

JOHN SAUL'S
Blackstone Chronicles

USER MANUAL

AN
ADVENTURE
IN TERROR



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A LETTER FROM JOHN SAUL

Dear Player,

For many years I wandered the streets of Blackstone. I walked around the old asylum, strolled up Harvard Street and dined in the Red Hen Diner. Of course, all of this occurred inside my mind, and it wasn't until three years ago that I finally put pen to paper and crafted The Blackstone Chronicles, which was first published as a 6 installment serial novel and has now been collected in one trade paperback volume.

As I was putting the first words on paper, I also knew that the story of the town of Blackstone was perfect for an Adventure game. I am an old computer gamer, going back to the days of Zork when the adventure was all in text, and I was delighted to have finally come up with a project that could adapt easily to the gaming world.

Bob Bates of Legend Entertainment also delighted in the project, and a partnership was developed to produce JOHN SAUL'S BLACKSTONE CHRONICLES: AN ADVENTURE IN TERROR. Mindscape believed in the project too and quickly joined forces with us.

Together, Bob, I and all those assisting in the project wove a game that we believe is compelling, scary, thrilling and fun.

Those of you who have never visited Blackstone are in for a treat. You will walk into a world where it is hard to distinguish the real from the imaginary. You will meet the sane, the evil and the crazy. You will go back to a time when people were conveniently "put away" and then tortured in the name of treatment. And, if you are successful, you will be the one to help reunite a lost family.

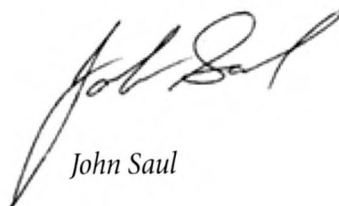
Those of you who have read the novels are finally going to step into the asylum and meet all the people you have grown to know. You, too, will step back in time to find out what happened inside the Asylum before the novel began and discover what happened to some of those you have learned to love—or loath.

We made sure the Blackstone game stands alone. You don't have to have read the novels to enjoy the game. But after you've played the game, you may want to go back and read the novels in order to enhance the entire "Blackstone" experience.

I must tell you what a thrill I had entering the world the game created. I could finally reach out and touch the dark, cold stone walls of the old asylum. I could finally hear the voices of my characters; it was as if my fantasies had at last become reality. Ah, but that's the problem, for I'm still not sure my senses have not been fooled.

So once again I enjoy taking you, the gamer, by the hand and introducing you to the world of Blackstone. Now, turn off the lights, turn down the heat and turn up the speakers. Grip the mouse lightly and come with me to Blackstone. Don't be afraid. Trust me. You'll return home safely... I hope.

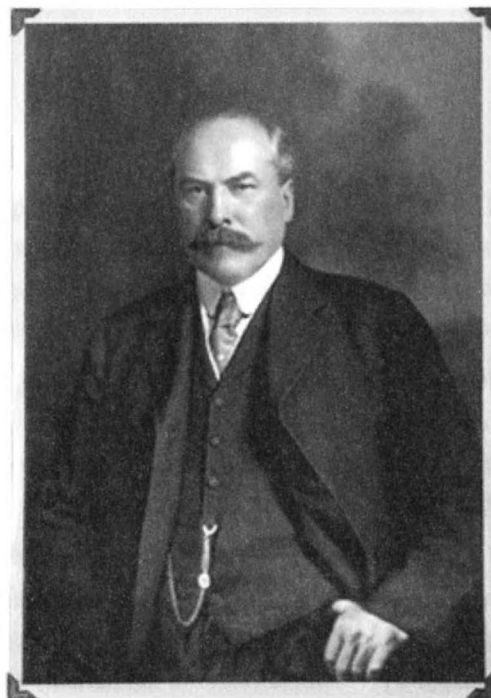
Adventurously yours,



John Saul

PREFACE

It is just a few days before the town of Blackstone's landmark mental hospital is opened as a Museum of Psychiatric History. The restoration efforts of the Blackstone Historical Society have reawakened the evil that dwells within the old building. As Oliver Metcalf, the son of the hospital's last superintendent, you have been trapped inside the walls of the Blackstone Asylum. You are compelled to explore its haunted halls, discovering its secrets and solving its mysteries. Yet your only clues to the Asylum's past are locked in the minds of its ghostly inhabitants. The hospital witnessed many deaths in its short, but bloody history. Now you must find your son before the madness claims another victim...



Player Hints

- ◆ Always look left and right.
- ◆ Look in all directions and at all locations.
- ◆ Save often.
- ◆ Click on the smaller parts of larger objects.
- ◆ Pay attention to everything the inmates tell you. While they do not always make sense, you have no way of knowing what information might help you.
- ◆ When at a loss, go back and speak to the spirits you have already encountered. They may have something new to say.
- ◆ Some objects are red herrings, but their presence in your inventory can never hurt you.
- ◆ **Right-click** to speed through animations that you have already seen, and conversations you have already heard.
- ◆ Traps (Timed Puzzles) do not indicate that you did something wrong. Quite the contrary.
- ◆ You cannot be caught in a trap (Timed Puzzle) without having a means of escape.

PROLOGUE: SYSTEM REQUIREMENTS

To play JOHN SAUL'S BLACKSTONE CHRONICLES, be sure your system meets the following requirements:

- ◆ Pentium **166 MHz** IBM PC or compatible (Pentium 200 MHz recommended).
- ◆ **32 MB** of RAM.
- ◆ Windows® 95 or 98- **Note:** *This game cannot be played on Windows® NT systems.* Multitasking is not recommended when playing JOHN SAUL'S BLACKSTONE CHRONICLES.
- ◆ An uncompressed hard drive with **200 MB** free for required install.
- ◆ A **8 X** CD-ROM drive or faster (12 X Recommended).
- ◆ A 24-bit PCI video card with **2 MB** of memory and a 24-bit colour compatible monitor (4MB video card recommended).
- ◆ A DirectX 6 compatible mouse and keyboard.
- ◆ A DirectX 6 compatible sound card.

In addition to the basic system requirements, the game requires that DirectX 6 and Quicktime 3.0 be installed to your hard drive. The option to install these programs appears during the game installation. At the end of installation, you will be prompted to register JOHN SAUL'S BLACKSTONE CHRONICLES electronically.

An excerpt from ... The History of Mental Asylums in the Western World

In ancient times, and in many tribal societies throughout history, the insane were generally either confined and cared for by the sufferer's family and community, or they were allowed to roam about freely. The mad were frequently thought to be touched by the spirits or the gods, and as such many were treated with respect and gently cared for, and could even rise to high rank as a shaman or mystic. The afflicted that were assaulted by "evil" spirits could be subjected to a variety of treatments, from ceremonial fasting, baths and rituals, to the consumption of medicinal potions. Evidence of trephination, a form of brain surgery where small holes are bored into the skull, has been found dating back thousands of years.

CHAPTER 1: GETTING STARTED

What Comes with this Game?

Your game box should contain two game CDs, JOHN SAUL'S BLACKSTONE CHRONICLES Disk 1 and Disk 2, and this User Manual.

Mouse Terminology

Throughout this manual, the term **left-click** means to move the mouse cursor to the appropriate area and press the left mouse button. To **right-click** means to move the mouse cursor to the appropriate area and press the right button. To simply **click** means to press either the right or left mouse button. To **double-click** means to move the mouse cursor to the appropriate area and **left-click** twice in rapid succession.

Installing the Game

To install the game, insert the Game Disk 1 CD into the CD-ROM drive. When the pop-up window appears, **left-click** on the Install option. If you have disabled the Windows Autorun, or if it does not function, explore the CD and **double-click** on the Setup icon. Follow all on-screen prompts to complete the installation.

Low End versus High End Movies

The first time you start the game, you are asked if you want to play with Low End or High End movies. All Low End movies are on Disk 1. All of the High End movies are on Disk 2. The High End movies enhance your gaming experience but require more powerful hardware. If you need to swap disks once you make this selection, you are prompted to do so by the game. After you make your initial choice, the game does not continue to ask you what type of movies you would like to play unless you restart the game with a different disk inserted into your CD-ROM drive.

***Note:** The two disks of JOHN SAUL'S BLACKSTONE CHRONICLES do not contain separate portions of the game. Disk 1 simply contains the Low End movies, while Disk 2 contains the High End versions of those same movies.*

Starting the Game

To start the game, insert either Disk 1 or Disk 2 into your CD-ROM drive and select Play from the pop-up window. You can also start the game by opening the Red Orb Entertainment program folder from the Windows Start Menu and **left-clicking** on the JOHN SAUL'S BLACKSTONE CHRONICLES icon. For complete and specific "how to play" information, please refer to the rest of the manual. Some changes were made too late to include in this manual. Please read the Readme.txt file in your game directory for more information.

An excerpt from . . . The History of Mental Asylums in the Western World

Care for the mentally ill in the **Greek and Roman eras** was affected by two contrasting factors. The physicians believed that insanity had a physical cause, and could be treated, but the masses believed insanity was a curse sent by the gods for misdeeds, and therefore only curable by them. Wealthy 'lunatics' were sometimes given therapies based on prevailing theories. The idea of the humours, four liquids which the human body produced, and which when out of balance caused mental and physical illness, influenced treatment of the insane until the 19th century. The impoverished mad, reviled by the general populace, tended to congregate around shrines to benevolent gods, but there were no formal mental asylums in this period.

Uninstalling the Game

To uninstall the game, choose Settings from the Windows Start Menu and select Control Panel. In the Control Panel, select Add/Remove Programs, **left-click** on JOHN SAUL'S BLACKSTONE CHRONICLES, and **left-click** on the Add/Remove button. The game and all of its components are then removed from your hard drive except your saved games.

Saving Games

JOHN SAUL'S BLACKSTONE CHRONICLES requires space on your hard drive for saved games and temporary files. Each saved game can take up to 100 K of hard drive space.

CHAPTER 2: UNDERSTANDING GAME INTERFACE

Cursors

There are several mouse cursors that appear when you are playing JOHN SAUL'S BLACKSTONE CHRONICLES.

 A movement cursor appears when you run the mouse over an area that you are allowed to go. These areas (called hotspots) are usually found near the edges of the game screen. **Left-click** while a movement cursor is active to move to that area.

 The turn cursors appear when you run the mouse near the left or right edges of the screen. If you **left-click** while a turn cursor is active, you are pivoted in the direction of the arrow.

After either moving or turning, a short animation plays, showing the room as you turn or move through it. You can navigate about the world much faster by cutting short these movement cinematics. **Right-click** instead of **left-clicking** to turn or move, and the next screen appears without playing the animations. Actually, **right-clicking** can bypass any animation sequence, not just movement cinematics, instantly bringing you to the end of the animation sequence. However, be careful about cutting short animations you haven't seen before, you may miss valuable clues and be unable to replay the cinematic later.

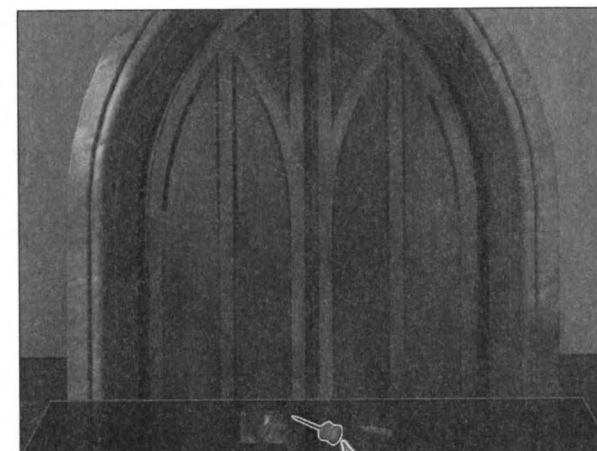
 The selection cursor is the cursor most commonly active. When you run the selection cursor over an object or option that can be used, the cursor lights up. **Left-click** to activate that option or to see what you can do to that object.

 The hand cursor manipulates buttons and certain puzzles. **Left-click** with the hand cursor to perform an action at that location.

 The down cursor is only available in certain screens, and allows you to zoom out after you have zoomed in on an object. Move the mouse toward the bottom of the screen, and **left-click** with the down cursor to back up.

 If you **left-click** on an object from the inventory, then move the mouse away from the inventory, that object becomes "stuck" to the mouse, creating an object cursor. You can move this object cursor around the screen, and if that object can be used, options appear when the cursor is run over the appropriate hotspot. **Right-click** to return the cursor to the normal selection mode. *Object Cursors* are described in greater detail on the page 5.

Inventory



If you move the selection cursor to the bottom of the screen, the inventory appears. The inventory is where objects that you acquire during the game are placed. You select objects in your inventory by running the mouse cursor over the items until the desired object is highlighted. **Left-click** to select this object. The option to look at the item appears along with any other actions you can perform. **Left-click** while an action is highlighted to perform that action. If you move the mouse away from the actions box while an item is selected, that item becomes an object cursor. See the next page for more information on manipulating objects. To deselect an item **right-click**. You exit the inventory simply by moving the mouse cursor away from the inventory box.

An excerpt from ... The History of Mental Asylums in the Western World

The Middle Ages saw the first examples of housing for the mentally ill. In keeping with the Christian value of charity to those less fortunate, some of the poor and insane found shelter at monasteries, along with the lepers, orphans and other beggars. However, madness was seen as a sign of possession by the devil, or as punishment from god for sins committed. Therefore, the majority of the mentally ill were badly treated, forced to roam the streets at the mercy of hoodlums and other beggars if deemed harmless, or confined to dungeons and beaten if they appeared to be violent or dangerous. The only attempts to heal the mad were ones based on faith: pilgrimages, dunking the afflicted in sacred wells and exorcism.

Acquiring Objects

In JOHN SAUL'S BLACKSTONE CHRONICLES, you acquire objects by interacting with your environment. Often you will see an object, perhaps lying on a table and, when you run your selection cursor over that area of the screen, are given the option to pick the object up. Other objects are given to you during the game or made by combining two other objects together. All objects that you acquire appear in your inventory. You can place certain objects in certain locations or destroy them at certain times, but you cannot haphazardly drop them from your inventory. Once obtained, objects remain in the inventory unless there is a specific place or need for them. Your inventory can display as many objects as you can find.

Object Cursors

You select objects in your inventory by highlighting the desired object and **left-clicking**. Once an item has been selected and you move the mouse, that object becomes "stuck" to the mouse, creating an object cursor. You can move this object cursor around both the main game screen and the inventory. If you run an object cursor over another object or area and no action options appear, that object cannot be used at that time or in that way. **Right-click** to remove the object from the cursor, returning it to the normal selection mode.

Using Objects

You use objects in a couple different ways. You can perform actions *to* an object simply by selecting that object from your inventory and **left-clicking** on any action options that appear. To use an object on another object or area, you must select the object from your inventory and move the mouse away so that an object cursor is formed. Then you can move the object cursor back over another item in your inventory or over an area of the game screen. If those two items can be used together or if that object can be used in that area, an action option box appears. Highlight an action and **left-click** to use the object.

An excerpt from ... The History of Mental Asylums in the Western World

During the Renaissance the vast knowledge of the ancients was rediscovered, including medical texts dealing with mental illness. Yet despite this influx of wisdom, the insane endured more awful torment than at any other point in history. The Inquisition, searching for heretics, naturally focused on anyone who spoke to thin air, writhed in unexplainable pain, or exhibited other aberrant behaviour. When a "witch" was found, they were often systematically tortured until they confessed to being in league with the devil, and then they were put to death. Naturally, in this era of hysteria, few were willing to shelter the mad, but a few poorhouses and dungeons existed to provide housing for the insane.

CHAPTER 3: MENU BAR



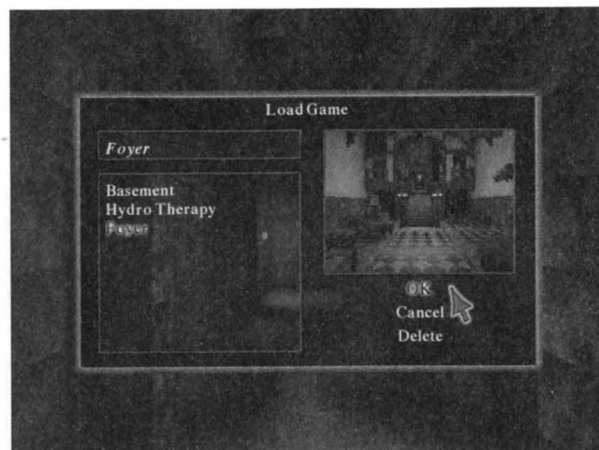
If you move the selection cursor to the top of the game screen, the menu bar appears. The menu bar controls the major game functions. You activate an option by running the selection cursor over the buttons until the desired function is highlighted, then **left-click**. The menu bar choices are as follows:

Intro

Left-click on Intro to replay the opening cinematic of JOHN SAUL'S BLACKSTONE CHRONICLES, giving the background behind the game. Click a mouse button or press any key to end the cinematic and resume game play.

Save

To Save your game, **left-click** on this option from the menu bar. This brings up the Save Game window. The name of the last game you saved is automatically given in the name slot at the top left of the Save Game window. **Left-click** on another saved game from the list to save your game under that name instead or type a new name into the name slot to create a new saved game. Pictures of the locations of previously saved games appear on the right of the window when a save is selected. Once your game has been named, save it by **left-clicking** on the OK button or press **Enter**. Each saved game can take up to 100K of hard drive space. You can delete a saved game by clicking on that name from the save list, then **left-clicking** on the Delete button. To exit the Save Game window without saving a game, **left-click** on Cancel or press the **Escape** key.



Load

Left-click on Load to bring up the Load Game window. The name of the last game you saved is automatically given in the name slot at the top left of the Load Game window. **Left-click** on another saved game from the list to load that game instead. An image of that save's location appears on the right of the Load Game window when a save is selected. Once a save has been chosen, load it by **left-clicking** on the OK button or push **Enter**. You can delete a saved game you no longer need by selecting that save and **left-clicking** on the Delete button. To exit the Load Game window without loading a game, **left-click** on Cancel or press the **Escape** key.

Restart

To begin the game again from the beginning, click on Restart.

Undo

The Undo feature restores your game to the point before your most recent significant action. However, it slows down game performance, and may cause intermittent speed problems even on high end machines. This feature is off by default when you start the game, but you can find the toggle for this feature in the Settings menu.

Settings

Left-click on Settings to bring up the Settings window. This window allows you to individually control the volume of Music, Sound Effects and Voice. **Left-click** on the arrows to adjust the volume, moving the volume indicator to the left lowers the volume, moving it to the right increases the volume. You can also turn the Panning function on and off by **left-clicking** on the box next to that option. Panning is the animation that plays when you turn in place and turning it off speeds game play. To save your changes and return to the game, **left-click** on OK. To exit the Settings window without making any changes, **left-click** on Cancel.

An excerpt from ... *The History of Mental Asylums in the Western World*

The **Enlightenment** through the **early 19th Century** saw the development of the lunatic asylum, but treatment for their inmates was nonexistent. The earliest mental wards were prisons, often nothing more than cells in the basements of jails or hospitals. Through most of this period the insane were considered not only incurable, but also insensible to deprivation. Therefore, they were given little food, warmth, light or exercise. Conditions in asylums such as London's Bedlam (Bethlehem Hospital) were horrifying, but despite the occasional protests of outraged citizens, little was done. As the 19th Century progressed, however, the general optimism of the period sparked a reform movement in mental hospitals.

Credits

To see a list of the people responsible for bringing you JOHN SAUL'S BLACKSTONE CHRONICLES, click on Credits. A screen appears showing John Saul, the author of the *Blackstone Chronicles* series, and after a few seconds, the game credits are given. Clicking a mouse button or pressing any key returns you to the game.

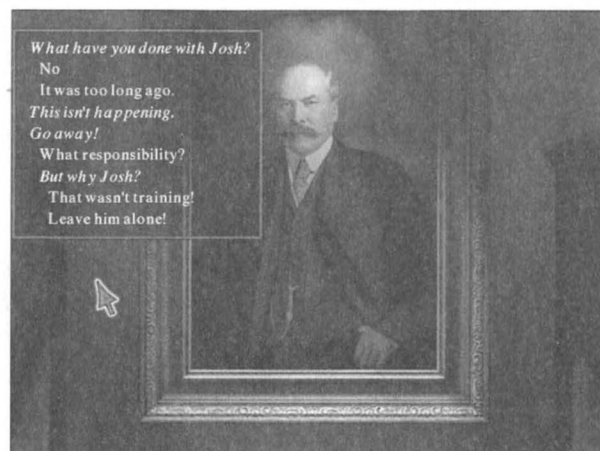
Help

Left-click on Help to bring up a menu from which you can access short messages explaining a variety of game features. For more detailed explanation of game play and interface, see the appropriate section of this manual.

Quit

To exit JOHN SAUL'S BLACKSTONE CHRONICLES, left-click on Quit. You are asked to confirm your decision. Click on YES to exit the game and return to your Windows desktop or click on NO to return to the game and keep playing. Your game is saved at the point you exited the game, and the next time you start JOHN SAUL'S BLACKSTONE CHRONICLES the game is automatically restored to that location.

CHAPTER 4: CONVERSATION



JOHN SAUL'S BLACKSTONE CHRONICLES is based around the conversations that you have with the past victims of the Asylum. Sometimes, you must seek out and talk to these lost souls; other times, they talk directly to you. In either case, when you can converse with a spirit, dialogue options appear in the upper left corner of the screen. **Left-click** on an option to pursue that line of conversation. The spirit will respond and further dialogue options may appear. Options which you have already tried are italicised; you can listen to the responses again by **left-clicking**. You can exit the conversation at any time by **left-clicking** outside the dialogue options box. If you speak to the same person again, the same dialogue options may or may not be available, so it is a good idea to try every option at least once before leaving the conversation.

If you wish, you can quickly play through conversations by **right-clicking**. When you are talking to someone, a **right-click** skips to the end of that thought or sentence. If one dialogue option involves several exchanges between Oliver and the person he is talking with, you may have to **right-click** several times to completely bypass their conversation. It is not recommended that you skip through conversations unless you have heard their contents already; you may miss vital information.

CHAPTER 5: SOLVING THE MYSTERY

Gathering Clues

The key to solving JOHN SAUL'S BLACKSTONE CHRONICLES is to gather as much information as possible about everything and everyone. You should talk to anyone you can, investigating all avenues of conversation. If you don't see how to continue, try conversing with people with whom you have already spoken; you may know enough to ask the right questions now.

There are other sources of information besides the people inhabiting the world of the JOHN SAUL'S BLACKSTONE CHRONICLES. Look carefully at every object in a room, even things that seem unimportant. Take advantage of the touch screens installed by the Blackstone Historical Society, which provide facts about the treatment of mental illness during the active years of the Blackstone Asylum and give information on some of the inmates who lived there. When all else fails, try using objects together and on various items in the room; perhaps you will discover a new way to use something that reveals more information.

Timed Puzzles

There are points in JOHN SAUL'S BLACKSTONE CHRONICLES that force you to solve a puzzle in a certain amount of time, or Oliver dies. After the first time you attempt and fail the puzzle you are offered several options:

- ◆ You can return to a point prior to beginning the puzzle.
- ◆ You can be given a clue to solving the puzzle.
- ◆ You can be given the solution to the puzzle.

An excerpt from ... The History of Mental Asylums in the Western World

The mid-19th Century through the early 20th Century saw a full circle in the treatment of the insane. A belief that insanity was curable led to a reform of the squalid conditions in asylums. Cruel but well-intentioned therapies were developed, including attempts to shock the patient back to sanity, strong "medicines" and bleeding. More pleasant therapies tried to coax the sufferer back to health with soothing music, light labour and discussions of their problems. These gentler methods required special attention for each patient and were discarded as asylums became overcrowded. Cure rates subsequently dropped, and as pessimism was renewed, treatment of the insane deteriorated back into mere confinement.

CHAPTER 6: TROUBLESHOOTING

Sound and Video Cards

Some sound and/or video cards are not supported by Windows and DirectX. If you do not have one of the following Sound or Video cards, the game may not work.

DirectX Supported Sound Cards: *Sound Blaster 16 and Awe 64, Vibra 16, Intel Virtual Audio, Yamaha OPC3 Audio Drive and Sax, ES 1887 Audio Drive and TBS Montego PCI*

DirectX Supported Video Cards: *Diamond 3D and Diamond Stealth family, ATI 264-VT3, Mach 64 and Rage Pro, Paradise Pipeline, and Canopus 3D.*

DirectX 6 Setup

This game requires DirectX 6. If you do not have DirectX 6, then it can be installed from the CD. Explore the game CD and open the REDIST folder. **Double-click** on Setup to start the DirectX 6 install.

DirectX Disclaimer

JOHN SAUL'S BLACKSTONE CHRONICLES utilises Microsoft's DirectX sound and video drivers. DirectX is a programming tool created by Microsoft, and the installation of DirectX may cause video problems and system anomalies with computers using video drivers that aren't DirectX compliant. DirectX is a Microsoft product, and as such, Mindscape cannot be responsible for changes that might occur to your computer system due to its installation. For DirectX related problems that cannot be fixed by updating to your video card's latest Windows driver set, you must contact either Microsoft or the manufacturer of your video card for further technical support or service.

Microsoft retains all intellectual property rights to DirectX. The user has been granted a limited license to use DirectX with Microsoft operating system products.

An excerpt from ... The History of Mental Asylums in the Western World

In the early 20th Century, several generations of wars swelled the numbers of publicly funded asylums, and the emphasis shifted to controlling rather than curing the insane. While psychoanalysis was being developed and used on the lucky (wealthy) minority, the majority were subjected to whatever radical new methods doctors of the day developed to treat mental illness on a physical level. Inducing comas and fevers in the patients, causing seizures with electric shocks, confinement in total darkness or cold water for hours on end, even brain surgery was tried on thousands of helpless insane. While few lobotomised patients were considered complete cures, the majority were easier to manage.

Verifying DirectX Video / Sound Card Drivers

To verify that your sound and video drivers are DirectX 6 certified, follow the steps below.

1. **Left-click** on the windows Start button (usually found in the lower-left corner of your screen).
2. **Left-click** on Run.
3. In the open field type the command: C:\progra~1\directx\setup\dxsetup.exe, then **left-click** on OK.
4. Make sure all drivers say Certified next to them.

If any of your drivers are not DirectX certified, you should contact the hardware manufacturer and see if they have certified DirectX 6 drivers.

Reinstating Windows Video Drivers

If you find that there is a problem with your display after you have installed DirectX 6, you can reinstate your old video drivers by following the instructions below.

1. **Left-click** on the windows Start button (usually found in the lower-left corner of your screen).
2. **Left-click** on Run.
3. In the open field, type the command: C:\progra~1\directx\setup\dxsetup.exe then **left-click** on OK.
4. Click on the Restore Display Drivers button.

This may require that you have the disk containing your original drivers.

Alt + Tab

Multitasking is not recommended while playing JOHN SAUL'S BLACKSTONE CHRONICLES. It is suggested that you **do not** attempt to **Alt + Tab** away to another application as this may cause program errors.

CONTACTING TECHNICAL SUPPORT

Should you experience any technical problems with this software, such as it failing to operate, please contact our Technical Services

Address: The Learning Company
PO Box 121
Crawley
RH11 9YP

Telephone: From within the UK: 0870 7416821
From outside the UK: {international code} 44 870 7416821

Fax: From within the UK: 0870 7416822
From outside the UK: {international code} 44 870 7416822

E-Mail: Uktechsupport@mindscape.com

Website: www.mindscape.com

Hours of business: 09:30 to 13:00hrs and 14:00 to 16:30hrs Monday to Friday

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Before contacting Technical Support please refer to the 'D:\HELP.HLP' file included on the program CD. This file details useful Trouble Shooting Tips together with notes relating to any late changes made to the program. To view the file please follow the instructions below.

Insert the CD into your CD ROM drive (Cancel/Close any AutoRun screen that may appear). Click on the 'START' button (normally on the bottom left of your screen) followed by 'RUN...'. At the prompt type D:\HELP.HLP and click OK. (D should be replaced by your CD ROM drive letter)

An excerpt from ... The History of Mental Asylums in the Western World

Modern asylums give generally good treatment to their patients, although care is better and more varied in small private facilities. Treatment consists of a combination of drugs or other physical intervention to control the symptoms, and then psychotherapy and behavior modification to find the reason for the patient's problems and to help them readjust to normal life. As public funding for asylums dropped in America in the 1980's, a flood of mentally ill people were discharged to make their way as best they could, and a sizeable percentage became homeless. Now, there is a movement toward community care, where the ill are treated in small houses in normal neighborhoods, rather than hidden away in institutions.

EPILOGUE: CREDITS

Mindscape

Producer	Scott Evans
Associate Producer	Sam Clifford
Marketing Manager	Karen Conroe
Production Assistant	George Chastain Jr.
Lead Tester	Chris Cates
Mindscape Testers	Cyrus Harris, Alex Marcelo, Eric David Ribner
Additional Testers	Trev Markle, Erik Johannessen, Jonah Rosestone, Jeremy Campbell, Alana Gilbert, Aaron Addleman, David Yen, Joel Lehman
Test Supervisor	Jeff Franks
Localisation Coordinator	Jeff Groteboer
Manual Author	Anathea Lopez
Graphic Design & DTP	Mark Gallarno
Media Engineer	Mario Alves
Audio Engineer	Steve Lam
Install Programmer	Philip Wang
Web Site Design	Eric Wayne Key
Executive Producer	Bret Berry
Special Thanks	Jan Lindner, Maria Murnane

Legend Entertainment

Design & Writing, Co-Producer	Bob Bates
Technical Lead, Co-Producer	Jim Montanus
Executive Producer	Mike Verdu
Programming	Duane Beck, Jim Montanus
System Design & Programming	Duane Beck, Chip Kerchner, Jim Montanus, Mark Poesch, Steve Riley, Dave Townsend, Mike Young
Testing	Rosie Freeman, Joven Malazo, Sam Brown, Dave Chladon, Darrin West, Mark Zelesky
Art, Music and Sound Effects	Presto Studios
Interface Design & Art	Forge Interactive
Voice Direction & Production	Kathleen Bober
Voice Recording	Cue Recording Studios
Audio Engineering	Andy Frazier
Introduction Animation	Kathleen Bober, Paul Mock, Forge Interactive, Presto Studios, Advance Concepts, Inc.
Photography	Fil Hunter, Robin Reid, Kathleen Bober
Photography Models	Rebecca Metcalf - Peggy Yates; Joshua Metcalf - Christopher Field
Intro	Mark Redfield, Frank Pine, Kathleen Bober
Stereoscope	Joan Corcoran, Jimi Kinstle, Josh Mandel
Stereoscope Direction & Production . . .	Kathleen Bober
Caretaker of the Legend Asylum	Rosie Freeman
Voice Actors	Malcom Metcalf - Henry Strozier; Oliver Metcalf - Marty McDonough; Joshua Metcalf - Andre Bulkin; Historical Society - Kathleen Bober; Marilyn - Angela Calo; Jane - Francie Glick; Seamus - Jarlath Conroy; Lavinia - Lisa Newman Williams; Nick - Bob Supan; Merle - Marie McKenzie; Jack - Lance Lewman; Abraham - Tae Huor; Paul - Lance Carter; Organist - Bob Supan; Rebecca - Lisa Newman Williams; ECT Nurse - Kathleen Bober
Special Thanks:	John Saul and Mike Sack



South Block, Forest Gate Business Park
Elm Park Court, Brighton Road,
Crawley, West Sussex, RH11 9BP

Tel: 01293 651300. Fax: 01293 651301

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