

WHAT MAKES YOU TICK?

STITCH IN TIME

DEMO



PLAYER'S HANDBOOK

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SYSTEM REQUIREMENTS

- **1024 x 768 screen resolution** (or higher)
- **Adobe® AIR™ installation**
Download for free at <http://get.adobe.com/air/>
- **Fulfillment of Adobe® AIR™ system requirements***
See <http://www.adobe.com/products/air/systemreqs/>

* exceeding the minimum Adobe AIR® requirements will result in smoother game performance.

INSTALLATION

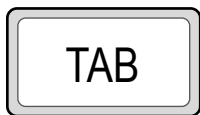
- **Download and install Adobe® AIR™.**
Download for free at <http://get.adobe.com/air/>
- **Review the “A Stitch in Time” license agreement.**
See page X in this handbook.
- **Launch “stitch_demo.air” to begin installation.**
Follow the installer prompts to select an install location.
- **Launch “A Stitch in Time – Demo”.**
This application will be found at your selected install location.

GAME CONTROLS

KEYBOARD



Exit
fullscreen.



Skip cutscene
or dialogue.



Toggle
inventory.

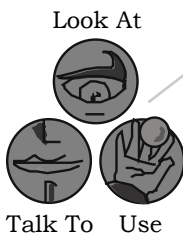


Open
game menu.



Toggle notebook.
(disabled in demo)

MOUSE



CLICK AND HOLD on a room object or inventory item to access the verb disc, then release the cursor over an action icon.

CLICK on an item within the inventory panel to set it as the game cursor, then click to use that item with objects in the world.

DOUBLE-CLICK to clear an inventory item cursor.

MOUSE-OUT from the inventory display to close the panel.

TOUCH BOTTOM OF SCREEN for game control options.

PRODUCTION CREDITS

Written and Directed by
Matthias Kempke and Greg MacWilliam

Screenplay... *Matthias Kempke*
Producer... *Greg MacWilliam*
Creator... *Matthias Kempke*

ARTWORK

Art Director / Lead Artist... *Matthias Kempke*
Concept Art... *Matthias Kempke, Greg MacWilliam, Sebastian Kempke*
Lead Character Artist... *Sebastian Kempke*
Lead Background Painters... *John Green, A.M. Sartor*
Additional Background Painters... *Matthias Kempke, Greg MacWilliam*
3D Illustration... *Sebastian Kempke*
Lead Flash Animator... *Matthias Kempke*
Additional Flash Animation... *Greg MacWilliam, Sebastian Kempke*
Logo Design... *Greg MacWilliam, Sebastian Kempke*

SOUND

Soundscape design... *Matthias Kempke*
Sound samples... *Freesound Project (see attribution list on page #)*

MUSIC

"A Stitch in Time Theme"... *Justin R. Durban*
"Re Quest Piano Solo" (Opening credits)... *Justin R. Durban*
"Sora 02" (Harbor daytime)... *Justin R. Durban*
"Guitar 02, Unreleased" (Harbor nighttime)... *Justin R. Durban*
"Observing Benjamin" (Castle theme)... *Justin R. Durban*
"Number Two, In Memory Of" (Ravenhollow street)... *Justin R. Durban*
"Step by Step" (Fishing tune)... *Justin R. Durban*
"Fiddle Faddle" (trad.) (Harbor intro)... *Marien Lina*
"Must You"... *Mira Music Box (1903)*

PRODUCTION CREDITS, CNTD.

PROGRAMMING

Lassie Engine Core Programming... *Greg MacWilliam*
Game Scripting... *Greg MacWilliam, Matthias Kempke*
Custom ActionScript Programming... *Greg MacWilliam*
Fishing Minigame Concept and Program... *Greg MacWilliam*
Adobe Flash® & Adobe AIR®... *Adobe Systems, Inc.*

THIRD-PARTY ACTIONSCRIPT LIBRARIES

Adobe AS3 Corelib... *Adobe Systems, Inc.*
Bulk Loader... *Arthur Debert*
Crypto... *henrit*
Tweeners... *Tweener OSS community*
TweenLite... *Jack Doyle, GreenSock*
SoundObject... *Greg MacWilliam*
Stats... *mrdoob*
MathParser... *Raphael Graf*

TESTING & QUALITY ASSURANCE

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Lars Christiansen	John Green	Megan Mallory
Chris Armstrong	Adam Kucharik	

SPECIAL THANKS

Al and Merrilee MacWilliam	Torsten and Barbara Kempke
Freesound Project	Creative Commons
Audacity Development Team	LucasArts
Our friends, families, and fans	

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 By Ishpike (<http://www.freesound.org/usersViewSingle.php?id=1116629>)
 Old Freight Elevator.wav (<http://www.freesound.org/samplesViewSingle.php?id=74411>)
 By Nathan_Lomeli (<http://www.freesound.org/usersViewSingle.php?id=1231186>)
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 By Jedimichael (<http://www.freesound.org/usersViewSingle.php?id=1281618>)
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 By smokum (<http://www.freesound.org/usersViewSingle.php?id=1301491>)
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 2nd Half of a Freight Train.wav (<http://www.freesound.org/samplesViewSingle.php?id=26209>)
 By addlto (<http://www.freesound.org/usersViewSingle.php?id=23785>)
 train leaving.wav (<http://www.freesound.org/samplesViewSingle.php?id=19859>)
 By guitarguy1985 (<http://www.freesound.org/usersViewSingle.php?id=533680>)
 airhorn-short.wav (<http://www.freesound.org/samplesViewSingle.php?id=68999>)
 By WIM (<http://www.freesound.org/usersViewSingle.php?id=22241>)
 London underground 01 train stopping.wav (<http://www.freesound.org/samplesViewSingle.php?id=12698>)
 London underground 02 train stop.wav (<http://www.freesound.org/samplesViewSingle.php?id=12699>)
 London underground 06 train arriving.wav (<http://www.freesound.org/samplesViewSingle.php?id=12703>)
 By Sparrer (<http://www.freesound.org/usersViewSingle.php?id=446095>)
 fizz.wav (<http://www.freesound.org/samplesViewSingle.php?id=50043>)
 crash.wav (<http://www.freesound.org/samplesViewSingle.php?id=50506>)
 By sagetyrtle (<http://www.freesound.org/usersViewSingle.php?id=43834>)
 crash.wav (<http://www.freesound.org/samplesViewSingle.php?id=40158>)
 By cubic.archon (<http://www.freesound.org/usersViewSingle.php?id=360265>)
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 Dramatic_metal_clang_1_Reverb10sec.wav (<http://www.freesound.org/samplesViewSingle.php?id=70093>)
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 17.wav (<http://www.freesound.org/samplesViewSingle.php?id=13945>)
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 bong2.wav (<http://www.freesound.org/samplesViewSingle.php?id=451>)
 By lgarrett (<http://www.freesound.org/usersViewSingle.php?id=58726>)
 lg freight elevator.wav (<http://www.freesound.org/samplesViewSingle.php?id=17077>)
 By ERH (<http://www.freesound.org/usersViewSingle.php?id=215874>)
 tv on hum off.wav (<http://www.freesound.org/samplesViewSingle.php?id=30950>)
 By gezontenplotz (<http://www.freesound.org/usersViewSingle.php?id=11536>)
 31arrow shot.wav (<http://www.freesound.org/samplesViewSingle.php?id=20131>)
 rifle_steel_plate_multiple ricochettes.mp3 (<http://www.freesound.org/samplesViewSingle.php?id=43403>)
 By gelo_papas (<http://www.freesound.org/usersViewSingle.php?id=309509>)
 Bottle_Cling.wav (<http://www.freesound.org/samplesViewSingle.php?id=65480>)
 By RHumphries (<http://www.freesound.org/usersViewSingle.php?id=1112>)
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 SwansFlyBy.wav (<http://www.freesound.org/samplesViewSingle.php?id=64401>)
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 20070303.duck.wav (<http://www.freesound.org/samplesViewSingle.php?id=31835>)
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 Bird_Rattle.wav (<http://www.freesound.org/samplesViewSingle.php?id=71282>)
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 tym1.wav (<http://www.freesound.org/samplesViewSingle.php?id=74732>)
 By melack (<http://www.freesound.org/usersViewSingle.php?id=288>)
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 aluet cut 2.wav (<http://www.freesound.org/samplesViewSingle.php?id=1730>)
 By NoiseCollector (<http://www.freesound.org/usersViewSingle.php?id=4948>)
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 window_cleaning.wav (<http://www.freesound.org/samplesViewSingle.php?id=52165>)
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 opens cereal box .wav (<http://www.freesound.org/samplesViewSingle.php?id=72741>)
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dog_running.wav (<http://www.freesound.org/samplesViewSingle.php?id=34153>)

By SunnySideSound (<http://www.freesound.org/usersViewSingle.php?id=931386>)

Plastic_Knife_Buzz.aif (<http://www.freesound.org/samplesViewSingle.php?id=67797>)

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SplashEdit.wav (<http://www.freesound.org/samplesViewSingle.php?id=42142>)

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Hand Winch Quick Release.wav (<http://www.freesound.org/samplesViewSingle.php?id=69177>)

Screwgate Carabiner.wav (<http://www.freesound.org/samplesViewSingle.php?id=72509>)

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00311 crank winch handle 1.wav (<http://www.freesound.org/samplesViewSingle.php?id=60082>)

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antique phone - manually operated.mp3 (<http://www.freesound.org/samplesViewSingle.php?id=31299>)

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sw_paper_ripping_1.aiff (<http://www.freesound.org/samplesViewSingle.php?id=18340>)

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cupboard creak 7.flac (<http://www.freesound.org/samplesViewSingle.php?id=24248>)

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open and close wooden door by fresco.wav (<http://www.freesound.org/samplesViewSingle.php?id=35617>)

unlocking and closing door by fresco.wav (<http://www.freesound.org/samplesViewSingle.php?id=35618>)

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hugeSlidingDoorSlamECM800.wav (<http://www.freesound.org/samplesViewSingle.php?id=31154>)

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cathedraldoor.wav (<http://www.freesound.org/samplesViewSingle.php?id=9018>)

By mich3d (<http://www.freesound.org/usersViewSingle.php?id=32482>)

Door_Wood_Open_01.wav (<http://www.freesound.org/samplesViewSingle.php?id=12652>)

By pagancow (<http://www.freesound.org/usersViewSingle.php?id=45698>)

dorm door opening.wav (<http://www.freesound.org/samplesViewSingle.php?id=15419>)

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RBH_Household_door_squeak.wav (<http://www.freesound.org/samplesViewSingle.php?id=1005>)

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SqueakyDoor.wav (<http://www.freesound.org/samplesViewSingle.php?id=16394>)

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knock.wav (<http://www.freesound.org/samplesViewSingle.php?id=15901>)

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dog small growls snorts.aiff (<http://www.freesound.org/samplesViewSingle.php?id=51804>)

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canon.aif (<http://www.freesound.org/samplesViewSingle.php?id=14615>)

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end is nigh.aif (<http://www.freesound.org/samplesViewSingle.php?id=9084>)

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crescendo b8 17.wav (<http://www.freesound.org/samplesViewSingle.php?id=36319>)

By Hell's Sound Guy (<http://www.freesound.org/usersViewSingle.php?id=33253>)

35mm SLIDE PROJECTOR.aif (<http://www.freesound.org/samplesViewSingle.php?id=18582>)

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00804 taking a pill 1.wav (<http://www.freesound.org/samplesViewSingle.php?id=66240>)

00390 door screech 4.wav (<http://www.freesound.org/samplesViewSingle.php?id=60556>)

00748 door slam 9 dry wooden.wav (<http://www.freesound.org/samplesViewSingle.php?id=65585>)

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Iron gate, street.wav (<http://www.freesound.org/samplesViewSingle.php?id=59494>)

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large_creaking_door.wav (<http://www.freesound.org/samplesViewSingle.php?id=70101>)

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Gate_Squeak_01.wav (<http://www.freesound.org/samplesViewSingle.php?id=17871>)

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DoorOpeningWithKnocker.wav (<http://www.freesound.org/samplesViewSingle.php?id=52256>)

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0203wind.wav (<http://www.freesound.org/samplesViewSingle.php?id=47704>)
 1228wind.wav (<http://www.freesound.org/samplesViewSingle.php?id=65454>)
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 thunder-rumble.wav (<http://www.freesound.org/samplesViewSingle.php?id=30216>)
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 thunder-long-distance.wav (<http://www.freesound.org/samplesViewSingle.php?id=24952>)
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 Binaural Thunder A - Short.wav (<http://www.freesound.org/samplesViewSingle.php?id=34777>)
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 Thunder Strike Close Indoors.wav (<http://www.freesound.org/samplesViewSingle.php?id=22874>)
 By SpeedY (<http://www.freesound.org/usersViewSingle.php?id=6479>)
 full_thunderstorm.wav (<http://www.freesound.org/samplesViewSingle.php?id=17055>)
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 ambience02.wav (<http://www.freesound.org/samplesViewSingle.php?id=33703>)
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 By sagetyrtle (<http://www.freesound.org/usersViewSingle.php?id=43834>)
 windfree.wav (<http://www.freesound.org/samplesViewSingle.php?id=15421>)
 wind2.wav (<http://www.freesound.org/samplesViewSingle.php?id=30444>)
 By medialint (<http://www.freesound.org/usersViewSingle.php?id=32690>)
 nord_analog_howling_wind_storm.wav (<http://www.freesound.org/samplesViewSingle.php?id=11863>)
 By Martin Lightning (<http://www.freesound.org/usersViewSingle.php?id=51282>)
 Severe Thunderstorm.mp3 (<http://www.freesound.org/samplesViewSingle.php?id=16480>)
 By Benboncan (<http://www.freesound.org/usersViewSingle.php?id=634166>)
 Frogs And Toads.wav (<http://www.freesound.org/samplesViewSingle.php?id=69355>)
 Owls.wav (<http://www.freesound.org/samplesViewSingle.php?id=63220>)
 Tawny Owls 2.wav (<http://www.freesound.org/samplesViewSingle.php?id=64544>)
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 TreeHouseDuringWindStorm.mp3 (<http://www.freesound.org/samplesViewSingle.php?id=62056>)
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 bees.mp3 (<http://www.freesound.org/samplesViewSingle.php?id=21681>)
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 flies-1.wav (<http://www.freesound.org/samplesViewSingle.php?id=46938>)
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 cuckoo_close_2007_05_23.wav (<http://www.freesound.org/samplesViewSingle.php?id=36865>)
 By Bansemer (<http://www.freesound.org/usersViewSingle.php?id=341440>)
 Frogs in Alligator Creek at 4am.mp3 (<http://www.freesound.org/samplesViewSingle.php?id=35245>)
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 200703101950PacificChorusFrogsSoloNR.wav (<http://www.freesound.org/samplesViewSingle.php?id=32807>)
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 By ERH (<http://www.freesound.org/usersViewSingle.php?id=215874>)
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 By Black Boe (<http://www.freesound.org/usersViewSingle.php?id=124894>)
 wind.ogg (<http://www.freesound.org/samplesViewSingle.php?id=22331>)
 By Anton (<http://www.freesound.org/usersViewSingle.php?id=58>)
 wind1.wav (<http://www.freesound.org/samplesViewSingle.php?id=2690>)
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 By pauliep83 (<http://www.freesound.org/usersViewSingle.php?id=279761>)
 egg fryin.aif (<http://www.freesound.org/samplesViewSingle.php?id=32992>)
 By KidsCastTechy (<http://www.freesound.org/usersViewSingle.php?id=455898>)
 Mixing food wooden spoon.wav (<http://www.freesound.org/samplesViewSingle.php?id=42812>)
 By ToddBradley (<http://www.freesound.org/usersViewSingle.php?id=30464>)
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 By gallagho (<http://www.freesound.org/usersViewSingle.php?id=194327>)
 dishes.wav (<http://www.freesound.org/samplesViewSingle.php?id=27366>)
 By sagetyrtle (<http://www.freesound.org/usersViewSingle.php?id=43834>)
 dishes.wav (<http://www.freesound.org/samplesViewSingle.php?id=33986>)
 By Benboncan (<http://www.freesound.org/usersViewSingle.php?id=634166>)
 Tawny Owls .wav (<http://www.freesound.org/samplesViewSingle.php?id=63842>)
 By acclivity (<http://www.freesound.org/usersViewSingle.php?id=37876>)
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 WoodlandBirds.flac (<http://www.freesound.org/samplesViewSingle.php?id=19783>)
 Cuckoo1.flac (<http://www.freesound.org/samplesViewSingle.php?id=19561>)
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 Waterboiler Starts to Boil (www.rutgermuller.nl).wav (<http://www.freesound.org/samplesViewSingle.php?id=50767>)
 By juskindiff (<http://www.freesound.org/usersViewSingle.php?id=649468>)
 Bonfire.wav (<http://www.freesound.org/samplesViewSingle.php?id=65795>)
 By timlaroche (<http://www.freesound.org/usersViewSingle.php?id=624647>)
 Final.aif (<http://www.freesound.org/samplesViewSingle.php?id=71781>)
 By Lufrum (<http://www.freesound.org/usersViewSingle.php?id=553671>)
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 By Halleck (<http://www.freesound.org/usersViewSingle.php?id=62811>)
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 By markgutierrez (<http://www.freesound.org/usersViewSingle.php?id=78234>)
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 By cajo (<http://www.freesound.org/usersViewSingle.php?id=229898>)
 Morse_freesound.wav (<http://www.freesound.org/samplesViewSingle.php?id=56297>)
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By volivieri (<http://www.freesound.org/usersViewSingle.php?id=374422>)
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By digifishmusic (<http://www.freesound.org/usersViewSingle.php?id=29541>)
Lapping Waves and Sea Gulls 2.wav (<http://www.freesound.org/samplesViewSingle.php?id=43779>)
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seagulls near sea.WAV (<http://www.freesound.org/samplesViewSingle.php?id=21601>)
By acclivity (<http://www.freesound.org/usersViewSingle.php?id=37876>)
EarlyMorningRain.flac (<http://www.freesound.org/samplesViewSingle.php?id=20517>)
GullsByTheSea.wav (<http://www.freesound.org/samplesViewSingle.php?id=13564>)
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By gelo_papas (<http://www.freesound.org/usersViewSingle.php?id=309509>)
Filtth squash.wav (<http://www.freesound.org/samplesViewSingle.php?id=47340>)
By Dynamicell (<http://www.freesound.org/usersViewSingle.php?id=47052>)
Water_Splash_Objects_falling.aif (<http://www.freesound.org/samplesViewSingle.php?id=17832>)
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By rockdoctor (<http://www.freesound.org/usersViewSingle.php?id=121506>)
sea2.wav (<http://www.freesound.org/samplesViewSingle.php?id=38017>)

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