

# RHIANNON

## Curse of the Four Branches

USER MANUAL



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# INSTALLATION / REQUIREMENTS

## HOW TO INSTALL RHIANNON:

As a general precaution, all other applications should be closed prior to installing any software.

Simply insert the CD into the CD-ROM drive. A setup installer will appear on-screen; follow the instructions. If the setup program does not start after inserting the CD, you must manually start it. Double-click first on the My Computer icon on your desktop, then on your CD-ROM drive's icon, and finally on SETUP.EXE.

When the installation finishes, you will have the option of running Rhiannon. And that's it.

## PC MINIMUM REQUIREMENTS

Windows Me/2000/XP/Vista  
Processor Speed: 1.0 GHz  
RAM: 512 MB  
Video RAM: 32 MB





## INTRODUCTION

Hello Chris, and welcome to Ty Pryderi.

You have agreed to look after this part farmstead, part construction site while the owners, Malcolm and Jennifer 'Jen' Sullivan take a break and remove their daughter Rhiannon to somewhere where she can convalesce for a while. Your inventory of collected items will contain a copy of an Email describing this, right from when you start playing.

Take a look around outside. Wander around the grounds. Let yourself into the house. Do as Jen suggests and light a fire - the evenings can be chilly in this part of Wales. Feed the cat. Take a look around the house, upstairs as well as down. Only it's not as easy as it might appear.

You thought you were alone here. You're not. And whatever is sharing Ty Pryderi with you does not want you around. So what are you going to do about it? Because leaving is not an option.

## ABOUT 'THE MABINOGION'

'Rhiannon' takes much of its inspiration from a collection of ancient Welsh legends known as 'The Mabinogion'. These are stories of Man, magic and adventure and they straddle that line where myth and history merge. The legends first started to be written down around 900 years ago, but the Mabinogion collection itself only appeared in 1795, later translated into English by Lady Charlotte Guest, from 1838 to 1849.

Our focus is on four of the legends, known as the 'Four Branches of the Mabinogi'. Among other topics, these recount key events in the life of the nobleman 'Pryderi'. That name - and that of his nemesis Llwyd will crop up a number of times as you play the game.



# GAMEPLAY INFORMATION

## GETTING STARTED:

After your game is installed, begin by selecting 'New Game' from the main menu screen once the initial introduction has completed. Once you have played and saved a game, you can skip the introduction and go straight to the menu by pressing the space bar.

**DARK SCREEN?** All computer screens are different. If you find that the picture is too dark in places, one way to change this is to adjust your monitor's brightness and contrast settings. Another is to alter the gamma correction for your display. Please consult the instructions for your video hardware for guidance on this.

## LOADING AND SAVING GAMES

To load, save, resume or quit once you are playing the game, navigate to the top of the screen to access the drop-down menu and left-click on 'Menu' on the far left. This will activate another menu for you to make your choice.

You have one hundred savegame slots. We recommend you save often and always at the start of a chapter. If you run out of slots, you can save over an existing savegame.

## MOVING AROUND WITHIN THE GAME

As you move your mouse across the screen, your cursor will change to directional arrows to indicate your movement options. Left-clicking on these arrows will take you to the next scene in your chosen direction. Sometimes your cursor will change to a magnifying glass with a plus sign. Left-clicking will 'zoom in' for a closer view – 'zoom out' by left-clicking where you see a magnifying glass with a minus sign.

Two slightly similar cursors are:



Move Forward



Look Up

## THE ACTION CURSOR

Items of interest and areas where you can interact with the scene (such as opening a door) will be indicated by the hand cursor. Left-clicking where you see this cursor will either produce some effect or allow you to pick up an item for



## GAMEPLAY INFORMATION (CONTINUED)

closer examination. If you pick up an item, the action cursor will allow you to replace the item into the scene or, if the item is of use, will send it to your inventory.

NOTE: There are many items to examine in the game but you will only be able to take items to your inventory where there is an apparent need for them. Therefore it is important to make a mental note of where you have seen certain items so that you can retrieve them when you find a purpose for them.

### PAGE TURNING



There are several items to read within the game – some will be added to your inventory.

Turn pages within books by moving your cursor to the far left or right of the book and left-click when your cursor changes to one of the page turning cursors. To put the book down, click where you see the 'zoom out' cursor.

### THE MECHANICAL CURSOR



The mechanical cursor indicates areas where certain items you have collected should be placed. To use an


inventory item in one of these areas you must access the drop-down inventory menu and left-click on your chosen item. Your cursor will then change to a miniature version of that item and as you drag it over the scene, will become highlighted if it is the correct item for use there. Left-clicking as the item becomes highlighted will drop the item into the scene.

If you find you have selected the wrong item, you can return it to your inventory by right-clicking anywhere on the screen.

### THE INACTIVE CURSOR

 This is the default cursor. It means the mouse is not pointing at a clickable area.

### THE WAIT CURSOR

 This appears when the computer is carrying out some background action. All clickable areas are temporarily disabled.



## GAMEPLAY INFORMATION (CONTINUED)

### THE MENU AND INVENTORY BAR

You can access the inventory and menu button at almost any time during gameplay. Move your cursor to the top of the screen and the Menu and Inventory Bar will drop down to reveal any items you have collected.

Mouse over an item in the bar to display a caption telling you what the item is. If you have more collected items than will fit across the screen, use the left and right arrows to scroll the inventory bar.

### COLLECTING ITEMS

The game is designed so that for the most part, if you have not seen a place where you might make use of an item, the item does not go to inventory. This keeps your inventory at a manageable size, as there are nearly two hundred items that might pass through your hands in 'Rhiannon'.

TIP: if you pick something up and you cannot take it yet, remember where you saw it, because unless it is a 'red herring' - and some are - its use will become clearer later in the game.

**TO USE AN ITEM**, left-click to make the item become your cursor. As you move the mouse to clickable areas, the cursor will highlight if that area can respond to the item represented by your cursor. Left-click to use the item on that area. A right click will return the item to your inventory if you decide not to use it.

**TO EXAMINE AN ITEM** more closely, right-click the item to zoom it into close-up. To return the item to inventory use left-click. Occasionally right-click is used for this, when left-click is reserved for another purpose. If not one, try the other.

Click the left-hand 'Menu' button to access a screen where you can save, load or exit your game.



## GAMEPLAY INFORMATION (CONTINUED)

### COMBINING ITEMS

Sometimes it will be necessary to combine items from within the inventory. To do this, select from the inventory the first item you want to combine by right-clicking (as if you wish to examine it more closely).

Once you have this item on screen, select the inventory item you wish to combine with it by left-clicking it and place this item over the close-up currently on display. If the items can be combined, the one which is now your cursor will become highlighted. To combine the two items you must now left-click.

The combined item will be shown and can be added to your inventory unless you wish to add another item to the combination, in which case repeat the process.

## CREDITS

### GOT GAME ENTERTAINMENT

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### ARBERTH STUDIOS/CREATORS

Karen Bruton: Gameplay, graphics, animation  
Noel Bruton: Music, programming  
Richard Lee: Modelling, graphics

Featuring the vocal talents of:  
Karen Bruton as Rhiannon Wallace/Boswell  
Noel Bruton as Llwyd/Pryderi/Chapel Minister  
Richard Lee as Jon Southworth  
Helena Hunting as Jen Sullivan  
Gwyn Morris as Tommy Harris

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Our beta testing team: Karsten Aaen, Jim Alexander, Astrid Beulink, Alex Bruton, Len Green, Regina Krieg, Greg Marchant, Bea Parry, Steve Renshaw

Stephanie Shimerdla for her wonderful cobwebs:  
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Metamorphium, Mnemonic, The Wintermute Forum

Y Felin Water Mill at St Dogmaels, Wales for inspiration and sound effects: [www.yfelin.co.uk](http://www.yfelin.co.uk)

Our use of Ogam is deliberately simplified for the purposes of entertainment and is no real reflection of the depth of this field. For further information of high quality, please see 'Linguistic Archaeology' by Edo Nyland: [www.trafford.com/robots/01-0069.html](http://www.trafford.com/robots/01-0069.html)



## SUPPORT

Technical Support with FAQs may be found at:

[www.GotGameSupport.com](http://www.GotGameSupport.com)

If you don't find your answer there, please contact Technical Support

[techsupport@gotgameentertainment.com](mailto:techsupport@gotgameentertainment.com)

To get the best solution to you as quickly as possible, please include a clear description of your problem or question regarding the game in the body of your email.



## WARRANTY

### LIMITED NINETY-DAY WARRANTY:

Got Game Entertainment, LLC ("Got Game") warrants to the original purchaser of this software product that the disc and manual ("the product") to be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. If the product is found to be defective within ninety (90) days from the date of purchase, Got Game agrees to replace the product free of charge upon receipt of the product at its service center, postage paid, with proof of purchase. This warranty is limited to the product originally provided by Got Game. This warranty shall not be applicable and shall be void if, in the judgment of Got Game, the defect has arisen through abuse, mistreatment or neglect.

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### RETURNS WITHIN NINETY-DAY WARRANTY PERIOD.

Please return the product to the original point of purchase along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number OR send the product along with the previously described items to:

Attn: Warranty  
Got Game Entertainment, LLC  
PO Box 1251  
Weston, CT 06883



## EPILEPSY/SEIZURES WARNING

### PLEASE READ THIS NOTICE BEFORE YOU OR CHILD USE ANY COMPUTER GAME

Certain people have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. Such people may experience seizures while watching some kinds of television pictures or playing certain computer games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition.

If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g., a seizure or loss of awareness), please consult your physician before using any computer games.

We recommend that parents observe their children while they play computer games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, discontinue use immediately and consult your physician.

## LEGAL

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# NOTES

