

THE FORGOTTEN™

...It Begins

Strategic Clues and Solutions Guide



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Episode 1

Study



After the introductory movie you are deposited in a study. Examine everything. Notice the collection of artifacts around the room; does the picture of the woman in the aviator outfit look familiar? Look in the garbage can. There's a letter in there to Richard from someone else. Read it. Go to the desk. Open the middle drawer. There's a poem inside. Open the box on the desk. Inside you will find your inventory backpack. You can now place items in your inventory for later use. Click on the red globe - it will automatically go to a special spot on the interface. This globe can be clicked on in order to back out of close-ups, etc. Read the letter from Richard to you asking for your help and filling you in on more of the story. Grab and drag the gun to the inventory section (bottom right) and watch it go into your inventory. Grab and drag the box over to the right side. Underneath is a card. Click on the card and it will begin to rotate. Click on the face and you are immediately transported to...

The Street



Behind you is a gate. You can unlock one of the locks with your card but there's no point right now, unless you have all three, as per the poem. Go up the stairs to the hotel and notice the door is barred from the outside. Look at the strange symbol on the wall. Turn around and go down the steps, turn right into the street, and right again into the alleyway. There's a garbage bin there. Click on it and it will reveal pages of a diary. More of the story is revealed. Turn around and head across the street to the other alley. Click on the book and watch a gruesome movie clip.



I wonder who that was? Try going to the end of the street. You find out it's a mirage. Go back down the street and follow the sound of the creaking sign to the only door that you can go in which is the...

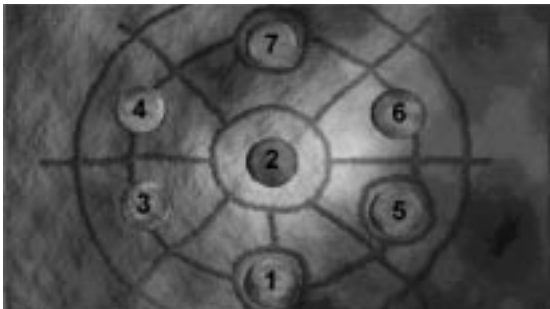
Apothecary Shop

Examine everything in the shop. Check out the door at the other end; it dissolves when you touch it. Look at the strange clock on the wall; its hands are moving backwards. Underneath the clock is a bowl of water with strange symbols around it. Pay attention and note the order of those symbols.



Just for fun, try beating the drum. Return to stand in front of the counter (customer side). There is a grinding machine and some bones on the counter. Click on the lid of the grinder and grab and drag the bones one by one into the container. Then turn the handle and watch the skull off to the side.

You now have to find a way out of the Apothecary Shop. Click on the red carpet and it will slide open to reveal a puzzle. Press the stones in the same order as the clue by the water bowl under the clock. A trap door will open showing stairs going down. Take the stairs down.



Torture Chamber



Head down the water-filled tunnel until you reach a boarded up entrance on the right. Click on the lamp and the door will open. The lamp automatically goes into your inventory. Go through the doorway and you will see the remnants of a torture chamber. Click on the little worktable in the back left corner. Open the drawer and take the key. Drag the key to the keyhole on the door behind the anvil. This opens up to a prisoner's cell. After you have rattled the chains and flushed the toilet, open the book. You are presented with another key. Read the diary entries. Take the key. Return to the main Torture Chamber and insert the key in the door to the right of the anvil. You are now in...

The Wine Cellar

Nothing much except wine here. There's another door. Try exiting through there. Ouch! Turn and go back towards the door you came in and turn to your right. A dumb waiter! Click and drag the handle to the halfway point. Climb in and push the handle all the way up. Enjoy the ride.

Hotel Lounge and Lobby (present)



Climbing out of the dumb waiter you enter into the run-down lounge of the hotel: Le Monde des Oubliés. There's mysterious unintelligible whispering around you. Go through the doorway, then turn right and grab the handle of the double door and slide it open. You are now in the lobby. Your eye is drawn to the only object in the room; the registration book. Open the book. Click on the pen and drag it into the inkwell, then onto the book. The pen begins to write a name, but before you can read it you are sucked into a time rift and propelled back into the past when the hotel was operational.



Hotel Lounge and Lobby (past)



Click on the letter in the slot. It jumps out onto the counter along with a key. Read the letter to Amy. It tells you that Richard has hidden the elevator floor key in the lounge. Pick up the key and you get a close-up of room no. 814. Go back into the lounge (which is now in its original condition). Notice the dumb waiter has an out of service notice on it. Examine the phonograph, but it won't work without a record. On one of the tables is a card and some money. Take the card. (Your inventory may be full at this point. Hit the space bar to reveal the Menu at the bottom of the screen. Click on Inventory, on the far right, and when the window opens, drag the gun and the watch to the space below. Click on the Navigator or the Play button to return to the game.) Look at the player piano. The close-up reveals a card-sized slot on the side. Drag the new card into the slot. Immediately, the piano begins to play. This triggers the opening of a secret compartment in the wall. Inside is a key with the number 8 on it. Take the key to the elevator in the lobby. Pull down the handle to the right of the elevator door and watch the indicator count down the floors. The doors open. Go in to the elevator. Inside the elevator, drag your floor key to the number 8 slot. Pull the handle located just below and to the right of the floor selection panel and up you go.

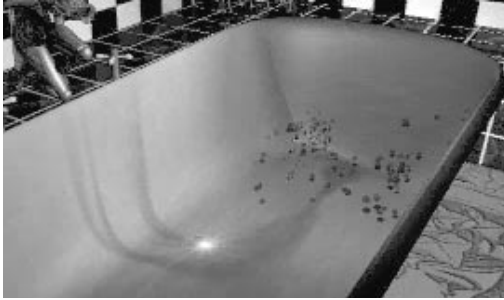
On the eighth floor, take the hallway directly in front of you as you exit the elevator to the end. At room no 814, drag your key to the keyhole.

Richard's Room

Examine everything starting with the strange marking on the wall. Click on the radio and turn the stations, but what you receive is garbled. On the other side of the bed is a music box. While you are enjoying a nice version of Moonlight Sonata, double click on the diary pages. You learn about the diabolical Thibodeau and his voodoo distractions, and where there might be a secret compartment in the elevator.



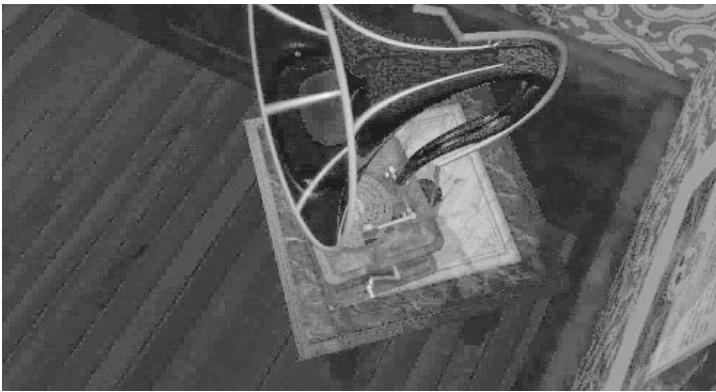
Take the dismantled card from the music box. Take the record and examine the bible in the drawer below. Go into the bathroom and turn on both taps of the bathtub. Out comes a key!



This is the elevator key that will enable you to go back down to the lobby. Coming out of the bathroom, you are treated to an interesting video. Return to the elevator and put the key in the bottom slot. Pull the handle.

Hotel Lobby and Lounge (past)

Return to the lounge. Place the record on the base of the phonograph. Crank the handle. While Amazing Grace plays, a secret compartment will open. Inside is a key with the emblem of the Tsar Romonovs, the two-sided eagle. Along with the key is a piece of paper with a secret number code written on it.



Return to the elevator. Pull the handle to call the elevator. Put the Romonov key in the number 7 slot in the elevator. (The number missing in the secret number code!) Pull the handle and back up you go, this time to the seventh floor.

Wandering the halls you try all the doors and the only one that will open is the utility room, located down the left hallway at the end.

Utility Room

Turn the tap handle; this will unlock the crate behind you so you can move it. Click and drag the crate to the far corner and stand on the crate to reach the grate high up on the wall. Turn both screws and click on the grate. Inside are tickets to Santa Fe (to be used in Episode 2?), a card, and a key with the Romonov marking. (Your inventory might be full again. Follow the steps to move inventory items detailed previously.) Leave the Utility Room and go straight down the hallway, past the elevator to the second door on the left with the same marking. Unlock the door and enter the room of Nicholas II.

Nicholas' Room

Examine the statue to the right as you enter the room. There's a poem requesting the return of its eye. Look in the mirror; you see *Crowley* etched in the dresser. Next, go to the desk. Read Nicholas' journal. You discover that there's a different reason for the disappearance of the Royal Family than listed in the History books. Examine the map on the table on the side of the room. Recognize the symbols? Look at the Faberge egg and the imprint of a card on it. The open doorway is yet another illusion. Examine the lamp. Notice the red glow in the right one? Click on the lamp and try to take the jewel. You receive a shock. Unscrew the light bulb on the left and now you can safely take the jewel. Replace the jewel in the eye socket of the statue. You receive a card with the same drawing as the egg. Return to the table where the map and Faberge egg are.



Place the new card on the Faberge egg. A nice animation of the egg opening occurs. There is a key inside that fits the door to the left of the statue...



Anastasia's Room

Look at the maps and calculations. Examine the pictures and personal effects of Anastasia, and read another letter. Examine the jewelry box on the dresser. Another card shaped slot. Place the blue card from inventory in the slot. The music box opens and while playing a tune, the desk moves uncovering a secret room. Inside the room, read the journal and take the matches.

Return through Nicholas' room to the elevator.





Attic

In the elevator, click on the panel by the floor. Turn the key until the elevator starts up. The ceiling drops down when the elevator stops at the attic. Climb up and out and press the large button to the motor room. Inside the motor room on the wall directly in front of you, there is another large button. Press it and then click on the door to the attic. Examine everything in the attic. You notice Thibodeau's top hat. You can push it around, but nothing happens. When you are at the candle, take out the matches from your inventory. Select a match, strike it on the cover and light the candle. The lit candle reveals a crate. When you open the crate you notice the other piece of the dismantled card. Take the small piece of card in your inventory and fit this small piece into the card you have just discovered in crate. The card activates. Click on it again and you are transported forward through time.

Ending

Back in the hotel lounge (present), turn to your left. Click on the mirror and watch the movie. Richard strips you of your inventory but leaves you with a letter of explanation. After you finish reading, a card appears. Click on the card and listen to the nice music while watching the credits.



A word from Ransom Interactive, the developers of **The Forgotten™...It Begins**

The Forgotten is not just a single game. It has been conceived, and the plot line developed, as a series of games that will progress over time, each module developing the story line and taking advantage of the latest technology available to us during the development process. Even as you read this, development on the 2nd and 3rd installments in the series is underway.

This first installment, *It Begins*, is meant to introduce the player to the series, the plot line, the recurring locales and themes, the interface and the basic nature of the gameplay which, while being enhanced and improved with every new module, will stay fundamentally consistent throughout the series to allow the player to experience the entirety of the World of the Forgotten as a seamless whole.

The first installment easily raises as many questions as it answers. The second installment in the series, *The Collection*, will answer many questions, especially about the cards, their creators, and the hierarchy of power. Yet, there will still be much left unanswered... for now. What is the role of the hotel? Is Richard Haliburton really your friend? Why does it all start in New Orleans...and what about the Anasazi?

We hope that you enjoy

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Ransom Interactive



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