



The Phantom Fellows GAME MANUAL

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Playing The Phantom Fellows



From the menu:

Play: Begin a new game.

Restore: Continue your previous game.

Controls: Access keyboard controls and character movement options:

Walk Like a Janitor mode: An animated walk cycle inspired by early Sierra On-Line games.

Hold Arrow (keys) to Walk: Hold arrow keys to walk continuously, or tap/click to walk and then tap/click to stop.



Using The Mouse

Left-click: Activate (selected) commands such as walk, look, or interact.

Right-click: Cycle through available cursors anywhere on the screen.

Using The Keyboard



To move Oliver (and Englebert after Chapter 2):

Use the **arrow keys** or **WASD** to move Oliver (or float as Englebert) left, right, up, or down.

Using the keyboard is as simple as **L-I-T** or **1-2-3**.

L - Look

I - Interact

T - Talk

F1 or O - player swap to Oliver

F2 or E - player swap to Englebert

ESC - skip scene/open menu

Press any key to skip dialog

F5 - F5 - Press to auto-save your game to the single Quick Save slot. Saves over previous auto save.

F7 - Press for the option to Quick Restore

TAB - Inventory

CURSORS AND ICONS

To activate the icon bar, move the cursor to the top of the screen.

Oliver's Menu



Englebert's Menu



Use left mouse button to select appropriate icon

The icon will now become your cursor.

The arrow on the icon cursor, located directly above the icon itself, is your point of interaction. Position the arrow over the object on the screen that you want to interact with and click. The arrow's placement determines where the icon's actions will be applied.

The Interact Cursor

When you choose Interact the cursor will change to a hand. Place the hand cursor at the desired place on screen and click the left mouse button. Oliver or Englebert will manipulate or interact with an object.



(Oliver)

(Englebert)

The Walk Cursor

When you select the Walk icon, your cursor will transform into a shoe. Position the shoe cursor at your desired destination and click the left mouse button. Oliver or Englebert will then proceed to that location.



(Oliver)

(Englebert)

The Look Cursor

When you select the Look icon, your cursor will transform into an eye. Position the eye cursor at the desired location on the screen and click the mouse button. The game will then present relevant information or initiate a dialogue.



(Oliver)



(Englebert)

The Talk Cursor

When you select the Talk icon, your cursor will transform into a conversation bubble. Position the bubble cursor on the desired person or object and click the left mouse button. If a conversation is possible, your character will initiate a dialogue



(Oliver)



(Englebert)

The Inventory Cursor

You can access your inventory by selecting the Inventory icon from the menu, clicking the inventory cursor while it's active anywhere on the screen, or pressing the TAB key.(see The Inventory Menu p.7)



(Oliver)



(Englebert)

The Inventory Menu



Select Arrow Icon

Move the arrow cursor to the inventory item you want to use, and click the left mouse button. The cursor will change to the item you have selected

You may then either

Combine the selected inventory item with another inventory item by clicking one inventory item on another

Or

Close the inventory menu using the close icon to use the selected item in the game world by moving it and clicking where you want it to be used.

You can either use the inventory item on an object in the game or have Oliver and Englebert exchange or show inventory items to each other.

Eye Icon

Move the arrow cursor to select the eye icon. Your cursor will change to the eye icon. Click on eye icon on any inventory item that you want to inspect in detail.

Up Arrow and Down Arrow

Use the up or down arrow to cycle through inventory pages

Close

Select Close to close the inventory window, or press the tab key to close.

Map Screen (After Day 3)



To travel to previous days:

Select Oliver's vehicle from the drop-down menu while he is the active character. Move the cursor to the location that you want to visit and click to select.



Notebook (Day 5)

The **notebook** is the dynamic used for questioning in day 5 only. Using the notebook, uncover the truth by linking clues together.

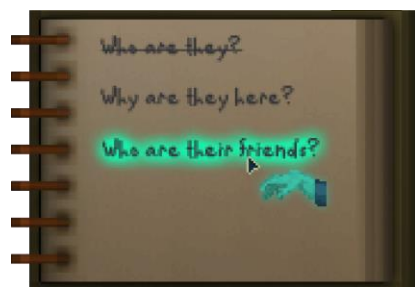
Use the **arrow** icon to switch between pages



Use the **hand icon** to select a question



Use the **pointer arrow** to cross reference notebook entries. The cursor will turn into the entry.

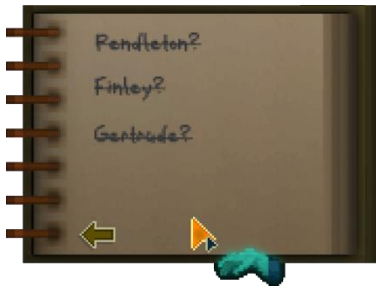


Round 1 Questioning:

To ask a question of the Day 5 ghosts, when in the **notebook**, use the **hand icon** to select questions. All actionable questions will highlight. Once a question is asked, a line will be drawn through it, although you can still ask that question again.

Round 2 and 3 Questioning

To cross reference a question after round one of questioning is complete, click to switch to the **pointer arrow** that appears at the bottom of the page To switch back to the hand, select the hand.



Move the **pointer arrow** to any name or item (even after it is crossed out), and if it is actionable it will highlight.

The selected name or item will become the cursor. Click this cursor to return to the other page using the **arrow icon** and complete the process. Not all options will be highlighted. If an option doesn't highlight, there's no corresponding action. Only actionable combinations will be highlighted

