

The poster features a collage of horror-themed images. In the top left is a close-up of a creature's face with multiple eyes. In the top center is a green, insect-like creature. In the top right is a large, pale, screaming face. In the middle left is a man's face with a shocked expression. In the middle right is a muscular, pale figure with a single horn on its head. In the bottom left is a large, screaming face with white tape covering its mouth. In the bottom right is a close-up of a skull. The title "SANITARIUM" is written in a large, white, serif font, with a vertical line and a crosshair symbol passing through the letter "I".

# SANITARIUM

DREAMFORCE



MY LIFE HAS CREPT SO LONG ON A BROKEN WING THRO' CELLS  
OF MADNESS, HAUNTS OF HORROR AND FEAR, THAT I COME  
TO BE GRATEFUL AT LAST FOR A LITTLE THING.

- ALFRED, LORD TENNYSON

WELCOME TO THE MADHOUSE

2

MAIN MENU

4

INTERFACE AND CONTROLS

6

METHOD IN MADNESS

7

ANOTHER REALITY

8

TRUTH FROM ERROR

9

SPEAKING WITH THE INMATES

10

THE LITTLE THINGS

12

THAT ACTIVITY WHICH DISENTANGLES

14

THE DOCTOR'S ADVICE

16

CREDITS

22



# WELCOME TO THE MADHOUSE

## SANITARIUM

is a game of deep  
mysteries. Hints of  
something larger lurks around  
every corner.

As the game progresses,  
increasingly surreal  
situations and  
warped characters assume the  
form of a grand  
puzzle - a complete  
narrative broken into pieces.  
Slowly, as you gather  
more information,  
the pieces begin to fit  
together, and it becomes clear  
that much more is at  
stake than one man's  
self-discovery.

DEAR SIR, - I AM IN A MADHOUSE AND QUITE  
FORGET YOUR NAME OR WHO YOU ARE.  
- JOHN CLARE

## SYSTEM REQUIREMENTS

A Windows 95 application, SANITARIUM boasts a photo-realistic, 3D rendered environment, an invisible interface, and a scene-driven, digital soundtrack. SANITARIUM supports 256 colour high-resolution SVGA graphics and digital sound effects. It requires a Pentium 90 with 16 MB of RAM, 4x CD, a 16 bit sound card (Direct Sound supported) and an SVGA video card (Direct Draw supported) Direct X 5 and 30 MB of free hard drive space.

## INSTALLATION

If your computer is set to autorun CDs, installation will begin as soon as you insert disc 1. If not, you must open the directory of disc 1 and double-click on AUTORUN.EXE. Either method will initiate the Windows install application, guiding you through the step by step installation of SANITARIUM.

THIS WAY FOR THE SORROWFUL CITY.

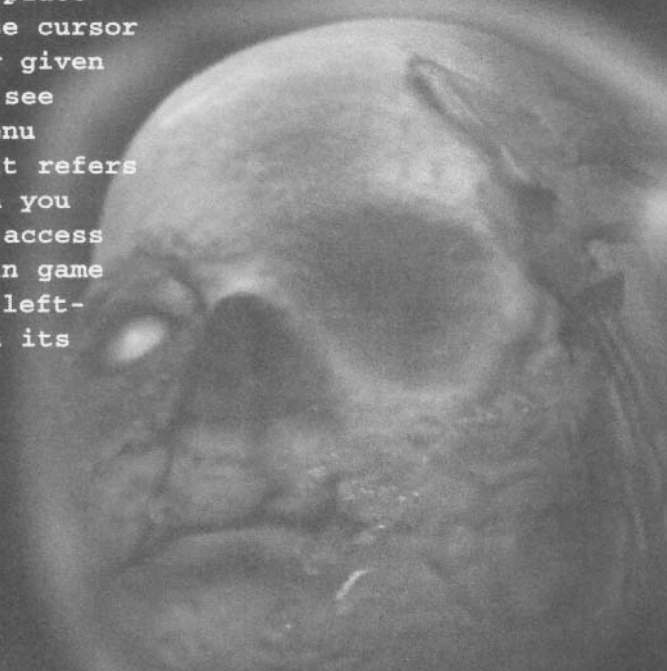
THIS WAY FOR ETERNAL SUFFERING.

THIS WAY TO JOIN THE LOST PEOPLE. . .

- DANTE

## MAIN MENU

The main menu displays all game options that you might need to access. These take the form of animated icons - place the mouse cursor over any given icon to see which menu option it refers to. When you wish to access a certain game option, left-click on its icon.





NEW GAME - Start a new game



LOAD GAME - Load a previously saved game



SAVE GAME - Save a game currently in progress



DELETE GAME - Delete a previously saved game



VIEW CINEMATICS - View earned game cinematics



QUIT GAME - Quit SANITARIUM



TEXT OPTIONS - Change options for viewing text



AUDIO OPTIONS - Change options for dialogue, music, and sound effects



MONITOR SETTINGS - Change monitor settings



KEYBOARD - Change assigned hot keys and general keyboard setup

**DURING GAME PLAY, THE MAIN MENU IS ACCESSIBLE**

**BY HITTING THE ESC KEY.**




"BUT I DON'T WANT TO GO AMONG MAD PEOPLE" ALICE REMARKED. "OH, YOU CAN'T HELP THAT," SAID THE CAT: "WE'RE ALL MAD HERE. I'M MAD. YOU'RE MAD." "HOW DO YOU KNOW I'M MAD?" SAID ALICE. "YOU MUST BE," SAID THE CAT, "OR YOU WOULDN'T HAVE COME HERE."

- LEWIS CARROLL

## INTERFACE AND CONTROLS

The interface design of **SANITARIUM** focuses on simplicity and ease-of-use, allowing you to spend more time immersed in the game experience and less time worrying about how to control the game.





## METHOD IN MADNESS

THOUGH THIS BE MADNESS, YET THERE IS METHOD IN'T.

- WILLIAM SHAKESPEARE

During game play, the mouse cursor controls the player character's movement and interaction within the environment. All interaction (examining pieces of the environment, interacting with objects, or speaking with non-player characters) is done with the left mouse button. In order to determine whether or not an object can be manipulated, examined, or obtained, simply place the white pointer arrow over the object. If the magnifying glass icon animates by swaying from left to right, then the object is viewable. Clicking on this object with the left mouse button will bring up a full or partial description of the item. General movement, however, is conducted with the right-mouse button. This will display a directional arrow mouse cursor, which will cause the main character to walk in the given direction.

Some areas are not immediately visible or accessible to the character. In some cases, a puzzle has yet to be solved in order to make an area accessible. Many times, however, the player character must stand in an open doorway in order to make an interior space visible.

## ANOTHER REALITY

THERE MAY ALWAYS BE ANOTHER REALITY TO MAKE FICTION OF THE TRUTH WE THINK WE'VE ARRIVED AT.

- CHRISTOPHER FRY

SANITARIUM centres largely on processes of learning, growth, and discovery. As you progress through the game, your main character will need to examine many pieces of the world in order to understand their nature and place in the larger puzzles. By placing the mouse cursor over pieces of the environment that might hold some clues, you can enable the animated magnifying glass cursor. If you left-click on those environment pieces, the player character will look at them closely, commenting on their apparent meaning. Note that many objects that the main character may wish to interact with or put in inventory must first be examined using the magnifying glass cursor.

## TRUTH FROM ERROR

TRUTH EMERGES MORE READILY FROM ERROR THAN FROM CONFUSION.

- AESCHYLUS

Your central means of advancing through the game is by solving puzzles. Puzzles can only be solved by affecting the surrounding environment, by interacting with and/or picking up objects (a door would be something you interact with, while a crowbar would be something you pick up). In order to interact with an object or pick it up, place the mouse cursor over the desired piece of the environment. The cursor will change to an animated grasping hand when correctly positioned. Left-click to initiate the interaction. Now the main character will move to the target area, interact with the environment piece (open a door, flip a switch, etc.) or take the selected object and put it in inventory. In some cases, interaction with a machine or special object may require more complex manipulation. Left-clicking on such objects will create a blow-up puzzle. In other words, the screen will change to a close-up view of the selected object. In this view, you must use the mouse to manipulate the pieces featured on the screen. Feel free to test out those pieces in order to better understand what is expected of you - not all machines come with instructions. By correctly manipulating the pieces of a blow-up puzzle, you may open a door, gain a special item, and so on.

## SPEAKING WITH THE INMATES

SPEECH IS CIVILISATION ITSELF. THE WORD, EVEN THE MOST  
CONTRADICTIONARY WORD, PRESERVES CONTACT - IT IS SILENCE  
WHICH ISOLATES.

- THOMAS MANN

The world of SANITARIUM is populated by all types of individuals - some more helpful to your progress than others. Through dialogue, you can interact with these people and gain clues that may help you solve the puzzles that impede your progress.

To enter dialogue with a non-player character, place the white arrow icon directly over that character. It will change to animating chattering teeth. Left-click on the non-player character and a translucent dialogue window will appear at the bottom of the screen. Your character's portrait will be shown on the left side of this window (this portrait may change depending upon your character's emotional state when speaking), while the non-player character's portrait will appear on the right. In the centre of the window, a list of terms (called "keywords") will be given.

When you left-click on any of the given keywords, your character will address that particular topic in conversation.

The keyword "Name" might prompt the player character to ask a person, "What is your name?" Non-player characters will always have some response to give regarding any given statement. The list of available keywords at any given time is based upon the character's interactions in the game world. More keywords may appear as you move through a dialogue encounter, as you affect the environment, or if you interact with other non-player characters. For example, if you speak with a child, then later encounter a distraught mother, you may find that, upon speaking with the child a second time, a new keyword "Mother" is available. Unless the mother had been encountered previously, that keyword would not be made available to you. By choosing the right keywords, thus broaching topics in the correct order, you can navigate through a dialogue encounter successfully. Ultimately, non-player characters may give you information, solutions to puzzles, or make keywords available for player encounters with other non-player characters.

In order to break off a dialogue encounter, you may left-click on the "Goodbye" keyword, thus closing the dialogue window. Alternately, you can hit the ESC key on the keyboard, left-click on your character, or hit the right mouse button at any time to break off a dialogue encounter.

## THE LITTLE THINGS

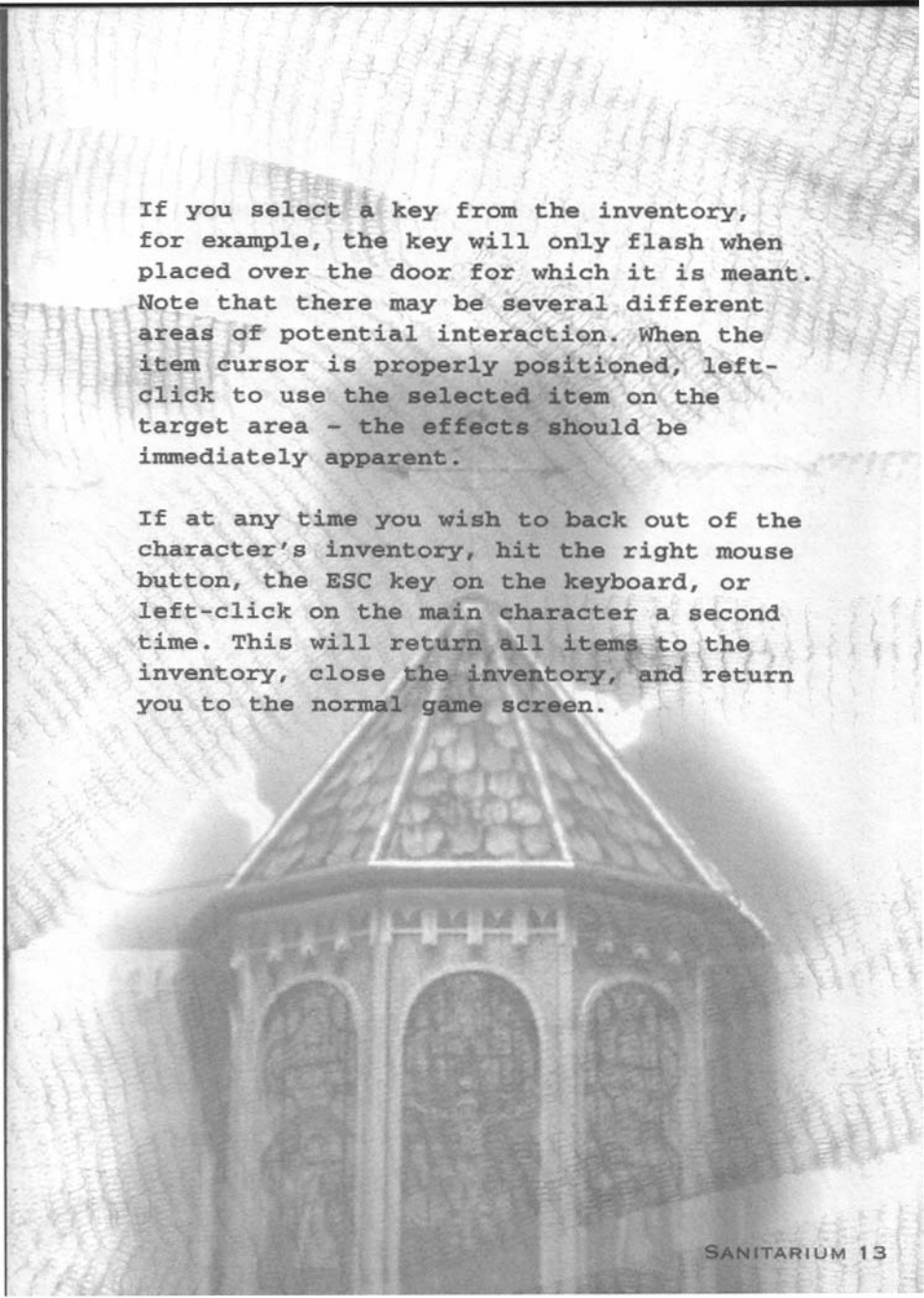
IT HAS LONG BEEN AN AXIOM OF MINE THAT THE LITTLE THINGS  
ARE INFINITELY THE MOST IMPORTANT.

- SIR ARTHUR CONAN DOYLE

Once you have picked up items, they will be placed in the main character's inventory. These items may be used at later times to solve puzzles in game play. In order to access the inventory, place the mouse cursor directly over the main character. An animated upturned hand icon should appear. Now, when you left-click the mouse, all available inventory items will be displayed in bubbles surrounding the main character. You can also hit the "I" key in order to access the inventory.

Once the character's inventory is visible, you can find out what each item is by placing the mouse cursor directly over the item. A voice message will then tell you exactly what that item is (or exactly what it appears to be ...). Left-click on items to use them - this will transform your mouse cursor into the item itself, and close the character inventory. Now you must choose a target, an object upon which you intend to use the selected item. The item will flash when placed over an area where it may be effectively used.





If you select a key from the inventory, for example, the key will only flash when placed over the door for which it is meant. Note that there may be several different areas of potential interaction. When the item cursor is properly positioned, left-click to use the selected item on the target area - the effects should be immediately apparent.

If at any time you wish to back out of the character's inventory, hit the right mouse button, the ESC key on the keyboard, or left-click on the main character a second time. This will return all items to the inventory, close the inventory, and return you to the normal game screen.



## THAT ACTIVITY WHICH DISENTANGLES

AS THE STRONG MAN EXULTS IN HIS PHYSICAL ABILITY, DELIGHTING IN SUCH EXERCISES AS CALL HIS MUSCLES INTO ACTION, SO GLORIES THE ANALYST IN THAT MORAL ACTIVITY WHICH DISENTANGLES.

- EDGAR ALLAN POE

In some areas of the game, the main character may be forced to engage in combat with a hostile enemy. These areas, specifically designated as conflict areas and kept separate from other parts of the world, often require that the character pick up some kind of weapon before entering.

Within a conflict area, right-clicking still moves the player character. In order to use a weapon, however, you don't have to go through inventory selection. Instead, the weapon stays in the player character's hand. The left mouse button will initiate an attack. Hint: most combat occurs as a timing puzzle. In other words, the character must strike at a particular point when the enemy is vulnerable, thereby vanquishing an opponent.

Unlike many other games, there is no "hit point" system for combat. When the player character is wounded, a beating heart will be heard. If the player character continues to take damage, the intensity of the beating heart increases. Eventually, after receiving several wounds, the player character is killed, and play resumes at the beginning of the conflict area.

## KEYBOARD SHORTCUTS

The keyboard shortcuts for commands in SANITARIUM are completely customisable through the main menu. The default keyboard shortcuts are listed below.

I	Opens character inventory
ESC	Brings up the Main Menu
SHIFT - L	Quick Load a saved game
SHIFT - S	Quick Save the current game

(Note: There may be certain situations in Sanitarium where the player character can change forms - special inventory items will allow you to do this, to which you may assign keyboard shortcuts.)

## THE DOCTOR'S ADVICE

LET US GO THEN, YOU AND I,  
WHEN THE EVENING IS SPREAD OUT  
AGAINST THE SKY  
LIKE A PATIENT ETHERISED UPON A TABLE.

- T.S. ELIOT

Sanitarium is an adventure game and follows quite a few adventure game conventions. However, If you are new to this genre some of these tips will serve you well.

**ADVENTURE WITH A PAD AND PAPER** Sometimes the people you will meet will tell you things that are very important. If you have a feeling something is important **WRITE IT DOWN**. Chances are you are right.

**NUMBERS NUMBERS NUMBERS** Usually when numbers are involved it's important to **WRITE THEM DOWN**. You never know when they will provide you with clues.

**OBSTRUCTIONS** If there is a place you cannot go because it's locked you can be sure there is a way to open it. Look around for a while.

**LOOK AROUND CAREFULLY** When you enter new areas point at them with your mouse. If your look icon animates (sways from side to side) you can examine the object. After you examine an object you can interact with it as well.

**TALK TO EVERYONE YOU CAN FIND** If that doesn't show you what to do next, talk to people a second time. Remember that non-player characters may speak about new topics once you have spoken to other people, found a new object, or attempted a blow up puzzle.

**LISTEN UP** When you examine items pay attention to the descriptions. Oftentimes the descriptions give you important clues on how items might be used.

**INQUIRE** Whenever you pick up new items make sure you speak to people about it. They may tell you something you might need to know.

**EXPERIMENT** Try different items on objects. Whenever you get something new use it on everything.

**EXPLORE** Walk around. There is always something to do. There are times when the answers to your problems are not in your immediate area.

**TAKE EVERYTHING** If an item is not nailed down pick it up. It might come in handy later.

**PAY ATTENTION** Watch the cause and effect for everything you manipulate in the full screen puzzles. They offer clues on how to solve them. Touch everything. Sooner or later you will get the hang of things.

**THINK DIFFERENTLY** - Whenever you are faced with a problem you can't solve take a break. Don't think about it for a while and try again. Sometimes taking a break will give you a new perspective on solving a problem. These are general hints to help you through the entire game. If you require a quick lesson in how the game works from the outset, a complete guide to the first level of the game is outlined below

These are general hints to help you through the entire game. If you require a quick lesson in how the game works from the outset, a complete guide to the first level of the game is outlined on the pages that follow.

WANDERING BETWEEN TWO WORLDS.


ONE DEAD, THE OTHER POWERLESS TO BE BORN.

THE GRANDE CHARTREUSE

# DO NOT TURN THE PAGE

IF YOU WANT TO EXPLORE  
THE FIRST WORLD UNAIDED

## LEVEL 1 WALK THROUGH




Speak to all the people on this level. Many of them give you hints of things you may encounter in later levels.

Go to the cell next to the main character's starting point. Within, you will find a towel. Grab the towel.

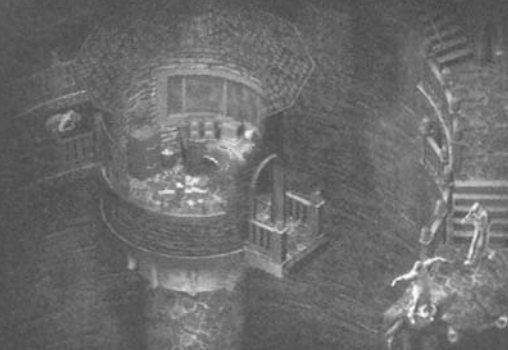
Now go to the other side of the level, where the power cable joins the wall.

Open your inventory and use the towel on the power cable - this will cause your character to slide down the power cable to the central control tower.

Once inside the control tower, look at the television sets. A blow-up puzzle will display a VCR with three loose cables.



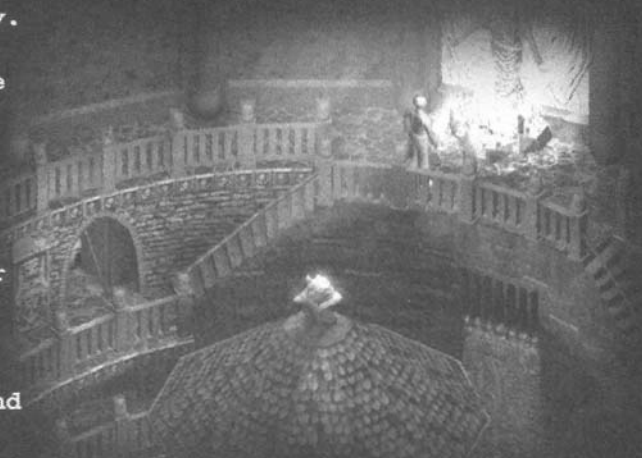




Plug the cables into the slots in the following order: red, yellow, black. Hit the power button on the VCR, then the Play button.

After the cinematic plays, the VCR will explode, causing the electronic locks on both the safe and the filing cabinet to open.

Read the files and take the key from the open safe.



Speak to Lenny. He is behind the door above Martin. He might have something interesting to tell you. Exit the tower and push the button on the small control panel to extend the bridge, allowing you to return to the exterior paths.

Go to the angel statue and use the key on its base. A cinematic will play, ultimately transporting your character to the next level.

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Paul Crocker:

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Wilbur Smith, Zippy,

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Diane Laughton,  
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Oracle)

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Crystal DiAngelo, Trixie,  
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Body Bag Woman, Ometotl  
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Stutterin' Don,  
Billy Hatcher

John "Fuzz" McGirk:  
Yo Yo

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Derek Williams,  
Sean O'Leary

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Barker

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Arthur Patrick,  
Morgan's Father, Mixcoatl

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Max, Grimwall,  
Oliver Tweed,  
Pret-zool, Tepictoc

Tracy B. Smith:  
Marty Johns

Derek Walton:  
Mumblin' Martin,  
John Whitefoot,  
Elvis McCarthy,  
Steeple Statue (Crag),  
Carl Rice, Huitzilop,  
Carnival Barker

Paul Will:  
Stuart Limpkin,  
Chik-nik,  
Taloc (Stone Mason)



NOTES



# SANIARIUM™



**DEMONS FROM THE PAST  
CAN TORMENT YOU...**

**or set you free**