OBSIDIAN™

OBSIDIAN

SEGASOFT

DEVELOPED BY

ROCKET SCIENCE

KIDS TO ADULTS

K·A

CONTENT RATED BY
ESRB

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Contents

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

Macintosh System Requirements

PowerPC 601 or 604 CPU, or a

Performa 6260 or better

80MHz or faster

System 7.5 Update 2.0 or later

4X CD-ROM drive

16-Bit 640 X 480 display

1MB Video RAM

16MB RAM (20MB or more strongly recommended)

20MB of free hard disk space

Macintosh Installation

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

Double Click on the OBSIDIAN Installer icon and follow the on screen installation procedures.

Windows System Requirements

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

16MB RAM

16 bit video (2 MB Video RAM strongly recommended)

Sound Blaster 16 or compatible (Sound Blaster AWE32 strongly recommended)

4X CD ROM drive

20MB of free hard disk space

Windows95 Installation

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 NEXT to begin the installation process.

Select EXIT if you don't want to install the game at this time.

To play OBSIDIAN, after it is installed click on Start, click on Programs, click on SegaSoft, then click on the OBSIDIAN icon.

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 in the direction you want to go, click once to go there. Generally as 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 usually 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.

• **Restart, Restore, Save As, 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.
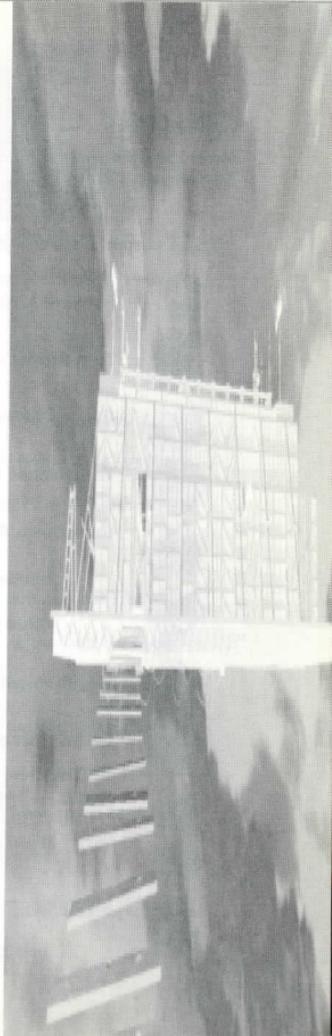
About the Icons

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 forward.

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 the 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 icon 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 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.

Note: The Control Panel cannot be accessed in certain puzzles.

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 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,

     click the mouse button,

     then press Enter or click the

     Open button.

3   In a few moments, the game

     appears on screen. You are now

     standing precisely where you

     were when you saved 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 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.

Time Puzzle

To reach the puzzle, go to the light again 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 clocks working, reset the machine to its original state, then set the knobs as follows:

• Turn the sun dial clockwise two clicks.
• Turn the moon dial counterclockwise two clicks.
• Turn the earth dial counterclockwise one click.
• Start the machine.

Phone Puzzle

Use the "Limitation" document to help visualize the unfolded cube in its original three dimensions.

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 maze), and the right slider dead center on the Chief's office.

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.

The Final Climb

You have exhausted all standard and elite methods of reorientation, yet you have not been able to meet the Chief with "your feet on the ground." 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.

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.

Facing the library, enter it on the right side. Then, travel down the re-orientation ramp and change your gravity. You will then be standing on what used to be a wall.

To leave the library and arrive at another orientation, you must climb the book ladder.

Then, find your way into the elevator and ride it on its back.

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.

Cubicle Maze

Pay careful attention to what cards you gain
3, 6, 5, 8, 9, 6, 9, 6, 6, 9,
6, 5, 2, 1, 4, 1, 4, 7
and lose at each cubicle.

In order to access Pre-Approvals, you need at least three black cards.

Get your document stamped at Pre-Approvals and leave the maze. Go back to the Nexus Face.

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:

Main Entrance	
1	
2	3
4	
5	6
7	
8	9

Rocket Science Games

Creative Director
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Producer
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Interactive Story & Design
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All-Star Pictures

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Voice Over Recorded at
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Archive Films, Inc.

An Extra Special Thanks to
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Conductor QA Lead
David Schultz

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Jamal Jennings, Ben Davis,
Sean McGrath, Roy Oakes, Leah
Beth Tomanek, Eric Moser

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

Vidbots
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Cushnir, Jym Dingler,
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Pam Fusco, J.S. Gilbert, Scott Kim,
Peggy Koorhan, Tom Laskawy,
Blake Leyh, Lani Minella, Veronica
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Notes

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