

# HELP!!



## 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 seamlessly 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 menuing system in the form of an oracle called The Sphinx. 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. Selecting this 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 the left mouse button 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 after 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 reenacted. 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. Please note: Most dramas may be repeated only once.

## **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 behavior 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. Next, click on the center 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 on the following page)

When you start a new game after you have successfully played The 7th Guest to its conclusion, you will find that all of the rooms are now unlocked and the puzzles in them are 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 of the rooms in the mansion. 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.

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 floorplan. Rooms with solved puzzles appear immediately. Accessible rooms that contain unsolved puzzles materialize shortly thereafter. Click on the stairs to move from one level to the next. Select "FAREWELL," 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 ""FAREWELL," you will quit the current game and be returned to the DOS prompt.