

WHAT MAKES YOU TICK? - GAME MANUAL

SETTINGS

This game was optimized for a resolution of 1024x768 (windowed).
Please turn up your speakers, there's sound and music!

MOVEMENT & INTERACTION

- > CLICK on objects or places in the room to make Nathan walk toward them.
- > You can see the names of objects Nathan can interact with at the bottom of the game window.
- > Press and hold the left mouse key to interact with an object: The VERB DISC will appear.



Choose...

- ... the "EYES" symbol to look at objects.
- ... the "MOUTH" to talk to someone or to taste or eat things.
- ... the "HAND" symbol to take, touch or use something.

On the lower end of the window you can see what Nathan will do.
(Using the "Mouth" on the lantern will make him try to blow it out.)



THE INVENTORY

- > Holding the cursor near the bottom of the window will open up the INVENTORY.
- > Click an item and drag it around the screen to USE it with another item or object.
- > Double-Click to stop dragging an item around and to clear the cursor
- > You can interact with your ITEMS (eg. look at it) via VERB DISC, too.
- > When you PICK UP things you will find them in the inventory afterwards.

SAVING, LOADING & HOW TO QUIT

- > Press F1 to Save and Load, Press ESC to quit

Useful tip:
A simple mouse click
skips a conversation line

For more information visit

wmyt.deaddog.de - the Official "WHAT MAKES YOU TICK?" Website
the Official Lassie Website at lassie.gmacwill.com