAY MUST RESTART HIS ADVENTURE FROM THE MOST RECENTLY PASSED CHECKPOINT

CURRENT WEAPON: THIS ICON INDICATES THE WEAPON GALLOWAY IS CURRENTLY HOLDING

FLIGHT INDICATOR: THIS ICON APPEARS WHEN GALLOWAY ACQUIRES A FLIGHT SPELL.

MANA METER: THIS METER DISPLAYS THE AMOUNT OF GALLOWAY'S REMAINING MANA. MANA IS USED TO POWER THE SPELLS IN GALLOWAY'S COLLECTION. ONCE A SPELL IS COMPLETED, THE MANA METER BEGINS TO REGENERATE

INVENTORY: A LIST OF INVENTORY ITEMS GALLOWAY IS CARRYING.



SPELL INDICATOR: THIS ICON DISPLAYS WHICH SPELL GALLOWAY CURRENTLY HAS SELECTED. THE NUMBER OF DOTS ABOVE THE SPELL ICON INDICATES THE SPELL'S POWER LEVEL. WHEN HOLDING THE GEL'ZIABAR STONE, A GREEN DOT ALSO APPEARS, BOOSTING THE SPELL'S POWER

UNREAD JOURNAL: THIS ICON INDICATES THAT GALLOWAY CURRENTLY HAS A NEW JOURNAL ENTRY TO READ

ITEMS, WEAPONS, AND SPELLS

Throughout his adventure at the Covenant Estate, Galloway must overcome a wide variety of demons and other horrific foes. Fortunately for him, there are a number of useful items, deadly weapons, and powerful spells at his disposal.

You begin the game with a few items, but more can be found throughout your quest. The following is a brief description of each item, weapon, and spell at Galloway's disposal.

ITEMS



AMPLIFIER STONES

These are some of the most important items in the game, as they allow Galloway to boost the power of his spells. When Galloway uses a stone, the current spell is boosted permanently by one level.



HEALTH PACK

Spread throughout the game are a number of critical Health Pack power-ups that come in varying shapes and sizes. These items are stored within Galloway's inventory and can be used to restore points to his Health meter.



DYNAMITE

Dynamite sticks are powerful explosives that can be tossed at enemies to inflict concussive damage or at walls to open new passages.



ARCANE WHORLS

When collected, these mystical tattoos increase the recovery rate of Galloway's Mana.

MANA WELLS



When collected, these amulets increase the amount of Mana Galloway can hold at any given time.

ETHER TRAPS



Ether Traps allow Galloway to tap into an ethereal plane of existence and temporarily snare enemies within another dimension.

BULLET AMMUNITION



This is the standard ammunition for the Revolver.

SILVER BULLETS



This is special ammunition for the Revolver that can be used to inflict damage on magical foes.

SHOTGUN SHELLS



This is the standard ammunition for the Shotgun.

PHOSPHORUS SHELLS



This is special ammunition for the Shotgun that can be used to transform the weapon into a short-range flame-thrower.

WEAPONS

Galloway possesses a powerful arsenal for combating the evil he will encounter throughout the Estate. He starts the adventure with both the Revolver and the Gel'ziabar Stone, but more weapons can be found along the way.

Certain weapons have secondary abilities, when toggled with the Weapon Action key. The abilities are listed below.

- It is best to avoid harming innocents with your weapons, conventional or otherwise.

REVOLVER



This is a standard six-shooter. If loaded with Silver Bullets, the Revolver can hurt foes that are not fazed by standard ammunition. Use the Weapon Action key to reload the Revolver at any time.

GEL'ZIABAR STONE



The Gel'ziabar Stone is a magical artifact that was found by Galloway during World War I. While holding the stone, Galloway's spells are amplified by one level and he will receive visual clues when to use his Scrye spell. The stone is also capable of producing a non-lethal shockwave attack that knocks back enemies.

MOLOTOV



When using this weapon, Galloway can toss lethal, short-range fire bombs for excellent damage.

PHOENIX



This weapon allows Galloway to summon a mystical, fiery Phoenix that can be guided towards a target to inflict massive damage. However, while Galloway is guiding the Phoenix, he is completely vulnerable to enemy attacks.

SPEARGUN



This is a quiet, long-range weapon that can also be used underwater. The Speargun can be used with a Lightning spell for an even more powerful attack. The Weapon Action key can be used to zoom in or out for long-range accuracy.

SHOTGUN



The double-barreled shotgun is a powerful weapon, especially at close range. If loaded with Phosphorus Shells, the Shotgun converts into a short-range flame-thrower. Use the Weapon Action key to toggle between single- or double-barrel shots.

TIBETAN WAR CANNON



This ancient weapon has the ability to launch orbs of cold. These orbs can be used to slow enemies or freeze small patches of water.

SCYTHE OF THE CELT



This is a long, curved single-edged blade with a handle, used to battle enemies at close range. It has the unusual ability to separate a soul from a mortal shell, making it an effective weapon to use against the siblings. Use the Weapon Action key to toggle between a normal or more frenzied Scythe attack. In Frenzied mode, Galloway can steal health from fallen enemies. However, remaining in Frenzied mode for a prolonged period of time costs him Mana points.

SPELLS

A man of many talents, Galloway is a master of the Occult. In addition to his weapons, Galloway has the ability to cast a variety of magical spells. To use a spell, Galloway must have the spell in his collection. He must also possess an appropriate amount of Mana.

SCRYE



This spell allows Galloway to witness events from the past and see things invisible to the naked eye. Scrying is also useful in dark areas, as it illuminates the surrounding area. At a higher level of amplification, Galloway will be able to lengthen his ability to scrye.

ECTOPLASM



This short-range attack spell fires spectral bursts, which are effective against supernatural enemies. At a higher level of amplification, Ectoplasm has the ability to penetrate thin walls and corners.

SKULL STORM



This unique spell allows Galloway to exhume fiery skulls from the ground and send them hurtling towards enemies. The skulls shatter into fragments and can generate heavy damage. At a higher amplification, Galloway can launch more than one skull at his enemies at a time.

LIGHTNING



This spell allows Galloway to project powerful bolts of lightning at an enemy. At a higher level of amplification, it will strike multiple enemies.

INVOKE



This spell allows Galloway to re-animate creatures that he has defeated to fight in his place. The greater the amplitude of this spell, the more powerful the creature that Galloway will be able to bring back to life.

DISPEL MAGIC



This spell can be used to neutralize certain forms of magic and can counteract the effects of spells that Galloway may be experiencing. At a higher level of amplification, Dispel Magic can be used to neutralize more powerful forms of magic used against Galloway.

SHIELD



When cast, the Shield spell protects Galloway from all forms of physical and magical attacks. At a higher level of amplification, the amount of damage it protects against is increased.

HASTE



This spell temporarily increases Galloway's movement and attack speed. At a higher level of amplification, Galloway's speed is increased and the spell lasts longer.

FLIGHT



This spell allows Galloway the limited ability of flight within the magical realms he explores. Once acquired, this spell is activated by jumping.

FAVORITE WEAPONS & SPELLS

On the Weapon Select or Spell Select Hud, it is possible to designate favorite weapons or spells, making them easily accessible during gameplay.

To set two favorite weapons:

1. Click and hold **[DEL]**. The Weapon Select Hud appears.
2. On the Weapon Select Hud, right-click two of your favorite weapons. Your selected weapons now appear highlighted in blue.

To toggle between selected favorite weapons during gameplay, click **[DEL]**.

To set two favorite spells:

1. Click and hold **[END]**. The Spell Select Hud appears.
2. On the Spell Select Hud, right-click two of your favorite spells. Your selected spells now appear highlighted in blue.

To toggle between selected favorite spells during gameplay, click **END**.

JOURNAL ENTRIES

At various times throughout the game, Galloway acquires different forms of information, which are stored in his Journal. Once acquired, the entry icon appears on the Game Screen, near the Mana Meter, and is available to read on the Journal screen. (► *Game Screen*, p. 8).

To access the Journal screen, press **F3**.

LOADING AND SAVING GAMES

Clive Barker's Undying allows you to save the progress of your adventures in the Covenant Estate.

To load saved player game data:

1. Select LOAD/SAVE on the Main Menu. The Save/Load screen appears.
2. On the Save/Load screen, highlight a saved game file then click LOAD. The saved game data loads.

To save player game data:

1. Select LOAD/SAVE on the Main Menu. The Save/Load screen appears.
2. On the Save/Load screen, highlight a slot then click SAVE. The current game data is saved.

To delete saved players game data:

1. Select LOAD/SAVE on the Main Menu. The Save/Load screen appears.
2. On the Save/Load screen, highlight a save slot you want to remove, then click DELETE. The file is deleted.

CREDITS

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CLIVE BARKER'S
UNDYING

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TECHNICAL SUPPORT

CUSTOMER SUPPORT

You should read through the manual and the read me file on the CD before contacting Aspyr Technical Support.

Please ensure that your computer meets the minimum system requirements that are listed on the bottom of the box. Our Technical Support representatives will not be able to help customers whose computers do not meet these requirements. So that we can better help you, please have the following information ready:

- Complete product title
- Exact error message reported (if any) and a brief description of the problem
- Your computer's processor type and speed
- Amount of RAM
- Make and model of your video card
- Speed of your CD-ROM or DVD-ROM
- Operating System

NOTE: Please do not contact Technical Support for hints/codes/cheats; only technical issues.

NOTE: Internet/e-mail support is handled in English only.

INTERNET:

<http://www.aspyr.com/support>

Our support section of the web has the most up-to-date information available, including patches that can be downloaded free-of-charge. By selecting the game you are inquiring about, you can view the Top Solutions for the game to date.

One of the best ways for you to help us is through the use of our ONLINE SPORT FORM, which is a link available on our web site's Support Page.

E-MAIL:

support@aspyr.com

You can also email our Technical Support representatives directly at the email address provided above. Please ensure that you include all of the bulleted information asked above for the computer you are running the program from. A response may take anywhere from 24-72 hours, depending on the volume of messages we receive and the nature of your problem. During the first few weeks of a game release and during the holiday season the response time may take a little longer.

PHONE:

(512) 708.8100

(512) 708.9595 fax

Contact a Technical Support Representative at the number provided above, between the hours of 9:00am and 6:00pm (Central Standard Time), Monday through Friday, except holidays. When calling, please make sure you are in front of your computer with the power on and all the bulleted information asked above.

ASPYR CREDITS

Aspyr would like to give special thanks to Clive Barker, Linda Chaplin, Shannon Salinas and Sue Garfield and all the hardworking folks from Electronic Arts

Thanks to Mac programmer Glenda Adams and the hardworking Westlake Interactive team for their great work.

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