

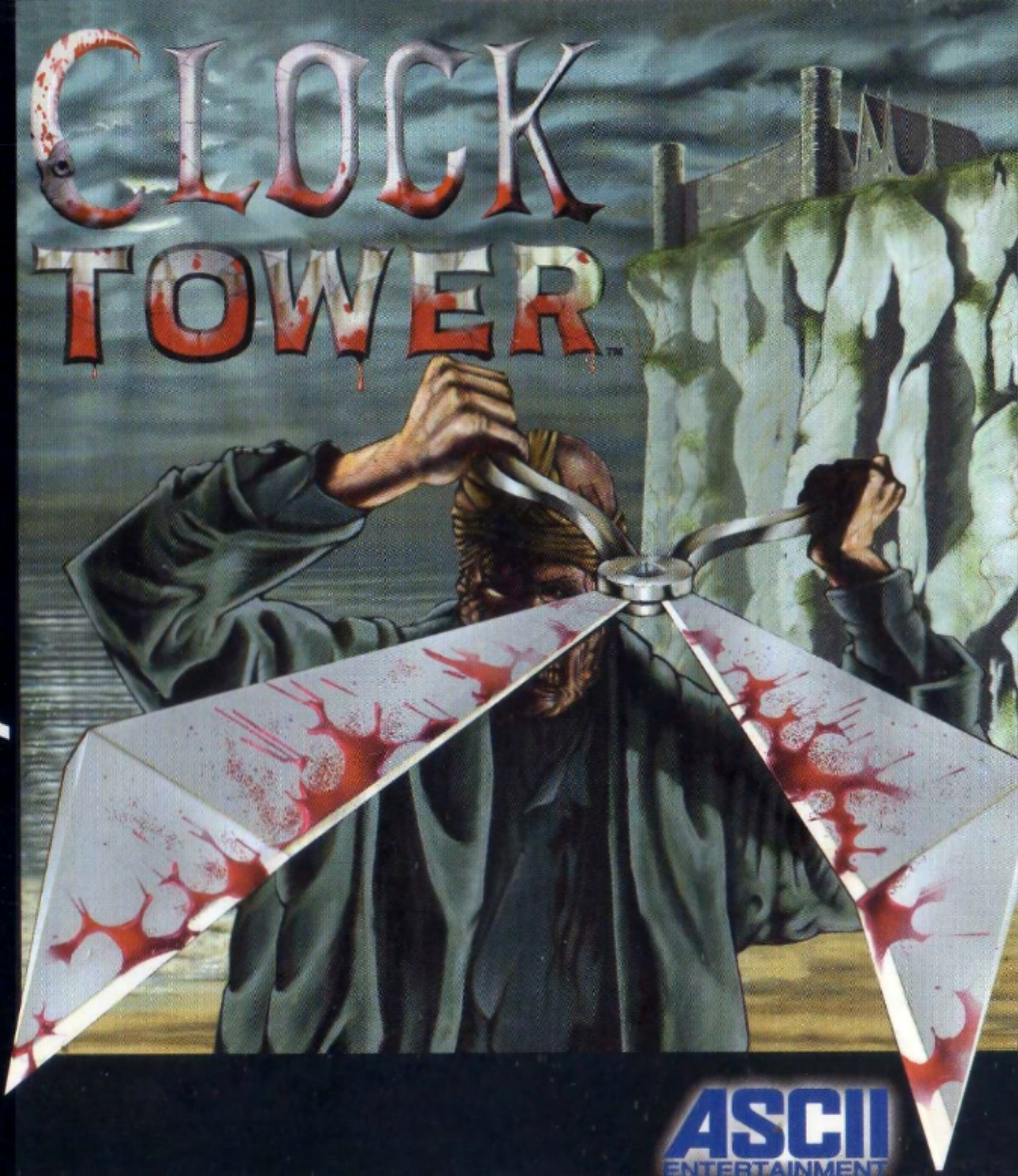


NTSC U/C

PlayStation™



# CLOCK TOWER™



ASCII ENTERTAINMENT

**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.

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**HANDLING YOUR PlayStation™ DISC:**

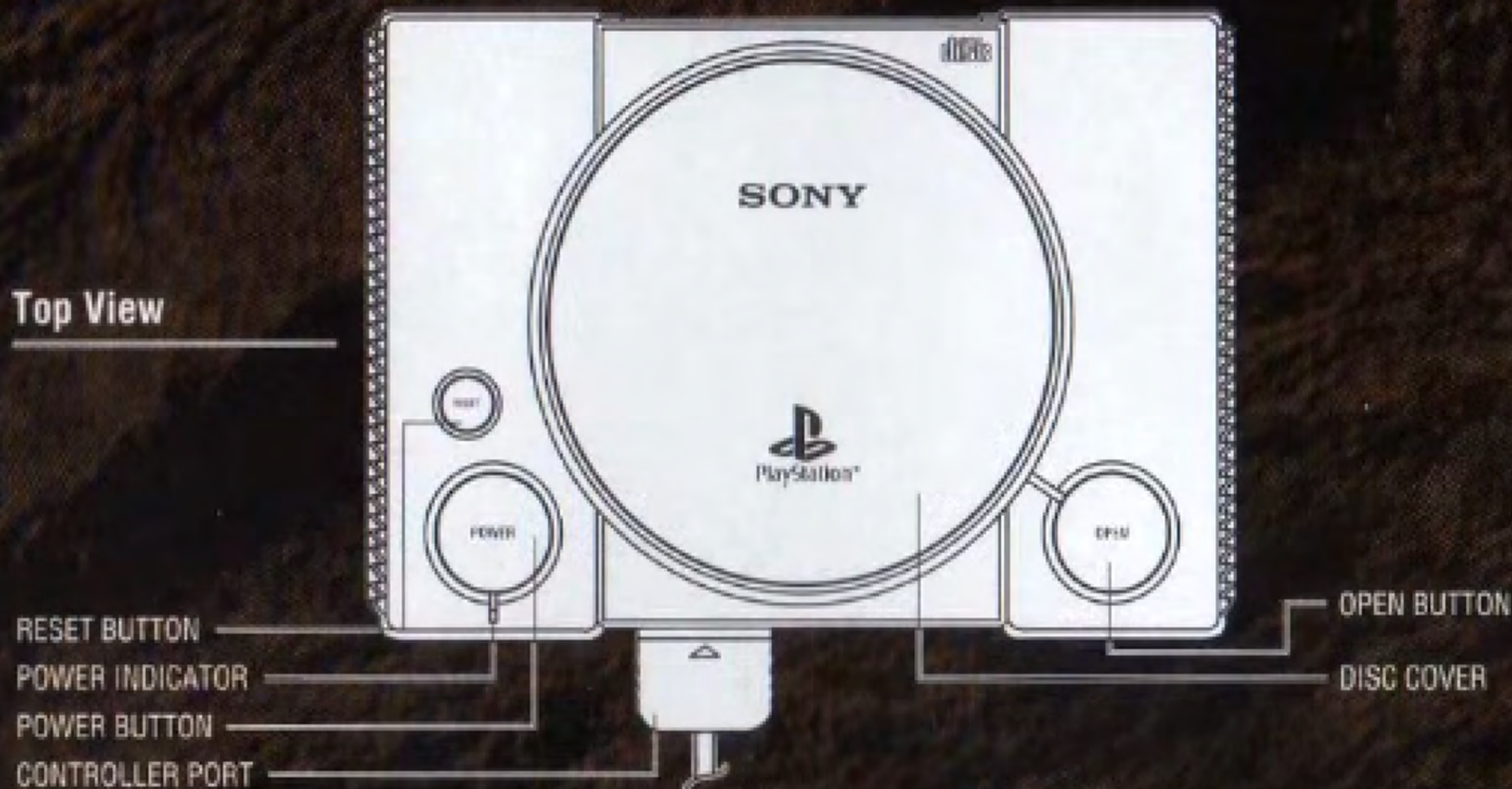
- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc 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.

# CLOCK TOWER

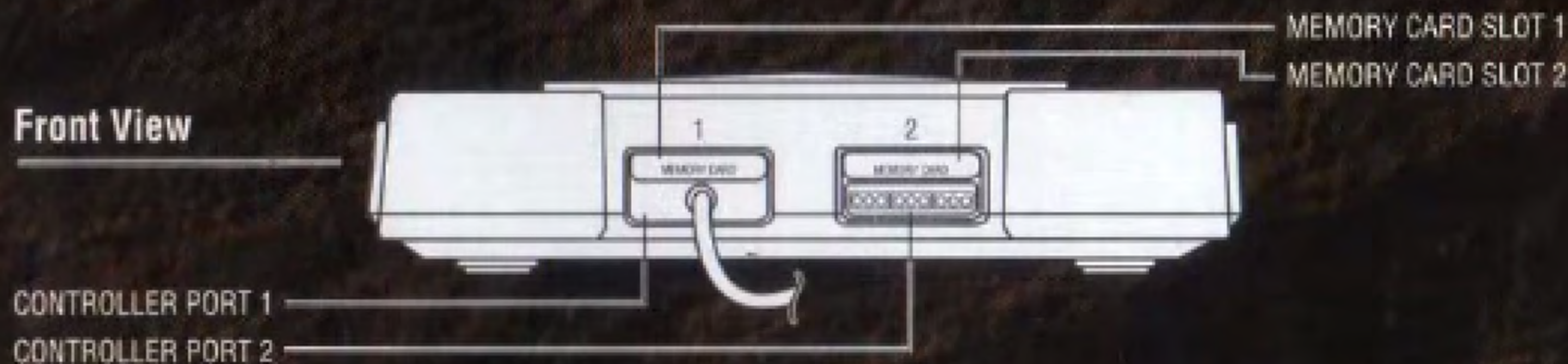
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# Getting Started

Top View



Front View



Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the PlayStation game console's power is off before inserting or removing a compact disc. Insert the CLOCK TOWER™ disc and close the disc cover. Insert a game controller and turn the PlayStation game console ON. The opening story will start, and then the Title/Game Start Menu will appear. Press the Start Button to begin play. Follow the on-screen instructions to start a game.

# Operations

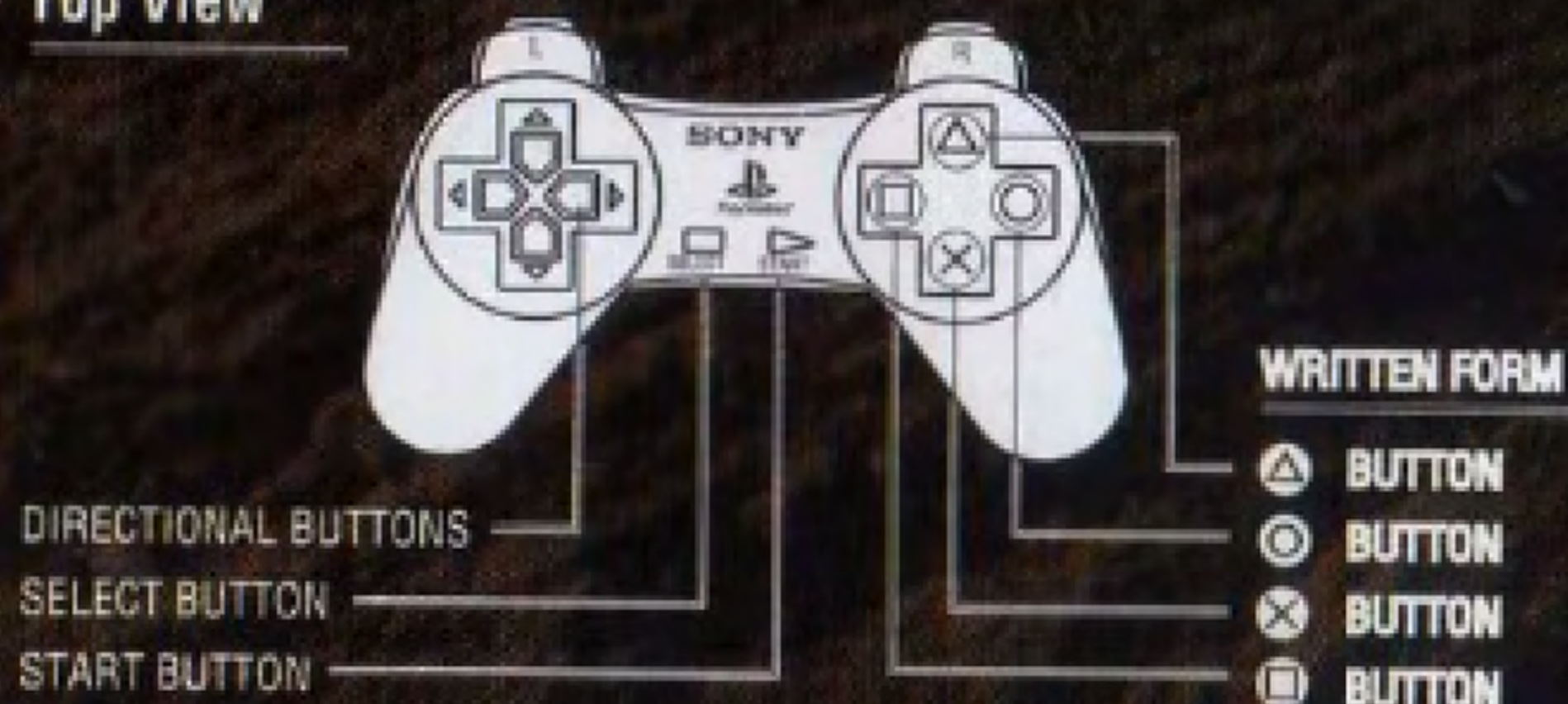
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## CONTROLLERS

Front View



Top View



## MOUSE



### × button

Used for directing your character and for selecting items on progression screens. A quick double click makes the character run. Click once more to stop running.

### □ button

Cancels a progression screen item. Also used as a panic button. Rapid repeated clicking in panic mode can get you out of a tight spot.

### START button

Pause button. Allows the use of the pause function. (see p. 12)

### Direction keys

Used for moving the cursor and selecting items on progression screens.



# Prologue

**T**errified, a young girl climbs up a steep cliffside, grappling, faltering, trying desperately to get away from the malevolent butcher known as Scissorman.

Almost on top of her now, the gnarled, hideous monster from the Barrows Mansion can almost taste the hot blood of its next frantic victim as he mounts the cliffside in pursuit. The girl, Jennifer Simpson, knows all too well the fate that lies in store for her if she does not reach the top in time. She has seen too many of her friends sheared by the cruel blades of the Barrows Twins, Dan and Bobby - the Scissormen. Jennifer, in her frenetic last attempts at escape, reaches for the final grip at the top of the cliff. Just as she pulls herself to the top, her grip breaks free, pulling down loose soil along with a large crate perched atop the ledge. The contents of the crate explode upon impact, engulfing the entire area in flames. Listening to the blood curdling screams of her attacker as he withered under the brunt of the explosive flames, Jennifer turned to watch in horror as her would be assailant turned slowly into nothing but a ball of fire before her very eyes. It was all finally over - or so she thought...

All seemed quiet for the year following, but then a series of brutal murders swept the front pages of local news...the Scissorman had returned! After her rescue, Jennifer had been taken in by Helen Maxwell, an assistant professor of criminal psychology. Helen had heard every detail of Jennifer's encounter and now she searched frantically for any information that could put an end to this monstrous killer. How could this madman be back? Somehow she had to find the secret to the seeming immortality of this crazed, psychotic lunatic. But the murders are moving closer and closer to home. Will she survive long enough to uncover all of the secrets that could finally destroy him forever?

# Game Terminology



## Click point

The cursor (arrow on screen) will change shape when placed on certain objects. This indicates that the character can perform some action on or with this object. These points where the cursor changes are called click points.

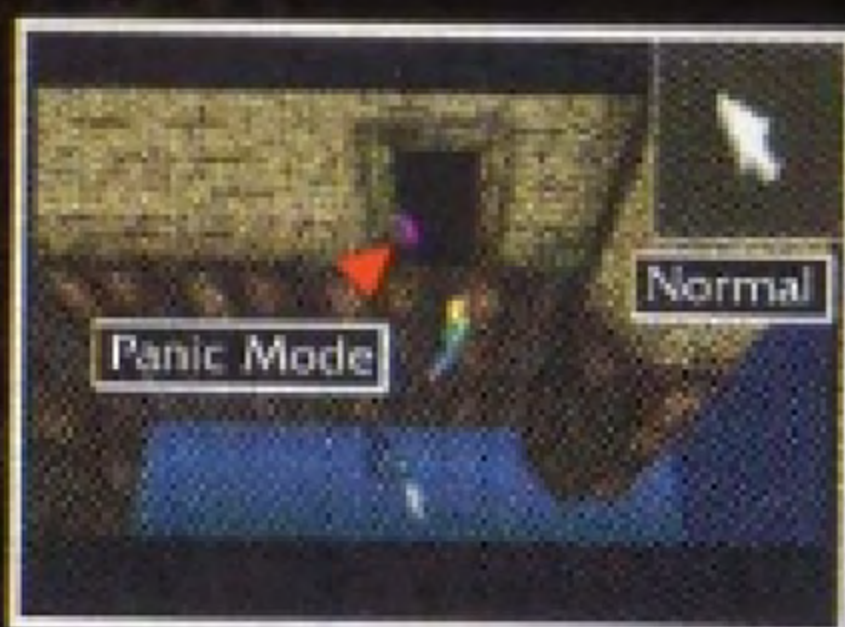


## Click

Pressing a button on a click point to perform an action is called "clicking".

## Panic mode

When the character's life is threatened, the cursor blinks red. This is called panic mode.



## Escape mode

Escape mode is activated when the character is chased by Scissorman.

Unlike normal mode, click points occur only on objects effective for making Scissorman retreat. This mode remains in effect until Scissorman is somehow forced to retreat. (A specific music theme accompanies the escape mode.)



# 5

# Display Screen

## Cursor

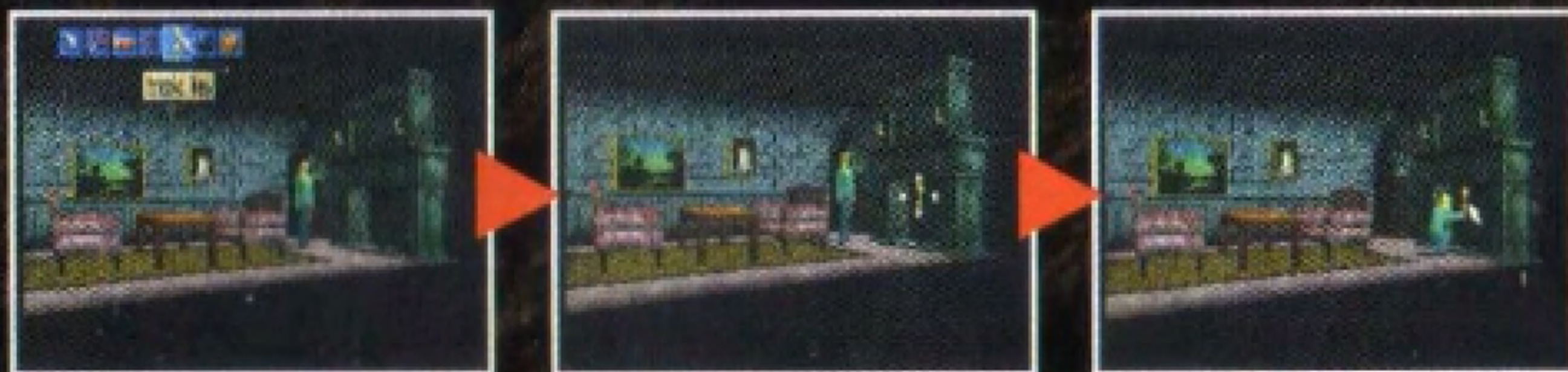
The character performs an action when the cursor is moved to a click point and an object is selected.

When the cursor is placed at a new location and clicked, the character will move to that new area. The cursor also indicates current power and panic mode (see p. 11).



## Item window

To use an item that you've picked up, move the cursor to the top of the screen (upper left hand corner) to display the current inventory of items. Click the item you want to use. The cursor will display a picture of the item which moves around the screen with your cursor. You can then select a click point with the cursor to use that item. Obtained items not displayed in the inventory (some keys, etc.) are used automatically when the appropriate location is clicked.





# Game Flow

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## Basic game flow

The game repeats the pattern shown below. There are four scenarios including the prologue. The ending may come before the fourth scenario depending on how the game progresses. The succeeding scenario depends on the player's actions. Mid-game scenario variations do not affect your ending rank, so sit back and enjoy the different scenario combinations you encounter.



## Heroines

The main heroines throughout the game are Jennifer Simpson and Helen Maxwell. Actions during the prologue determine which will be the central character you portray in your storyline. Your character in Scenario 1 is a heroine.

## Player character (you)

Within each scenario, you may be operating characters other than the heroine (in the Prologue, for example). The character you play is determined by the scenario progression.

## Endings

There are five different endings per heroine, determining a total of ten endings for this game. The conclusion depends on your actions and the progression through the scenarios that you explore.



Jennifer

Helen

# 7 Intermissions



Scissorman appears at night. Intermission refers to the adventure mode between scenarios. These are usually daytime scenes, so Scissorman poses no danger. Selections made could affect the scenario progression.



## Intermission map screen

This screen displays the entire neighborhood where the characters live. Click points indicate places on the map that the character can visit. Use the cursor to click on places you want to approach..



## Intermission room screen

When the desired location is clicked on the intermission map screen, the selected building is entered and conversations begin with the characters found there. (Operations are identical to those used during normal game play.) When certain conditions are met within the building, you automatically return to the map screen. The next scenario begins after you have fulfilled all required conditions of the intermission.

# Progression Screens



## 1. Title screen

The title screen appears when you start the game. Press the **START** button (or the left mouse button) to continue to the main menu screen.

If the start button or left mouse button is not selected immediately, the opening movie begins.



## 2. Main menu screen

### **NEW GAME**

Starts a new game.

### **CONTINUE**

Resumes a game from the entrance of the room where the game ended (unless power has been turned off since the last game).

### **DATA LOAD**

Switches to the data load screen when selected. Data saved in the memory card is read and game commences in the room of the last save scenario you select.

### **SOUND**

Select "STEREO" or "MONORAL". Selected item switches upon selection.



### **ENDING LIST**

Switches to the ending list screen when selected. Displays an ending list so you can check the endings finished so far. However, if a data memory card was not inserted in memory card slot 1 when the game was started, this reinitializes the game.

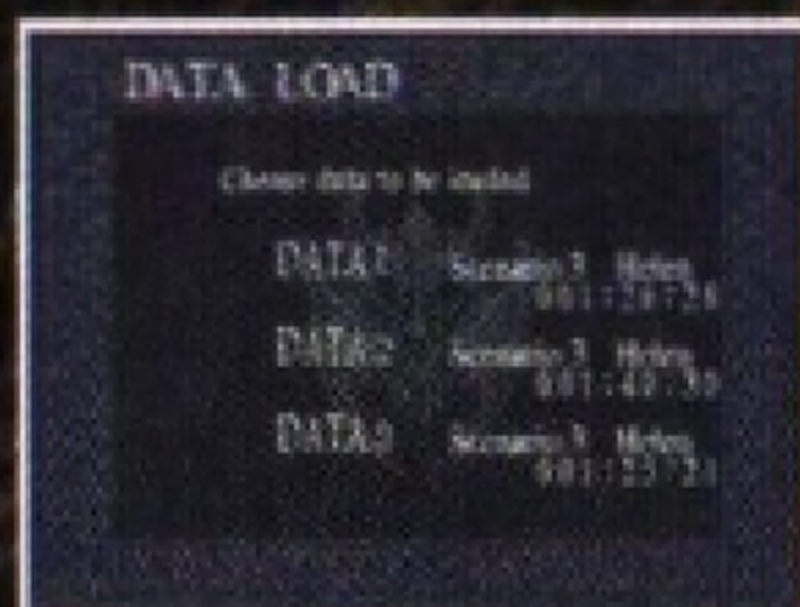
### **PAMPHLET**

Switches to the pamphlet screen when selected. This displays extra information about the game. For added enjoyment, a quick read is recommended before you play the game.

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# Progression Screens

*continued*



## 3. Data load screen

This screen is for loading data saved on memory cards to continue specific game play. Any of the three areas with data will display the player character and total play time. Select the data to load.

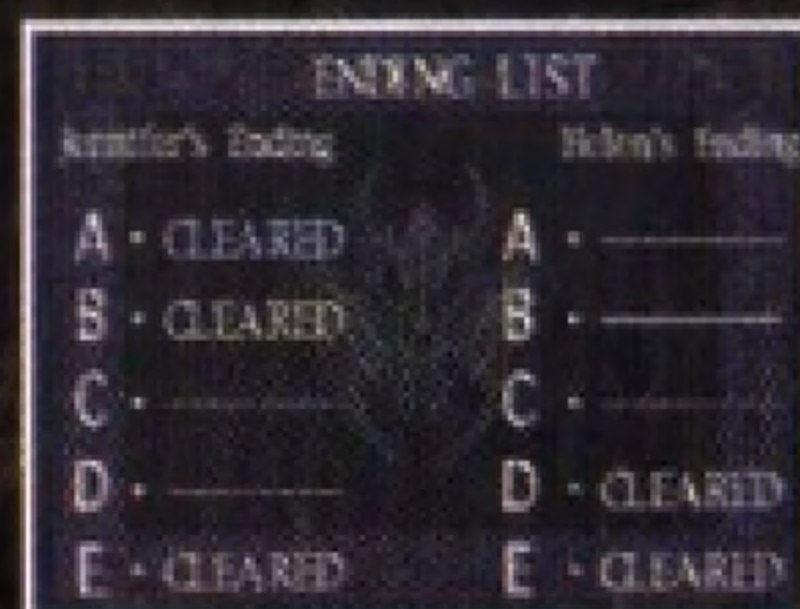


## 4. Data save screen

When a scenario is completed, this data save screen appears.

Play data can then be saved to memory cards at this point.

Any of the three areas with data will display the player character and total play time, while remaining areas display "NO DATA". Save by selecting a save area.



## 5. Ending list screen

Endings cleared display "CLEARED". Select one to see the ending movie.

(Note: The movie can be watched only after the ending is completed. "Rank D" endings have no movies.)

## 6. Pamphlet screen



### HINT

This contains the hints you discovered during the game. Select HINT to switch to the hint screen. There, select the hint you want. Discovered hints are marked.

### STORY OF CLOCK TOWER

This contains the story line and background of Clock Tower.

### ???

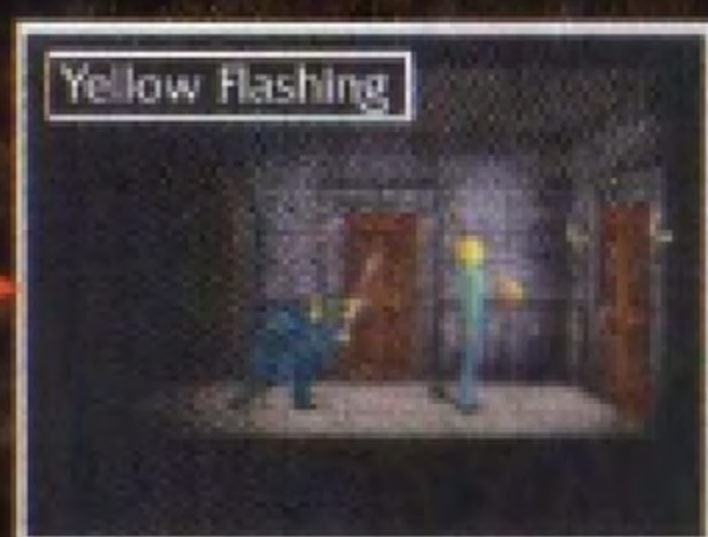
This is not initially available. But when certain conditions are met . . . ?





# Power and Game Over

During the game, each character has three levels of strength indicated by the cursor color, as shown below. Strength decreases after extreme action or after being attacked, and recovers with time. (In escape mode, action has no effect and recovery is also suspended.) For example, if you encounter Scissorman using the panic button, strength decreases by one level. If your strength is already at the lowest level (red cursor) and you encounter Scissorman, your strength goes down to zero. You will be killed no matter how much you rapidly fire the panic button.



## Game Over screen


Game Over occurs when your strength reaches zero, when you fail in rapid-firing during panic mode, etc. When the game is over, the screen switches to the Game Over screen shown at left, then returns to the main menu.

Select CONTINUE from the main menu to resume play from when you just entered the room. The game restarts with your strength recovered by one level, use this opportunity wisely and escape!

*(Note: Resetting or turning the power off eliminates your chance to CONTINUE.)*

# Pause Options

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When you pause, the pause menu is displayed on the screen. Choose an option with the direction keys (or mouse), and select it with the  button.



## RETURN TO GAME

Returns to the game.



## SAVE GAME

The current status is saved onto a memory card. Your game will be saved at the point when you just entered the current room.

## LOAD GAME

The data saved on the memory card is loaded.

## SCREEN

This option adjusts the screen display position on the monitor (X for left and right; Y for up and down). Use it when the display runs past the edge of the monitor. Adjust with the  and  buttons.

## RESET

This terminates the game and returns to the title screen. (If hit by accident, you can use the Continue function to return to your game.)



# Characters



## Jennifer Simpson

Age 15. Heroine. Jennifer lost her parents when she was young and raised in an orphanage. After her narrow escape from the Scissorman a year ago, Helen, who was investigating the case, took her in. After a year together, they developed a sisterly relationship. Jennifer's difficult life has made her tough and inventive. She had to be to stay alive.

## Nolan Campbell

Age 26. Reporter for a third-rate tabloid, Nolan was targeted by Scissorman when he started getting a little too interested in the Clock Tower case when investigating for a story.



## Helen Maxwell

Age 30. May become a heroine depending on scenario progression and changes. Helen is assistant professor of criminal psychology and curious about Scissorman in the CLOCK TOWER case, she wants to do a profile on him...in turn, he wants her dead.



To enhance the storyline, this story features nearly 30 characters. The number of survivors depends solely on your actions!



### Samuel Burton

Age 52. Professor of criminal psychology. Provides psychological profiling research, and investigates the CLOCK TOWER case from this angle.



### Stan Gotts

Age 42. Officer investigating the CLOCK TOWER case. Stan is obsessed with tracking Scissorman. A believer in hands-on experience, he places no faith in the supernatural and believes that he'll be able to bring this case to a close.



### Harris Chapman

Age 35. Research assistant studying criminal psychology. Harris is a sneaky, small, gaunt man and has a warped infatuation with Jennifer.

### Edward

Age 10. Another person who, like Jennifer, survived the CLOCK TOWER incident a year ago, Edwards true identity is unknown. He lost his memory when rescued and was taken to Granite Orphanage, where he was given the name of Edward.





# Memory Cards

## Handling memory cards for this game

- This game uses a maximum of 4 (minimum 2) memory card blocks.
- Clock Tower uses memory card slot 1 only.
- Data for up to 3 games can be saved per memory card.
- The ending list is checked upon the start of a game. Make sure the memory card is inserted into memory card slot 1 when you start. If it is not there, the game will reinitialized.

# Designer's Note

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Director

**Hifumi Kawano**

Should the game system come first, or should the material come first? This is the first vital question faced by a game designer. Many current games place the system first, and the material is superimposed as an extra little flavor. **CLOCK TOWER** is designed so that the material comes first. All systems were designed to address the question of how best to express horror. This resulted in a rather ruthless work, but frankly, if you were being chased by an immortal killing machine in real life, your survival rate wouldn't be much better anyway. If you manage to finish the game without getting killed even once, consider yourself capable of survival even with Jason tracking you down!

Also, the high-ranking endings in this story are not necessarily the best endings. Especially the A rank endings, which are so opportunistic that we call them the Hollywood version. Players' opinions will no doubt vary on whether these endings are appropriate for this story. (Something like the theater version ending of "The Island of Dr. Moreau", wouldn't you say?)

If you don't like the A rank ending, find another ending you like. Then again, for Jennifer's sake, you might want to see a completely happy ending ... at least once.



# Designer's Note

*continued*

Main programmer

**Masaki Higuchi**

Kudos to the staff. And thanks to the players who bought this software. Try using lots of different patterns to finish this game. We've secretly included all sorts of weird fun stuff.

Visual director

**Yoichiro Shimazaki**

A more realistic image was sought by using lots of animation and full 3D polygons to portray murders in normal and surreal settings. We're counting on your perseverance to see every single image and every movement of Jennifer and the other characters.

Sound producer

**Kaori Takazoe**

Sound composer

**Hiroshi Niikura**

As with the best horror stories, our sound theme was "noise and silence". The terror of silence, the terror of sound, sounds that aren't there when they should be, sounds that occur in impossible places . . . The sound production for this game involved a lot of variations on the "noise and silence" theme.

If the player gets even a small taste of "the terror of sound," the sound staff couldn't be more pleased.

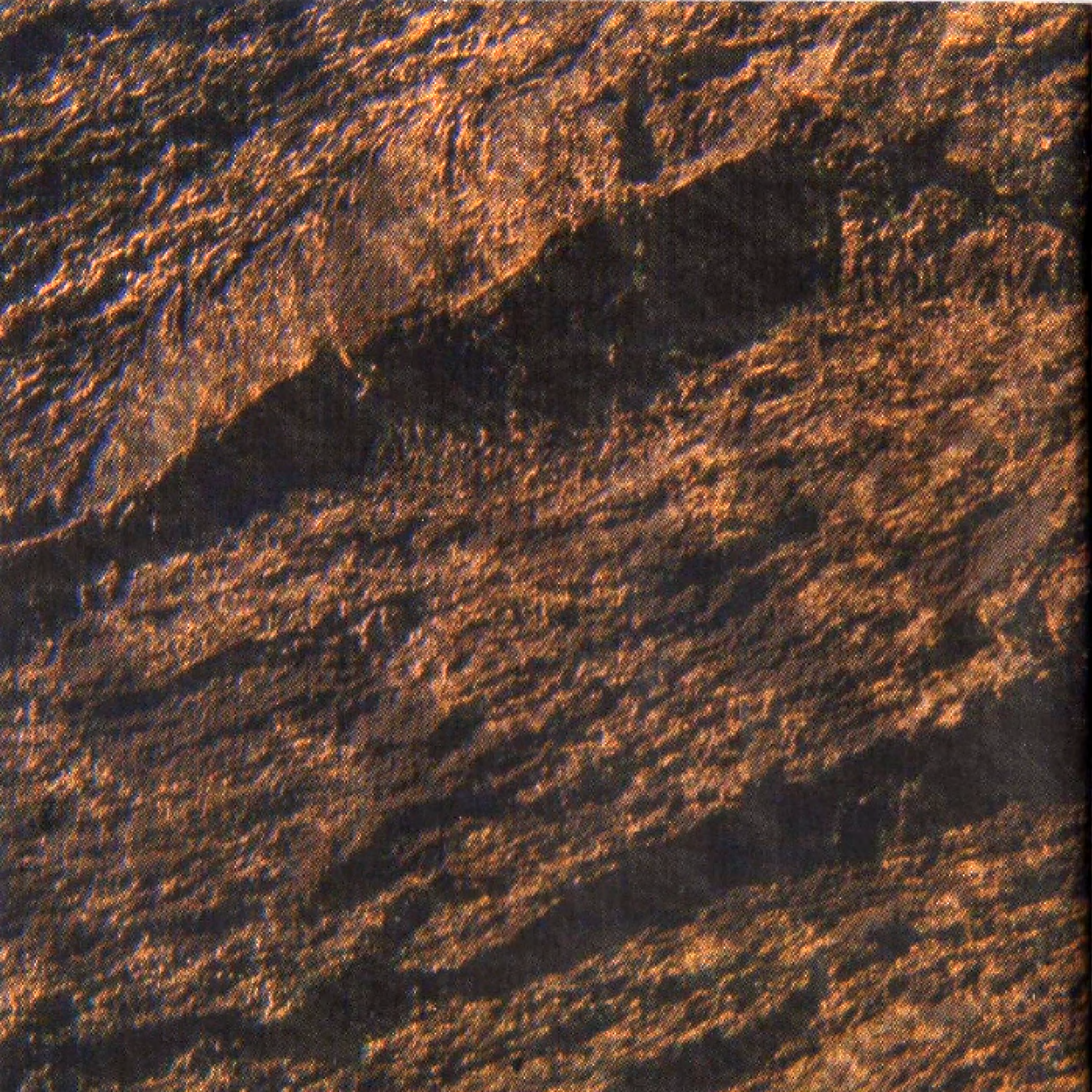
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**Program staff:** Mitsuhisa Ueda, Akabo, Hajime Ohara,  
Toshiharu Sugii

**Visual staff:** Masakazu Nobuta, Akiyoshi Iijima, Masafumi  
Kimura, Kazuyuki Ogawa, Hiroya Tamura,  
Kunio Takeichi, Masaharu Omi, Akihiko  
Ishizaka, Ayumi Yokota, Shin Kabeya, Hiroaki  
Tanaka, Toshiharu Kimura, Kengo Shibuya,  
Hiroki Takahashi, Mika Kawaguchi, Mariko  
Komaki, Keisuke Sasaki, Yukiko Fujiwara,  
Miwako Nakata

**Sound staff:** Chiharu Sugiyama, Yoshitaka Abe

**Special thanks:** Tim Lindquist



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