This is the character's arsenal.

1. STEEL STAR This icon is used to add and remove steel stars from the current character's arsenal.
2. GRAPHITE STAR This icon is used to add and remove graphite stars from the current character's arsenal.
3. STONE This icon is used to add and remove stones from the current character's arsenal.
4. ROCK This icon is used to add and remove rocks from the current character's arsenal.

1. SWORD This slot holds any hand-to-hand combat weapons.
2. HAT This slot holds headwear.
3. NECKLACE This slot holds magical necklaces.
4. SHIELD This slot holds shields.
5. HAND These slots hold gloves and gauntlets.
6. SHIRT This slot holds upper body armor.
7. PANTS This slot holds leg armor.
8. SHOOTING This slot holds shooting weapons.
9. FOOT These slots hold footwear.

This is where the characters can be selected.

Press on the character's face icons to select the desired character.

Using the icons and slots in The Inside World(tm).

This is a big list, but it shoul be read over anyway.   The list goes from left to right on the game screen.   The greyscale spherical looking objects are inventory slots.

1. <u>Ammo section.</u>
2. <u>Character section.</u>
3. <u>Spell section.</u>
4. <u>Body section.</u>
5. <u>Inventory section.</u>
6. <u>Movement section.</u>   Dungeon only.

This is where the character stores his/her belongings.

1. BACK PACK This icon selects the character's back pack.   This can hold any item.
2. MAP TUBE This icon selects the character's map tube.   This holds maps and documents.
3. KEY RING This icon selects the character's key ring.   This holds keys.
4. SPELL SACK This icon selects the character's spell sack.   This holds spell gems.
5. LUNCH BOX This icon selects the character's lunch box.   This holds solid food.
6. GLASS RACK This icon selects the character's glass rack.   This holds bottles.
7. MOUTH This icon is used to eat food and drink water.
8. EYE This icon is used to read maps and dcouments.   Hold the button down to inspect maps.

Using the keyboard in The Inside World(tm).

The keyboard can very very useful in the game.   The keyboard is only used in the dungeon.
These keyboard controls are similar to popular shoot 'em up games.

1. The UP and HOME keys MOVE the character forward.
2. The DOWN and END keys MOVE the character backward.
3. The LEFT and DELETE keys TURN the character left.
4. The RIGHT and PAGE DOWN keys TURN the character right.
5. The INSERT key MOVES the character to the left.
6. The PAGE UP key MOVES the character to the right.
7. The SPACEBAR operates wall objects and attacks monsters directly in front of the character.
8. The CONTROL key shoots ammo at monsters.
9. The TAB key is used to step through the characters one by one.

Using the menus in The Inside World(tm).

The menus are fairly simple and straightforward.

1. NEW Start a new game from scratch.
2. OPEN Open a previously saved game.   A box with ten games will show up.   Select one.   If no game is saved under the selected number a new game is started.
3. SAVE AS Save a selected game in progress.   A box with ten games will show up.   Select one.   The game number selected will be overwritten.
4. SAVE Saves the current game in progress.   The current saved game will be overwritten.
5. EXIT Exits the game.   Be sure to save before exiting!

This is the character's money purse or wallet.

1. YELLOW COIN This icon is used to drop coins into the current character's purse.
2. 100 This icon is used to remove 100 currency units from the current character's purse.
3. 10 This icon is used to remove ten currency units from the current character's purse.
4. 1 This icon is used to remove one currency unit from the current character's purse.

Using the mouse in The Inside World(tm).

The mouse is used to manipulate inventory and use the game icons.   It can also be used to move the character around.

1.   On the top down view, (where the game starts) the character follows the mouse cursor.   The cursor needs to be inside the viewing area and the mouse button must held down to move the character.   Walk into monsters to attack them.

2. In the dungeon, moving the mouse around the viewing area causes the cursor to change shapes.   Press the mouse button to activate.
    a. Straight Arrow pointing left MOVES the character to the left.
    b. Straight Arrow pointing right MOVES the character to the right.
    c. Straight Arrow pointing up MOVES the character forward.
    d. Straight Arrow pointing down MOVES character backward.
    e. Curved arrow pointing left TURNS character left.
    f. Curved arrow pointing right TURNS character right.
    g. An open flat hand operates wall objects and attacks monsters.
    h. A hand that looks like it is picking up an object picks up and drops items on the floor.

3. The mouse is used to manipulate the inventory slots and icons.   See Icons to learn more about them.

1. The UP STRAIGHT ARROW   icon MOVES the character forward.
2. The DOWN   STRAIGHT ARROW icon MOVES the character backward.
3. The LEFT STRAIGHT ARROW icon MOVES the character to the left.
4. The RIGHT STRAIGHT ARROW icon MOVES the character to the right.
5. The LEFT CURVED ARROW icon TURNS the character left.
6. The RIGHT CURVED ARROW icon TURNS the character right.

The characters skills and what they all mean.

1. Thinking: This determines how fast a character regains concentration.
2. Resting: This determines how fast a character regains energy.
3. Throwing: This determines how fast a character recovers from throwing an object.
4. Swinging: This determines how fast a character recovers from a swinging at a monster.
5. Casting: This determines how fast a character recovers from casting a spell.
6. Avoiding: This determines how well a character can naturally reduce blows from monsters.
7. Fighting: This determines how well a character can naturally do damage to monsters.
8. Carrying: This determines how much a character can carry.
9. Storing: This determines how much maximum concentration a character can have.
10. Enduring: This determines how much maximum energy a character can have.

Up to three spells can be stored at a time per character.

1. Put spell gems in any of the six SPELL GEM slots.
2. The WAND icons to the right of the spell gem slots are used to cast spells.
3. The two spell gems to the immediate left of the wand icon are used to make up the spell.

The characters statistics and what they all mean.

 1. Food: This shows how hungry the character is.   It also shows the maximum amount of food the character can eat.
When food gets low the character's energy will rapidly wane.

 2. Water: This shows how thirsty the character is.   It also shows the maximum amount of water the character can drink.
When water gets low the character's energy will slowly wane.

 3. Energy: This shows how rested the character is.   It also shows the maximum amount of energy the character can have.
When energy gets low the character falls asleep and will not be able to respond to commands.

 4. Conc: This shows how alert the character is.   It also shows the maximum amount of concentration the character can have.
When concentration gets low, the character will not be able to cast spells.

 5. Load: This shows how much the character is carrying.   It also show the maximum amount the character can carry.
When the load gets too high the character will not be able to carry anymore.

 6. Weapon: This shows the power of the character's weapon against foes.
The higher the value, the more damage the character can do to an enemy.

 7. Armor: This shows the power of the character's armor against foes.
The higher the value, the less damage an enemy can do.

 8. Exper: This shows the character's experience.
The higher the value the more experience the character has obtain.   The charcter's skills will improve as the experience increases.

 9. Speed: This shows how fast a character can move in the dungeon.
The higher the speed value, the faster the character can move in the dungeon.

10. Monster stats: In the dungeon the monster in front of the character will have its armor, life and weapon stats shown.
When the monster's life reaches zero it will die.

Why am I in this dungeon?

Five college students decided to take a science course together.   The professor was a genious, but very eccentric.   He enjoyed doing experiments with insects and radiation.

The professor's family had a history of craziness and they have been performing scientific experiments in an ancient buried castle for decades.

The students did not realize that the castle was buried right under their dormitory.   At night large creatures could be seen outside the student's windows.

One of the students noticed that an iron plate covering a hole just outside their dorm had been removed, leaving the hole exposed.

He peeked in but dared not to enter without some companionship.   Five students decided to explore the hole.   To find out what is inside you must play the game.

The goal is to wipe out any bad experimental monsters and collect lost treasures from earlier adventurers and the professor's deceased family.

When you leave the dungeon through the secret exit and enter the professor's house, the game is won!   (Registered versions only)

Please read this section to avoid frustration.

Here are some tips to make the game easier to play, if you skip this section you may get frustrated and confused.
Some of these may be obvious, but please read them just to be sure.   Especially if you are new to role playing games.

 1.   Keys unlock locks, but that is it.   Try the locked door again after successfully unlocking a lock.

 2. To read a map, place the map over the eye icon and press and hold the mouse button.   The map shows up on top of the close-up map.

 3. To cast a spell, place a spell gem in both spell slots and press the mouse button over the wand icon to the right of the spell gems.

 4. To swing at a monster, press the mouse button over the monster.   The mouse cursor should be shaped like an open hand.

 5. To pick up or drop an item on the floor, press the mouse button over the item.   The mouse cursor should be shaped like a hand picking up an item.

 6. To go through inventory, press the mouse button on the appropriate container icon and the contents will show up in the inventory to the right, below the characters.

 7.   Press the mouse button over the character's face to select a character.   A sleeping character cannot do anything, but his/her inventory can be moved around.

 8. In hard battle the characters will be sleeping ALOT.   Most battles should not be too tough though.   Great rewards follow tough battles.

 9. Articles of clothing and weapons can be placed in the slots surrounding the picture of the human body.   Armor and weapon values go up of course.

10. To take and drop money in the money purse, drop coins over the yellow coin icon.   Remove money by pressing the mouse button over the number icons to right of the coin icon.

11. To take and drop ammo in the arsenal, simply press the mouse button on the appropriate ammo icon to take and drop the ammo.

12. To consume food and water place food and water over the mouth icon and press the mouse button.

13. Press SPACE to operate wall objects and attack, CONTROL to shoot ammo.

14. Press TAB to go through the characters one at a time.   TAB and SPACE used together can be

an effective way to defeat monsters.

15. The player can move around the dungeon three ways.
      a. Press the mouse button over the direction arrow icons in the lower right.
      b. Press mouse the button on the dungeon display area when the mouse cursor points in the appropriate direction.
      c. Use the cursor UP, DOWN, LEFT and RIGHT keys on the keyboard.   This is the easiest.

16. To attack monsters on top down view (where game is started), just walk into them.

Welcome to the Inside World(tm).

The Inside World(tm) is a Windows role playing game.

Select Topic of interest.

1. **Important!   Read these tips!**
2. **Why am I in this dungeon?**
3. **Using the buttons on the screen.**
4. **Using the mouse.**
5. **Using the keyboard.**
6. **Using the menus.**
7. **The statistics.**
8. **The skills.**