

VOYEUR™



PHILIPS



Credits

CD-i Primary Production Credits

Directed by Robert Weaver

Designed by David Riordan

Producer Carolyn H. Buse

Written by Lena Pousette and Jay Richardson

Co-Writer Michael Halperin

Technical Director David Todd

Line Producer Jonathan Wiedemann

Music composed by Garry Schyman

Director of Photography Mackenzie Waggaman

3D Modeling Leslie Doughty

CD-ROM Conversion Credits

Mac Conversion Producer Kerry Garrison

Line Producer Kimo Yoshida

Director of Quality Assurance Jeremy Barnes

Lead Tester Ron Austin

Testers Jason Nordgren and Mark Murakami

CD Insert Layout Larry Fukuoka and Dave Gaines

Macintosh Conversion by Tyrell

VOYEUR™



PHILIPS

Voyeur™ is a political thriller which allows you - from the vantage point of your apartment - to look into the windows of Hawke Manor and expose a crime. Reed Hawke, CEO of Hawke Industries, has decided to run for the presidency of the United States. He has gathered his family together for the weekend to prepare them for the announcement of his candidacy. Hawke is aware that certain members of his family do not want him to become president and one of them is prepared to reveal a dark family secret that will destroy him. Hawke will do whatever it takes—including murder—to ensure his family's silence.

Each time **Voyeur** plays, a different member of the family tries to betray Hawke. **Voyeur** must be played multiple times to see all of the plot twists and dirty deeds.

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As a voyeur you can -

TRY TO PROVE TO THE POLICE THAT REED HAWKE HAS COMMITTED MURDER

If you "videotape" the scene in which Hawke is implicated in the murder of a family member and show it to the police. Hawke is arrested and his bid for the presidency ends. You can call the police at any time, but remember, it takes concrete evidence to justify an arrest.

TRY TO SAVE THE FAMILY MEMBER IN JEOPARDY

If you send key videotape scenes to the character in jeopardy, the character will flee Hawke Manor. Once out of the house, the character turns over his or her evidence to the press, ending Hawke's bid for the presidency. But if you send the videotape to one of the characters who has been bought off by Hawke, watch out!

WATCH WITHOUT GETTING INVOLVED

As a true voyeur you can choose simply to browse the rooms of Hawke Manor. Although you see and hear many interesting scenes, and get some sense of what's happening in the story, the family secrets may not be revealed in a single viewing.



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Lockout System

A lockout feature offers adults the option to control family use of the program. After the opening logo, a lockout screen appears. The time and date of the last game played is shown for your reference.

To "unlock" the disk, enter **3333** and click the word **Accept** with the mouse button.

To change the lockout code, enter the current code and click on **New Code**; then enter your new code and click on **Accept** to begin the program.



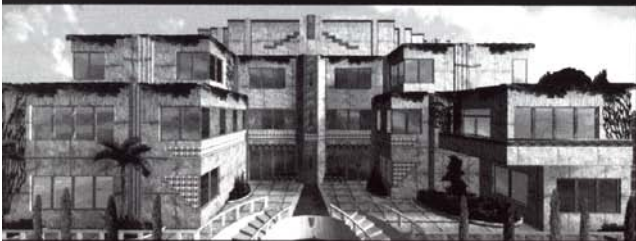
Startup

Insert the CD into your CD-ROM drive. Double click on the Voyeur CD icon that appears on your desktop. Once the Voyeur CD is open on your desktop, double click the Voyeur icon to start the game.



The *Voyeur*™ title sequence plays with the opening credits dissolving to your apartment where you receive a phone call explaining your assignment.

From your apartment, use the mouse button to select **Watch TV** (television) to get background on the Hawke family.

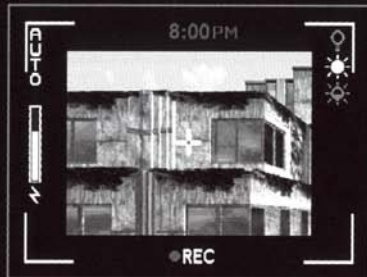


Select **View Hawke Manor** (video camera) to begin the game.

Time

Time is a critical factor in game play. You have only the weekend (ending at 10:30 pm on Sunday) to observe clues and take action before Reed Hawke holds his press conference Monday morning.

The time of day is shown at the top of the camera screen. As you view the mansion and the scenes within its windows through the camera, the minutes tick by in "real" time. A **Battery Gauge** on the left side of the viewfinder indicates the amount of time remaining before the next time change. When time is running out, the gauge will flash.



With scenes playing simultaneously in several rooms, each game depends upon which windows you choose to view - if you are looking in a bedroom window, you may miss what is happening down in the kitchen and so on.

The Camera

As you view Hawke Manor, the camera automatically records the scenes and evidence you encounter. Move the cross hair cursor over each window of Hawke Manor. The cursor will change to indicate what kind of scene is currently in that room:



indicates a video scene



indicates an audio scene



indicates evidence such as photos, a diary or letters.



keyhole icon (located in the lower right-hand corner)

The cross hair cursor will remain white if a window is currently unavailable.

To see evidence, click on a window with the mouse button to enter that room. Move around the room until the small magnifying glass turns green or red when evidence is located.

- To view evidence, click the mouse button.
- To put away the evidence click the mouse button.
- To exit the room and return to the exterior of Hawke Manor click the keyhole icon.
- To return to your apartment click on the keyhole icon.

While playing *Voyeur*™, if you want to interrupt any sequence and go out to the next sequence without losing more time, click on the keyhole icon.

Other Resources

Review Tape: click the mouse button on the television in your apartment for a list (VCR screen) of video scenes, audio scenes, and pieces of evidence that you have recorded. The last item on the list is highlighted green.

- Scroll one item at a time by using the single up or down arrows or view one screen at a time by using the double up or down arrows.
- Select which video, audio, or evidence you want to review and click the mouse button. It will highlight in green.
- Click **Play** to view the item. After it plays, you return to the VCR.
- Click **Exit** to return to your apartment.

Call the Police: Click the mouse button on the telephone to "call" the police and "tell" them what you've seen. A detective will show up at your door and ask to see the tape. The VCR will automatically begin playing your tape.

• If you have a scene which exposes Hawke's criminal intentions, the portion of the scene you have recorded will play. If not, no scene will play on the screen.

• The detective will tell you whether or not the tape proves Hawke's guilt. You will be rewarded or scorned depending on the scenes you taped.

Send a Tape: Click the mouse button on the express package on the bed to bring up a screen showing the four primary characters.

• Click the mouse button on the picture of the character you want to receive the tape.

• If you have a scene on tape that is sufficient to warn a character of impending danger *and* you send your tape to the right character, he or she will escape in time to expose Hawke's evil intentions.

If not, things get ugly.

• Click the mouse button on **Exit** to return to your apartment.

Quit: Click the mouse button on the bedside table to exit the game.

Customer Support

If you have any questions about this, or any other MacPlay product, you can reach our Customer Service/Technical Support Group at:

MacPlay 17922 Fitch Avenue Irvine, CA 92714
Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 553-3530.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

MacPlay is a division of Interplay Productions. Most MacPlay support services are listed under the parent company Interplay. If you have a modem, you can reach us at the following:

Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. This is a free service.

Internet: You can reach MacPlay with "support@interplay.com". Many MacPlay demos and patches are available at Internet FTP sites.

Interplay now has a World Wide Web site. To visit our Web site, point your favorite browser to: <http://www.interplay.com/>

America Online: You can E-mail Interplay Customer Support at IPTECH. To reach our

Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

CompuServe: We are located in the Game Publishers B Forum, type GO GAMBUP at any "!" prompt. Then select "Section 5" for MacPlay. You can leave technical support questions there. You can also download fixes and demos from Library 5 in GAMBUP. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #434 for a free introductory membership and a \$15 usage credit. Besides technical support for Macplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

GENIE: We are located in the Games RoundTable by Scorpio, type M805:1 at any "?" prompt. Then select "Category 13" for Interplay Productions. Fixes and demos are available in the libraries.

PRODIGY® Interactive Personal Service: You may send mail directly to us. Our ID is "PLAY99B."

Limited Warranty

MACPLAY LIMITED 90-DAY WARRANTY

MacPlay warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, MacPlay agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase. This warranty is limited to the recording medium containing the software program originally provided by MacPlay and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose are disclaimed. MacPlay disclaims all responsibility for incidental or consequential damages.

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Lifetime Warranty

If the recording medium should fail after the original 90-day warranty period has expired, you may return the software program to MacPlay at the address noted below with a check or money order for \$5.00 (U.S.

currency), which includes postage and handling, and MacPlay will mail a replacement to you. To receive a replacement, you should enclose the defective medium (including the original product label) in protective packaging accompanied by: (1) a \$5.00 check, (2) a brief statement describing the defect, and (3) your return address. If you have a problem with your software, you may wish to call us first at (714) 553-3530. If your media is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the defective disk(s) only (not the box) with a description of the problem and \$5.00 to:

WARRANTY REPLACEMENTS

MacPlay 17922 Fitch Ave., Irvine, CA 92714

System Upgrades

MacPlay has a system upgrade policy. At any time after purchasing any MacPlay product, you may send us your original disks and a check for \$15.00 (U.S. funds) and we will replace your disks with the version for another computer system that you specify. (This price is subject to change).

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