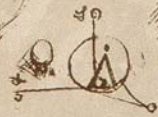
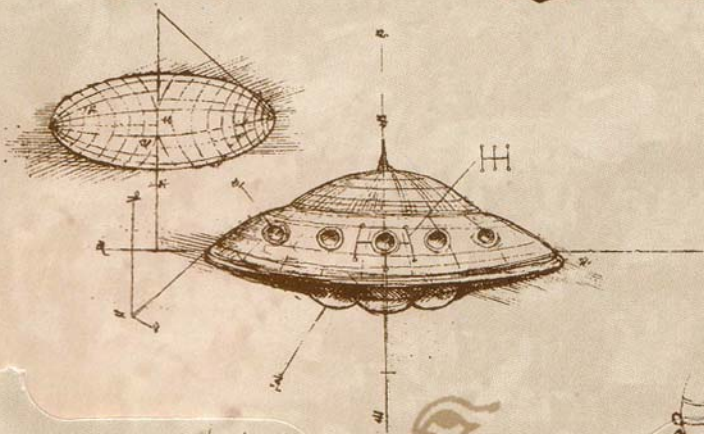
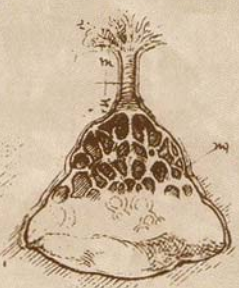
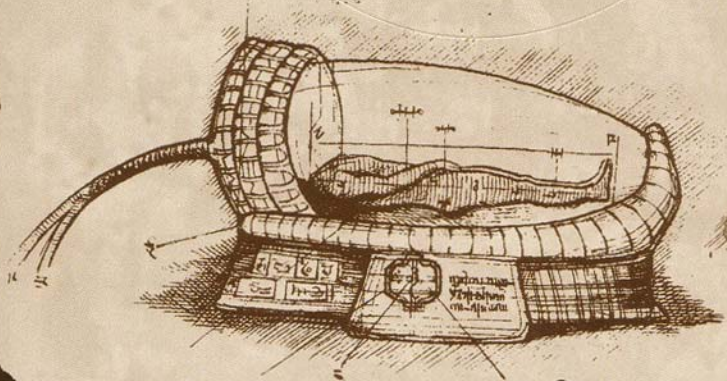
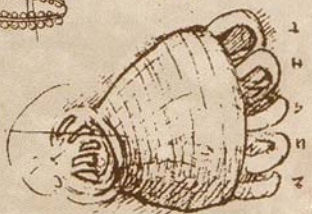
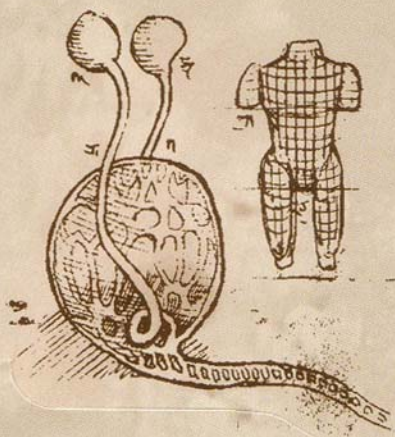


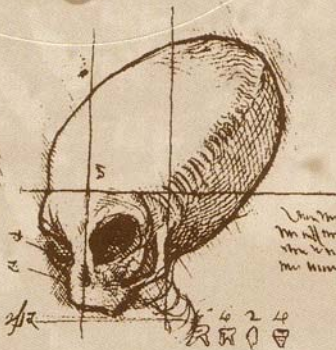
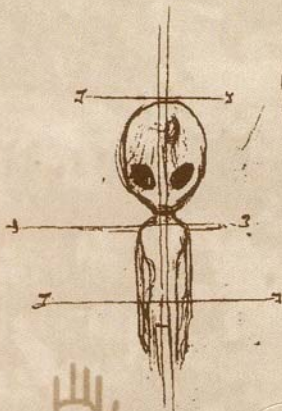
UNLOCK
40,000 YEARS
OF LIES.

DROWNED GOD™

CONSPIRACY OF THE AGES

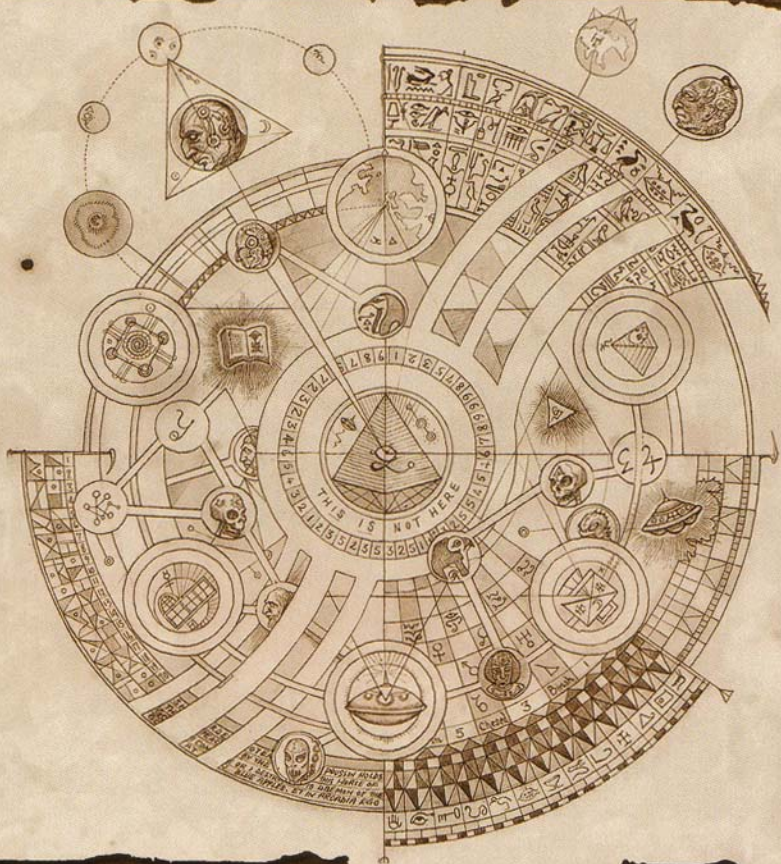






View from side
on all the bones
the eye ball &
the hand side.





www.inscape.com/drownedgod



INSCAPE™

www.inscape.com/drownedgod



DROWNED GOD™

CONSPIRACY OF THE AGES



CASE NOTE 493 PSI

Subject: The R.H. Papers

The prisoner gave me the Relic Hunter papers after the trial, and as they did not play any part in the forgery, I didn't submit them to the court. The fact that they are blatant fakes is in no doubt, despite Dr. Hunter's claims to the contrary.

The panel decided that the prisoner, while presumed guilty of the forgery and deception charges, should not stand trial for his offenses, but would be treated for his illness in the Facility. The patient suffers paranoid delusions and advanced psychosis, and claims that he is from the past, was born in 1803 in London and wrote the papers in 1846. He claims to have traveled to our time in a machine he called the Bequest Globe, wherein he traveled to other worlds as well.

The patient told the court that he had traveled through dimensions using "Temporal Doorways," and had returned to our time to warn the world of its imminent destruction.

p.2

Patient describes in elaborate detail a classic paranoid fantasy—a world filled with agents of deception, hidden masters, secret societies, secret governments and UFOs.

Patient claimed that he wanted to share his findings with the world so that we might be saved from what he called The Legion. (See Martinero Notes: Legion Cases.) A dose of Natumene was administered on admission. Scan to follow. Patient moved to locked ward on the advice of the panel psychiatrist.

Proving the authenticity of written text is next to impossible. And even though in this case the material of the paper and ink proved authentic, the contents of the writings themselves are obviously fabricated. While obviously the rantings of a madman, certain parts may interest you.

Pruchynsky
P.S. Lastly, I thought you might want to see the Dreamachine recordings that we did on the patient's first week of admission. These were the most consistent of the dreams recorded in these sessions. I called this file Drowned God. Take a look if you get the time.

December 17th 1846. By trail and error I made my way through the hidden areas though I cannot elucidate as to the way to my destination, in case of

December 19th 1846. There are some things that cannot be written down. If anyone that may have been delayed in the sad situation of

Drawings of Relic Hunters made during my stay in Bimah.

Some of them are that they had

found the Secret of the Drowned God.

December 21st 1846.

After work all the riches of the world yet without the single piece of paper with which to read this. I could not exchange the paper that I made. Some of the pieces of the Sun and the

1 O
2 C
3 H
4 H
5 O
6 O
7 H
8 O
9 O
10 O
11 O
12 O
13 O
14 O
15 O
16 O
17 O
18 O
19 O
20 O
21 O
22 O
23 O
24 O
25 O
26 O
27 O
28 O
29 O
30 O
31 O
32 O
33 O
34 O
35 O
36 O
37 O
38 O
39 O
40 O
41 O
42 O
43 O
44 O
45 O
46 O
47 O
48 O
49 O
50 O
51 O
52 O
53 O
54 O
55 O
56 O
57 O
58 O
59 O
60 O
61 O
62 O
63 O
64 O
65 O
66 O
67 O
68 O
69 O
70 O
71 O
72 O
73 O
74 O
75 O
76 O
77 O
78 O
79 O
80 O
81 O
82 O
83 O
84 O
85 O
86 O
87 O
88 O
89 O
90 O
91 O
92 O
93 O
94 O
95 O
96 O
97 O
98 O
99 O
100 O



In some of the Realms I saw other Relic Hunters. Some of them had masks attached to their faces, locked and bolted forever. This all like the very best a dead man. Was this some type of punishment. I tried to reason with them, but they were unable to answer my questions. Their minds, no longer their own.

Alpha, Just as Last, Beging ad End.

Omega. I wish that I had just struck this place. I could have had the right eye of the... I had just struck this place. I could have had the right eye of the... I had just struck this place. I could have had the right eye of the...

Table of Contents

THE RELIC HUNTER PAPERS

XIV NAVIGATION

XVIII TECHNICAL SUPPORT

XIX GLOSSARY

XXIV VFO CONTACT GROUPS

XXV HINTS

XXXII WHO WE ARE

XXXIV CREDITS



The Reach of Bimah... I have made a... I wish that I had just struck this place. I could have had the right eye of the... I had just struck this place. I could have had the right eye of the...



(RH)

The Relic Hunter Papers

PATIENT NAME: ██████████

PATIENT NUMBER: KM986/34736

Bequest Globe

17th June 1846

I was given the Bequest Globe under curious circumstances. Although I inquired from the lawyers who my mysterious benefactor might be, I was told that the identity of the deceased was to remain a secret. The envelope contained a key and an address in the West End.

The door to the house was open, as if my visit was expected. Yet, when I called out, there was no one there to greet me. I made my way up a long flight of crimson stairs. The walls were adorned with Egyptian paintings. The Falcon head of Horus watched me from above the doorway at the top of the stairs. The door was locked.

As I tried the door with my key I wondered what my gift might be. I opened the door and discovered a Temple. Bathing the room in a golden light was a huge bronze globe. The Globe was turning slowly on its axis

though it was fixed to the floor by a platform. Two golden pillars stood at each side of the globe and from the top of these pillars bolts of lightning appeared to strike the metal of the vessel. Then from a hidden recess in the globe a door flew open, and I found myself walking inside the Bequest Globe.

What treasures I found! Precious stones, gold and diamonds, lost paintings by the masters, decorated armor, relics from every time and place, all valuable, unique, priceless. I thanked my dead benefactor, cried out my joy, laughed out long and loud. Gathering as much of the small gemstones and gold pieces that would fit into my pockets, I went to make my exit. But try as I might, I could not find the entrance. I became angry and struck the panels of the globe with my fists, but even in my rage I could not force an opening. For many hours I searched but no door could I find. My cries for help went unanswered.

Then a Voice spoke. I was afraid and cried out in terror, for the voice seemed to emanate from within the Globe itself and I had thought myself alone. Picking up a spear, I crept around the Globe but could find no one. (I know not whether it is the voice of a ghost or a living person, for although now I am used to it, it never answers my pleas to free me from this place.)



In the center of the Globe I found a strange glass box. This box when touched makes colored light pictures, and writings appear as if by magic.

It seems to involve the writing of a name on a writing tablet of sorts. Then, suddenly, colored pictures and magic writings appeared on the glass. I spelled out my name and then the machine began to speak. It spoke of a Sacred Number, devised upon the principles of Numerology. A Voice, I think female, though it

sounded like a dead person, spoke of previous incarnations that I had lived before. When this operation had finished, the Cryptowheel began its rotation for the first time.

What fully on my part led me to make use of the Globe I had seen the President called out of town that morning the King of the Lodge I think it is numbers in opinion of the Lodge that you might find your way into the Realm.

A	B	C	D	E	F	G	H	I	J
1	2	3	4	5	8	3	5	1	1

K	L	M	N	O	P	Q	R	S	T
2	3	4	5	7	8	1	2	3	4

U	V	W	X	Y	Z
6	6	6	5	1	7

☿ The Realm of Binah

25th September 1846

Binah = Air

2

Tempus Erit: The Time will Come.

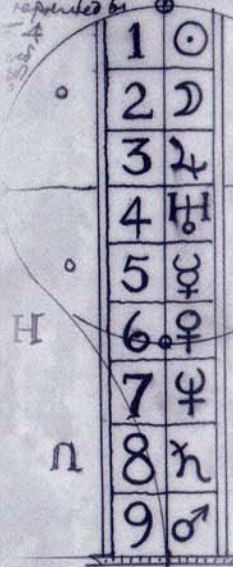
My friend, if you should venture into Binah, beware. This place is severely haunted. It appears that the stones in the center of the realm represent a working model of the mysterious Stonehenge. Although the Henge is broken, some of the standing arches act as temporal gateways. I have found the energy paths to be strong here and have traveled along the pathways at great speed.

I found these stones would send me to other sacred sites and there I saw the story of the Round Table played before me. My quest it seemed was to locate the Grail of Joseph of Arimathea. I searched for the relic within the Armored Torso, the Tower, and Merlth's Oak, and from there my search led me underground, so to speak.

In the studio of Leonardo da Vinci, I saw the Hidden Drawings. Are these the same banished works that Thomas Cole claimed were kept hidden in the vaults beneath the Vatican?

Leonardo was a member of a secret society dedicated to the preservation

Handwritten notes:
 who really
 sets All spirits
 calm normal
 and the Healer
 reported by
 -4
 ved
 1877



of a secret handed down from the Knights Templar. What secret did they hide?

In opposition, as the Moon is to the Sun, another group arose to take charge of this knowledge. Their symbol is the All Seeing Eye. They are hidden but everywhere. I know them as the Illuminati, but they change their titles to suit the age.

2nd November 1846

Newton and another fellow discourse on Time. Is the Grail a type of time machine? The Holy Vessel used by Christ at the last supper, the vessel that contained Christ's blood? The bloodline of the Gods? I look for Merlin beneath the Oak.

There were Giants in those days

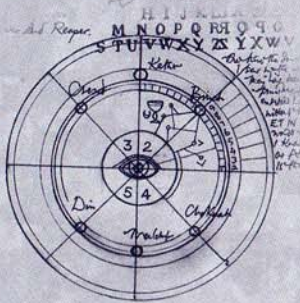
◇ The Realm of Chesed

Chesed = Water 3



Strange voices sang last night, for the Vessel is a container for Lost Souls. Sometimes voices speak from the Eye in the Wheel. I recorded one passage as soon as it was spoken: "First and Last, Alpha and Omega." Then came the message.

* Seas will cover thee
 Earth will crack
 Terror stalk the hidden Path
 Ever shall the Drowned God's wrath
 Unlock the Demon
 There
 Relics hold the Secret Keys
 Beat back the tides and reunite
 Love and Light.*



My second Realm encountered. The Mayan Indians worshiped the Quetzalcoatl deity, the White Bearded Stranger in the literal translation, who was washed up on the shores of Mexico in a strange

casket. The legend tells that this man was a sky god, who had fallen to Earth. His Earthly kingdom was destroyed in a terrible flood and his people were scattered throughout the world.

The inscriptions in the tomb show that god came out of the water with two companions: Isis and Horus.

Yet this inclusion of the Egyptian legend seems strange. Were they all survivors from Atlantis?

I think I have discovered that Quetzalcoatl is none other than the Egyptian deity, Osiris, who the legend tells us was one of the last Sons of God, a survivor from the flood that destroyed Atlantis.

The animals came in two by two.

The animals come in $2 \times 2 = 4 = \text{H}$

Also my investigations took me into the Ark of Noah. This was the result of careful deduction on my part and was not a guess. The animals came in two by two. But how would such a vessel carry all the species of the world. It seems to me that this vessel carried the seed of each creature and kept them in storage for regeneration or Genesis.

GENE 1515

The Four Gods on the summit of the Moon Pyramid possibly represent the

degeneration of the Indians into a blood cult and the subsequent murder of Osiris. Xipe, Tezcatlipoca, Xolotl and Quetzalcoatl (Osiris) are depicted standing in the four corners and when aligned allow the Sun Pyramid to be activated (The Beacon to the stars!).

Orin Chalchicomula:



Sun Pyramid:



The Calendar Stone allows the Four Gods to materialize and at the same time illustrates the remarkable skills of the ancients.

Listen Elohim Gods Inside Our Nature
As Ruling Empires Collapse Our Mother
Isis Never Goes And Time Lost Always
Now Touches Illuminated Stars
Sunken Undersea Ruins
Valiant In Victory
Eden Destroyed

The headless body of a giant, one hand severed cleanly, both parts removed, appearing not cut with knife, but seemingly removed magically.

I could not make head nor tail of it. The vessel that holds the body contains a clear liquid. This I tested and found to be nothing more than

ET IN ARCADIA EGO

54 15 1231411 537

9 + 6 + 13 + 15

15 + 13 + 15

6 + 4 + 6 = 16 = 7 = ♀

water. A device in the machine must give the water its regenerative qualities, for later I decided to test the liquid on a dead animal. I applied a few drops into the throat of a dead mouse, and was amazed to see the little creature eventually stir and take breath. In vain I tried to extract more of this elixir from the tank after I had finished my first sample, but the machine had been removed on my second visit to the Ark and I was unable to locate it again.

The manipulation of the seed banks produced visual representations of the Mammals, showing the relation of the human species to certain brother animals, dolphins, elephants, etc.; the hybrid creations. Minotaur, Satyr and the other Atlantean inventions of the flesh, were too horrid to mention.

June 23rd 1859.

Regeneration of the species; Mr. Darwin made a slight error in his theory. Evolution of the Species. Truly we are related to the animals; only an arrogant fool would deny this connection, but the awareness afforded to Mankind was through divine intervention, rather than natural selection and progressive evolution.

Darwin's missing link, the omission in his theory, holds all the clues. The missing stage in mankind's development from ape to modern man is exactly that, a skipped segment in the Genesis of the species. The union between the sky people and the apes

produced the human race. This Essene wisdom was kept hidden in the libraries at Alexander, until the library was burnt by the church of Rome. The Templars rediscovered the secret beneath the ruins of Solomon's Temple, and it was handed down through the ages, hidden from the Church and State. The Church, through the Inquisition, led witch hunts against the Templars and few survived, though the secret was encrypted in the Holy Sites. From here grew the Masonic lodges, the Rosicrucians and eventually the Illuminati. Each order devoted to its portion of the truth, jealously guarding the fragmented relics against the other.

◇ The Realm of Din

Din = Earth 5 The Iron Horse

The Majesty of Coal and Stone
My notes on this place are limited. As far as I can understand the relic hidden in this realm is the fabulous Shambala Stone or Philosopher's Stone, brought to earth according to the ancient Tibetans by a space messenger. Is this not the artifact searched for by the alchemists?

The alchemists believed that the stone turned the base elements into their opposites—lead into gold, the mortal into the immortal. The Stone is here.

Some might say that my failure to locate any of the relics does not afford me the qualification to elucidate on their nature, but if my

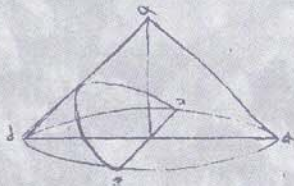
studious efforts in the real world have any vestige or value, then believe me. I have found the last resting place of the Stone.

Cook again, if you doubt me, at the story of the Compte de St. Germain, the man who claimed that he had returned from the secret monasteries of Tibet with a shard of the stone. He claimed to be immortal, claimed that he had lived for a thousand years in Shambala. The stone had afforded him this immortality. In this realm I have found his signs. I am close to revealing his secret.

⊗ The Realm of Chokmah

Chokmah = Fire 4

I have seen the future.



Witnessed the horrors that nightmares are made of; buildings unlike our own, built beneath the ground. Experiments using human flesh, machines of mutilation, weapons that poison, devices that drive the enemy mad with sound. I cannot describe the instruments of torture, I have no science to bear witness to what I saw, but there are creatures here, stored in vessels, similar to those I saw in Chesed that are not of this Earth.

During The Last Days, Humanity will uncover the Records of Atlantis

in the Great Pyramid at Cheops, and know that Solon did not lie in his account to Plato of the fabulous Island that once existed in the Atlantic Ocean.

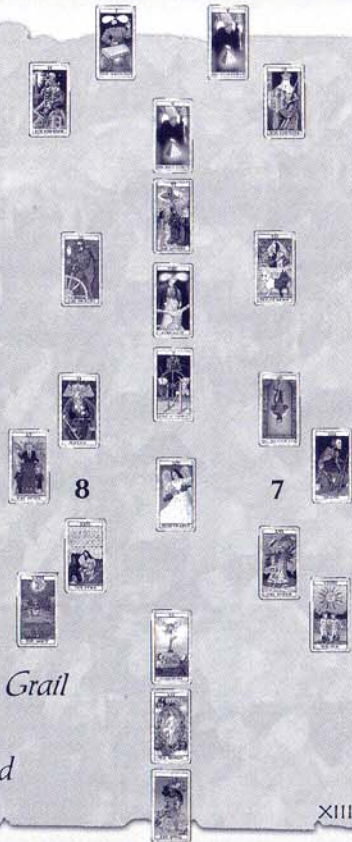
I have listed the tarot cards in the major arcana. These cards seem to tell a story, and I believe that the story tells of the fall from the garden, or man's awakening. If I am not mistaken all the female cards appear to depict Isis. Are not the signs for her everywhere? The double 15 on the book of Sion. Cook again, it spells her name.

The Pentacles = The Stone

The Cups = The Grail

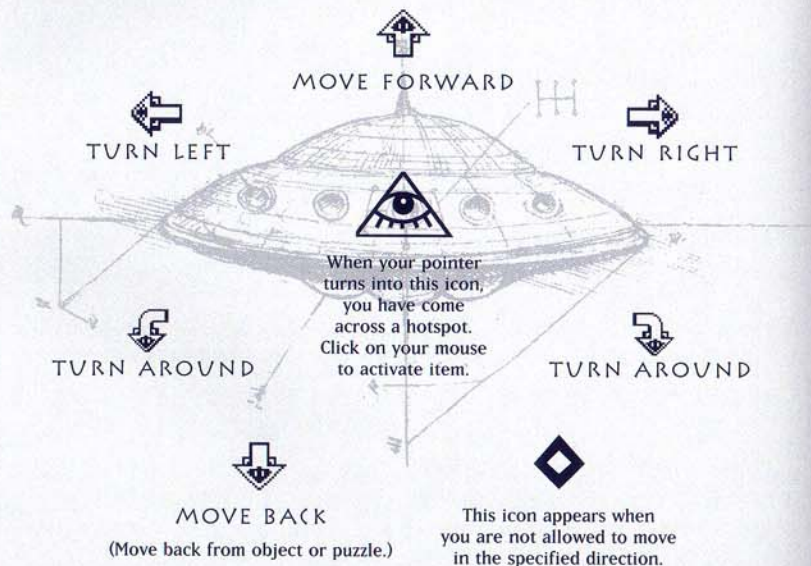
The Wands = The Rod

The Swords = The Firebird




Navigation

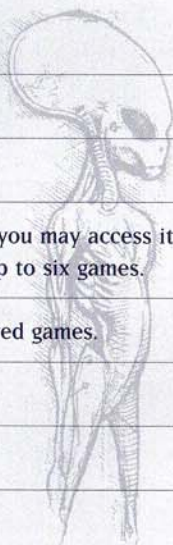
Use the mouse to move around.




Menu Bar

To access the Menu Bar, raise the navigation cursor above the screen. The cursor will change to the menu cursor . Click anywhere in this area with the Menu cursor and the Menu Bar will appear. To return to game, move cursor down into the main screen area and click the mouse.

NEW GAME	Start a new game.
QUIT GAME	Quit current game.
SAVE GAME	Save current game so that you may access it at a later time. You may save up to six games.
LOAD GAME	Load up any previously saved games.
VOLUME	Adjust overall volume.
ABOUT	Access game info.

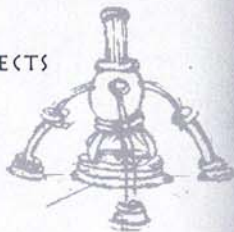


Inventory

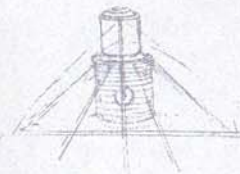
To access the Inventory Bar, lower the navigation cursor below the main screen. The cursor will change to the Inventory cursor . Click anywhere in this area with the Inventory cursor and the Inventory Bar will appear. To return to game, move cursor up into the main screen area and click.

PICKING UP AND PLACING OBJECTS

The cursor, which is visible when you are moving around the environment, changes whenever it passes over an object that can be picked up and added to your inventory.



If you wish to place an object in the inventory, click on that object. It will fade from the scene and reappear in the inventory.



If you wish to place an object from the inventory into the scene, click on the area below the screen. The inventory will appear. Clicking on an object from the inventory will cause it to glow. Then

select the place in the scene where you wish to place the object: if it is the right place the cursor will change. The object will then fade from the inventory and reappear in the place you have selected.

TAROT CARDS

Tarot cards are given as payoffs to events and for the successful completion of puzzles during the game. They act as currency for the game—trade with characters in the game and use to gain access to other areas. Once the animation for the card has finished, the card can be placed in the inventory the same way as other objects.

CONNECTING TO THE INTERNET

After solving the Four Server puzzle in the Hacker's Caravan (in the Realm of Din), you will have access to special Web pages on the internet. If you do not have internet access, you will access simulated Web pages on the game disc. The screen on the Hacker's Caravan monitor will ask you to "Confirm Internet Access."

If you have an internet connection: Click on O.K.

If you do not have an internet connection: You can access the Web content on the game disc by clicking on the icon in the upper left-hand corner of the screen. The game play is the same whether you have internet access or not, although some content will vary.

Please refer to the Installation and Troubleshooting Card for more information regarding connecting to the internet.



Technical Support

If you experience any technical difficulty with this product, please contact our Web site at www.inscape.com/drownedgod, or call: 1-800-741-3043.

For technical support related to hardware or system software:

☞ Microsoft Customer Support: 206-454-2030

☞ Apple Computer Customer Support: 800-767-2775

Direct questions or comments related to game play to Inscape:

✉ By way of our e-mail address: inform@inscape.com

🌐 By visiting our Web site at: <http://www.inscape.com>

✉ Or by mail: Inscape, P.O. Box 251829

Los Angeles, CA 90025-9896

For game hints, call: 1-900-289-HINT

☎ The cost of the call is 95 cents per minute. The average length of the call is about five minutes. You must be at least 18 years old to use this service. Touch tone phone only.

If you experience any problems using this line contact Entertainment Media Services, by phone 310-581-5810, or by e-mail twiinfo@aol.com

Glossary

ALLENDEN

Only known survivor of the original Philadelphia experiment aboard U.S.S. *Eldridge* to still be at liberty. Whereabouts unknown. Believed to have alerted the outside world to the existence of the Philadelphia project. Known to be suffering side effects of his involvement which includes spasmodic temporal displacement.

ARCADIA

Legendary Greek paradise. A motif, the symbolism of which is the underground stream believed to denote hidden knowledge, secret wisdom and magic and a new epoch of spiritual freedom and enlightenment.

ARK OF THE COVENANT

Lost ancient relic reputed to have great magical powers of destruction. Originally believed to have been the receptacle used by Moses to house the Ten Commandments of God. Vanished from the Jewish temple in 70 AD. Present whereabouts unknown.

ATLANTIS

Lost continent. Legendary civilization founded by the fallen Gods of Heaven. Said to have vanished without a trace beneath the sea following a great cataclysm.

BAPHOMET

Religious idol central to the Knights Templar, from the Moor-Spanish "bufihimat" meaning father of wisdom. Symbolized by a bearded head or goats head, a source of prophesy.

CROWLEY, ALEISTER

Illustrious and infamous 19th Century occultist and drug addict. Performed a ceremony in Egypt during which he channeled messages he claimed originated with HORUS. Messages inspired the Book of the Law, a gospel he spent the remainder of his life propagating until his ignominious death at a Brighton boarding house in 1947.

EINSTEIN, ALBERT

German physicist famous for his special theory of relativity in the early 20th century

which reinvented the world of physics. Undertook secret work for the U.S. Navy involving experiments in gravitational displacement.

ELDRIDGE—U.S.S. ELDRIDGE

The U.S. Navy frigate used in the testing of the original Philadelphia device in 1943, the aim being to produce a cloaking device to hide allied ships from enemy radar.

FIREBIRD

Code word denoting all aspects and histories of projects related to the reverse engineering and utilization of alien hardware.

GRAYS

The name given to a particular description of visiting extraterrestrial or UFO occupant on account of their skin pigmentation. Typically hairless, four to five feet tall, large cranium, large slanted-back, pupiless eyes, insectoid in appearance.

HIGHWAY 666

The Devils highway. Located at the four corner area of the United States. Area infamous for UFO activity, human abduction, cattle mutilation, etc. The highest road fatality statistics in America. Close to the secret Biogenetic Labs at Dulce, New Mexico.

HOLY GRAIL

Mysterious, lost ancient artifact blessed with magic or supernatural powers, believed by some to be the cup used by Jesus in communion during the last supper and later by Joseph of Arimethea, as a receptacle for the blood of Jesus following the Crucifixion.

HORNE, RICHARD

Mysterious author about which little is known. Wrote books on the secrets of the ancients which indicates that he was in possession of secret first hand knowledge of the visitors. Encrypted many secrets into his writings before vanishing.

HORUS

The son born of Isis and the resurrected Osiris. His symbol is the all seeing eye.

HUGO, VICTOR

Author, poet and revolutionary, his most famous work being *Les Miserables*. Served on

the committee that forced the publication of suppressed material concerning the trials of the Templars following their persecution by King Philip of France and other works on the Crusades. Former Grand Master of the Priory of Sion.

HUNTER'S BELT, THE

Three stars across the center of the constellation of Orion—Alnilam, Alnitak and Mintaka—which form the belt of the mythical hunter.

ISIS

The Queen of Heaven. Fled her native land (Mu, which was subsequently destroyed) after the competition for her hand in marriage led to the death of one of her brothers (Osiris). Went on to found the Egyptian civilization.

JUNG, CARL

Psychiatrist and former assistant to Sigmund Freud before disagreement led to a split. After traveling the world in the study of primitive cultures, Jung went on to establish himself in his own right. Originated the concept of the collective unconscious.

KING ARTHUR

Last of the Royal Line of Pendragon, founder of the Round Table, a body of knights dedicated to retrieving the Holy Grail. Betrayed and killed in battle. His resurrection hails the apocalypse.

KNIGHTS TEMPLAR

Warrior monks, military wing of the Priory of Sion, protectors of the secret of the Holy Grail until their independence following the ritual known as the Splitting of the Elm.

LEONARDO DA VINCI

Renaissance genius, artist, inventor, scientist; former Grand Master of the Priory of Sion.

LOST ANGELS

Code word denoting all aspects and histories of UFO retrieval operations.

MEN IN BLACK (MIBS)

Mysterious strangers in black suits driving black Cadillacs which exhibit official seals. MIBs visit and intimidate UFO witnesses into remaining silent about their experiences before vanishing without a trace.

MERLIN

Powerful magician of the middle ages; aid to the Royal line of Pendragon. Outwitted and magically imprisoned in a secret location by Morgan Le Fay, the enchantress sister of Arthur Pendragon.

MJ12

A secret committee formed by President Truman in 1947 in the wake of the first successful UFO retrieval at Roswell, New Mexico. MJ12 is the nucleus and governing body at the center of Majestic operations whose mandate exceeds Presidential control and which enjoys the highest security clearances known to exist anywhere in the world.

MORGAN LE FAY

Sorceress and sister of King Arthur, said to have been able to make cities appear on the open sea; nemesis and victor over Merlin.

NEWTON, SIR ISAAC

17th Century mathematician and physicist, presented theories of gravitation and motion in 1666. Former Grand Master of the Priory of Sion.

ORION

The great hunter of Greek mythology. A star group near the constellation of Taurus which houses the Horse-Head nebula and the stars Betelgeuse and Rigel.

OSIRIS

Egyptian God, Husband of Isis, God of the Sun. The bringer of Divine Knowledge and the founder of the ancient Egyptian civilization. Murdered by his enemies, led by his brother Set. His mutilated body was placed in a casket and set adrift at sea.

PHILADELPHIA

Name given to the project experimenting in gravity distortion through the manipulation of ionized magnetic fields. So called in the wake of the first preliminary experiments in Philadelphia in 1943.

POUSSIN, NICHOLAS

Famous painter of the 17th Century, his most famous work being The Shepherds of Arcadia of which there are two versions, one secretly hidden within the vaults of the

Louvre and never exhibited. Believed to have incorporated powerful secrets within his paintings.

PRIORY OF SION

Secret society descended from the French dynasty known as The Merovingians whose origin was the sea and who were blessed with supernatural powers. Guardians of the secret of the Holy Grail.

QUETZALCOATL

Mythical Aztec God. Identified with the spirit of penitence, healing, learning and poetry. The bringer of peace, the creator of divine kinship, opponent of blood sacrifice. The god of water.

ROSWELL

The nearest town to Carona, New Mexico, the crash site of a UFO in 1947 which led to the first successful crash retrieval and to the shift in attitude on the part of the military to the UFO question. This gave birth to the world-wide UFO cover-up.

SCORPIO: U.S.S. SCORPIO

Atomic submarine which went missing with all hands whilst on a classified mission somewhere in the Atlantic within the notorious area known as the Bermuda Triangle.

SDI—THE STRATEGIC DEFENSE INITIATIVE

Also referred to as the Star Wars Program.

SIRIUS—THE DOG STAR

A binary star (Sirius B is invisible to the naked eye), which lies in the constellation of Canid Major. The brightest star in the northern hemisphere.

STAR WARS

The name given to denote SDI technology originally developed, it was said, to protect countries from nuclear attack. The hardware is situated in earth orbit and can destroy incoming missiles while they are still airborne.

TESLA, NIKOLA

Yugoslavian born in 1856. A genius, inventor of the Tesla coil, still in use. His theories provided the basis for the Philadelphia project, but Tesla died in suspicious circumstances as the project got under way. Much of his work is still classified.

UFO CONTACT GROUPS

CAUS (Citizens Against UFO Secrecy)
471 Goose Lane
Coventry, CT 06238

Contact Forum
P.O. Box 230893
Tigard, OR 97281

CUFOS (Center for UFO Studies)
1955 Johns Drive
Glenview, IL 60025

**The J. Allen Hynek Center
for UFO Studies**
2457 West Peterson Ave.
Chicago, IL 60659
(312) 271-3611

Just Cause
P.O. Box 218
Coventry, CT 06238

MUFON (Mutual UFO Network)
P.O. Box 12434
San Antonio, TX 78212

Right To Know
P.O. Box 2911
Hyattsville, MD 20784

The UFO Archives
P.O. Box 264
Marion, IA 52302

UFO Review
P.O. Box 753
New Brunswick, NJ 08903
Contact person: Timothy Beckley

UFO Universe
GCR Publishing Group
1700 Broadway
New York, NY 10019

For a comprehensive Bibliography, check out the *Drowned God* Bibliography page on our Web site: www.inscape.com/drownedgod



HINTS TO GET YOU STARTED

Having a hard time getting started? Read on!

Warning! Reading the hints and solutions on the following pages can definitely spoil the challenge and fun of this game. However, if you're hopelessly stuck on the first puzzle or two, this may be just the jump start you need on your quest for truth.



BEQUEST GLOBE

After you input your name into the ancient valve-operated computer, it will perform a numerology analysis and give you your sacred number, symbol, etc. You must remember (or better yet, write down) these for later use in your journey.

YOUR SACRED NUMBER: _____ YOUR SACRED SYMBOL: _____

In order to gain access to the first realm, Binah, you must provide the ancient computer with the numbers you find in Kether (Δ) and Malchut (π).

Δ NUMBER: _____

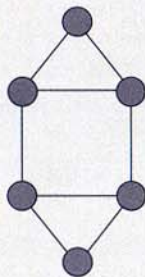
π NUMBER: _____

Once you successfully enter the correct numbers into the ancient computer, the Cryptowheel can transport you to Binah, the Spirit Realm. Before you leave the Bequest Globe, however, you should note the position of Binah on the Cryptowheel and the symbol for Binah.

BINAH CORRESPONDS TO WHICH POSITION?

SYMBOL FOR BINAH: _____

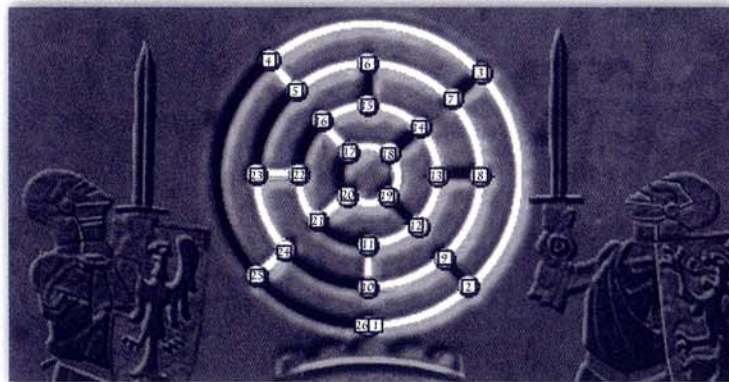
When you enter Binah, you'll start out in the interior of the Stonehenge formation. Walk through the temporal gateways to the Armored Torso. Inside the Armored Torso, you'll find the Shield Puzzle on the back of one of the chairs positioned around the Round Table.



THE SHIELD PUZZLE

The object of the game is to connect all of the nodes without crossing the line you've drawn. There are many paths you can take, but here's one that works.

After you successfully solve the Shield Puzzle, you will be rewarded with a Tarot card. Congratulations! Now leave the Torso through the door you entered, and you will see visions of King Arthur's fate. Enter



the Torso again, and you'll find the next puzzle in store for you.

THE MAJESTIC 12 COMPUTER PUZZLE

You must enter your Sacred Symbol, the position of Binah on the Cryptowheel, and slide the Binah time marker (which is the Binah Symbol). Once you enter these three elements, click on the green button. If you're successful, the alien craft will rise and you'll discover the elevator down to Leonardo's Workshop. Go down to the Studio and find the exit door. Exit the Helmet and enter Stonehenge once more. Go straight across the temporal gateways to Merlin's Oak.

MERLIN'S OAK

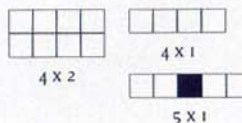
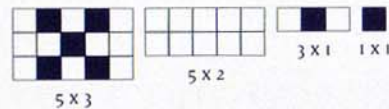
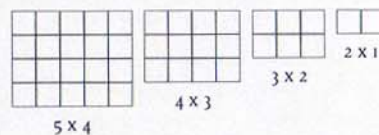
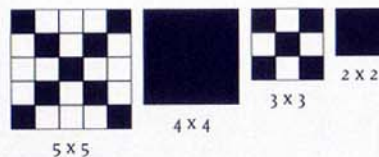
The goal of this puzzle is to release the Elemental. There are three doors that you can open one at a time. One pattern that works to release the Wisp is to open the bottom drawer first, then the middle, then the top, and finally the middle drawer again. Once you release Willow the Wisp, it will guide you to the beach, where you can call for the barge to take you to Avalon. Your first challenge there will be to beat the Knight Templar at his own game.

THE KNIGHTS TEMPLAR PUZZLE

This puzzle is one of the most difficult. You must beat the Knight two out of three games. The goal is to remove the last flame or flames so that the Knight is forced to take the chalice. If the Knight removes the last flame(s), then you will have to drink from the chalice.

Here's the key to the puzzle. To win, you must remove the flames so that when they are gone, the chalice is on a shaded square for the new active board dimension. If the chalice is on a stable square, it will always be on an unstable square at the next turn. Likewise, if the chalice is on an unstable square, it is always possible to make it stable at the next turn. Here's are all the possible board dimensions showing the stable (shaded) positions for the chalice.

Note that because the Knight places the chalice on a stable square for the first game, he will always win the first game. For the second game, you must also place the chalice on a stable square to start and keep it on a stable square throughout the game. For the third and deciding game, the Knight places the chalice on an unstable square, thus it's possible for you to make it stable after your first turn.



Once you beat the Knight, you'll have access to the iron maiden elevator. Take it up to Morgan Le Fay. After her message, take the elevator down past the Knight, to the lower corridor. From there, you can open the white door to the Newton and Einstein puzzle.

THE NEWTON AND EINSTEIN PUZZLE

Here you must put the lines of a conversation between Sir Isaac Newton and Albert Einstein in the correct order. Use the "Yesterday" and "Tomorrow" doors to go back or forward through the list of lines. Once you believe the current line is in the right order, press the "Now" button. If your guess is correct, it will be added to the conversation. Besides the logical clues in the lines themselves, you can also look at Newton's apple and Einstein's blackboard for visual clues. If you're still stuck, here's the correct order of the conversation.

- Newton: What goes up, must come down.
- Einstein: Nonsense, there is no up or down, there is only infinity.
- N: Infinity irrelevant, the solar system is a finely tuned mechanism.
- E: Not a mechanism, a highly evolved organism, a figment of God's imagination.
- N: Then did God also imagine quantum mechanics.
- E: Quantum theory. God does not play dice with the universe.
- N: No, you do.
- E: I did not open Pandora. I did not fill up the balloon.

This should help you on your way. If you need more help, check out the *Drowned God* Web Site, or the *Drowned God* Hint Line.

May 20 1841. In spite of my labours in this terrible place I resolve to find a way out of the Bount of Blue
 (big search through the vessel in the hope that I have missed a vital clue. I prohibit that all hedges of
 Retic and Malchit are always locked I hear voices whispering in the corridors that look like the Ledges of the vale
 no sense of the gibberish they speak. Eternity they are dying & communicate some deep thought - wisdom, of else they are
 manifesting the voices in that I am the only person able to hear them! I have found that there is the way
 out of madness we are off compelled to have written that boy claim tell them to commit into cages a judgement
 madmen through acts of violence, question was my own country for long I have created a simple prison
 for rest & comfort as when Kropka had only my own voice on canvas - a picture of the heavens colored
 be compared to the simple experiments I followed in his labors, I am able to do it later. I have seen the
 at the Board of the Ledges of the vale I find that if I could be another Sella by the box in the Bible the
 I am able to establish the Egyptian which by breaking the code of the Egyptian. The first
 as the other question: In Malchit's head it was now dead, they speak such
 as the words that is first and last, Alpha and Omega.

Beginning and End:

1515
 ALBERT EINSTEIN'S BLACKBOARD



iNSCAPE

Who We Are

Inscape blazes new trails as the industry leader in cutting-edge interactive entertainment. While our titles are distinguished by unparalleled graphics, game play, technology and content, Inscape always keeps one goal in mind: to totally captivate and challenge the game player.

But enough about what we say about ourselves, here's a sampling of what others are saying about Inscape:

"Inscape has firmly established itself as an innovative multimedia company with a steady eye on the future." —*CD-ROM Today*

"After previewing its first in-house title...I couldn't help thinking that this company would be responsible for significant artistic achievements in CD-ROM entertainment." —*New Media*

"Inscape is the company that everyone in the interactive media business is talking about."
—*The New York Times*

Look for these other games from Inscape:

ASSASSIN-2015

CREATURES

RAVAGE D.C.X

DEVO PRESENTS ADVENTURES
OF THE SMART PATROL

THE RESIDENTS BAD DAY
ON THE MIDWAY

THE DARK EYE

WHERE'S WALDO?
EXPLORING GEOGRAPHY

WHERE'S WALDO?
AT THE CIRCUS



For more product information or to locate a store nearest you that carries Inscape games, call Inscape at 1-800-510-1791, or check out our website: <http://www.inscape.com>

CREDITS

Created and Written by
Harry Horse

Co-created by
Alastair Graham

Art Directed by
Alastair Graham
Harry Horse

Produced by
Algy Williams,
Labyrinth Productions

Directed by
Harry Horse

**Interactive Design &
Production Manager**
Anthony McGaw

**Interactive Design &
AV Coordinator**
Iñigo Orduña

Additional Writing
Mark Burgess

Script Editor
Algy Williams

Head of 3D Animation
Ian Faichnie

3D Animation
Chris Harrison
Dusan Strugar
Gavin Moore
Oscar Gonzalez
Philip Dobrey

Lead Programmer
Paul Collis

Programming Manager
Darren Barnett

Programmers
Karl Scotland
Eden Swift
Mark Norgate
Matt Haikin
Guy Blair
Gareth Jones

Animation & Graphic Design
Adrian Day
Tom Jackson
Andrew Newman

Post Production
Tom Jackson
Andy Potts
Andy Baynton-Power
Tom Gillo
Catherine Wilson

Data Programming
Ian Jebson
Andy Wyper

Testing
Ben Wibberley
Michelle Tatters
Ian Jebson
Andy Wyper
Dino Emmanuel
Claire Hartill
Paul Mohan
Gareth Anthony

**Sound track & audio
effects composed by**
Will Joss and Tom Smythe
of Miasma
(Miasma@timerecording.com)

Audio Post Production
Gavin Shepherd
Paul James
Lee Nicklen

**Music & Audio Effects
Producer**
Harry Horse

Storyboards
Alastair Graham

Systems
SDC
Bruce Leigh
Kwok Tang
Gerard Page
Max Hodgson

EMG LABYRINTH
AN EMG/LABYRINTH PRODUCTION

Production Assistants
Chloë Hayward
Erika Edwards
Sarah Way
Nicola Leighton

Puzzle Design
Chris Maslanka
John Morris

**Research, Puzzle
Prototyping & Testing**
Mandy Horne

UFO Research
Mark Burgess

Motion Capture
Andreas at Red Post
Virtuocity

Mime Artists
Graham Walters
Harry Horse

Voice Over Artists
Anthony Jackson
Peter Serafinowitz
John Baddeley
Kate Harper
Billy Jay Mitchell
Harry Horse
Brad Levelle
Brian Eames

Sculptor
Greg Boulton

Digital Scanning
Cybersite

Special thanks to
Mandy Horne
Celia Williams
Diane Graham
David Riordan
Lena Poussette
Brenda Barkway
Louise Rogers

Executive Producer
Clive Shepherd

Multimedia Animation
Metagraphics Media!Lab™

OTHER CREDITS

Labyrinth Productions:
Algy Williams
Alastair Graham

Iron Horse:
Richard Horne
Harry Horse
Mark Burgess
Mandy Horne

Manual Text & Art:
Harry Horse

Sound Credits:
Actors Recorded at The
Sound Company, London.

Engineered by
David Peacock.
Re-mixed and edited by
Gavin Shepherd and
Paul James, at EMG.
Produced by Harry Horse.

Music by Miasma.
Courtesy of Emit Records.
Miasma are Will Joss and
Tom Smythe.

Additional Music pieces:
Diner Music: excerpt
from "Parodyning:
"Always Want"
Mark Burgess and Yves
Altana appear courtesy of
Dead Dead Good
©1995, M56 Publishing.

PUBLISHED BY INSCAPE

Producer
Michel Etchart

Executive Producers
Michael Nash
Antonia Smithson

Publishing Management
Patricia Bodner
David Boss
Robert Sebastian
Brett Skogon

Marketing Art Director
Melissa Hertz