

DEADLY PREMONITION

THE DIRECTOR'S CUT

Quercus

PhysX[®]
by NVIDIA



mastertronic



Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



For further information visit <http://www.pegi.info> and pegionline.eu

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GETTING STARTED

An introduction movie will be played when you load the game.
Press the ENTER button to proceed to the title screen.

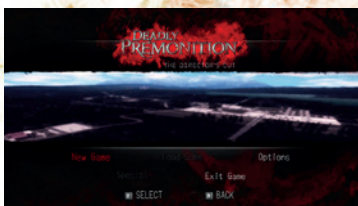
Title Screen

Press ENTER once the title screen is visible. If any save data is present, select your preferred save from the save slots and press ENTER to confirm. Five menu options will be displayed. Select "New Game" or "Load Game" to begin playing.



NEW GAME

Play the game's main storyline from the beginning.



Saving Your Game

You can save your progress by using the telephones found in various locations within the game. Pressing the E button near a telephone brings up the screen shown on the right. Choose "Save Game" to save your game. The game also Autosaves your progress at certain stages, such as when you complete a Chapter.

- You can only create one saved game
- Some telephones will charge you money



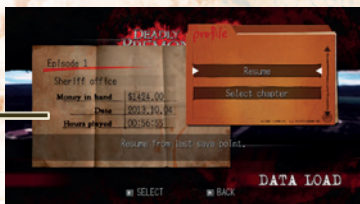
LOAD GAME

Allows you to continue playing from a previously saved game, or replay a completed Chapter.

Choose one of the menu options below:

PREVIOUS SAVE

Displays the Episode title and money remaining.



CONTINUE

Allows you to continue the game from your last saved game.

CHAPTER SELECTION

Allows you to replay the game from a previously completed Chapter. Use the directional buttons to select the Chapter, and the ENTER button to confirm. You can select a difficulty level before the game starts.

CONTROLS

NORMAL MODE / COMBAT MODE

Esc:	Menu
WASD:	Move
E:	Confirm/Interact
R:	Cancel/Reload
F:	Flashlight On/Off
PGN Up/PGN Down:	Cycle Weapons (Customizable)
Up, Down, Left, Right / WASD:	Navigate Menus
M:	Map
Mousewheel or Up/Down:	Cycle Weapons
Mouse:	Move Camera/Aim
Mouse 1:	Attack
Mouse 2:	Auto-aim
Space:	Combat Mode
Ctrl:	Hold Breath/Auto-aim
Shift:	Run
C:	See/Observe

CAR CONTROLS

Esc:	Menu
W: S: A/D	Accelerate Brake/Reverse Steer
E:	Exit Car/Talk
R:	Siren/Boost
F:	Headlights On/Off
PGN Up/PGN Down:	Wipers On/Off
Z/X or Left Right:	Headlights L/R
M:	Map
Mouse 1 (Hold):	Move Camera
Space:	Side Break
Ctrl:	Horn
Shift:	Siren/Boost
C:	Change View

Note: Not all game pads are supported with this game.

GAME SCREEN

This section explains how to use the Main Game Screen, where you will control the main character and carry out the investigation, as well as how to read maps of the town and the buildings in it. Make sure you check your current position and destination with the map as you move around.

Main Game Screen

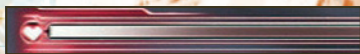
The basic screen for the game. Pressing the ESC button displays the Pause screen.

- 1: LIFE GAUGE AND PULSE GAUGE
- 2: DESTINATION: THE NUMBER SHOWN BELOW IS THE DISTANCE TO YOUR DESTINATION
- 3: WEAPON CURRENTLY EQUIPPED
- 4: ICON: DISPLAYS THE POSITIONS OF ITEMS
- 5: MAP OF THE SURROUNDING AREA: THE CURRENT TIME WILL BE SHOWN IN THE TOP LEFT CORNER
- 6: LIMIT SHOWS ANY TIME RESTRICTIONS ON REACHING YOUR DESTINATION



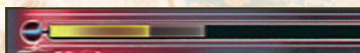
LIFE GAUGE

The Life Gauge shows the main character's overall health. Enemy attacks deplete this gauge, and the game ends if you run out. Your Life Gauge can be refilled by using a "First Aid Kit" or by catching some sleep.






PULSE GAUGE

The Pulse Gauge shows the main character's heartbeat and breathing rate. This gauge increases as you run and hold your breath. If the gauge fills up, you will be unable to run or hold your breath for a certain amount of time, and you'll move slower until you recover.



ICONS

The following icons will be shown on the Main Game Screen, map of the surrounding area and Main Map.

	A DESTINATION FOR ADVANCING THE STORY. THIS ICON WILL BE SHOWN WHEN THE CURRENT TIME IS WITHIN THE LIMIT CONSTRAINTS.
	A DESTINATION FOR ADVANCING THE STORY. THIS ICON WILL BE SHOWN WHEN THE CURRENT TIME DOES NOT ME THE LIMIT CONSTRAINTS.
	THE LOCATION OF SPECIAL ITEMS, OR THE CHECKPOINTS FOR THE "CIRCUIT RACING" MINI-GAME.
	A LOCATION AFFECTED BY THE OTHER WORLD.
	YOU CAN CATCH SOME SLEEP HERE.
	YOU CAN USE A TELEPHONE HERE.
	YOU CAN FIND TRADING CARDS HERE.
	YOU CAN FISH HERE.
	YOU CAN FIND A DRIVABLE CAR HERE.
	A HOTEL.
	THE SHERIFF'S DEPARTMENT.
	BLUE ICONS ARE MALE CHARACTERS, RED ICONS ARE FEMALE CHARACTERS, AND GREY ICONS ARE CHARACTERS YOU HAVEN'T TALKED TO YET.
	CHARACTERS RELATED TO INITIATING SIDE MISSIONS.

Main Game Screen

Pressing the M key shows you the Main Map for the town or a building interior.

ICONS: HOVERING THE CURSOR ABOVE THE
ICONS WILL DISPLAY STORE/CHARACTER
NAMES.

ZOOMING IN/OUT: SCROLLING THE MOUSE
WHEEL ZOOMS IN, DOWN OR LEFT ZOOMS
OUT.



Limited Warranty

Rising Star Games warrants to the original purchaser of this computer software product that the recording media on which the software program is recorded will be free from defects in materials and workmanship for 90 days from the date of purchase. During such a period defective media will be replaced if the original product is returned to Rising Star Games at the below address, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address. This warranty is in addition to and does not affect your Statutory Rights in any way. This warranty does not apply to the software program itself, which is provided "as is". Nor does it apply to media which has been subject to misuse, damage or excessive wear.

RETURN AFTER WARRANTY

Rising Star Games will replace user-damaged media, current stocks allowing, if the original media is returned with a Eurocheque or postal order for £15 per cartridge payable to Rising Star Games Limited. If you have any queries on warranty replacements or user-damaged cartridges or manuals, please e-mail us on support@risingstargames.com. Please note that this email address is only for warranty and NOT technical queries. For technical enquiries please email help@risingstargames.com. Please remember to include full details of the defect, your name, address and, where possible, a daytime telephone number where we can contact you.

Rising Star Games Ltd,
Level 1 Block A Latchmore Court,
Brand Street,
Hitchin, SG5 1HX,
UNITED KINGDOM.

TECHNICAL AND CUSTOMER SUPPORT

Rising Star Games Ltd,
Level 1 Block A Latchmore Court,
Brand Street,
Hitchin, SG5 1HX,
UNITED KINGDOM.

Tel: +44 (0) 1462 86 00 09
www.risingstargames.com

