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INTRODUCTION



Welcome to the adventure-thriller **OVERCLOCKED: A History of Violence**

Overclocked is a psychological thriller. You will be plunged into a world of memories, trauma and personal hell! Of course, we have no intention of giving away too much of the story in this manual. As you play the game, the events you experience will provide answers to your questions. Playing as former U.S. Army psychiatrist, David McNamara, you have been plagued by inexplicable violent outbursts. Your already strained personal life is further aggravated when you are summoned to New York City to analyze five young people in a Staten Island psychiatric hospital. These youngsters have been picked up in different parts of the city confused, frightened, screaming and with what appears to be amnesia. A storm of biblical proportions rages while you are in New York, and during the psychiatric sessions, you must reconstruct the last week in the lives of each of these young people using their flashbacks. The mystery deepens the further you delve into the memories of your patients and, as you start to unravel the mystery, your own fate advances relentlessly towards catastrophe... but you don't give up and stumble upon shocking facts that involve more than just your patients.

We congratulate you for purchasing this adventure game, which will provide you with some thrilling entertainment over the next few weeks. This involves investigating strange events and exploring the mysterious inner life of the characters. Although you can hardly wait to install the game and begin your journey, to enjoy *Overclocked* in optimum conditions, please take a few moments to read this manual. This manual will help you install the game and set the parameters that will be most appropriate for your PC. You will also find some essential tips on the controls and the basic game strategy.

Have fun! We hope you have a very exciting time playing the game.

Development Team

House of Tales Entertainment

SYSTEM REQUIREMENTS

MINIMUM:

OS: Windows® 2000 / XP / Vista™

CPU: 1.3 GHz Intel® Pentium® or AMD® Athlon™ processor

RAM: 512 MB (1 GB recommended for Windows® Vista™)

Video: DirectX® 9-compliant video card Shader Model 1.1

PC DVD-ROM: 4x

Sound: DirectX® 9 compliant sound card

Available Hard Disk Space: 5 GB

DirectX®: 9.0c

Other: Mouse, Keyboard and Speakers

RECOMMENDED:

OS: Windows® 2000 / XP / Vista™

CPU: 2 GHz Intel® Pentium® or AMD® Athlon™ processor

RAM: 1 GB (2 GB recommended for Windows® Vista™)

Video: DirectX® 9-compliant video card Shader Model 2.0

PC DVD-ROM: 4x

Sound: DirectX® 9 compliant sound card

Available Hard Disk Space: 5 GB

DirectX®: 9.0c

Other: Mouse, Keyboard and Speakers

INSTALLATION INSTRUCTIONS

It is strongly recommended that you close all non-essential programs before beginning the installation of any software on your computer. This includes screensavers and anti-virus software, which may interfere with the installation process. Please note this game requires that you have DirectX® 9.0c installed. If this version is not currently installed on your computer, please visit www.microsoft.com to download the free version or see the 'DirectX® 9.0c' section of this manual.

1. Insert *Overclocked* Disc 1 into your PC DVD-ROM drive.
2. After the 'auto-run' begins, click on 'Install *Overclocked*'. Click 'Next' to continue.
3. Read and accept the 'End User License Agreement' and follow the on-screen instructions.
4. When asked to 'Select the type of install', choose 'Complete'. A complete install will ensure that the game will run fluidly. 5 GB of available hard drive space is required.
5. Click 'Next' to continue and follow the on-screen instructions.
6. After the installation is complete, click on 'Finish'.

If 'auto-run' mode is disabled on your computer...

- a) At the Windows® desktop, click on 'Start'.
- b) Select 'Run...' and type the letter of your DVD-ROM drive and 'Setup.exe' (i.e. D:\Setup.exe)

OR

- a) Double-click the 'My Computer' icon on your Windows® desktop.
- b) Right-click on the drive with *Overclocked* Disc 1 and select 'Open' to access the contents of the disc.
- c) Double-click on the 'Setup.exe' file to launch the installer.
- d) Read and accept the 'End User License Agreement' and follow the on-screen instructions, then complete steps 4 to 6 as listed above.

DirectX® 9.0c

You will find DirectX® 9.0c in the 'REDIST' folder on *Overclocked* Disc 1. We strongly recommend installing these components since they are essential for running the game. To install DirectX® 9.0c, double-click on the 'DXSETUP.EXE' file and follow the on-screen instructions. Although you may already have DirectX® 9.0c installed on your computer from another game, you should re-install it to ensure that you are using the most recent version. A more recent version already installed on our computer will not be overwritten.

UNINSTALL INSTRUCTIONS

To uninstall the game select:

Start → Programs → Lighthouse Interactive → Overclocked → Uninstall

LAUNCHING THE GAME

Start the game by double-clicking on the desktop shortcut 'Play Overclocked' or to launch the game from the Windows® 'Start' menu, select:

Start → Programs → Lighthouse Interactive → Overclocked → Play Overclocked

Then from the menu select 'Start New Game'.

PLEASE NOTE: *Overclocked* Disc 2 must remain in your DVD-ROM drive while you play the game.

MAIN MENU

When you first launch the game, the first screen you will see is the Main Menu with the following options:

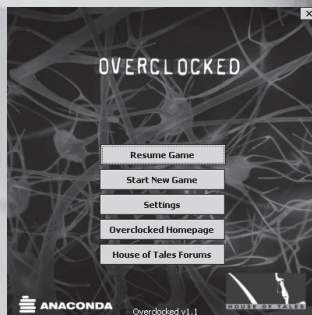
Resume Game: Start the game from where you just left off. (This option will become active once you start playing the game.)

Start New Game: Starts an entirely new game.

Settings: Allows you to adjust various game including: language, video settings, and sound performance.

Overclocked Homepage: Automatically takes you to the official game website if you are connected to the internet.

House of Tales Forums: Automatically takes you to the online forums if you are connected to the internet.



IN-GAME MENU

You may access the In-game Menu at anytime during the game by pressing the ESC key on your keyboard. A menu will appear with the following options:

New Game: Starts an entirely new game.

Save Game: Select this option to save your game at anytime during gameplay. You are allowed an unlimited number of saved game slots. To create a new save game, you may accept the default name suggested or rename the photo; then click on the check mark to confirm.





If you would like to overwrite a previously saved game, use the arrows to scroll through your saved games, and once you find the one you would like to overwrite, you may either accept the default name suggested or rename the photo. Click on the check mark to confirm.

Load Game: To load a previously saved game, which is represented by a photo of that location, use the arrows to scroll through your saved games. Once you find the saved game you would like to load, click on the check mark to confirm and that game will automatically load.



Settings: Allows you to adjust the volume settings of the in-game music, speech and sound effects, as well as the picture brightness. You may also choose to turn the subtitles on or off.



Quit Game: Takes you back to the Windows® desktop.

GAME CONTROLS

You will need to use the following keys on your keyboard throughout the game:

ESC: Allows you to access the In-game Menu.

Spacebar: Pressing the spacebar shows you all the directions you may explore, indicated by arrows. It will also reveal the hotspots in the game environment that you may interact with, which are represented by different icons.

Cursor Explanations

Mouse Pointer/Cursor: To perform various actions in the game, point at a location on the screen and click the left mouse button. If you can perform an action in a certain location in the game environment (called a hotspot), the cursor will change indicating the particular action(s) you may perform.

Action Menu: Clicking on a hotspot opens an Action Menu represented by different icons. Left-click on the icon with the mouse cursor to perform the action. The Action Menu for a hotspot will automatically change depending on your Inventory status. For instance, other actions may become available provided you have a particular item in Inventory.

Default Cursor: Clicking the left mouse button moves the character to the selected point. Double-clicking on the left mouse button will make your character run.

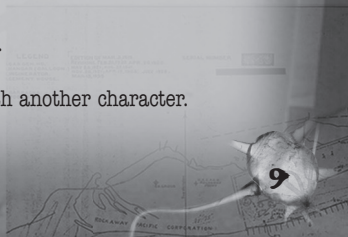
Directional Cursor: Clicking the left mouse button will take the character from one scene to the next.

Action Cursor: Appears when the cursor moves over an item the player may interact with.

Magnifying Glass: Appears when the player can click on an area or item for a close-up view.

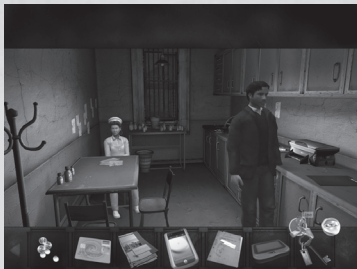
Exit: Appears when the player can exit a close-up view.

Speech Bubble: Appears when the player can speak with another character.



INVENTORY MENU

During your investigation you will come across various objects you will need to collect to help you throughout the game. When you pickup an object in the game it will appear overlaid in the top right corner of the screen. It will automatically be added to your inventory. These objects will be stored in the Inventory Menu, which appears at the bottom of the screen. You may scroll left and right using the arrows to see all the collected items.



Using and/or Viewing Objects

You may 'Use' and/or 'View' an item in inventory at any time during the game. When you left-click on an inventory item, a 'use' and/or 'view' icon will appear. Click on the icon to perform the action.

Temporary Inventory Objects

Some items must be used immediately after you have selected or picked them up, just as you would in real life. When you use this kind of object ("held in hand"), a flashing image of that object will appear in the top right corner of the screen. This indicates that you can immediately use the object you have in your hand in the game environment. Click the right mouse button to put the object down again.

Combining Objects

Certain objects can be combined to create another object or to fill another one up. To combine an object you just picked-up ("held in hand") with an item in inventory, 'use' the object in hand on the inventory item by left-clicking on the item you want to combine it with.

Combining Inventory Objects

You may combine an inventory item with either another object in inventory or with objects or characters in the game environment. To combine inventory items, select the first object by left-clicking on the first inventory item, then left-click on the other inventory item, character or object in the game environment you want to combine it with.

DIALOG

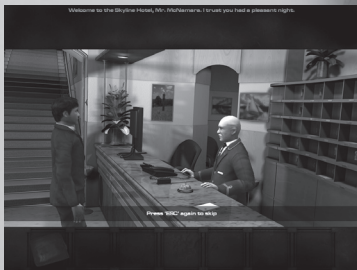
During the course of the game you may interact with over 15 different characters. You will spot a character's "willingness to talk" if the cursor turns into a speech bubble when the mouse cursor is on the character. If you click on the speech bubble, you may begin speaking with the character. Question icons may also appear at the bottom of the screen, which you may select. Use the mouse to choose a symbol from the series of questions. Your character speaks and the other character answers; new question icons may become available allowing you to choose how you conduct the entire conversation.

New Situations, New Conversations

Depending on the time of day, or as one day changes to the next, new conversational options may become available. It is worthwhile to call other characters and return to places you have already visited if you have the impression that circumstances have changed during the course of the game.

Interrupting Dialogs and Real-time Cut-scenes

In *Overclocked*, each dialog sequence is, technically speaking, a short film played from the game program in real-time. Therefore, you cannot skip specific lines of dialog during these sequences. However, you can skip such sequences entirely by pressing the ESC key on your keyboard. In this case, a warning message will appear at the bottom of the screen. By pressing the ESC key repeatedly, you may skip the entire sequence. We advise against making this your normal game strategy, as the game will be more difficult to complete without using the information gleaned from the characters. You may also miss many details that contribute to the game's atmosphere.



Dialog Cannot Be Repeated

Dialog sequences you have already triggered are, apart from a few examples, considered as having taken place and will not be repeated. This means you will not hear the same dialog again; therefore you must be extremely attentive. You will always be able to access conversations that are directly related to the game progress. For example, the recordings from the sessions with your patients are saved on your PDA

(see 'The PDA' section of this manual). Even though you may have skipped the relevant conversations by pressing ESC while you were recording them, no need to worry. You will not come to a dead end in the game by not hearing all the dialog, but you may deny yourself an important aspect of the overall game experience.

THE PDA

One of the tools of a psychiatrist's trade was once a Dictaphone, but this is an antiquated method for our modern times! The sessions are now recorded onto a PDA, which allows you to use it as a telephone, receive emails, record sessions, or play recordings. Once you have picked up the PDA, it is stored in your Inventory. You can click on the 'use' icon at any time to use the PDA. Clicking on the 'Telecoms' tab shows you a list of saved telephone numbers. Two additional tabs with symbols will appear in the upper part of the display. Click to listen to the 'Audio Clips' or your 'Messages'.



Telephone Calls

In the phone list, click on the name of the person you want to speak with and then click on the 'Call' icon. New telephone numbers will automatically be added to the list. Each time this happens, an address book icon will appear in the top right corner of the screen as the number is added.

Reading Email Messages

From the 'Messages' screen you will see a list of emails you have received. Click on the email you want to read then click the 'Read' icon to display the text. New emails are automatically added to the list and a message icon will briefly appear in the top right corner of the screen when you receive a new email.

Making Recordings

When you conduct and record a session it will automatically be stored in the PDA for later use.

Navigating the Audio Clip Recordings

Once the first recording is stored, a folder will be created in the 'Audio Clips' section of the PDA. It will include the patient's cell/room number. Click to open the folder where you will find sub-folders with the dates of the flashbacks as recalled by the patient. The arrow in the top left corner of the screen on the PDA will allow you to navigate through the sub-folders and recordings.

Using the Recordings

The PDA gradually starts filling up with folders and sub-folders for each patient as the number of successful sessions grows. Click on a recording to play it back. Use the small playback keys to play the clip anywhere in the game world, including the patients' cells/rooms. The playback function is an extremely important factor in your progress through the game.



Journal Entries

Journal entries will be produced during the course of your work, which can be found in the 'Journal Entries' folder in the 'Audio Clip Recordings' section of the PDA. These journal entries serve to document your progress and to provide a space for your private thoughts; they may also offer you the chance to remember key points in the game.

EXITING THE GAME

Before exiting the game completely, we strongly suggest that you save your game. You may exit the game at anytime by accessing the In-game Menu by pressing the ESC key on your keyboard. Once at the In-game Menu, click on 'Quit Game' then 'Yes' to confirm you would like to exit the game. This will take you back to the Windows® desktop.

TECHNICAL SUPPORT

If you encounter a software problem when installing or playing the game and the particular solution could not be found in this manual, or solved by updating your computer with the latest audio or video drivers, we strongly advise that you visit our website at **www.lighthouse-interactive.com** and browse the game Forum specific to the game with which you are experiencing technical issues. In most cases, known issues, patches, or updates are listed on our Forums.

If the solution to the problem is not listed on the forum at our website, please email us at: **support@lighthouse-interactive.com**.

When contacting us, please be sure to include:

- A brief description of the problem
- The hardware configuration of your computer
- Information on the circumstances under which the error occurred

EPILEPSY WARNING

Please read this caution before you or your child play a video game:

Certain people are susceptible to epileptic seizures or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some video games. This phenomenon may appear even if the subject has no history of previous difficulties. If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use. We advise that parents supervise the use of video games by their children. If you or your child experiences any of the following symptoms while playing a video game: dizziness, blurred vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY** discontinue use and consult your doctor.

Standard Precautions When Playing Video Games:

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
- Play video games on a small screen (preferably).
- Avoid playing if you are tired.
- Make sure that the room in which you are playing is well lit.
- Rest for a period of 10 to 15 minutes for every hour you play a video game.

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Published by

Lighthouse Interactive Game Publishing B.V.

*in the United States of America,
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Benelux and Scandinavia.*

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