

*Psychic*

# DETECTIVE



PLAYING THE MOVIE

726305

**WARNING: READ BEFORE USING YOUR  
3DO INTERACTIVE MULTIPLAYER SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—**IMMEDIATELY** discontinue use and consult your physician before resuming play.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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## The Curtain Rises

1. Turn ON the power switch on your 3DO Interactive Multiplayer™. The READY light indicates that the unit is on.
2. Make sure a Control Pad is plugged into the Control Port on the Multiplayer console (if not, turn the player OFF, plug in a Control Pad, and turn the player ON again).
3. Press the OPEN/CLOSE button. The disc tray extends.
4. Insert the *Psychic Detective*™ movie disc labeled #1 into the disc tray (label side up) and press OPEN/CLOSE to retract the tray. The 3DO™ logo appears. (If you don't see it after a few moments, turn OFF the player and begin again at step 1.)
5. After the opening title screens, a prologue plays introducing you to Eric Fox. Be sure to watch the prologue the first time you play to get the skinny on the characters you'll be meeting. After that, you can skip the prologue by pressing A.

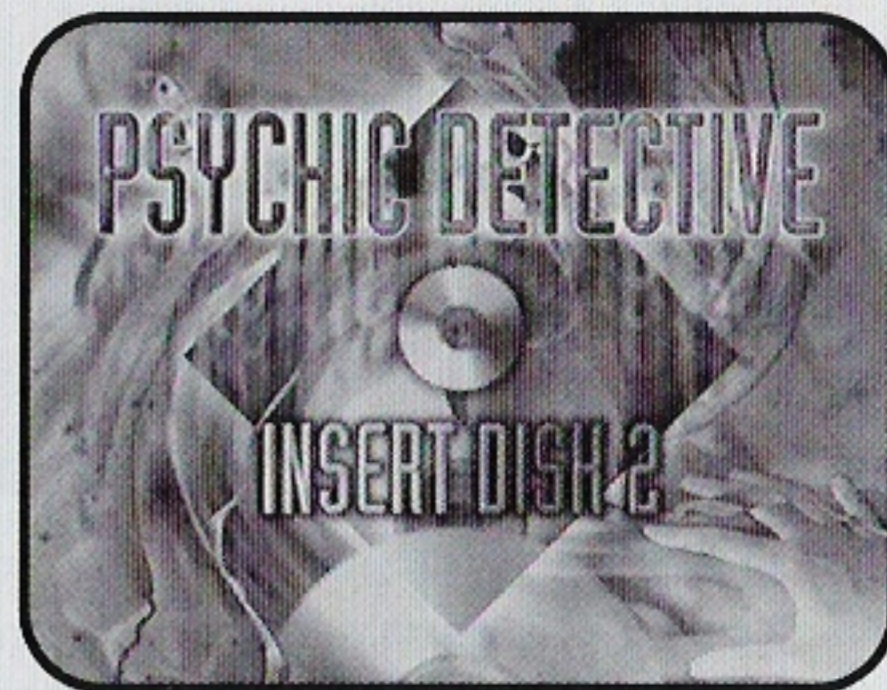
**NOTE:** *Psychic Detective* requires a minimal amount of NVRAM. This memory is needed to store information between changing discs. If you have other games saved on your 3DO Interactive Multiplayer, your NVRAM may be full.

If this occurs, a message appears letting you know that the NVRAM is full. Eject the *Psychic Detective* disc and insert the NVRAM manager that came with the machine. Once you have cleared enough room, you can restart *Psychic Detective*.

Please consult the 3DO Interactive Multiplayer documentation for more information.

## Intermissions

There are three movie discs in *Psychic Detective* labeled 1, 2, and 3. Insert #1 first, and continue through to the next disc as prompted by the instructions on the game screen. After disc #3, reinsert disc #1 for the conclusion of the movie. From disc #1, you can restart the movie from the beginning. There is no need to save each movie. Once you've played through, you start again.

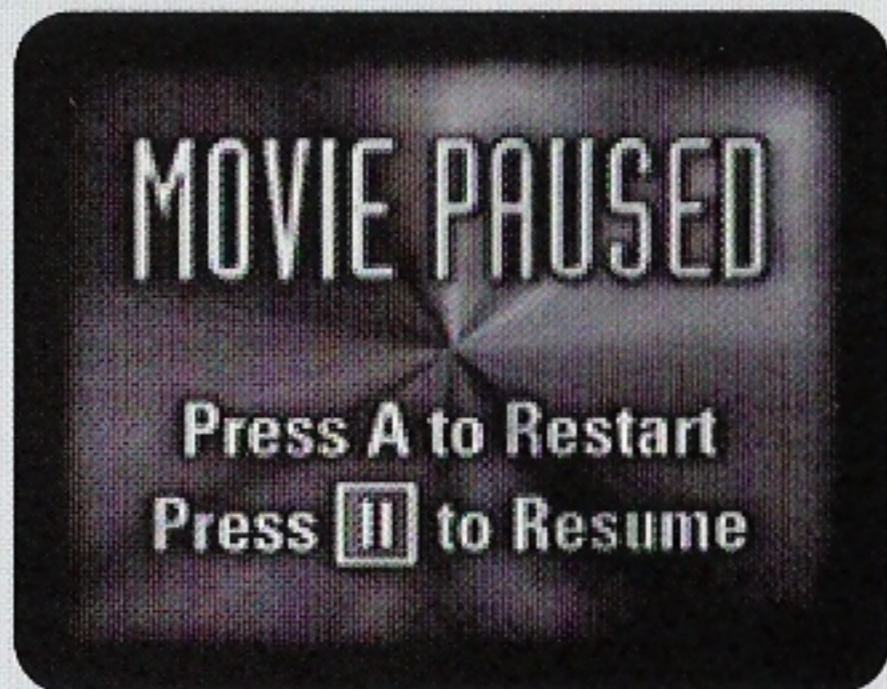


## Cut! Pausing the Movie

- To pause the movie, press **P**. Press **P** again to resume the movie.

From the Pause menu you can restart the movie completely.

- To restart the entire movie, press **A** from the Pause menu. Reinsert disc #1 if it is not already in the machine.



## Eric's First Case

*Psychic Detective* is a fresh approach to the evolving form of the interactive movie. In the Case of Black Diamond, you take the role of Eric Fox, who calls himself "The Psychic Flash." You are employed by the mysterious Laina Pozok to discover the truth behind her father's death. But you'll find there's more to this case than you realize. Whom can you trust? What is the Black Diamond? What is a psychic collector?



And just how deeply can you delve into this mystery before you go stark raving mad?

Eric is a bit of a sleaze and a slacker when you first make his acquaintance, but Laina reveals to him a startling psychic power. With Laina's guidance, Eric can "transmit" his psychic self into others, to see through

their eyes and hear through their ears. He can also gather clues from the past by touching certain objects, revealing their psychic history. He can even influence the behavior of other characters.

There are many different paths, and many different conclusions to this twisted tale. Unlike more traditional games that ask the player to point and click (or press a button) to guide their protagonist through the game's narrative, *Psychic Detective* uses the plot device of psychic power to manipulate the movie. You ride around in Eric's head, and though you don't physically steer him through the movie, you do guide what he does and how the plot develops. There are a few set video sequences, but you'll soon find out how deep and diverse the story can be when you choose different paths for your main character.

## Dramatis Personae

**Eric Fox:** The Psychic Flash, you've spent too much time wasting your gifts and squandering your talents. Are you really as shallow as you seem, or are there depths to you that you'll discover in your new sleuthing career?

**Laina Pozok:** Daughter of Vladimir Pozok, famed Soviet researcher of the paranormal.

**Max Mirage:** Charismatic leader of Miragequest, crusader of the downtrodden, and builder of self-esteem.

**Sylvia Bourget:** Max Mirage's hard-working colleague.

**Monica Pozok:** Monica is Laina's little sister, and she really misses the good times. Can you say "spoiled?"

**Madam Tikunov:** The mysterious old family retainer. How did she get to be this way?

**Moki Valdez:** Moki may need you more than you need him, but have you seen him dance?

**Sergei Nosenko:** Some people just get all the bad luck.

**Vladimir Pozok:** Laina's and Monica's father. There's truth in the old saying—to find a murderer, know the victim.

**Chad Bitalski:** Laina's cousin. Don't get too attached.

When the story begins, you meet the lovely and enigmatic Laina Pozok. She needs your help, and you, being the chivalrous kinda guy that you are, and eyeing the wad of cash she flashes at you, jump at the chance to help her. Laina shows you how to "transmit," then asks you to psychically snoop around the Pozok mansion during a family gathering.

But watch out—in classic film noir tradition, not all is what it seems. Including the dame.

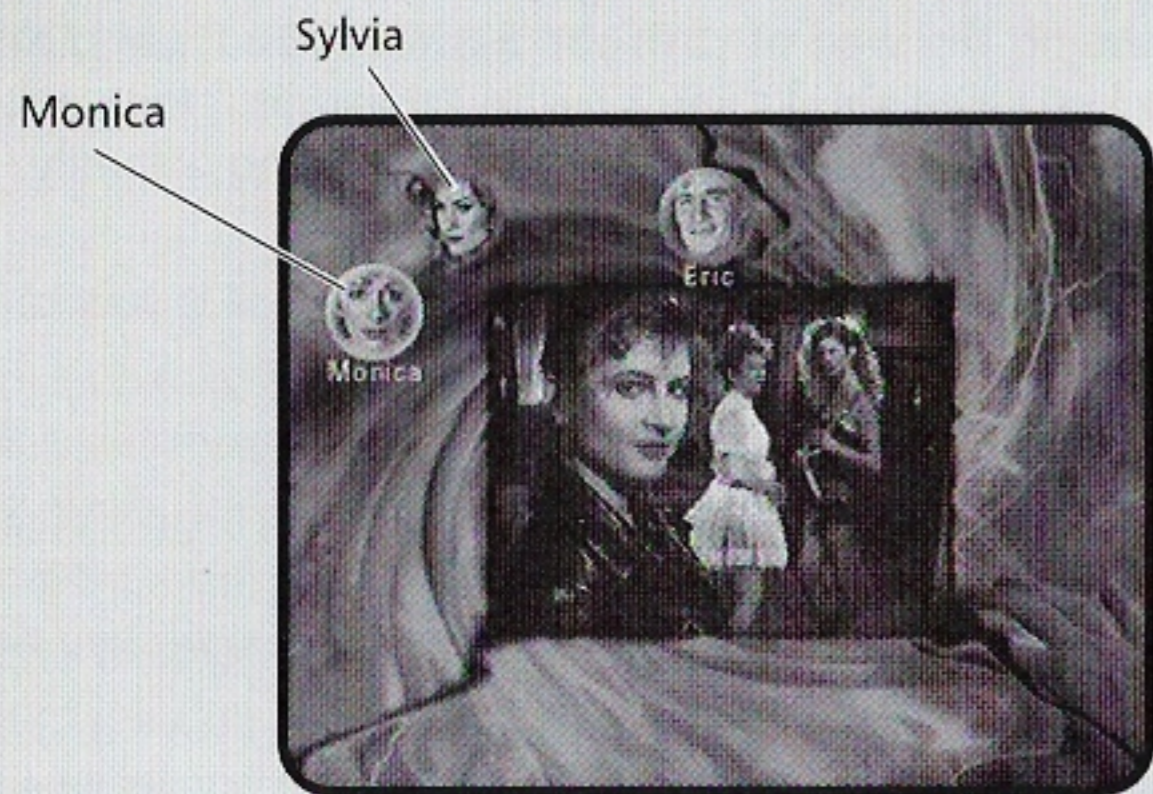
## Basic Psychic Sleuthing Head Hopping

The game screen changes when you enter the Pozok mansion. You are now looking at the world through Eric's eyes.



You'll see Eric's character icon in the border at the top of the game screen, highlighted by a blue ring. That blue ring around a character icon indicates that you're currently in that person's head.

You are first introduced to two women standing at the foot of a staircase. Check them out and watch what happens to the game screen—two new character icons appear in the border.





Now comes the interesting part: you're not going to just talk to these people, you're going to sneak into their private lives through a mental back door. As a psychic, you can gather information and view the action in rooms where your body is not, by transmitting through, or jumping to, another character's head. Your entire point of view changes when you transmit: this is your primary means of gathering the clues you need to solve this mystery.

When a character becomes available to you to transmit through, their circular character icon appears in the left area of the game screen. The character's name appears under the icon. Usually you must be near a character to transmit through them. However, once you jump into their head, you can travel far with them, and head-hop from character to character.

**NOTE:** Occasionally you can transmit through a character far away. See *Operating the Psychic Collectors* on p. 14.

Whom shall you choose? How about that tall blonde in the plastic dress? She looks as if she could give you some heady information.

### To transmit through a character:

1. When the character icons appear on the upper left border, they are now available. D-Pad  to move the highlight clockwise around the movie border. D-Pad  to move the highlight counter clockwise. A yellow highlight ring indicates a choice you can activate.
2. When the character you want is highlighted by the yellow ring, press **A**, **B**, or **C** to select that character.
3. The scene shifts, and you're now occupying the new character's psychic space. That character's icon has a blue highlight ring, so you know whose head you're invading.

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**NOTE:** Eric keeps moving and talking to characters even if you decide not to choose any character to transmit through. Like a movie, the story flows whether you act or not.

- ☞ Each time you jump into a different character's head, not only will the information you hear change, but you'll be changing the way the movie turns out. The choices you make have many subtle and complex effects on the flow of the story and the outcome.
- ☞ Keep in mind that when you've transmitted to another character, Eric is still walking around and functioning. When you return to his mind, you may be in a place you don't know. You're literally in two places at one time. This can be disorienting, but is extremely helpful for gathering information.
- ☞ Every once in a while another character shakes you out of a transmission, and you snap back into Eric's head. What a trip! Don't worry, you'll get used to it.

## Touch if You Must...

When you see an icon of an object appear along the bottom of the game screen, you can select that object to "touch" it. The name of the object appears below the image. When you select an object, it gives you a psychic jolt of insight—a retro-cognitive flash. These jolts are like

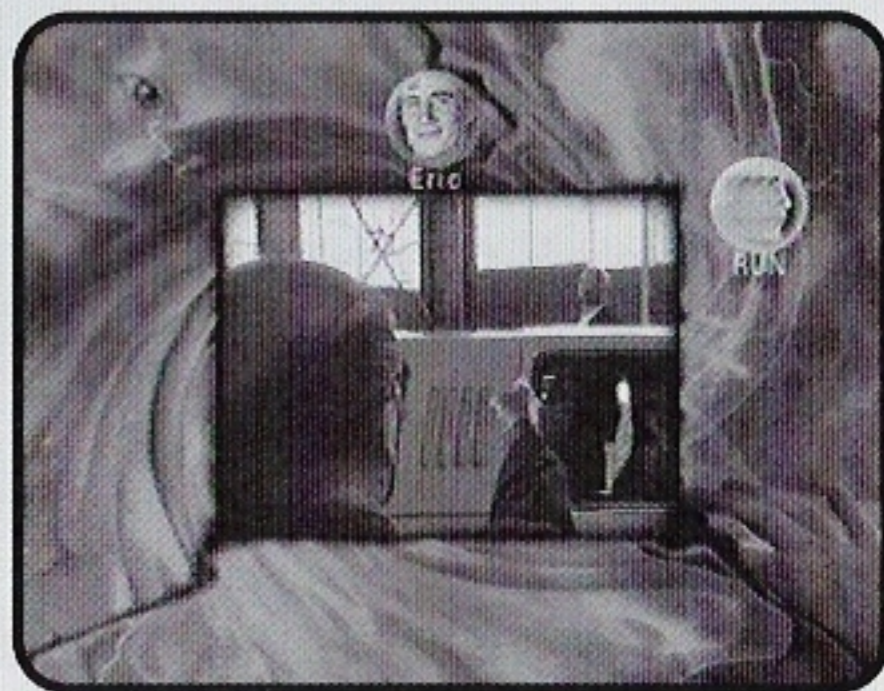
musical leitmotifs; they are symbolic, presage some one or thing, and are recurring. You must use your interpretive skills to determine the meaning they hold. They may contain clues to the past, but they can also give you information about the future.

- To select an object to touch, D-Pad  $\leftrightarrow$  to move the highlight. Press A, B, or C to select the object.



## Sudden Urges— The "Act" Prompts

When you see an icon of an object appear in the upper right of the game screen, you can select that "action" for Eric to pursue. The name of the action (e.g., "RUN") appears below the image. These represent a sudden

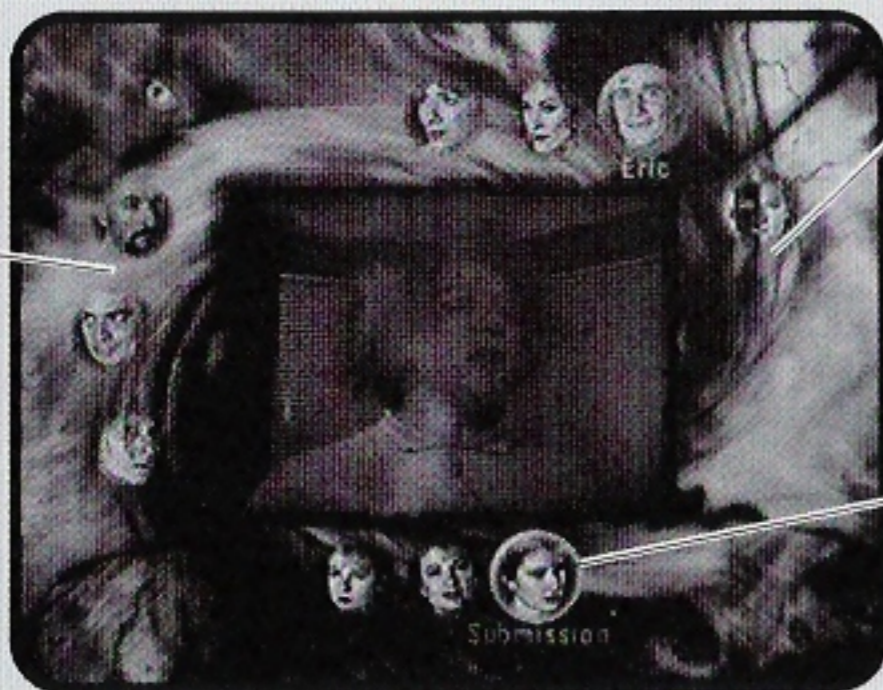


call to action that pops into Eric's head. You must decide if he takes that action or not. Sometimes several possible actions arise, and you must decide which Eric should pursue. These will change depending upon how you've played the movie up to that point.

- To choose an Act option, D-Pad  $\leftarrow$  to move the highlight. Press **A**, **B**, or **C** to choose the behavior.

## Operating the Psychic Collectors

Icons in this section of the screen are for transmitting.



Icons in this section are reading and acting prompts.

Icons that appear along the bottom of the screen are used for throwing thoughts.

## Transmitting

We don't want to give away too much, but a psychic collector—technically a psychotronic generator—can magnify a psychic's gifts to amazing levels, even introducing new powers. When a collector is activated, Eric can transmit through the heads of people who are far away. The collector increases his powers, but it can also exact a terrible psychic price.

- ☞ You'll know when one is activated when the game screen swirls in a vortex of color, and then resolves into a bewildering quantity of choices.
- ☞ When the collector's power wanes (or when the collector is deactivated), you are forced out of a character's head and return to Eric's mind. You normally require a few moments to re-acclimate yourself after this trying experience.
- ☞ If you use the collector three times, or for too long, you run the risk of getting psychically fried. You lose transmission and pop back into Eric's head—sometimes smoothly, and sometimes woozily.



## Reading Another Character's Psyche

Choosing this option allows you to jump into a character's head and get a flash of clairvoyance into their past, or their emotional and mental state. The character icon tips you off to this possibility. For example, it displays text that reads: "READ PSYCHE LAINA." Many of these flashes are traumatic and highly graphic. It's up to you to interpret the meaning and significance behind these bursts. Everything you see and hear might be of vital importance.



## Throwing Thoughts

Mind control is an awesome power, and you have the ability to influence a character's response. When this power becomes available, think about the situation you're in and the character you wish to control. Remember, you will change the movie and its outcome based on the

behavior you choose. When available, behavior icons appear at the bottom of the screen. They are captioned with the behavior they represent—Aggression, Affection, or Submission.



Aggression



Affection



Submission

- To choose a behavior or action, D-Pad  $\leftrightarrow$  to move the highlight. Press A, B, or C to choose the behavior.

## Playing The Black Diamond Game

"You take their fears, traumas, nightmares, to destroy their psyche..."

Two players engage in a game, or "psychic battle."



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Each player gets four game pieces. Before you begin, you, as Eric, must select your game pieces.

☞ Eric always selects all four game pieces first, with his opponent taking the remaining four. Eric's pieces are blue. Your opponent's game pieces are red.

☞ Each game piece has an iconic image on its face. These iconic images and their power are dependent upon the path you have taken through the movie: these images differ each time you play. Their measure of strength is also dependent upon Eric's actions and behavior throughout the movie. For example, an icon of a character may be worth more if that character is alive. You must choose the ones that will be the strongest for you.

☞ To select a game piece for the Black Diamond game, D-Pad  $\leftrightarrow$ , then



press **A**, **B**, or **C**. After you select a piece, it is placed on a pulsing blue space on the game board. Continue selecting pieces until you have chosen four.

Now begins the battle. Eric must make the first move by selecting one of his pieces and attacking one of his opponent's. Eric always makes the first move.

### To mount your attack:

1. The game board has a built-in pulsing highlight that lets you know which piece is active. D-Pad  $\leftrightarrow$  to move the highlight to the blue piece you want. Press **A**, **B**, or **C** to select.
2. The chosen piece rises up from the board; you must now move it clockwise or counter-clockwise to attack one of your opponent's pieces. You may only attack those pieces to your nearest left or right. You may not jump over any pieces to get to another piece.
3. D-Pad  $\leftrightarrow$  to move your game piece to the position you want. To place your game piece on the board, press **A**, **B**, or **C**.

If you make the correct choice, your piece will take your opponent's piece, just as in a game of chess. If two pieces are of equal power, they cancel each other, and both are removed from the board. You and your opponent take turns until one of you is the victor.

Needless to say, the one with pieces remaining at the end of the game wins, but there are different outcomes and different levels of winning and losing based on what has happened in the story. If no pieces remain, the game ends in a draw, but there may be a rematch.

## The Curtain Falls

After you've finished the Black Diamond game, you'll see the conclusion of the movie you have just created.

There are fourteen different conclusions in *Psychic Detective*, fourteen thrilling, perplexing, and sometimes silly solutions for your viewing pleasure. Some conclusions are definite losers; you screwed up somehow along the way, or maybe didn't get enough information. Some endings are more ambiguous; you haven't really lost all, but you definitely haven't saved the free world as we know it. And finally, there are the victories, with one of these being the big payoff, the psychic Grand Slam.

After you play the Black Diamond game, a list of the conclusions appears on the screen. The conclusion to the movie you just created will be highlighted. Use the Conclusion Checklist on the opposite page to keep track of the conclusions you've seen.

- To exit the Conclusion checklist and continue, press **A**.

When you exit the Conclusion checklist, one of many random teaser questions appears, testing your knowledge of the *Psychic Detective* story. There are some subtle hints hidden in some of these questions.

- Press **A** again to exit the Teaser screen and view the credits.

You can now play the movie again. By making different choices, you'll be making a completely different movie.

- During or after the credits, press **A** to play the movie again.

## CONCLUSION CHECKLIST

- Moki's Playmate
- The Village Idiot
- This Little Piggie
- Maximum Eric
- Double War
- Puka Lounge Blues
- Lexi's Last Laugh
- Change Heads
- No Third Chances
- Pretty Bracelet
- The Healing
- Hot Head
- The Big Kiss
- The Grand Slam