

# ONCE UPON A TIME MANUAL

## INTRODUCTION

Once Upon A Time is a third person adventure game in which the player guides the main character (Jack) in his quest to find and rescue a princess abducted by the Dragon King. The game is controlled entirely by the mouse, and the instruction in this manual to Click on something refers to pressing the LEFT mouse button unless otherwise stated.

## STARTING THE GAME



Click on the 'onctime' icon to start the game. The Title Screen offers three options:

Click 'NEW GAME' to launch a new game.

Click 'LOAD GAME' to load a saved game (only available if a game has been previously saved).

Click 'QUIT GAME' to leave Once Upon A Time.

## PLAYING THE GAME

Once Upon A Time is a point and click adventure game with a Dynamic Cursor that changes when over a 'hot spot'. The different Cursor forms are explained below.



### STANDARD CURSOR

This has slightly different uses in different screens:

In **text screens** it turns the page if the turned-up bottom right hand corner of the page is Clicked.

In the **main game screen**, if Clicked anywhere in the picture (game action) area, Jack will walk to as near to that position as he can. If Clicked on 'JACK'S BUNDLE' the Inventory screen will open. If Clicked on 'JACK'S PIGGY BANK' the Options screen will open.

In the **Inventory screen** the Standard Cursor is used to select the objects that Jack holds and uses. Clicking on an object held in the Inventory will usually result in a return to the main game screen with Jack holding the selected object ready to use. Some objects cannot be used in all parts of the game, in which case a comment to that effect will appear at the bottom of the screen. A few objects cannot be removed from the Inventory but operate in the Inventory when Clicked. The Inventory can be exited by Clicking on the 'CLOSE BUNDLE' patch in the lower right corner.

In the **Options screen** the Standard Cursor is used to select Save, Load and Quit options (see below).



### LEFT/RIGHT/UP/DOWN ARROW CURSORS

These indicate exits from the current room. Clicking on one of these cursors will usually result in Jack leaving the current room and a new room opening in the picture area. If Jack does not wish to go that way he will say so!



### LOOK-AT CURSOR

Clicking when this cursor is showing will result either in Jack making a comment about the highlighted object or area, or in a Close-up view of the object or area. In Close-up view the Dynamic Cursor is still active, but in most views it is not possible to open the Inventory. The Options screen cannot be accessed from any Close-up view. To exit from Close-up view, press the RIGHT mouse button.



### INTERACT CURSOR

Clicking on this cursor will result either in Jack attempting to operate the highlighted object (e.g. open a door) or he will pick up the object and put it in his Bundle. The Inventory screen will open and the object will be placed in there automatically.



### USE CURSOR

This cursor indicates that a particular object needs to be used in that location. Jack's thoughts will often provide a clue to what may be required! If Jack selects an object from his Bundle the cursor will change to a small highlighted version of the object held. Clicking when the correct object cursor is showing will produce a result. In the **Inventory screen** these cursors also show that Jack is holding an object, which can be placed in his Bundle by Clicking on any empty area.

## GAME OPTIONS

During play, the current game is saved automatically at the start of each new Chapter. The current game can also be saved at any other point (except from Close-up views) by saving to one of 9 available Bookmarks.

The **Options screen** (JACK'S PIGGY BANK) offers the following options:

Clicking on 'SAVE GAME' opens the saved Bookmark list with the next empty Bookmark highlighted. To save the current game in that Bookmark, click 'CONFIRM', otherwise select a previously saved Bookmark and click 'CONFIRM'. If a previously saved Bookmark is selected, you will be asked to confirm that you wish to Overwrite the selected Bookmark.

Clicking on 'LOAD GAME' opens the list of saved games (the start of all previous Chapters and saved Bookmarks). Select the required game and Click to load it. You will be asked to confirm that you wish to Load the game to ensure that your current game is not accidentally lost.

Click 'CONTINUE GAME' to return to the current game.

Click 'QUIT GAME' to leave Once Upon A Time. You will be asked to confirm that you wish to Quit to ensure that your current game is not accidentally lost.

## TECHNICAL INFORMATION

Once Upon A Time is designed to run in 640x480 screen mode. Recommended minimum specification requirements are:

Pentium 500 Mhz or higher processor;

32 MB RAM;

Windows 98/ME/2000/XP/Vista with DirectX 5 or above;

170 MB free hard disc space;

DirectX-compatible sound and video cards (16-bit colour).

The following options can be set by running the 'winsetup' utility supplied with the game program:

The screen resolution can be reduced to 320x240 for running on a lower specification PC or for a 'retro' gaming experience!

The game can be set to run in a window on the desktop rather than full-screen.

The monitor refresh rate can be set to 85 Hz, which eliminates flicker. However, this does not work on all monitors, and not at all on flat panel displays.

"Smooth scaled sprites" will apply anti-aliasing to scaled characters, to give a smoother look to the resizing. However, this can slow down the game, and very few scaled sprites are used in Once Upon A Time.

## CREDITS

Once Upon A Time was conceived, designed and programmed by Elen Heart.

Program developed using Adventure Game Studio 2.72.

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Graphics were realised using DIV Games Studio by Hammer Technologies & FastTrack Software.

TrueType font display uses ALFont by Javier Gonzalez and the Freetype project.

OGG player is alogg by Javier Gonzalez, using the Ogg Vorbis decoder.

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