THE BOOK OF UNWRITTEN TALES

Manual

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Introduction

War is raging in Aventásia. The dark army of Shadows has been fighting the alliance of free people for years. None of the partys has been able to gain a critical advantage. But now fate might take a twist:

The aged gremlin archeologist Mortimer MacGuffin finds a clue/lead to the whereabouts of a legendary artifact. Whoever calls this artifact his own, will determine the fate of the world…

The Story

From the journal of Mortimer MacGuffin

Friday, 34.12.
Just inspected the books, which I brought back from the Grindel Mountains. One of them a book on herbs and tinctures. An old hag claimed I would find recipes in it to cure my cold feet.

A huge disappointment. Just superstitious blabber about frogs eyes and wool socks. I was just about to burn the book, when I noticed that the volume contained more. A disturbing tale about the tragic relationship of a wizard with his pet sheep Boris, as well as the travel report of a fairy researcher.

The travel report delineates how the researcher was stranded on an island in the Western Sea, while searching for undiscovered fairy tribes. He made some very detailed drawings of the temple ruins he found on that island.

I will amuse myself by translating the runes he copied from the temple walls.

Endweek, 01.13.
It has to be the entrance! Of course, the wrath of the gods made the temple sink to the bottom of the sea. But not all of it! Not all!

By the gods! My hands are shaking, although Bechtel prepared a relaxing herbal tea for me, before he headed off. Good old Bechtel. He doesn't have a clue about the significance of my discovery. I sent him to meet Master Alastair, the arch mage of the humans and gave him a sealed letter.

Tomorrow! Tomorrow Master Alastair will be here already. And I will be able to pass on that terrible responsibility.

Mournday, 02.13.
Who would have thought that it would be up to someone like me, an old archeologist, to put an end to this madness? And to think where I found the key to it – not on one of my expeditions, not in dark dungeons or fiery mountains. No! In an old book I found it. I just hope, that good fortune hasn't left us yet.

Where is Bechtel with the archmage's men?

The Party Of Heroes

While the Army of the Shadows sends out its best and most devious agents to discover the secret of the artefact, the Alliance's four heroes find themselves involuntarily drawn into the crisis...

Wilbur Weathervane

Unlike other gnomes, Wilbur shows no particular enthusiasm for technology and machinery. His heart belongs to the world of magic and adventures.

Wilbur works as "chief cook and bottle washer" at a pub of a dwarf bastion in the Whitcomb Mountains.

This is where the adventurous journey begins, which will see Wilbur, a simple-hearted daydreamer, turn into a professional magician and become the driving force of the party of heroes.

Ivo

Ivodora Eleonora Clarissa, Princess of the Silver Forest Realm.

As a Forest Elf coming from a good family she is aware, that her kind should not meddle in affairs of "the mortals" but one day Ivo witnesses an old gremlin being hauled off by the Shadows.

Although she knows that having adventures on her own doesn't befit a princess, Ivo determinedly mounts their transport dragon in order to free the grumpy gremlin professor in a spectacular move.

The Critter

A furry ...something, that Nate met on one of his journeys. Nobody knows what it is and where it comes from.

The Critter seems to be multi-talented. Effortlessly it solves many a tight situation by using one of it's astonishing skills.

Nathaniel 'Nate' Bonnet

Nate was very well aware that the stunning elf could raise trouble. But it is in fact the whimsical gnome and his babbling about some mysterious artifacts that puts a sudden end to Nate's fantastic life as a freelance buccaneer.

Nate and his mysterious hairy companion from the far North, are going to face the biggest challenge of their lives... plus a reward that they did not anticipate.
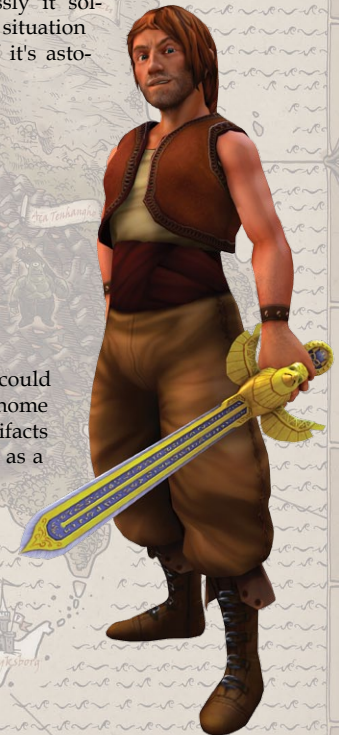
Installing The Game

Before diving into the adventure, we expressly recommend you to close all running programs prior to installing THE BOOK OF UNWRITTEN TALES. This also applies to screen savers and anti-virus software.

Insert the game DVD into the DVD drive of your computer.
After the Installation-Assistant has opened automatically and you have agreed to the license terms, please click on 'Accept'.

Click on 'Install' in the installation menu and wait until the required files have been transferred from the DVD-ROM to your selected directory.
To finish the installation, click on **'Complete'**.

During the installation the program creates a link on your desktop and a program symbol in the Windows start menu. For the desktop symbol you can select the portrait of one of the games four heroes.

Notice:If the autorun-function of your computer is deactivated, please follow these instructions:

Windows XP:
Click on the **'Work Space'** symbol (located either on your desktop or in the Windows start menu). Then select the correct DVD-ROM drive, open the directory and start the installation with a double click on the file 'Setup.exe'.

Windows Vista:
Click on the 'Start' button in the lower left corner of the desktop. Then select 'Computer', select the correct DVD drive and activate the installation with a double click.

Installation of DirectX 9.0c (Windows XP):
During the installation process the software DirectX 9.0c (incl. updates) is also installed, if it isn't already installed or you have an older version of DirectX installed. The game requires a correctly installed version of **'DirectX 9.0c'**

Uninstalling The Game

To remove THE BOOK OF UNWRITTEN TALES from your computer, choose 'Start/Programs/Unwritten Tales' in the menu, select 'Remove Program' and follow the instructions on the screen.

IMPORTANT: Savegames and game settings can be kept even after the uninstalling process. When you are prompted, select **'Yes'** if you want to keep the savegames or **'No'** if you want to delete them.

System Requirements

To play THE BOOK OF UNWRITTEN TALES your computer should fulfill the following minimum requirements.

OS: Windows XP, Vista

CPU: Intel 1.5 GHz

RAM: 512 MB

HDD: 2.5 GB free disk space

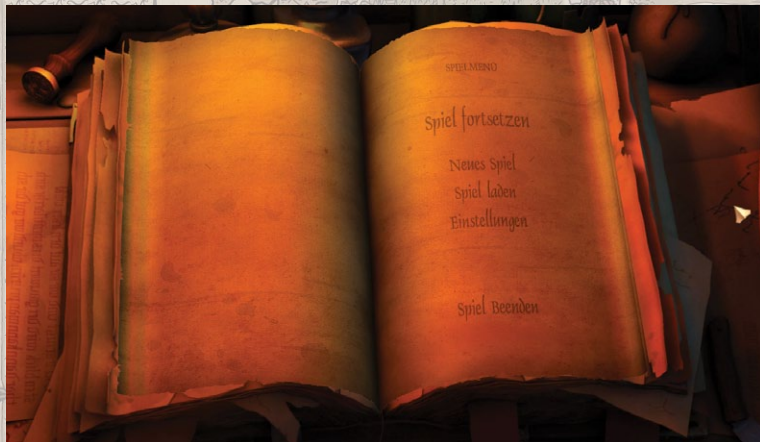**Graphics: 128 MB Graphics Memory**

Sound Card: DirectX 9 Compatible

DirectX: Version 9.0c

Starting The Game / Main Menu

After starting the game you'll see the main menu in the shape of a book. If you click on the book, you will be presented with options on a new page. The main menu can be accessed at any time during the game by pressing the **'ESC'** button.

New Game: Click here to start a new game.

Continue game: Click on this menu option to continue playing from the place you last saved your game or quit the game via the option "quit game".

Load game: When you want to load a previously saved game, select the desired save game and click on 'load'.

Save game: By pressing the **'ESC'** button during the game, you'll be taken to the main menu and will be able to create a save game.

To do that, just click on an empty saving slot, enter a name and confirm with a click on **'SAVE'**. You can overwrite old savegames as often as you want. Just select the desired savegame that you want to replace, if required change the name, and confirm by clicking **'SAVE'**.

Settings: Here you can adjust the Settings for graphics, screen resolution, antialiasing (improves the graphic quality) and the volume of the music, sound effects and voices.

Please notice: Adjustments in the graphics settings (quality, screen resolution and antialiasing) will require a restart of the game to take effect!

Quit: Click here to quit the game..

Game Controls

The game is controlled entirely with the mouse. If you move the mouse cursor over the screen and touch certain spots, a short description will be displayed at the bottom of the screen. These spots are so-called **'Hot Spots'** – interactive spots that allow you to take action in different ways depending on the situation.

The particular appearance of the cursor indicates, which actions are possible:

Standard Cursor / Walk:
Move the cursor with the mouse. Left-click on any area of the screen to make your character walk to it.

Examine:
Appears, when an item or object can be examined more closely. (left-click).

Pick Up:
Appears, when an item or object can be picked up. (left-click)

Use
Appears, when an item or object can be used or manipulated. (left-click)

Talk:
Appears, when you can talk to another character. (left-click)

Skip:
Appears, when a dialogue or cut scene is running. By pressing the left mouse button, the dialogue or sequence can be skipped up to the next section or next dialogue. (left-click).

Enter:
Whenever you can leave a current location (for example through a door) and enter a new location. A double left click on an exit will take you to the next location immediately.

In addition, the following keyboard commands are available:

'ESC'
Return to the main menu / end a dialogue

Spacebar:
Hotspot-Highlighting: While you press the spacebar, all hotspots of the current location are indicated.

The Inventory / Using Items

As soon as you pick up an item in the game, it pops up shortly in the lower section of the screen and then appears in the so-called INVENTORY. This storage contains all the items you picked up during the course of your adventure. You'll be amazed, how much fits in there!

At the end of some chapters, items that won't be used any more will be automatically removed from the inventory. After using items in the game, they also disappear.

Extrastarker, antibakterieller Kuchenreiniger

Accessing the inventory / selecting, using and combining items:

The inventory opens automatically, once you move the cursor to the bottom edge of the screen. To select an item, just move the cursor onto it and click the left mouse button to confirm your selection.

The selected item now "sticks" to the cursor and can be combined with other items, used or handed on to another person. To do that, just move the cursor over the desired area, person or item and confirm your selection with another click of the left mouse button.

To cancel the selection of an item, just click the right mouse button.

Tip: When it is possible to combine an item with another item, use it or hand it to another person, it is indicated by a red cursor and a corresponding message at the bottom edge of the screen (e.g. "open the can with the can opener")

Tip: In the inventory you can examine your collected items by clicking them with the right mouse button.

Conversations

During the course of the game our heroes encounter more than 40 different characters, that they should have a decent chitchat with, to aquire important clues and information. Quite often the answer to the problem lies within the skilled conversation itself.

A persons availability for a talk is evident from the speech bubble symbol beside the cursor, that appears when you point at a person. Click on the person to start the dialogue.

At the bottom of the screen several dialogue options will be displayed. Use your mouse to choose the desired sentence. Your character talks, the dialogue partner answers. In this manner, you conduct the whole dialogue.

If you want to end a dialogue, click on the respective dialogue option or press the ESC key.

Tip: Depending on the course of the game, dialogue partners that you already talked to might activate completely new dialogue options and topics. Therefore it pays off to talk more than once to the numerous characters, to make progress in the game.

Switching Characters

Like any genuine party of adventurers, our four heroes can solve many of their quests only by working as a team, by applying and combining each of their distinct skills. The character display in the upper left area of the screen allows you to switch between the available player characters during the game.

Just click on the portrait of the respective character.

Tip: In some situations you can choose which character to use to solve the puzzle . Each character has a unique way of approaching each problem.

Hotspot-Highlighting

If you arrive at a point during your adventure, where you just wanna chuck the whole business, you can press the SPACE key to display all possible objects or persons on the screen that you can interact with. The hotspot-highlighting function will mark all of these objects or persons with a respective symbol (e.g. magnifying glass, speech bubble, etc.), as long as the space key is pressed. Not all objects and persons that are marked, are relevant for the solution of the puzzle.

Tip: This help function can ease the search for important interaction spots, but it can also take out some of the fun in solving puzzles, so take care not to use it too frequently..

Tips & Tricks

Adventures can be quite tricky – especially when you have missed a visual or verbal clue. Here are some tips, in case you get stuck:

- Always talk to every character. Often they have important information and tips for you! It pays off to talk multiple times to the numerous characters, since according to the game situation entirely new conversation topics and options may be activated.

- Browse every room closely, pay attention to details and examine every hotspot. Although not all information and hotspots are relevant for the solution of a puzzle, even auxiliary information can contain valuable hints.

- It's always helpful to take a second look at items and objects. Maybe you have missed a detail the first time? Depending on the situation it is possible that new items and objects appear or can be used in a location.

- Always pick up everything that can be picked up. You'll most certainly need it sooner or later!

- Examine items in the inventory by clicking them with the right mouse button. Often you will obtain valuable information!

- When you are playing with several characters at once and are stuck in a place, switching characters can often be the solution. Swapping items between characters can also be helpful.

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Everybody, who
just did more than
expected.

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