



PlayStation

NTSC U/C

PlayStation®

MATURE



CONTENT RATED BY
ESRB

SLUS-00695
8560

THE STRUGGLE WITHIN

CLOCK TOWER

TM



agetec

ASCII GAME ENTERTAINMENT TECHNOLOGY

WARNING: READ BEFORE USING YOUR PlayStation® GAME CONSOLE:

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation® DISC:

- This compact disc is for use only with the PlayStation® game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

THE STRUGGLE WITHIN CLOCK TOWER™

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PROLOGUE

During the spring of 1999, an extremely unusual event occurred in the small town of Salinas. Salinas is located in the suburbs of a major city. Also located in this peaceful area is Memorial Hospital. Due to its pharmaceutical studies, the hospital is a major contributor to the economy of this small town.

A seventeen-year-old high school girl named Alyssa Hale was on her way to Salinas to visit her father's friend Mr. Phillip Tate. Along the way, Alyssa looked at the red amulet in her hand. She believes this amulet has some sort of power over her. As she stared into the amulet, a vision of horror engulfed her mind; she saw herself holding a knife in her right hand while looking down at her friends lying in a pool of blood on the floor. She had no idea what happened. It was earlier discovered that another personality resided in her soul, an entity called Mr. Bates. Alyssa was forced to undergo intense therapy because of this cold-blooded, immoral male personality. Although the incident occurred only one month earlier, she is unable to recall anything about it. Alyssa refuses to believe she is capable of something as horrific as the event in her vision.

Alyssa looked once more at the amulet. She realized that somehow her amulet had to be tied in with Mr. Bates. She remembered not having her amulet on when she awoke from Bates' invasion of her psyche. Alyssa soon realized that as long as she had her amulet, her soul would be safe from Mr. Bates and she could be herself.

When Alyssa arrived at the Tate's residence, no one was home. Something seemed strange. Alyssa knew that the Tate's were expecting her. Perhaps they had forgotten. Alyssa noticed a series of strange low-toned squeaking noises echoing throughout the small house. Then, she saw something! Lying in a pool of blood was what appeared to be a rotting corpse. Alyssa slowly approached the mangled remains only to realize to her relief that it was not human. But if it was not human, what could it be? And where were the family members?

And thus, the story begins...

The Curse of the Maxwells

Sitting in a dark kitchen, Philip Tate and his wife Kathryn were very concerned. They were discussing the Curse of the Maxwells and what it meant to them. Just then, something horrible happened. Kathryn screamed...



PLAYSTATION® SETUP

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Clocktower II: The Struggle Within disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Console

Top View

RESET BUTTON
POWER INDICATOR
POWER BUTTON
CONTROLLER PORT



OPEN BUTTON
DISC COVER

Front View

CONTROLLER PORT 1
CONTROLLER PORT 2



MEMORY CARD SLOT 1
MEMORY CARD SLOT 2

Mouse - Off Game



MOUSE (SELECT ITEM)

LEFT BUTTON

RIGHT BUTTON (CANCEL SELECTION)

Mouse - During Game



MOUSE (MOVE CURSOR)

LEFT BUTTON

RIGHT BUTTON (SKIP EVENT,
PAUSE, PAUSE MENU, CANCEL)

DUAL SHOCK™ analog controller

L2 BUTTON
OFF GAME:
CANCEL ITEM

L1 BUTTON
OFF GAME:
SELECT ITEMS
DURING GAME:
SET CLICK POINT,
ATTACK ENEMIES,
EVADE PANIC
SITUATION

DIRECTIONAL BUTTONS
OFF GAME:
SELECT ITEMS

SELECT BUTTON
START BUTTON
DURING GAME:
PAUSE GAME,
IN GAME MENU

L3 BUTTON
(WHEN DEPRESSED)

R2 BUTTON
R1 BUTTON

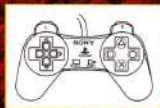
△ BUTTON
○ BUTTON
× BUTTON
OFF GAME:
SELECT ITEM
DURING GAME:
SET CLICK POINT,
ATTACK ENEMIES,
EVADE PANIC SITUATION

□ BUTTON
OFF GAME:
CANCEL ITEMS
DURING GAME:
EVADE PANIC SITUATION,
EVENT CUT, REMOVE ITEM
R3 BUTTON
(WHEN DEPRESSED)



NOTE:

You may have a controller that looks like this.
If so please follow the digital instructions outlined above.



GETTING STARTED

Strange squeaking noise...

The horrible incident has already happened.

"Hello! I'm here. It's Alyssa from San Francisco." Alyssa Hale has arrived at the residence of her father's friend, Mr. Phillip Tate. No one answered the door, but it looked like somebody was home.

When you start a game, the opening movie will begin. Press the start button (or  button, or L1) to exit the movie. After the start button is pressed, the main menu will be displayed. If no input is made, the opening movie will repeat.



MAIN MENU

NEW GAME

Select this option to begin a new game.



DATA LOAD

Select this when starting a saved game from the memory card. After you make this selection, the "Data Loading" screen will appear.

OPTIONS

Skip event function ON/OFF, analog controller settings, etc.

GAME TERMINOLOGY

Cursor

The cursor is the arrow displayed on the screen. Use the cursor (click) on a selected location to move main character (if double clicked, the character begins to run). If clicked on a click point, the main character executes an action. The cursor's shape may differ according to the main character's situation.



Click Point

The cursor will change shape when placed on certain objects. This indicates that the character can perform an action with that object or person. These points where the cursor changes are called click points.



Item Window

When the cursor is moved to the upper portion of the screen, items that a character has gathered in the game will appear. Click on the item you wish to use. The picture of the item will replace the picture of the cursor arrow. Click on a click point to use an item that you have selected.



Panic Mode

When the main character is being chased or is in danger, the cursor will flash red. This situation is called a panic situation. While the cursor is flashing, press the  button repeatedly to escape.



Escape Mode

When the main character is chased by an enemy (situation differs according to each scenario), this is known as Escape Mode. While in Escape Mode, the click point will appear on items and/or objects that can be used to fight or hide from the enemy. Escape Mode will not end until you repulse the enemy or escape from him/her.



GAME FLOW

Mr. Bates, who shares Alyssa's soul, was evoked by a tragic incident bestowed upon the Tate family. Alyssa and Mr. Bates are now one and share the same body. More tragedies are sure to occur because of their distressed mental status.

Scenario Development and Ending

You can make it through scenarios by skillfully using Alyssa and her other personality, Mr. Bates. Some events can be cleared with Alyssa, while Mr. Bates can clear other events. There are 13 possible endings. The ending you receive will depend upon your performance and choices in the various scenarios. Game credits will be displayed at the end of the game.

Situation Change

While Alyssa holds the amulet, Mr. Bates cannot emerge and control her. The amulet can be placed in rooms within vases or other types of containers.

When Alyssa does not have the amulet in her possession, she feels extremely insecure and her fear may evoke Mr. Bates. If Alyssa has already changed to Mr. Bates, she can change back by retrieving her amulet.

As Mr. Bates emerges, Alyssa thinks to herself, "Stop...Go Away! Don't be afraid..."



Alyssa: Attacking an enemy

If you go into Escape Mode while the main character is Alyssa, you will not be able to use any weapons that you may find. Instead, Alyssa can use items spread throughout the scenarios or hide from the attacker.



Mr. Bates: Attacking an enemy

If Escape Mode occurs while the main character is Mr. Bates, you can use your obtained weapons against the enemies. When equipped with a weapon, the cursor will change into a crosshair. When you move this cursor onto the enemy and the crosshair locks on, you will be able to attack the enemy by clicking the cursor. The number displayed on the weapon icon is the amount of remaining ammo (number of attacks you have left).

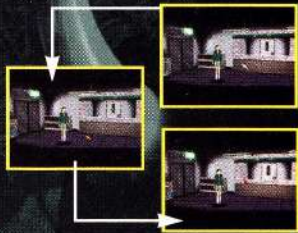


STAMINA

The main character has 3 levels of stamina. During the Panic Mode, the cursor will change colors (white, yellow, and red) to indicate different levels of stamina. Unless you obtain a first aid kit, the stamina will not return to its original state. Once the cursor is flashing red, your stamina has been completely used up. At this point, you will be unable to use the panic feature.

First Aid Kit

When you obtain a first aid kit, your stamina will automatically recover. You will only be able to find a first aid kit when your stamina is decreased by one level.



GAME OVER

Suddenly, Allen Hale changed into something. What is the Maxwells' curse? Where is the Golden Statue? Allen's second daughter, Stephanie became a bloodthirsty killer. Everything that has happened here will lead to more tragedies.



When the main character's stamina is zero or you fail to press the button repeatedly in the Panic Mode, the game will be over and the game over screen will be displayed. When the game is over, you will see this display "CONTINUE?" / "YES", "NO". If you would like to continue the game, move the cursor to "YES" and click. When you click "YES", the game will restart from where the character entered the room he/she was last in. Your stamina will increase by one level.



In case you choose to quit the game, move the cursor to "NO" and click. After "Game Over" appears on the screen, the game returns to the title screen. Be aware that once you end the game, you can not restart the game by using the Data Load feature unless you have already saved it.

MEMORY CARD

Game Record

You can save the game by selecting "Save" from the In Game Menu. There are 3 slots available to save your game. In case other data has already saved the "Scenario Title" and "Play Time" will appear. If no data has been saved "NO DATA" will appear in the slot. When you select the slot where you want to save the data, the data will begin to save. The memory card must be placed in memory card slot 1 and uses only 1 block of memory.



Loading Data

Select "DATA LOAD" on the title screen or "LOAD GAME". 3 data slots will appear on the data load screen. If there is data stored, the "Scenario Title" and "Play Time" will appear. If "NO DATA" appears in the slot, it cannot be selected. Endings, hints, and any other data will be saved onto the memory card as well.



IN GAME MENU

The In Game Menu will appear when the Start button (if using controller) is pressed. The game will also be paused until you exit this menu. This function does not work during special events.



Return to Game

Exits the In Game Menu and returns to the game.

Save Game

Saves current game data to the memory card. While in Escape Mode, you cannot save your game.

Load Game

Select the data in Memory Card you wish to load. Data may not be loaded while in Escape Mode.

The "Save Game" and "Load Game" options may not be selected while in the Escape Mode, or after attacking enemies, unless you proceed to the nearest adjacent room.

Screen Adjust

Allows you to adjust the screen to fit your TV. Use this function if your TV is cutting off part of the game screen.

Reset

Ends the game and returns to the title screen.

Vibration

You can use this function if you want your controller to vibrate. Switch ON/OFF by pressing the analog button. The vibration feature can only be experienced with the Sony Dual Shock™ controller.

Skipping Events

To skip events during the game, press the  Button.

OPTIONS SCREEN

The OPTIONS screen will appear when you select OPTIONS in main menu. You can return to the main menu by selecting 'EXIT' or pressing  Button.



EVENT CUT

Select this function to skip special events during the game.

- set function to cut the events by pressing  Button.
- switch ON/OFF by pressing-  button.

VIBRATION (DUAL SHOCK™)

The vibration feature may only be selected when using the Dual Shock™ controller. This feature enhances the game play experience.

PAMPHLET SCREEN

The Pamphlet Screen will appear after selecting "Pamphlet" from the main menu. Return to the main menu by selecting "Exit" or pressing  Button.



ENDING LIST

This will verify the endings that you have cleared.

HINT LIST

View hints uncovered during the game.

???

This option is not selectable at the beginning of the game, it will only become accessible after certain conditions have been met.

CHARACTER DESCRIPTIONS



George Maxwell

Age: unknown. He is a very mysterious man. He wears a devil's mask and loves to kill. His weapon of choice is a giant butcher knife.



Shannon Lewis

Shannon is a very mysterious woman. Sometimes she helps Alyssa, but at other times she will become extremely upset with her.



Phillip Tate

Phillip is 43 years old. He is an old friend of Allen Hale, Alyssa's father. He is extremely afraid of the Maxwell curse.



Mr. Bowman

Mr. Bowman is a 35-year-old newspaper reporter. His motto is that investigative reporting should be done very aggressively, even if it requires self-sacrifice. While investigating Memorial Hospital on a bogus tip, he unknowingly put himself into position to get the best story of his career.



Alex Corey

A 25-year-old detective from Prunedale, a neighboring town of Salinas. He is poised and smug. He became involved in this incident while responding to a report made by Kathryn Tate.



Allen Hale

Allen is Alyssa's 45-year-old father. He is a director of a hospital in San Francisco.



Stephanie Tate

At seven years old, she is the youngest of the three daughters in the Tate family. She suddenly turned into a bloodthirsty murderer and turned the Tate residence into a place of horror and death. It seems as if she is possessed by some unknown entity.



Mr. Bates

Mr. Bates is one of the main characters in the game. At times he will possess Alyssa Hale. He is a cruel and cold-blooded man.



Alyssa Hale

Her father, the director of a major hospital, is not home much. Alyssa spent much of her childhood alone and grew up to become a very quiet girl. When she was still quite young, her father gave her an amulet. She always carried it with her and it became a source of power. She has a gloomy disposition. Possessed with spiritual intuition, she links everything to unworldly phenomena.

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NOTES

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