

Chronicle of INNSMOUTH

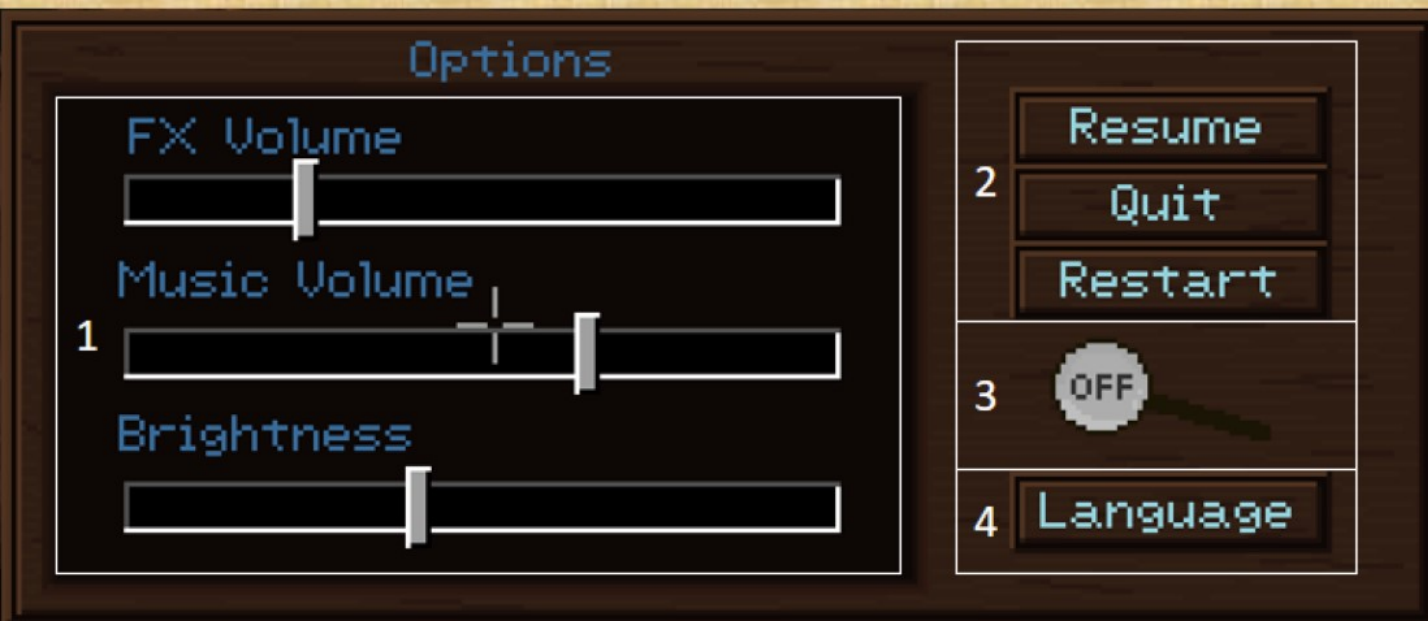
MANUAL

GAME AREA



- 1. Pop-up menu:** access to options, savegames, and games load.
- 2. Action bar:** Defines the current action.
- 3. Verbs:** lets you choose the action to use
- 4. Inventory:** lets you examine, use, or give objects you own
- 5. Cursor:** allows you to interact with the game
- 6. Play area:** The area where you interact with by cursor.

OPTIONS



- 1. Slider:** Allows you to adjust the volume of the sounds, the music, and the brightness level (only in fullscreen).
- 2. Exit Conditions:** Allows you to restart the game or exit the game; With resume you can exit the options menu and return to the game
- 3. On-screen Help:** When it's off by clicking on the mouse wheel or by pressing the space bar, the exits from rooms will be highlighted, when it's on, hotspots will be highlighted too.
- 4. Language selection**

CURSORS



Default

You can choose verbs to use in the verbs bar at the bottom left with a left mouse click, then perform the selected action on places, objects, characters or inventory items with a left mouse button click.

To combine inventory items with inventory items, select Use from the verbs bar and then target the target the item with a left-click; Similarly, you can perform action on places, objects, and characters in the main screen.

When Places, Objects and Characters are located underneath the mouse cursor, there is a default action indicated by the action highlighted in the verbs bar and activated by right-clicking on the mouse.



Eye-mode

Here, the default action will always be "examine" with the left key as long as the cursor is the eye, and with the right key it will exit the mode. The action bar, when available, will work normally.



Shot-mode

When the slider is in shot-mode, you are probably in danger target and shot with a mouse click.

SHORTCUT

 Give	 Pick up	 Use
 Open	 Look at	 Push
 Close	 Talk To	 Pull



You can recall keyboard verbs, as shown in the diagram.