the Book of
UNWRITTEN TALES
THE CRITTER CHRONICLES
MANUAL

Epilepsy warning

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns. Such people may have a seizure while using computers. This may happen even if the person has no medical history of epilepsy or has never had epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, please consult your doctor before playing.

The following rules should be observed under any circumstances when playing video or computer games: Do not play when you are tired or have not had enough sleep. Make sure that the room in which you are playing or using the application is well lit. When playing the game, include a break of at least 10-15 minutes every hour.

Technical Information/Hotline

Have you had technical problems installing the software, or are you stuck in the game and don‘t know what to do next?

E-mail: support@quanticlab.com
Skype: support.quantic.lab (Monday to Friday from 10 AM - 6 PM)

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The Book of Unwritten Tales
The Critter Chronicles

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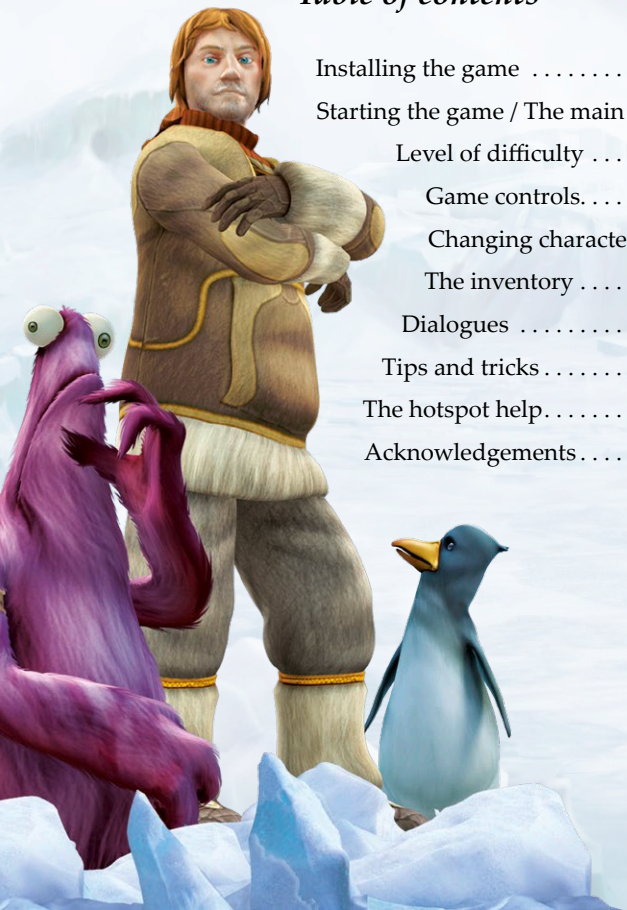


Installing the game

Before the installation...

- Please install the current drivers for your graphics and sound cards.
- Please close all open applications.
- Give your partner a kiss*

Minimum requirements

Your computer must meet these requirements:

- Its CPU must have at least 2.4 GHz, and it requires 1 GB RAM (Windows XP) or 1.5 GB RAM (Vista/Windows 7).
- And, of course, you need Windows XP, Vista, or 7... including the latest service pack.
- The Critter Chronicles requires just under 2.5 GB of hard drive space. But, frankly: you couldn't find a better use for that space anyway!
- Your computer's graphics card must be DirectX 9c compatible and have at least 256 MB video RAM.

If you aren't sure if your computer meets all of these requirements, please ask your children. Or that chubby kid from next door. He probably sits in front of the computer all day and knows what he's doing.

You can improve your game experience by:

- Having a cool drink of your choice. Maybe even a beer (provided you are of legal drinking age). Or a hot beverage. It depends on the weather.
- Inviting your boyfriend/girlfriend to play with you, provided he/she also likes adventure games. The kids would probably also like to join you!

** It certainly can't hurt and might even pay off later.*

The actual installation

1. Insert the game DVD in your computer's DVD-ROM drive.

2. After the installation assistant opens automatically and you have agreed to the license agreement, click on **„Accept"**.

3. In the installation menu, click on **„Install"** and wait until the necessary files have been copied from the DVD-ROM to the directory you selected.

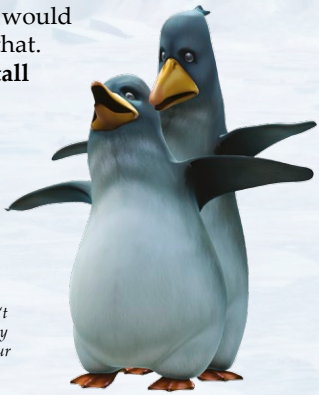
4. To conclude the installation, click on **„Finish"**.

NOTE: If the autorun function is disabled on your computer, start the installation manually by double-clicking on the file Setup.exe on the game DVD.

*NOTE: During the installation, the DirectX 9.0c software (including updates) will be installed if it is not already on your computer, or if an older version of DirectX is currently installed. The game requires a correctly installed version of DirectX 9.0c.**

Uninstalling the game

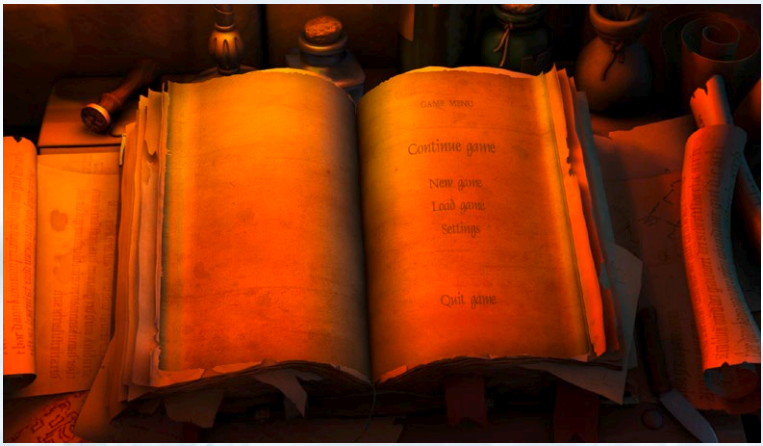
We can hardly imagine why you would want to do something like that. But if you absolutely must, try using **„Uninstall program"**.



** If you encounter significant problems installing the game and still haven't managed it after several hours, please reconsider your decision to play a point & click adventure. However, we do thank you sincerely for your purchase.*

Starting the game

Select „Play The Critter Chronicles“ in the Start menu or double-click on the desktop icon. The game should then start and show you the book menu. You can return there at any time during the game by pressing the ESC key.



New game: Click here to start a new game.

Continue game: Click on this menu item if you want to keep playing from the last point where you saved the game, or ended it using the „Quit game“ option.

Load game: If you would like to load a previously saved game, select it here and then click „LOAD“.

Save game: If you press the ESC key during the game, you will return to the main menu where you can save the game.To do so, click on an empty save slot, enter a name, and confirm by clicking „SAVE“.

Settings: Here you can adjust the settings for the graphics quality, resolution, edge smoothing (improves the image quality), and the volume of the music, sound, and speech. Please note that changes to the graphics settings (quality, resolution, and edge smoothing) will only take effect once the game has been restarted!

Quit game: Click here to exit the game.

Level of difficulty

The Critter Chronicles offers two levels of difficulty, **normal** and **hard**. The harder level of difficulty includes some tougher puzzles, provides fewer hints, and the hotspot help is turned off by default.

The hard level of **difficulty** is right for you if you...

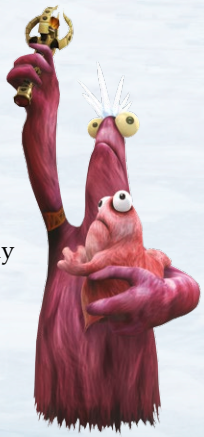
... have played The Book of Unwritten Tales and thought it was much too easy.

... are totally underchallenged in your life.

... want to brag to your neighbors about what a cunning puzzle solver you are.*

... want to have „All the puzzles! All the work“, and know the origin of that quote.

The normal level of difficulty is intended for everybody else.



** Your neighbors will probably find that less impressive than you think.*

Game controls

The game is controlled completely with the mouse. When you move the mouse pointer (cursor) around the screen, a brief description will be displayed on the lower edge of the screen when it reaches certain places. These places are known as hotspots – interactive areas where you can perform a variety of actions, depending on the situation.

The possible actions are shown by the various symbols on the mouse pointer:

Standard cursor/ Walk
Move the cursor with the mouse. Left-click to send your character to that position.

Look at
Appears when you can take a closer look at an item or object (left-click).

Take
Appears when you can pick up an item or object (left-click).

Use
Appears when you can use an item or object (left-click).

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

Skip symbol
Appears when a dialogue or cutscene is running. By left-clicking, you can forward the dialogue or scene to the next cut or dialog.

Enter
Appears when you can leave the current location (for example, through a door) and enter a new location. If you double-click on an exit, you will switch immediately to the next scene.

In addition, the following keyboard commands are available:

ESC key
Return to the main menu / end dialogues.

Space bar
Hotspot help: If you hold down the space bar, all the hotspots (interaction points) in the current scene will be highlighted.

Switch characters

Frequently, you can choose whether you want to solve your mission in the game with Nate or Critter. You can switch between the available characters at any time using the character display in the upper left corner of the screen.

To do so, just click on the portrait of the respective character.
Double-clicking will lead to a quick character change.

Using objects / Inventory

As soon as you pick up an item in the game, it will be located in your so-called INVENTORY. All the items that you find in the course of your adventure will be kept here.

The inventory will open automatically as soon as you move the mouse pointer to the lower edge of the screen. To select an item, just move the mouse pointer over the desired object and left-click to confirm your selection. The selected item will now „stick“ to the mouse pointer. Move the mouse pointer to a person or another object and confirm your selection

by left-clicking again. This way, you can combine items, use them, or give them to another character...

To cancel the selection of an item, simply right-click.

Tip: If you can combine an item with another item, use it, or give it to somebody else, this will be indicated by a red cursor and an appropriate text on the lower edge of the screen (for example, „Use the can opener with the can“).

Tip: You can look at the objects you collected in your inventory by right-clicking on the individual items.

Having a conversation

Let's face it: there is a lot of talking in adventure games. That's pretty inevitable, because how else would you come to love all those crazy and funny characters?

You can see that someone is willing to talk by the speech bubble symbol on the mouse pointer, which automatically appears when you point at a person. Clicking on that person starts the conversation.
Various dialogue options will appear at the lower edge of the screen.

Use the mouse to select what you want to say. Your character will speak and the other person will answer. The entire conversation takes place this way.

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

Tips & Tricks

Adventures can be really tricky – especially if you miss an important hint. Here are a couple of tips in case you get stuck:

- Talk to all the characters again. Often they will have important information and clues for you! It is certainly worthwhile to talk to characters several times, because depending on the game situation new dialogue options and topics may become available.

- Take a close look at every room, pay attention to details and examine every hotspot.

- Pick up every item you can. Sooner or later, they will probably be needed.

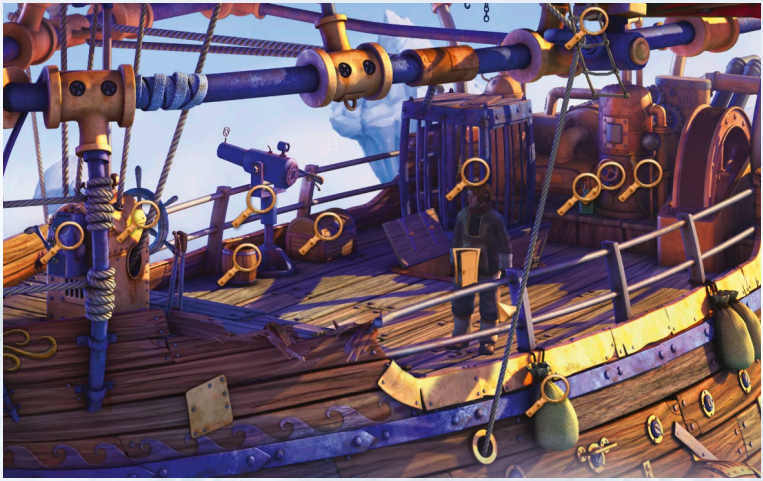
- Look at the items in your inventory by right-clicking on them. You can frequently gain valuable information this way!

- Try combining items from your inventory with objects in the scene.

- If Nate gets stuck at some point, try using Critter, and vice versa. Swapping items between the two of them is also sometimes necessary.

Hotspot help

If you have the feeling that you‘ve missed something important, you can activate the hotspot help by pressing the space bar.*



The hotspot help is disabled by default in the hard mode, but can be switched on in the settings.

** By pressing the space bar, you confirm that you will not complain about puzzles that are too easy or game times that are too short!*

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