



NTSC U/C

PlayStation®



CLUB 00005

THE STRUGGLE WITHIN CLOCK TOWER

TM



agetec™

MAIN MENU

NEW GAME

Select this option to begin a new game.



DATA LOAD

Select this when starting a saved game from the memory card. After you make this selection, the "Data Loading" screen will appear.

OPTIONS

Skip event function ON/OFF, analog controller settings, etc.

Cursor

The cursor is the arrow displayed on the screen. Use the cursor (click) on a selected location to move main character (if double clicked, the character begins to run). If clicked on a click point, the main character executes an action. The cursor's shape may differ according to the main character's situation.



Click Point

The cursor will change shape when placed on certain objects. This indicates that the character can perform an action with that object or person. These points where the cursor changes are called click points.




Item Window

When the cursor is moved to the upper portion of the screen, items that a character has gathered in the game will appear. Click on the item you wish to use. The picture of the item will replace the picture of the cursor arrow. Click on a click point to use an item that you have selected.



Panic Mode

When the main character is being chased or is in danger, the cursor will flash red. This situation is called a panic situation. While the cursor is flashing, press the  button repeatedly to escape.



Escape Mode

When the main character is chased by an enemy (situation differs according to each scenario), this is known as Escape Mode. While in Escape Mode, the click point will appear on items and/or objects that can be used to fight or hide from the enemy. Escape Mode will not end until you repulse the enemy or escape from him/her.



Mr. Bates, who shares Alyssa's soul, was evoked by a tragic incident bestowed upon the Tate family. Alyssa and Mr. Bates are now one and share the same body. More tragedies are sure to occur because of their distressed mental status.

Scenario Development and Ending

You can make it through scenarios by skillfully using Alyssa and her other personality, Mr. Bates. Some events can be cleared with Alyssa, while Mr. Bates can clear other events. There are 13 possible endings. The ending you receive will depend upon your performance and choices in the various scenarios. Game credits will be displayed at the end of the game.

Situation Change

While Alyssa holds the amulet, Mr. Bates cannot emerge and control her. The amulet can be placed in rooms within vases or other types of containers.

When Alyssa does not have the amulet in her possession, she feels extremely insecure and her fear may evoke Mr. Bates. If Alyssa has already changed to Mr. Bates, she can change back by retrieving her amulet.

As Mr. Bates emerges, Alyssa thinks to herself, "Stop...Go Away! Don't be afraid..."



Alyssa: Attacking an enemy

If you go into Escape Mode while the main character is Alyssa, you will not be able to use any weapons that you may find. Instead, Alyssa can use items spread throughout the scenarios or hide from the attacker.



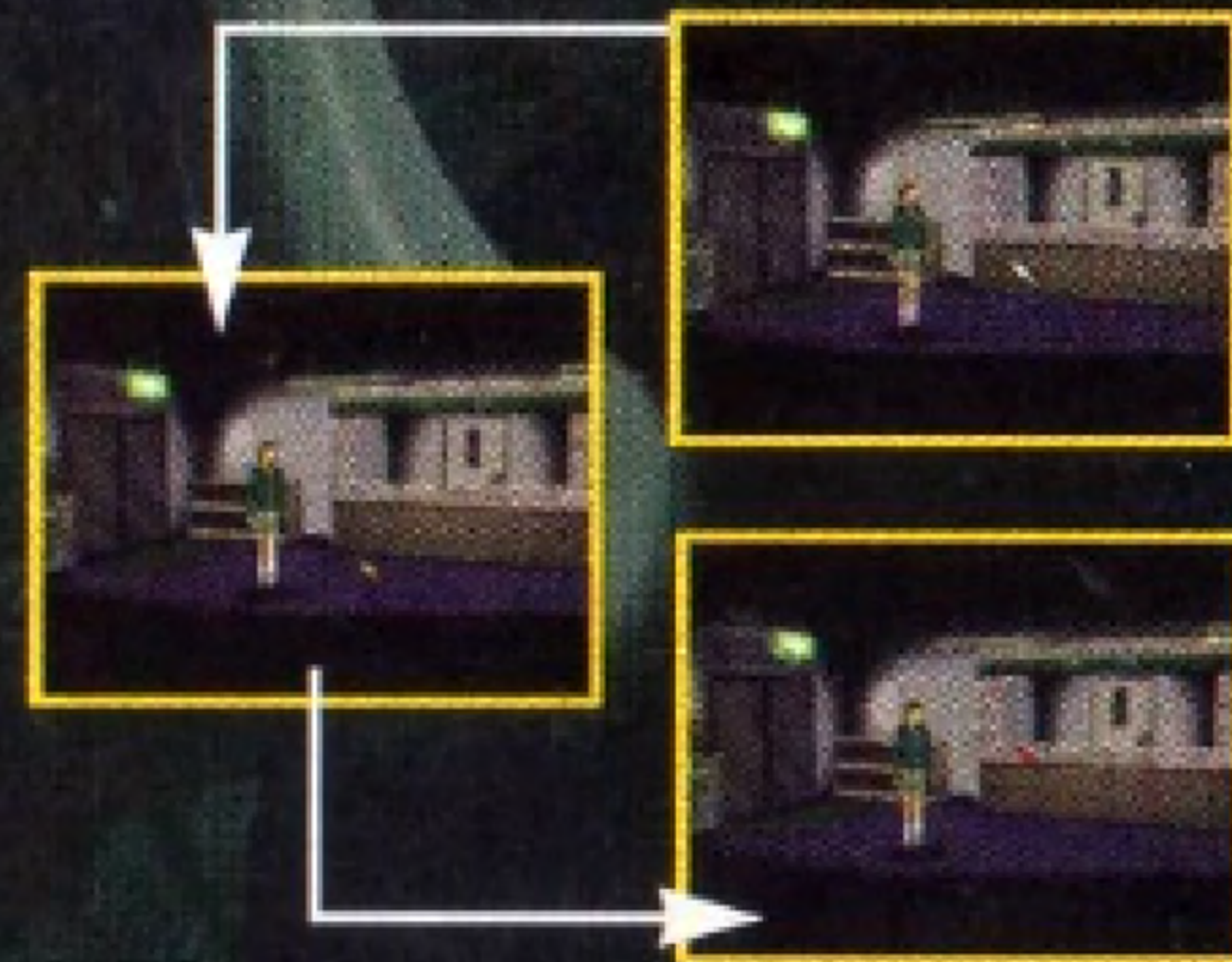
Mr. Bates: Attacking an enemy

If Escape Mode occurs while the main character is Mr. Bates, you can use your obtained weapons against the enemies. When equipped with a weapon, the cursor will change into a crosshair. When you move this cursor onto the enemy and the crosshair locks on, you will be able to attack the enemy by clicking the cursor. The number displayed on the weapon icon is the amount of remaining ammo (number of attacks you have left).



STAMINA

The main character has 3 levels of stamina. During the Panic Mode, the cursor will change colors (white, yellow, and red) to indicate different levels of stamina. Unless you obtain a first aid kit, the stamina will not return to its original state. Once the cursor is flashing red, your stamina has been completely used up. At this point, you will be unable to use the panic feature.



First Aid Kit

When you obtain a first aid kit, your stamina will automatically recover. You will only be able to find a first aid kit when your stamina is decreased by one level.



GAME OVER

Suddenly, Allen Hale changed into something. What is the Maxwells' curse? Where is the Golden Statue? Allen's second daughter, Stephanie became a bloodthirsty killer. Everything that has happened here will lead to more tragedies.



When the main character's stamina is zero or you fail to press the button repeatedly in the Panic Mode, the game will be over and the game over screen will be displayed. When the game is over, you will see this display "CONTINUE?" / "YES", "NO". If you would like to continue the game, move the cursor to "YES" and click. When you click "YES", the game will restart from where the character entered the room he/she was last in. Your stamina will increase by one level.



In case you choose to quit the game, move the cursor to "NO" and click. After "Game Over" appears on the screen, the game returns to the title screen. Be aware that once you end the game, you can not restart the game by using the Data Load feature unless you have already saved it.

MEMORY CARD

Game Record

You can save the game by selecting "Save" from the In Game Menu. There are 3 slots available to save your game. In case other data has already saved the "Scenario Title" and "Play Time" will appear. If no data has been saved "NO DATA" will appear in the slot. When you select the slot where you want to save the data, the data will begin to save. The memory card must be placed in memory card slot 1 and uses only 1 block of memory.



Loading Data

Select "DATA LOAD" on the title screen or "LOAD GAME". 3 data slots will appear on the data load screen. If there is data stored, the "Scenario Title" and "Play Time" will appear. If "NO DATA" appears in the slot, it cannot be selected. Endings, hints, and any other data will be saved onto the memory card as well.



IN GAME MENU

The In Game Menu will appear when the Start button (if using controller) is pressed. The game will also be paused until you exit this menu. This function does not work during special events.



Return to Game

Exits the In Game Menu and returns to the game.

Save Game

Saves current game data to the memory card. While in Escape Mode, you cannot save your game.

Load Game

Select the data in Memory Card you wish to load. Data may not be loaded while in Escape Mode.

The "Save Game" and "Load Game" options may not be selected while in the Escape Mode, or after attacking enemies, unless you proceed to the nearest adjacent room.

Screen Adjust

Allows you to adjust the screen to fit your TV. Use this function if your TV is cutting off part of the game screen.


Reset

Ends the game and returns to the title screen.


Vibration

You can use this function if you want your controller to vibrate. Switch ON/OFF by pressing the analog button. The vibration feature can only be experienced with the Sony Dual Shock™ controller.

Skipping Events

To skip events during the game, press the  Button.



OPTIONS SCREEN

The OPTIONS screen will appear when you select OPTIONS in main menu. You can return to the main menu by selecting 'EXIT' or pressing  Button.



EVENT CUT


Select this function to skip special events during the game.

- set function to cut the events by pressing  Button.
- switch ON/OFF by pressing-  button.

VIBRATION (DUAL SHOCK™)

The vibration feature may only be selected when using the Dual Shock™ controller. This feature enhances the game play experience.

PAMPHLET SCREEN

The Pamphlet Screen will appear after selecting "Pamphlet" from the main menu. Return to the main menu by selecting "Exit" or pressing  Button.



ENDING LIST

This will verify the endings that you have cleared.

HINT LIST

View hints uncovered during the game.

???

This option is not selectable at the beginning of the game, it will only become accessible after certain conditions have been met.

CHARACTER DESCRIPTIONS



George Maxwell

Age: unknown. He is a very mysterious man. He wears a devil's mask and loves to kill. His weapon of choice is a giant butcher knife.



Shannon Lewis

Shannon is a very mysterious woman. Sometimes she helps Alyssa, but at other times she will become extremely upset with her.



Phillip Tate

Phillip is 43 years old. He is an old friend of Allen Hale, Alyssa's father. He is extremely afraid of the Maxwell curse.



Mr. Bowman

Mr. Bowman is a 35-year-old newspaper reporter. His motto is that investigative reporting should be done very aggressively, even if it requires self-sacrifice. While investigating Memorial Hospital on a bogus tip, he unknowingly put himself into position to get the best story of his career.



Alex Corey

A 25-year-old detective from Prunedale, a neighboring town of Salinas. He is poised and smug. He became involved in this incident while responding to a report made by Kathryn Tate.



Allen Hale

Allen is Alyssa's 45-year-old father. He is a director of a hospital in San Francisco.



Stephanie Tate

At seven years old, she is the youngest of the three daughters in the Tate family. She suddenly turned into a bloodthirsty murderer and turned the Tate residence into a place of horror and death. It seems as if she is possessed by some unknown entity.



Mr. Bates

Mr. Bates is one of the main characters in the game. At times he will possess Alyssa Hale. He is a cruel and cold-blooded man.



Alyssa Hale

Her father, the director of a major hospital, is not home much. Alyssa spent much of her childhood alone and grew up to become a very quiet girl. When she was still quite young, her father gave her an amulet. She always carried it with her and it became a source of power. She has a gloomy disposition. Possessed with spiritual intuition, she links everything to unworldly phenomena.

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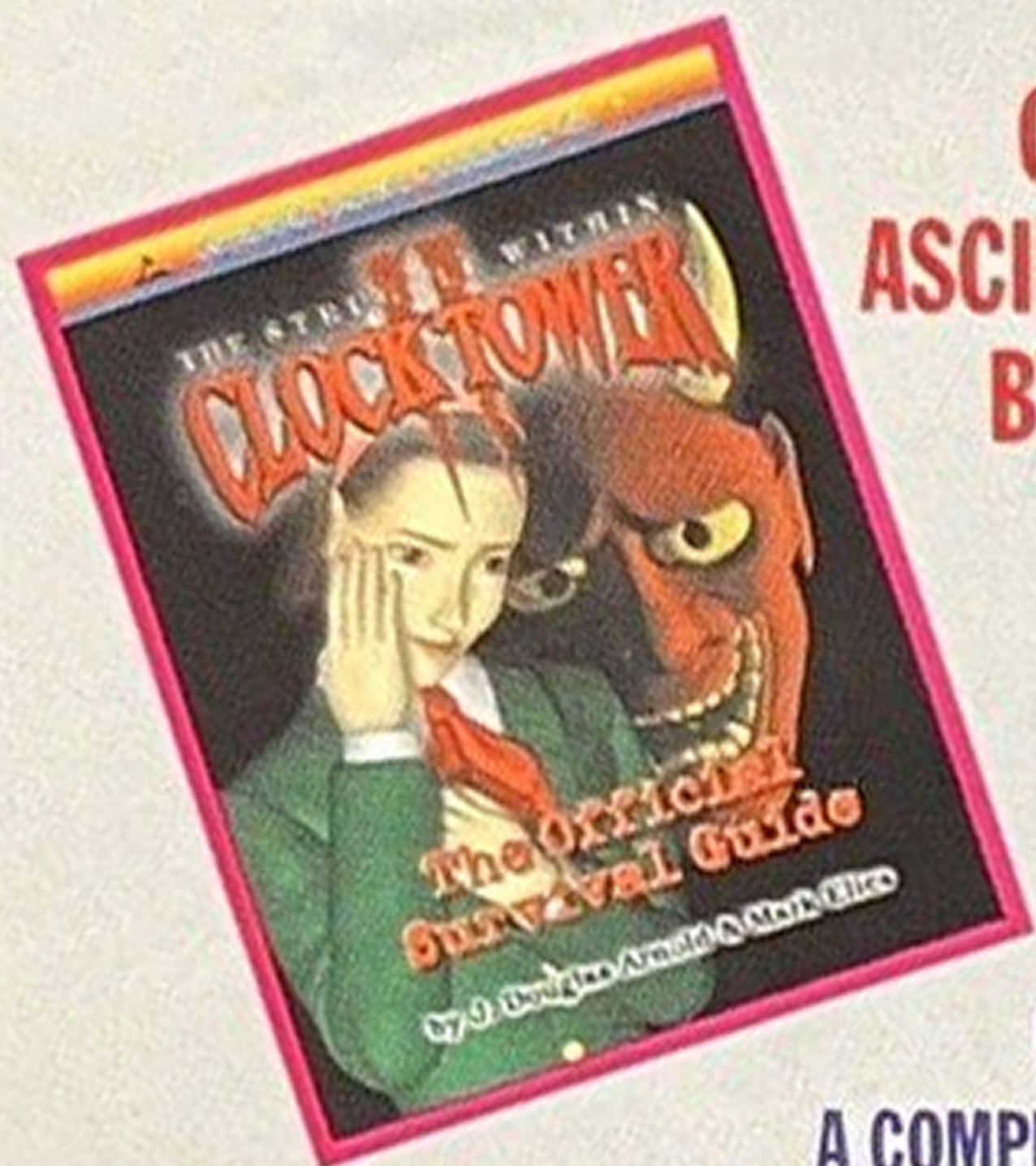
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