

## THE MOST REALISTIC GRAPHIC ADVENTURE EVER CREATED

Adventure Code Name: Traitors Gate

The Pentagon suspects that one of its directors is planning to steal the world famous British Crown Jewels using classified information and secret blueprints.

As Special Agent Raven, you must infiltrate the heavily guarded Tower of London to locate and replace the Jewels with exact replicas. These specially created replicas have been fitted with sophisticated tracking systems that will lead the CIA to the defected director and his accomplices when the heist occurs. To succeed you will need to out-fox the highly trained security guards and multi-million dollar surveillance system protecting the Jewels.

- Nonlinear adventure with more than 1200 different paths.
- Cinematic views with 360 degree movement.
- More than 100 puzzles and 100 hours of game play.
- Exact recreation of the Tower of London environment and security systems.
- 4 CD-ROMs.



The Tower of London guards the most protected treasure in the world.



In 500 years no one has been successful in stealing the Crown Jewels.



Stunningly realistic 3D graphics.



Closed circuit cameras, motion and heat detectors, alarm systems...



A complex of 26 buildings and a possible 1200 paths.



Hundreds of scenes recreated with maximum realism.



No outsider has ever seen the interior of the armored room.



More than 100 objects and tools to add excitement to your mission.



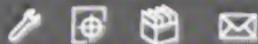
The Tower is guarded by specially trained British soldiers

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# Mission Brief...



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The situation is as follows: Major D. G. Anderson, head of the European desk of ORPHIA, has defected taking with him classified Pentagon files. These files contain detailed blueprints on how to rescue a number of priceless treasures, e.g. in the event of war. We suspect that Anderson will use the information, contained in these files, to steal what is probably the most valuable and most famous treasure in the world, the British Crown Jewels. The Jewels are protected by a multi-million dollar security system at the Tower of London. PIAD, a security department within the Pentagon, has determined that informing the British Government of the situation would damage the international political balance between our two nations. Therefore, it has been decided to solve the problem by launching a covert operation, code-named: Traitors Gate.



# ...Mission Brief



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Raven, your mission is to enter the Tower ahead of an eventual attempt by Major Anderson and replace the threatened Jewels with replicas. These replicas are fitted with sophisticated tracking systems that will lead us to Anderson and his accomplices. Remember Raven, you cannot leave any evidence behind or, in any other way, make the British suspicious.

If you are captured or killed, we will deny any knowledge of your existence and mission. Inside the Tower you have approximately twelve hours to swap the threatened Jewels with the replicas and to rendezvous with your pick-up team at the Traitors Gate. Refer to your PDA for more information about the mission.

Good luck, Raven!



# System Requirements

Minimum requirements to run Traitors Gate

## Windows 95/98

100 MHz Pentium (166 recommended)

32 MB RAM (64 recommended)

100 MB free hard disk space

8x CD-ROM

SVGA capable graphics adapter (65 000 colors at 640x480 pixels)

## Macintosh

100 MHz PowerPC processor (604 strongly recommended)

32 MB physical RAM (must use virtual memory). (48Mb recommended)

100 MB free hard disk space

8x CD-ROM

Monitor capable of thousands of colors

# Installation

Windows 95/98

## To install

1. Quit all other applications and insert the Traitors Gate Disc 1 CD-ROM into your CD-ROM drive.
2. Open your CD-ROM drive and double-click the file TG Install.
3. Follow the on-screen instructions to install the program.
4. If you don't have QuickTime installed, let the installer do it for you.

## To play

1. Begin at the Windows desktop.
2. Click the Start button and point to Programs Daydream Software Traitors Gate.
3. Select Traitors Gate to start the program.

On the first launch of Traitors Gate you will be asked if you want the game to be run on 'full screen resolution'. Remember, if you turn down the option to have this dialog appear the next time you play Traitors Gate, you can make it appear again by holding the Alt-key down when you launch the game.

## To remove

1. Begin at the Windows desktop.
2. Click the Start button and point to Programs Daydream Software Uninstall Traitors Gate.
3. Select Uninstall Traitors Gate to remove the program (saved games will not be removed).

# Installation

Power Macintosh

## To install

1. Quit all other applications and insert the Traitors Gate Disc 1 CD-ROM into your CD-ROM drive.
2. Open your CD-ROM drive and double-click the file Traitors Gate Installer.
3. Follow the on-screen instructions to install the program.
4. If you don't have QuickTime installed, double-click the QuickTime Installer and follow the instructions.

## To play

1. Locate and open the folder Traitors Gate on your hard-drive.
2. Double-click the Traitors Gate icon to start the program.

On the first launch of Traitors Gate you will be asked if you want the game to be run on 'full screen resolution'. Remember, if you turn down the option to have this dialog appear the next time you play Traitors Gate, you can make it appear again by holding the Command-key down when you launch the game.

## To remove

1. Drag the Traitors Gate folder to the trash.
2. Click the Special menu and select Empty trash.

# Interface overview

Basic navigation



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To navigate in Traitors Gate, point to an area on the screen. If you get the panning cursor, drag the pointer to the left and right, up and down. The scene will rotate accordingly. Notice that when you drag the cursor over different areas on the screen without keeping the mouse button pressed, it will sometimes change from the panning cursor to an arrow. When the arrow appears, it indicates that something will happen when you click on that spot. Most of the time you will move in that direction, but sometimes you'll be able to pick an object up, pull a lever or open something.



# Interface overview

Basic navigation



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If you notice that you can no longer pan, there is probably something interesting to interact with in the scene in front of you. When you have finished an interactive scene, sometimes you will be automatically returned to the main scene. On other occasions, you must click on the green arrows in the right and left edges of the scene to return.



You have two inventories placed to the left and right of the PDA. The left inventory contains objects you have picked up in the Tower environment, the right contains mission items belonging to you. To use an item, drag it into the scene or onto the in-game object you want it to interact with. If that object can't be used in that particular scene or location, it will return to its place in the inventory.



# Interaction with objects



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With certain items in your inventories there is a choice of use. When these items are selected a special scene will appear. In this scene you can select an application by clicking on the selected item (crossbow applications must be dragged onto the crossbow scene from the inventory). In the upper right corner of the scene you can verify or cancel selected applications.

In most interactive scenes you'll see the standard arrow cursor. It is with this cursor you pick items up or interact with objects.



# Interaction with objects



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The PDA and the inventories are also operated with this cursor. In some interactive scenes the hand cursor may appear. When this cursor is visible, you can turn the pages of the object in front of you by dragging the cursor left and right in the scene.

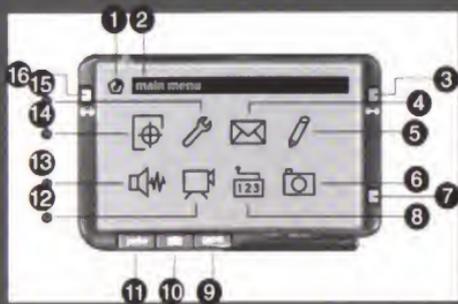


# The PDA

[Personal Digital Assistant]



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The PDA (Personal Digital Assistant) is maybe the most vital item of equipment you have in your possession. It contains, among other things, information about the Tower of London, The Crown Jewels Collection and your mission equipment. These databases can be of great help to you, so take the time to familiarize yourself with the PDA and to read these databases. Using the PDA is mainly by means of clickable icons.



# The PDA

[Personal Digital Assistant]



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[1] menu [icon] - displays icon for current menu.

[2] menu [text] - displays name of current menu.



[3] timer - the timer can be used to countdown some of your mission equipment. The timer also shows the time you have left to complete your mission.



# The PDA

[Personal Digital Assistant]



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[4] e-mail - the link between you and PIAD. You will receive mission information and results from photo analysis through this channel. Mail arrival is indicated with an audio beep and a flashing red light at the top left of the PDA.

[5] notes - a simple text editor in which you can store personal notes.

[6] system - contains hard facts about your PDA.



# The PDA

[Personal Digital Assistant]



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[7] game menu - in the game menu you can select to start a new game, load or save a game, quit TG and set sound volume. You cannot access this menu when in an interactive scene [note: the button will appear red]

[8] decoder - with the key-code analyser card attached, you can use this menu to crack coded locks.

[9] gps - the GPS is used for orientation, it is, however, satellite reliant and may experience problems when in signal shadow such as when underground.



# The PDA

[Personal Digital Assistant]



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When accessing the GPS, your position will be centered in the PDA-window. By clicking on the panning cursors you can explore the map. To re-center the map to your current position, click the icon in the upper right corner. An option to zoom in and out on the map is also available.

[10] camera - the camera can be used to get information about the objects that you come across in the scenes. Click the shutter release icon to take a picture. The picture will automatically be sent to PIAD for analysis (check e-mail for result). Since the PDA camera has a storage limit of only eight pictures, you may have to erase some of them to be able to take new pictures.



# The PDA

[Personal Digital Assistant]



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[11] pda - button to access the PDA. When accessing a new or a loaded game, you must enter your mission code name.

[12] video - with the scart-adapter attached, you can use this menu to monitor surveillance camera systems.

[13] audio - with the audio-sensor attached, you can use this menu to analyse weak sounds.

[14] target - contains information about the Tower of London, the Crown Jewels and the mission background.



# The PDA

[Personal Digital Assistant]

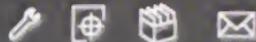


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[15] equip - contains information about your mission gadgets. When this menu is activated, you can also receive this information by dragging the items from your right-hand inventory into the PDA window.



[16] compass - the compass uses the GPS for directions, so it may not work properly when underground. The compass display area also doubles as display for the DLU (Digital Loop Unit). See equip menu for more information on this and your other mission gadgets.



# Mission equipment



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In this mission you will be equipped with the latest gadgets from PIAD. (You will find these gadgets in your right-hand inventory). You are already carrying a few very useful items at the beginning of your mission, the rest you will find in the backpack that the SEAL team has placed for you in the sewers under the Tower. Here is a brief introduction and explanation of the equipment and gadgets:



Audio-sensor

The audio-sensor is an attachment to the PDA that detects weak sounds. Attach sensor to object and activate audio in your PDA to listen and read display.



# Mission equipment



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## Crossbow

The crossbow can be used to fire grapples & darts. Arm crossbow with desired application, then aim and fire. (When the crossbow is selected a special scene will appear. Drag desired application (grapple or ice-darts) from inventory to that scene, then verify or cancel selected application in the upper right corner. After verification you will return to the main scene with a telescopic view. Double-click [left] mouse button to fire.)



# Mission equipment



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The DLU (Digital Loop Unit) provides you, when activated, with a safe window of 60 seconds under video-surveillance. The loop cycle is displayed in the alternative function of the compass.



## Gas cylinder

This gas cylinder contains Isoflurane, a powerful knockout gas.



## Gas-mask

A standard issue compact gas-mask.



# Mission equipment



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The mini grapple is your climbing aid. This grapple can be launched with the crossbow and is preferably used in combination with the rope-lift when ascending.



Gum  
Don't eat it all at once. Sometimes gum has other uses than for fresh breath!



Ice-darts  
The ice-darts contain a strong tranquilizer and will quickly melt after impact, leaving no trace.



# Mission equipment



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Key-code analyser card  
The key-code analyser card is an attachment to the PDA, which can be of assistance in circumventing coded door-locks. Put card into slot and activate decoder in your PDA to crack the code.



Key-turn device  
The key-turn device enables remote key turning. Attach device onto key, then activate timer.



# Mission equipment



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## Limpet mine

The limpet mine is a small but powerful explosive. Attach to surface, press green button to activate (red to deactivate). The timer is pre-set to 40 sec.



## Multi-tool

The multi-tool contains both standard and cross-head screwdrivers and a wire-cutter. Push the rivets to select application.



# Mission equipment



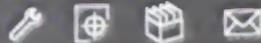
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[When the multi-tool is selected a special scene will appear. In this scene you must select desired application by clicking on the rivets. Verify or cancel selected application in the upper right corner. The screwdrivers will be used automatically after verification, but if the wire-cutter is selected, you must also choose which wire is to be cut.]



## Picklock

The picklock is a possible means for opening some lock-types. Insert, then manipulate back and forth to force the lock.



# Mission equipment



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## Scart-adaptor

The scart-adaptor is an attachment to the PDA that enables monitoring of video-surveillance systems. Connect the adaptor to appropriate socket and activate video in your PDA to monitor the system.



## Replicas

Replicas of the Imperial State Crown, the Sovereign's Sceptre and the Sovereign's Orb. All replicas contain a hidden tracking system.



# Mission equipment



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## Rope-lift

The rope-lift enables the swift ascension of climbing ropes.



## Sewer key

The standard Water Authorities sewer key. This key should enable full access to the sewer system under the Tower of London.



# Hints & Tips

- This game is designed to be as realistic as possible, so try to think and act accordingly. Caution and logic will be rewarded, rashness may well get you into trouble.
- Take time to investigate your surroundings but don't dawdle, the clock is ticking. Some objects will only work with a specific object location in a scene. Be sure to drop them accurately onto the desired target object.
- Listen carefully to the briefing. Your mission code name (which is also your PDA-access code) and the location of your mission backpack are, among other useful information, contained here.
- Take the time to thoroughly read the mission and target files in the PDA.
- Save your game frequently.
- All found items except those belonging to your mission equipment, will appear in your left-hand inventory.
- Remember that you can easily access information about your mission equipment by dragging the items from your right-hand inventory into the equip menu in the PDA.
- Use your PDA-camera often. It is advisable to center camera on object of interest.

- A smart way to keep track of things is to use the notes function in your PDA.
- If you want to skip the walks, hold the ALT-key (or Command-key) down when you click the mouse button to walk forward.
- The tracking devices in the replicas will activate automatically when you exchange the jewels.
- When the PDA-Camera is activated, the Multitool or the Crossbow cannot be selected.
- The pictures taken with the PDA-Camera will not be saved when you save a game and the pictureslots will be emptied when you go from one CD to another. All the mail results from the pictures will of course be kept.
- Documents from the left inventory (found items) cannot be examined in the "game window" while solving a problem.
- The menu "i" in the PDA is not implemented at this moment.