

# Classic Adventure Game Manual and Walkthrough

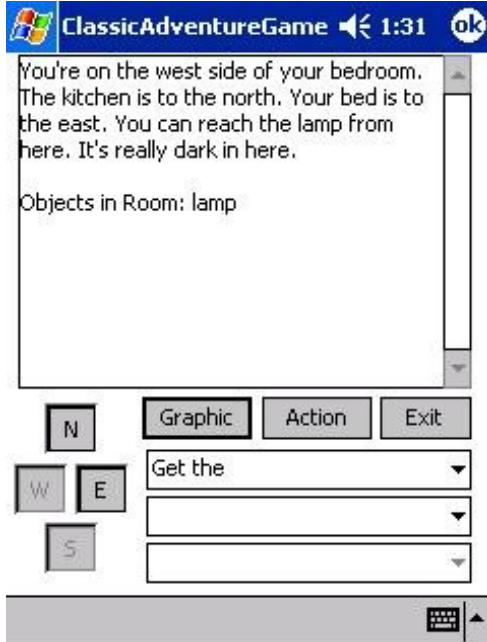
Classic Adventure Game is a throw back to the old adventure games of the past but with a twist of the modern day Pocket PC. When adventure games first came out, you had to find the perfect two-word combination to accomplish your goals. With the new Classic Adventure game, all the nouns and verbs are already there for you and you can point and tap your way to solving the great mystery of the Adventure Game.

Follow the quick tutorial below to understand how to play the game:

## Toggling Between Graphic and Text

There are two important details of the Classic Adventure Game: the picture and the text. Use the pictures to see the details of your location and then use the text to understand the gritty details of your environment. The graphics as well as the text are crucial in providing you clues with how to solve the game.

Both the graphics and the text cannot be viewed at the same time. To toggle, press the Text button to view the written text. The name on the button will then switch to Graphic. Press the button again to view the picture. The screen will automatically switch to text after you press the action button to let you know the details of what happened when you try an action.



## Actions

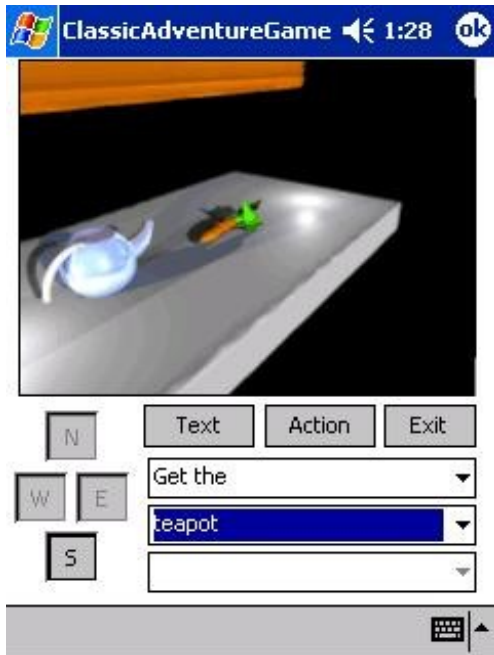
The major part of the Classic Adventure Game are the ACTION verbs. There are a set number of actions that you can use. (example below)



Using a combination of these verbs with the items in your inventory and the items in room that you are in are crucial to moving along in this game.

### Getting an Item

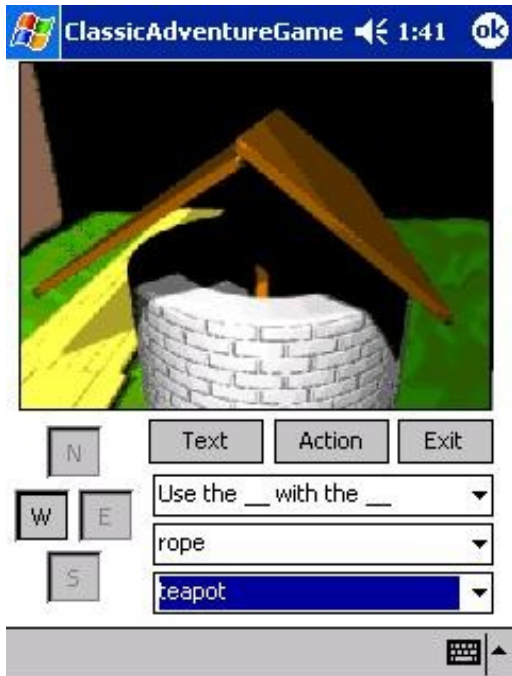
Getting an item is simple. Simply choose the 'GET' action from the first drop down list and then select the object you would like to pick up in the second drop down list then press the ACTION button. The screen will switch to TEXT to tell you that you have picked up the item. If you toggle back to the GRAPHIC screen, you will notice that the teapot is now gone in the sample below.



After selecting the teapot, you will notice that the teapot is now part of your inventory. You can perform any action against it or use it anyway you want. It will now always be available in the drop down list until it no longer needs to be used.

### **Using One Item or Object with Another**

The most crucial ACTION in this game is using items or objects with other items or things in the game. You can use an item with a person to give that person an item. You can use a key with a door to unlock the door. You can use an item with another item to combine the items. Any time one object or item has to interact with another, use this Action. To do this, select the action Use the \_\_\_ with the \_\_\_. When you select this action, you will notice that the second and the third drop down list will open. When you use this action, you must fill both drop down boxes.



### Saving the game

This game saves all of your actions automatically. It writes it to the database as it is performed. That means that you do not have to manually save the game. If you exit the game and return to it later, you will find that it leaves you in the same location with the same inventory. If you want to completely start the game over, select RESET THE GAME as your action, press the ACTION button, and then enter yes when prompted.

### DEMO WALK THRU

If you are having problems with the demo portion of the game, this demo walk through will help you understand the types of actions you need to perform to solve the game.

Do not read this portion of the manual unless you want to know how to solve the demo portion of the game.

1. You're in your bedroom and you can't leave the house until you get your mail. You're going to have to find it first. Go W.
2. You're in a room where it's dark and there's a lamp here. Select **Turn on the** and then choose **Lamp**. Press the action button. You will see that the lights have turned on and there is a letter in the room now. **Get the Letter. Read the letter.** Reading the letter will let you leave the house. But you need to get something else first from the kitchen. Go N.
3. **Get the teapot.** You can leave the carrot for now. Go S.
4. Go E.
5. Go E.

6. You are now in front of a crooked mirror. **Move the mirror.** The mirror will fall down and you will see a rope behind it. **Get the rope.**
7. Go W.
8. You will now notice that the door to your house is now open. The door leads S. Go S.
9. Go E.
10. Go E.
11. Go E. This will put you right next to the well.
12. If you **Look at the well** you will notice that there's a coin or something in it. The original rope and bucket are not there so you will have to make a makeshift bucket and rope. You have the rope and now you have a teapot. You can't use the items individually so you'll have to **Use the teapot with the rope.** This will tie the rope the teapot. Now, **Use the rope tied to the teapot with the well.** When you do this, you will pull a coin from the well. If you look at the well, you will see that it has the words 'TOLL' on it.
13. Go W.
14. Go W.
15. Go W.
16. Go S.
17. Go S.
18. Go S.
19. You are now in front of a tollbooth that won't let you go any further. There's a slot on the tollbooth with the words 'toll coins' only on it. **Use the coin with the slot.** The tollbooth will now open and let you go W and S. This ends the demo portion. To continue playing, please register the game at [www.tommybearsoftware.com](http://www.tommybearsoftware.com)