



The Murran Chronicles 3 Lifedrinker of Landsdowne

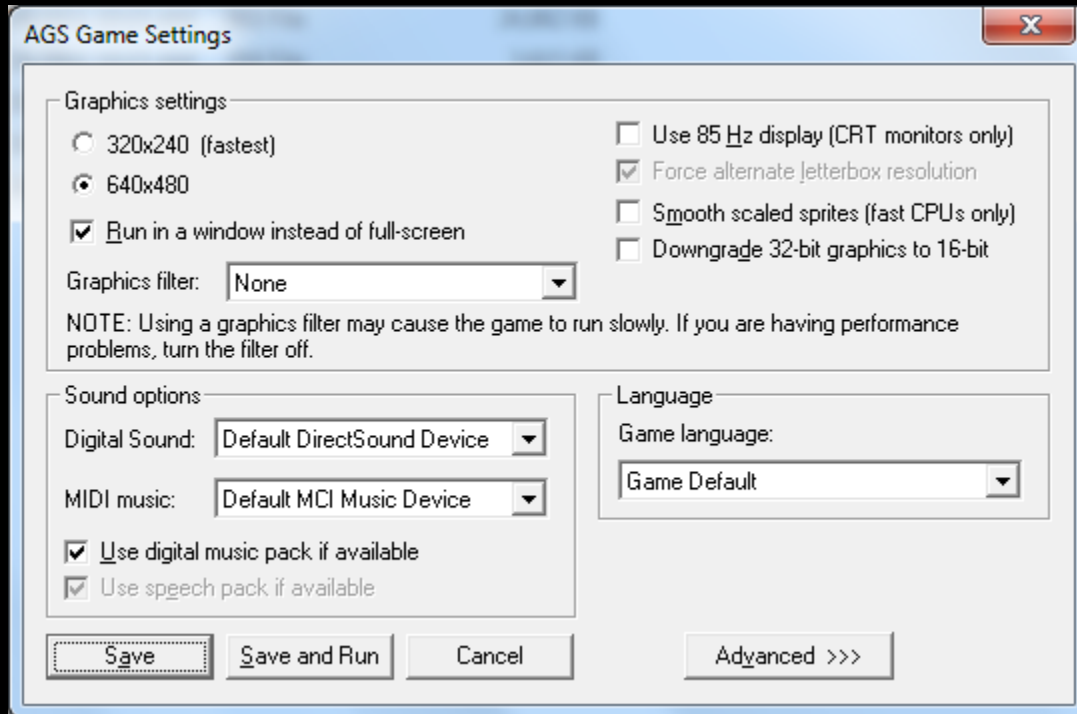
Game Manual

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www.billandnicole.net/games

Initial Setup

The game came with a file called winsetup.exe. You can run this program in order to change several video aspects of the game.



The game is designed for 640x480 resolution, so leaving it in this mode is recommended. If the game distorts too much on your widescreen monitor, you can check the option for “Run in a window instead of full-screen”. This will keep the game from stretching too much.

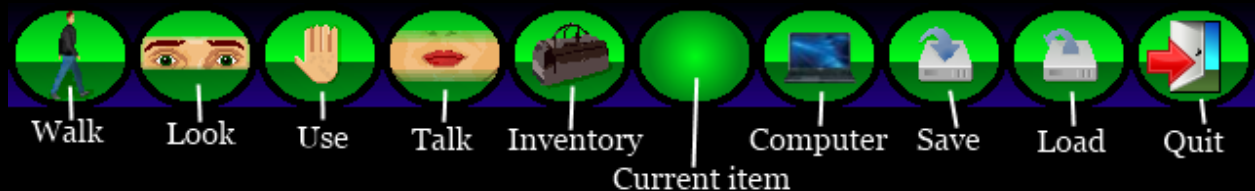
The various graphics filters in the drop-down box will scale the graphics up so it looks better on bigger resolutions, but some are not compatible with various graphics cards/monitors.

Controls

Murran Chronicles 3  Day

At the top of the game screen is the status bar. The current Day number will appear at the far right.

If you move the mouse to the top of the status bar, it will turn into the control bar.



You can click on any of these items to activate them:

- Walk – The cursor will turn into the walk icon. Click the crosshairs anywhere on the screen you want Ken to move to, and he will get as close as he is able.
- Look – The cursor will turn into the look icon. Click the crosshairs anywhere you'd like Ken to look, and you will get a description of it.
- Use – The cursor will turn into the use icon. Click the crosshairs anywhere you'd like to interact with, and Ken will do so if he can. This can be used to open doors, pick up items, turn things on or off, and more.
- Talk – The cursor will turn into the talk icon. Click the crosshairs on a person you'd like to talk with, and Ken will initiate conversation.
- Inventory – The inventory screen will open, allowing you to see the items you currently possess. See the inventory screen section below for more information.
- Current Item – When you select an item from the inventory screen, it will appear in this bubble. You can click it to use it on the screen somewhere.
- Computer – When you click this button, the computer menu comes up. You can use it to travel to other places or look at your case notes. See the computer section below for more information.
- Save – Click this button to Save a game.
- Load – Click this button to Load a game.
- Quit – Click this button to Quit the game.

Note that you can rotate through the various action icons by clicking the right mouse button while playing the game.

Inventory

When you select the Inventory, your inventory screen will appear.



Left click on an item in the inventory to select it and use it in the world around you. Once you left click it, it will turn into the cursor. Click “Close Inventory” to close the screen and be able to use the item.

Right click on an item in the inventory to look at it. Ken will examine it and you might gain some additional information about it.

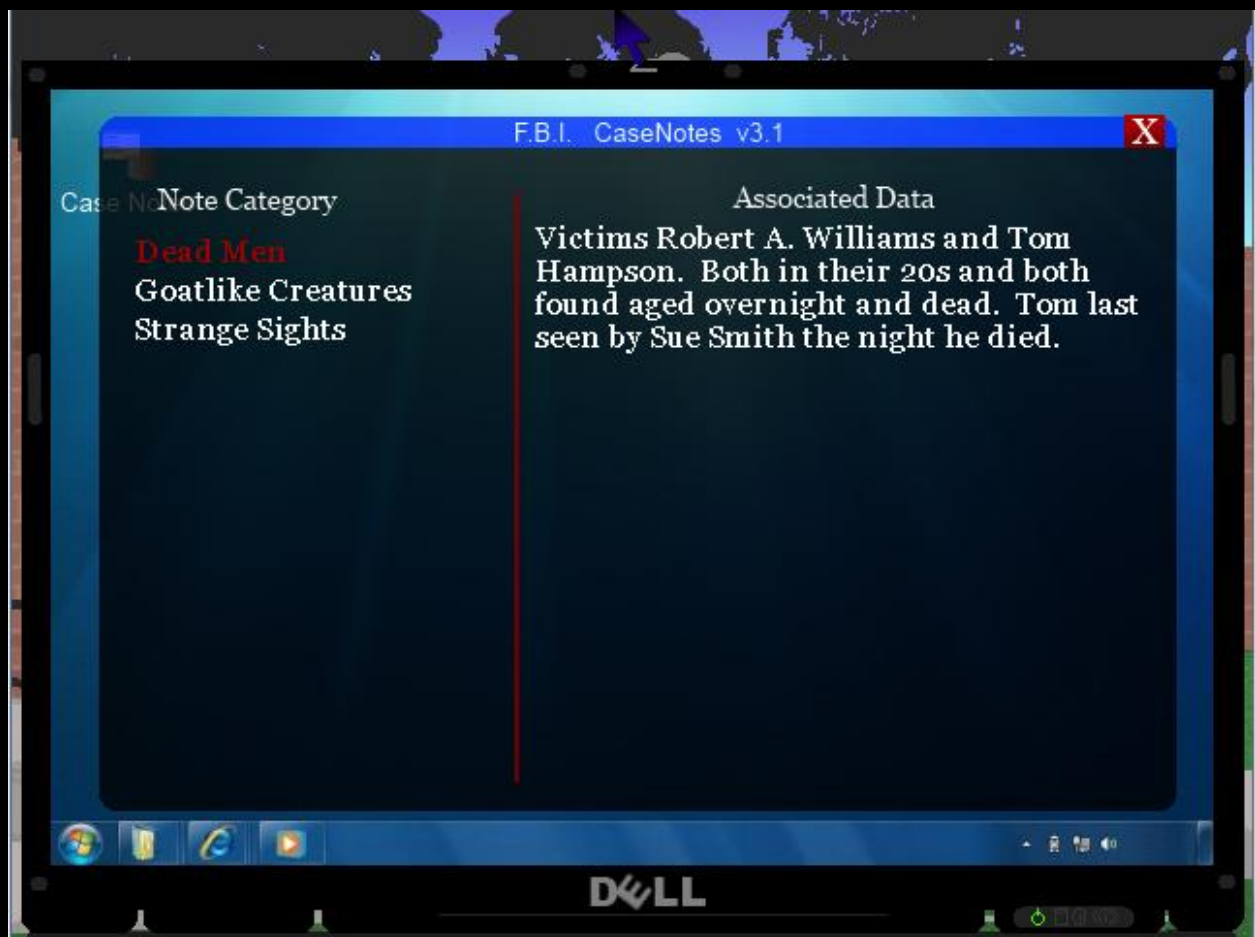
Click the “Use Item” button, and then click on the item you’d like to use. It can be helpful if you need to open something like a bottle.

Use the slider on the right side to scroll through your inventory items if you collect so many that they don’t all fit on one screen.

Computer Menu

If you select the computer button from the control bar, you will have two options. You can view either your notes, or the town map.

NOTES



You can click the category on the left side of the screen to read about the associated notes. After new notes are entered, you need to refresh your connection to the database by clicking the topic again. Only then will updated information be viewable. The data is automatically entered by Ken or Turner as things are uncovered during your investigation.

MAP



Your computer has an Autolocation system powered by a G.P.S. satellite. As you explore Landsdowne you will be able to use the computer to travel back to places you've already been quickly. This system will only allow you to travel to places you've already found, and only when you have a clear unobstructed view of the sky.