

How to play “Incinerations”

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1. Introduction

So you saw the cool trailer and wanted to try out the game, huh? Can't wait to get in there and start blowing stuff up? Maybe hop into multi-player and nuke your friends? Then you're totally playing the wrong game. “Incinerations” is a traditional 3rd-person adventure/puzzle game. Here, you play the role of space janitor Roger Wilco as he stumbles aimlessly from one objective to another (don't worry – there's still explosions.)

This manual briefly describes how to play and provides hints and tips for solving puzzles.

2. The Main Menu

The first thing you'll see when you start the game is the main menu. You can select five options from it:

- A. **New Game:** This will begin the game from the beginning.
- B. **Restore Game:** Use this to continue any game you've recently saved.
- C. **Jukebox:** A lot of musicians worked on this game. This feature showcases their individual work.
- D. **Credits:** These are the credits for the game. They normally play at the end, but you can watch them from here if that's the way you roll.
- E. **Quit:** This closes the game.

3. The Icon Bar

The icon bar is how you play the game. It contains several cursors that make Roger perform different functions. By default, your cursor will either be a pointer, or a waiting sign. The other cursors become available once you're in control of Roger. You can use the right mouse button to cycle through any available cursors.

To open the icon bar, move your mouse to top of the game-screen and it will appear. Now click on the various buttons available to you. When you move the cursors around

the screen, certain hotspots will appear as a text at the bottom of the screen. While you can still click anything on the screen, these hotspots will become your points of interest.



- A. **Walk:** Use this to make Roger walk to where ever you click. If you can leave a room in a certain direction, the walk cursor will become an arrow.
- B. **Look At:** The look cursor provides detailed information about the things around you. While it's not necessary for solving puzzles, looking at items can sometimes reveal important clues or provide hints.
- C. **Interact:** Interact has many functions. You can use it to pick up items, move things, operate machinery, open doors, and so on. If you want your hands to do something, just use this cursor and Roger will take his best guess at following your lead.
- D. **Talk:** This is a very versatile tool in the game (and more-so than in other adventures). You can use it to talk to other characters or use it on objects around the room to either ask about the objects or make conversation with them (careful! Sometimes they talk back!) In some cases, it also lets Roger speak his mind, providing you with hints from time to time.

- E. **Inventory:** The inventory box opens up a window that shows you the contents of Roger's pockets – minus the lint. Here is where Roger stores everything you pick up and then some. This window also contains **Look** and **Interact** cursors for use on your items, as well as a **Pointer** cursor to select an item for use on the game screen. Pressing **OK** closes the Inventory window.
- F. **Current Inventory:** When you've selected an item, it will appear in this blank window for easy access. When you've selected a new item, the new item will appear here and the old one will return to your inventory.
- G. **Control Panel:** Push this button to open a window that contains controls for the volume and game speed. There's also a Stats button if you're interested in seeing what kind of statistics the game is tracking for you.
- H. **Save:** This game does NOT auto-save. Save your game frequently here in case of a power-out, game crash, or accidental quit. Remember the old Al Lowe adage: "Save Early, Save Often."
- I. **Restore:** This button opens up a window that allows you to resume a previously-saved game. All progress will be lost if not saved first.
- J. **Quit:** You'll never use this button because either the game's so awesome you'll never quit or you like using the "X" on the window instead. But it does quit the game regardless.
- K. **Score:** This is how well you're doing. Get a full score for the best ending ever. Get a minimal score for the worst ending ever.
- L. **About:** Traditional credit for Chris Jones, developer of AGS

4. Additional Game-Play

Dialogs: Talking to other characters sometimes brings up a list of conversation options. You can select these dialogs to solve puzzles, drill for information, or just chat it up with your new friends (or enemies). Most conversations have an optional exit dialog, usually found at the bottom of the list. Sometimes, your actions can unlock new dialog options which can be used to solve puzzles, so be sure to check back with people you've already spoken to.

Combining Items: On top of inspecting and interacting with your inventory, you can sometimes create new inventory items by mixing them together.

Skipping Cut-scenes: If you're the impatient type, you can use the ESC key to skip almost any cut-scene. A fair warning about skipping scenes – if you haven't played the game before, you could miss important information, and would have to restore an older game to re-watch the scene you missed.

Deaths: Roger dies a lot. Don't let this discourage you, though. This game automatically brings him back to life.

Arcade Sequence: At one point, you'll have to engage in a shooting sequence. Just click on things to shoot them. Simple enough, right? The hearts in the upper-right corner are your health.

Trophies: You can unlock achievements in this game by performing special actions, such as cleaning up all the garbage piles. You won't know what these other achievements are until the end though, so be sure to replay the game after beating it. Sometimes trophies are unlocked by solving very obscure puzzles.

5. Hints and Tips

- **Pick up everything that isn't nailed down.** And if it is nailed down, solve the nail-removing puzzle.
- **Look and Talk to everything.** The interact cursor seems like an easy way to get things done, but these cursors are also a wealth of information. If you're ever stuck, try exploring with these to see if any solutions present themselves.
- **Explore for exits with the walk cursor:** Sometimes there's a whole other room over there and you don't even know it. Also keep an eye open for scrolling rooms – those will get ya.
- **Re-read old dialog topics.** Sometimes dialog topics grey out after talking to characters. This usually means that the topics in question contain important information. Listen to it again in case you miss anything.
- **Trust the Narrator.** He may be an ass from time to time, but he has a better grasp of the situation than you do. If he says "You don't need that" or "There's nothing over there," it's a sure-fire bet that he's right.
- **Listen for the score sound:** If you hear that familiar jingle, it means you're either on the right track, or the game just gave you a really good hint.
- **Backtrack:** We all hate backtracking, but sometimes it's worth re-tracing your footsteps. Sometimes things change when you aren't looking.
- **Save Early, Save Often:** Because it's always worth repeating.

Good luck!