

THE CABINETS OF Doctor Arcana



EXPLORER'S GUIDEBOOK



Welcome to Arcana Manor,

the stately home of Doctor Arcana,
the world-famous magician who
vanished several years ago.
No living soul has set foot inside
this mysterious mansion for years,
yet you find yourself strangely
compelled to investigate the
abandoned estate. If you insist on
exploring this dark domain, there
are some things you should know
before you begin...

Cursors

Custom Cursors are used throughout the game. As you hover over different areas of interest, your cursor will change to let you know what actions can be taken there.

THE EYE CURSOR reveals general observations about certain items and areas of interest.

THE MAGNIFYING GLASS CURSOR allows you to take a closer look at areas of interest.

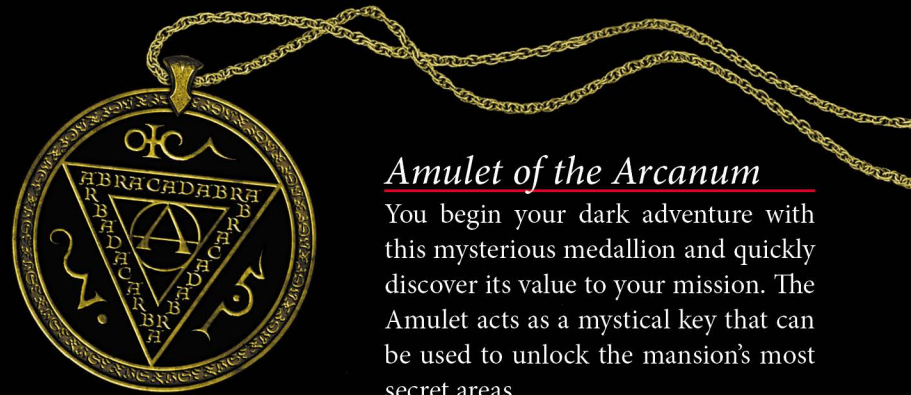
THE HAND CURSOR allows you to pick up and move items to and from your inventory.

ARROW ICONS designate open paths to accessible areas of the mansion.



Inventory

Throughout your adventure, you will collect certain notes and items that will help you. These items are carried in your inventory at the bottom of the screen and are accessible throughout the game.



Amulet of the Arcanum

You begin your dark adventure with this mysterious medallion and quickly discover its value to your mission. The Amulet acts as a mystical key that can be used to unlock the mansion's most secret areas.



Journal

Your Journal will automatically keep track of important discoveries in the game. In addition to updating the story, the journal also chronicles noteworthy images and clues that can be referenced at any time.

Hints

When you need a helping hand, the hint button will guide you through tricky areas and reveal clues to help you solve puzzles. During puzzle screens, the hint button will become the skip option, allowing you to bypass the puzzle after a short time.



Gemstones

Thirteen enchanted gemstones are hidden throughout the mansion. These ancient jewels radiate with magical energy and can be used to activate puzzle doors that match their specific color.



Puzzle Doors

You will quickly discover that all the doors throughout the mansion are locked by puzzles and magical wards. Powered by gemstones and protected by mystical sigils, these doors require a series of actions before they can be opened. First, the correct gemstone must be inserted in the door plaque to activate the sigil puzzle. Once the sigil has been restored, its name must be entered in the door cryptex directly below the puzzle.



Sigils

Sigils are magical symbols used in crafting spells. Each puzzle door is sealed with its own unique sigil that must be reassembled before the door can be opened. Take time to explore each room and make note of any hidden sigils. All such discoveries are automatically recorded in your journal.

Codes

As your adventure progresses, you will discover various coded messages along with mystical alphabets that will allow you to decipher them. Codes and physical clues are collected in your inventory and may be used in appropriate areas. Some of the trickier messages will require you to use more than one mystical alphabet.

Puzzle Cabinets

Each sealed room of the mansion holds one of Doctor Arcana's fiendish puzzle cabinets. The cabinets keep Arcana's treasured skeleton keys safely locked away and can only be opened by solving their perplexing puzzles.

Skeleton Keys

Though none of the doors or gates in Arcana Manor have conventional locks, your mission is to find thirteen skeleton keys to uncover Arcana's greatest secret. Skeleton keys are collected on the key ring and carried in your inventory.



Floor Plan

Within the Library you will discover the Arcana Manor Floor Plan. This map of the mansion allows fast travel to rooms that have been opened. The Floor Plan also reveals rooms where skeleton keys have been discovered.



Art Gallery

Doctor Arcana's collection of eerie artwork depicts witches, warlocks, vampires, gargoyles, ghosts and other denizens of the dark. In the Extras menu you may revisit and admire the paintings you have viewed throughout the mansion. Each time you discover a new portrait during your adventure, it will be added to the Gallery exhibit for your viewing pleasure.



History of the Arcanum

In the twilight mists of time, The Arcanum was formed. This secret society of magicians has existed for untold ages, hidden in the shadows of our world. As Grand Master of the Arcanum, Doctor Arcana presided over an event known as the Mysterium. This annual spectacle of magic and the dark arts was held within the legendary Theater of Illusion each Halloween night.



Cheater's Compendium

For those poor souls who are helplessly lost within my mansion of mystery, I have graciously provided a guide to assist you through troubling areas. Such guidance does not come without a price. Those who consult my comprehensive compendium will be chided and chastised for cheating.

You have been warned! — Doctor Arcana

Credits

DEVELOPED & PRODUCED BY

Monolith Graphics

IN COOPERATION WITH

The Hideout

GAME DESIGN

Joseph Vargo

PROGRAMMING

Daniel Kennedy

DIGITAL RENDERING

& GRAPHIC DESIGN

Christine Filipak

ARTWORK & PUZZLE DESIGN

Joseph Vargo

STORY BY

Joseph Vargo

MUSIC & VOICES BY

Joseph Vargo

AUDIO ENGINEER

William Piotrowski

MARKETING & WEBSITE

Christine Filipak

Installation

Insert CD/DVD, select installation for your operating system, follow prompts on screen. Disc may be ejected after installation.

Minimum System Requirements

WINDOWS 7

- 1.5 GHz CPU
- 512 MB of RAM
- 1 GB hard drive space
- 128 MB OpenGL compatible video card
- 16 bit, 44.1 KHz, 2 channel compatible sound card
- 4x DVD drive
- Keyboard, mouse, speakers

APPLE OS X: 10.7 LION

- 1.5 GHz CPU
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- 128 MB OpenGL compatible video card
- 16 bit, 44.1 KHz, 2 channel compatible sound card
- 4x DVD drive
- Keyboard, mouse, speakers

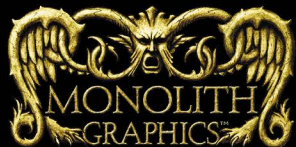
Websites

www.DoctorArcana.com

www.MonolithGraphics.com

www.TheHideoutGames.com

www.NoxArcana.com



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