

Telltale Games
presents

BONE

OUT FROM BONEVILLE



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OUR STORY SO FAR...

(UN) WELCOME TO BONEVILLE

BONEVILLE IS A TOWN MUCH LIKE MANY TOWNS YOU ALREADY KNOW. THE SEASONS CHANGE, NEIGHBORS ARE NEIGHBORLY, AND LIFE GOES ON MUCH THE WAY IT HAS FOR A LONG TIME. NOT MUCH SURPRISING HAPPENS, SO WHEN IT DOES, THE TOWNSPEOPLE TEND TO REACT. SOME, LIKE PHONCIBLE P. BONE, MIGHT EVEN SAY THEY TEND TO OVER REACT.

PHONCIBLE (ALSO KNOWN AS PHONEY BONE) ONCE AGAIN FINDS HIMSELF DRIVEN OUT OF BONEVILLE, THIS TIME FOR A CATASTROPHE THAT OCCURRED DURING HIS RUN FOR MAYOR. HIS COUSINS, FONE BONE AND SMILEY BONE, HELPED HIM ESCAPE THE WRATH OF THE TOWNSPEOPLE.

NOW THE THREE OF THEM FIND THEMSELVES LOST IN THE MIDDLE OF A VAST DESERT AND QUICKLY RUNNING OUT OF SUPPLIES. WHILE PHONEY BONE STEAMS AND SMILEY BONE PLUCKS AWAY ON HIS BANJO, FONE BONE TRIES TO FIGURE OUT THE COUSINS' NEXT MOVE.

LITTLE DOES HE KNOW THAT THE TOWNSPEOPLE OF BONEVILLE AND THE BROILING SUN ARE NOTHING COMPARED TO THE ADVENTURE THAT AWAITS THEM...



SYSTEM REQUIREMENTS

WINDOWS 2000/xp

DIRECTX 8.1

NEWER 3D ACCELERATED VIDEO

CARDS:

800MHZ P3 PROCESSOR OR BETTER

OLDER 3D ACCELERATED VIDEO

CARDS:

1.5 GHZ PROCESSOR OR BETTER

GETTING STARTED

DOWNLOADING THE GAME

IN ORDER TO PLAY BONE, FIRST YOU MUST DOWNLOAD THE GAME. GO TO: BONE.TELLTALEGAMES.COM AND CLICK THE "DOWNLOAD FREE" OR "BUY FULL GAME" BUTTON TO GET STARTED! MAKE SURE TO DOWNLOAD "OUT FROM BONEVILLE.EXE" TO A LOCATION ON YOUR COMPUTER WHERE YOU WILL BE ABLE TO FIND THEM EASILY.

INSTALLING THE GAME

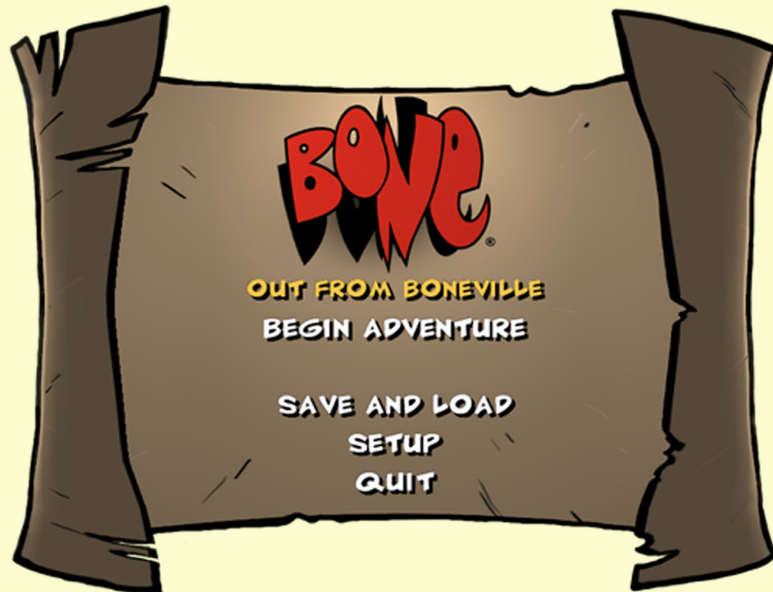
ONCE YOU HAVE DOWNLOADED "OUT FROM BONEVILLE.EXE" DOUBLE CLICK THE FILE TO BEGIN INSTALLATION.

UNINSTALLING THE GAME

TO UNINSTALL, GO TO YOUR WINDOWS CONTROL PANEL AND SELECT "ADD OR REMOVE PROGRAMS". FIND THE GAME AND SELECT IT, THEN CLICK "REMOVE".

MAIN MENU

WHEN YOU FIRST LOAD THE GAME, YOU WILL SEE THE MAIN MENU. FROM HERE YOU CAN START A NEW GAME, SAVE A GAME ALREADY IN PROGRESS, LOAD A SAVED GAME, CHANGE YOUR SETTINGS AND QUIT THE GAME. YOU CAN ACCESS THIS MENU AT ANY TIME WHILE PLAYING THE GAME BY PRESSING THE **ESC** KEY ON YOUR KEYBOARD.



STARTING A NEW GAME

BEGIN ADVENTURE



TO START YOUR ADVENTURE AT THE BEGINNING, CLICK THE "BEGIN ADVENTURE" OPTION ON THE MAIN MENU.

SAVING THE GAME AND LOADING SAVED GAMES

SAVE AND LOAD



WHILE PLAYING THE GAME, THERE WILL BE MANY TIMES WHEN YOU WILL WANT TO SAVE YOUR PROGRESS. YOU CAN DO THIS BY CLICKING THE "SAVE AND LOAD GAME" OPTION ON THE MAIN MENU. SELECT THE SPOT WHERE YOU WANT TO SAVE, AND CLICK THE "SAVE" BUTTON. TO LOAD A GAME YOU HAVE ALREADY SAVED AND START PLAYING FROM THAT POINT, CLICK THE "SAVE AND LOAD GAME" OPTION ON THE MAIN MENU, SELECT THE GAME YOU WANT TO LOAD, AND CLICK "LOAD".

SAVIN' YER GAME IS REAL GOOD FER LET'N YA GO BACK AN TRY THINGS OUT IN DIFF'RENT WAYS!



SETUP

SETUP



YOU CAN CHANGE DIFFERENT SETTINGS TO MAKE THE GAME PERFORM BETTER ON YOUR COMPUTER OR TO CUSTOMIZE CERTAIN ASPECTS OF THE GAME. ACCESS THE SETUP MENU BY CLICKING ON THE "SETUP" OPTION ON THE MAIN MENU.



MUSIC VOLUME

ADJUST THE VOLUME OF THE MUSIC BY SELECTING A DIFFERENT NUMBER OF TEDS.

VOICE VOLUME

ADJUST THE VOLUME OF THE VOICE ACTING BY SELECTING A DIFFERENT NUMBER OF TEDS.

EFFECTS VOLUME

ADJUST THE VOLUME OF THE SOUND EFFECTS BY SELECTING A DIFFERENT NUMBER OF TEDS.

FULLSCREEN

THIS OPTION WILL TURN FULLSCREEN MODE ON OR OFF. WHEN FULLSCREEN MODE IS OFF, YOUR GAME WILL PLAY IN A WINDOW. FULLSCREEN MODE IS ON BY DEFAULT

ANTI-ALIASING

ANTI-ALIASING SMOOTHS OUT JAGGED EDGES AND MAKES YOUR GAME PRETTIER. IF YOU ARE HAVING PERFORMANCE ISSUES, YOU MAY TRY TURNING ANTI-ALIASING OFF. ANTI-ALIASING IS ON BY DEFAULT.

LAPTOP MODE

IF YOU ARE HAVING PERFORMANCE ISSUES PLAYING THE GAME ON YOUR LAPTOP, YOU MAY TRY TURNING ON LAPTOP MODE. LAPTOP MODE IS OFF BY DEFAULT.

TUTORIAL



THIS IS THE WALK CURSOR. MOVE THIS CURSOR ANYWHERE ON THE GROUND AND CLICK YOUR LEFT MOUSE BUTTON TO WALK THERE. CLICK YOUR LEFT MOUSE BUTTON NOW TO RETURN TO THE GAME.

THE TUTORIAL IS HELPFUL FOR LEARNING HOW TO PLAY THE GAME AS YOU GO. THE TUTORIAL IS ON BY DEFAULT.

SUBTITLES

IF YOU PREFER, YOU CAN TURN ON SUBTITLES AND READ ALONG AS THE CHARACTERS ARE SPEAKING. SUBTITLES ARE OFF BY DEFAULT.

QUITTING THE GAME

QUIT



WHEN YOU ARE DONE PLAYING THE GAME, YOU CAN QUIT BY CLICKING "QUIT" ON THE MAIN MENU.

PLAYIN' WITH TH' TUTORIAL ON'S A GOOD IDEA, 'SPECIALLY IF YOU AIN'T NEVER PLAYED THIS KINDA GAME BEFORE.



PLAYING BONE

BONE IS AN INTERACTIVE ADVENTURE GAME THAT YOU PLAY BY USING YOUR MOUSE TO POINT AND CLICK AROUND THE SCREEN. CLICKING ON DIFFERENT CHARACTERS OR OBJECTS WILL ALLOW YOU TO INTERACT WITH THEM IN DIFFERENT WAYS. THE DIFFERENT WAYS YOU CAN INTERACT ARE REPRESENTED BY DIFFERENT CURSORS. HERE ARE THE CURSORS YOU WILL SEE IN THE GAME:

CURSORS

USE YOUR LEFT MOUSE BUTTON WHEN YOU SEE THE FOLLOWING CURSORS TO TAKE THE ACTION THAT CURSOR INDICATES:



WALKING

YOU CAN CLICK ANYWHERE YOU SEE THE WALK CURSOR TO MAKE FONE OR PHONEY WALK TO THAT LOCATION.

TRY: CLICK ON THE GROUND IN THE DESERT TO MAKE FONE WALK AROUND.



TALKING

WHEN YOU SEE THE SPEECH BUBBLE CURSOR, YOU CAN CLICK ON A CHARACTER TO TALK TO THEM. OFTEN, THE CHARACTER YOU ARE TALKING TO WILL SAY SOMETHING, AND YOU WILL BE GIVEN A CHOICE OF RESPONSES FONE CAN MAKE. CLICK ON ONE OF THESE RESPONSES TO HAVE FONE SAY IT.



IF YOU ENTER A DIALOG AND SEE MORE THAN ONE CHARACTER'S HEAD ABOVE THE DIALOG BALLOON, YOU CAN TALK TO ANY OF THE CHARACTERS REPRESENTED BY THE HEAD ICONS. TO PICK WHO YOU ARE ADDRESSING, CLICK ON THE ICON OF THE CHARACTER YOU WANT TO TALK TO. NEW OPTIONS WILL APPEAR DEPENDING ON WHO YOU ARE TALKING TO.

TRY: CLICK ON SMILEY IN THE DESERT TO SEE WHAT HE HAS TO SAY.



DOING

WHenever you see the hand cursor on an object, Fone can take some action with that object. When you click on the object, he may pick it up, move it, or do something else with it. Objects that Fone picks up are placed in his backpack (see below).

TRY: CLICK ON SOME OF THE ROCKS IN THE DESERT TO HAVE FONE LIFT THEM.



VIEWING

When the look cursor appears over an object, you can find out more about it by clicking. Fone will look at the object and give you his opinion about it.

TRY: IN THE DESERT, CLICK ON THE MOUNTAINS IN THE DISTANCE TO SEE WHAT FONE HAS TO SAY ABOUT THEM.

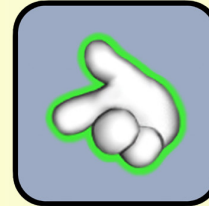
SPECIAL CURSORS

SOME CURSORS ONLY COME UP IN SPECIAL SITUATIONS, TO HELP YOU TAKE ACTIONS THAT AREN'T AVAILABLE EVERYWHERE IN THE GAME.



JUMPING

When you see this cursor, Fone can jump. Jumping will help Fone traverse certain areas.



TRAVELING

This cursor appears at the edge of the screen to indicate that Fone can move to a new area that is off screen.



TED'S SMALL JUMP

When moving Ted across the river, this cursor appears over rocks that Ted can reach with a short jump.



TED'S LONG JUMP

When moving Ted across the river, this cursor appears over rocks that Ted can reach with a long jump.

OTHER CURSOR OPTIONS

MOST CHARACTERS OR OBJECTS THAT CAN BE INTERACTED WITH CAN ALSO BE LOOKED AT. RIGHT-CLICK TO CHANGE THE TALK OR USE CURSOR TO THE LOOK CURSOR AND THEN LEFT CLICK TO HAVE FONE LOOK AT THE OBJECT AND TELL YOU HIS OPINION ABOUT IT. THIS WILL SOMETIMES GIVE YOU MORE INSIGHTS INTO THE STORY OR HINTS ABOUT WHAT YOU CAN DO NEXT.



KEEP YER EYES WIDE OPEN AN' TAKE A LOOK AT EVERYTHIN'! YA MIGHT JUST LEARN SOMETHIN' USEFUL!

ICONS ON YOUR SCREEN



BACKPACK

IN THE LOWER LEFT-HAND CORNER OF THE SCREEN IS FONE'S BACKPACK. TO SEE WHAT ITEMS FONE IS CARRYING AROUND, LEFT-CLICK ON THE BACKPACK ICON. TO USE ONE OF THE ITEMS FONE IS CARRYING, LEFT-CLICK IT. THE CURSOR WILL CHANGE TO SHOW WHICH ITEM YOU ARE USING. YOU CAN TRY TO USE THE ITEM ANYWHERE THE OUTLINE OF THE ITEM-SHAPED CURSOR TURNS GREEN. TO PUT THE ITEM BACK IN THE BACKPACK, LEFT-CLICK AGAIN ON THE BACKPACK.

TO LOOK AT THE ITEMS IN THE BACKPACK, RIGHT-CLICK ON THE ITEM TO SWITCH TO THE LOOK CURSOR, THEN LEFT-CLICK. FONE WILL THEN GIVE YOU MORE INFORMATION ABOUT IT.



IN-GAME HINTS

IF YOU EVER FEEL STUCK AND ARE NOT SURE WHAT YOU SHOULD BE DOING NEXT, GETTING AN IN-GAME HINT MAY HELP YOU OUT. TO GET A HINT FROM THE GAME, CLICK THE QUESTION MARK IN THE LOWER RIGHT-HAND CORNER OF THE SCREEN. THERE ARE FIVE HINTS AVAILABLE FOR EVERY ACTIVITY IN THE GAME. THE HINTS START OUT VAGUE TO HELP YOU THINK YOUR OWN WAY THROUGH THE ACTIVITY, AND SLOWLY GET MORE SPECIFIC.

THE LAST HINT WILL SIMPLY TELL YOU EXACTLY WHAT YOU NEED TO DO, AND SHOULD BE SAVED FOR WHEN YOU ARE REALLY STUCK!

HELPFUL TIPS

Q: I'VE NEVER PLAYED AN ADVENTURE GAME BEFORE. WHAT AM I SUPPOSED TO DO?

A: AN ADVENTURE GAME IS ALL ABOUT EXPLORING AND COMPLETING TASKS TO ACCOMPLISH YOUR GOALS. EXPLORATION IS KEY: TALK TO ALL THE CHARACTERS YOU MEET AND LOOK AT ALL THE OBJECTS YOU ENCOUNTER AND IT WILL BE HARD TO GET STUCK FOR LONG.

Q: WHY DON'T I JUST USE ALL THE IN-GAME HINTS TO GET THROUGH THE GAME?

A: THE HINTS ARE PROVIDED IN CASE YOU GET VERY STUCK AND CAN'T FIGURE OUT WHAT TO DO NEXT. YOU CAN USE AS MANY OF THEM AS YOU LIKE, BUT YOU WILL FIND THAT IT IS FAR MORE SATISFYING TO COMPLETE THE GAME USING YOUR OWN BRAIN POWER. ALSO KEEP IN MIND THAT THE HINTS ARE DESIGNED TO GET YOU THROUGH OBSTACLES RATHER THAN SERVING AS A 'TOUR' OF THE WHOLE GAME. YOU WILL MISS MANY FUN ASPECTS OF THE GAME IF YOU ONLY RELY ON THE HINTS!

Q: IF I DON'T SAVE CONSTANTLY, WILL I BE PENALIZED FOR IT?

A: NO. YOU WILL NEVER GET STUCK OR HAVE TO DO A HUGE PART OF THE GAME OVER IF YOU AREN'T SAVING EVERY FIVE SECONDS. THE SAVE FEATURE IS PROVIDED AS A CONVENIENCE FOR WHEN YOU WANT TO TAKE A BREAK FROM THE GAME, OR IF YOU WANT TO GO BACK AND RE-EXPERIENCE A CERTAIN PART YOU ESPECIALLY ENJOYED.

Q: THESE LOCUSTS KEEP GETTING ME. WHAT CAN I DO?

A: FONE BONE WILL RUN ON HIS OWN FROM THE LOCUSTS. ALL YOU HAVE TO DO IS HELP HIM AVOID OBSTACLES. USE YOUR MOUSE TO MANEUVER HIM AROUND ROCKS, AND LEFT-CLICK TO MAKE HIM JUMP OVER SMALLER ROCKS. HE WILL SLOWLY ADVANCE UP THE SCREEN AS HE RUNS. WHEN HE REACHES THE TOP OF THE SCREEN, KEEP GOING! YOU'RE ALMOST THERE!

Q: HOW DO I GET TED ACROSS THIS RIVER?

A: TED HAS A SPECIFIC JUMPING PATTERN HE USES. HE MAKES A SHORT JUMP, ANOTHER SHORT JUMP, AND THEN A LONG JUMP. THEN HE STARTS THE PATTERN OVER AGAIN. TRY TO PLAN YOUR JUMPS A FEW AHEAD OF TIME INSTEAD OF JUST JUMPING TO THE NEXT AVAILABLE ROCK. YOU MAY HAVE TO BACKTRACK TO COMPLETE HIS JOURNEY ACROSS THE RIVER, SO DON'T BE AFRAID OF MAKING HIM GO BACKWARDS IF YOU NEED TO.

Q: I'VE USED UP MY IN-GAME HELP AND I'M STILL STUCK! HOW CAN I GET MORE HELP?

A: THE TELLTALE FORUMS ARE FILLED WITH OTHER FRIENDLY PLAYERS WHO WOULD BE HAPPY TO HELP YOU OUT. YOU CAN REACH THE FORUMS AT:
[HTTP://WWW.TELLTALEGAMES.COM/
FORUM/LISTFORUMS](http://www.telltalegames.com/forum/listforums)

TROUBLESHOOTING

IF YOU ARE HAVING PROBLEMS WITH YOUR GAME, CHECK HERE FOR AN ANSWER BEFORE CONTACTING TECHNICAL SUPPORT.

THE GAME IS RUNNING SLOWLY ON MY COMPUTER.

TRY TURNING OFF ANTI-ALIASING. IF YOU ARE RUNNING ON A LAPTOP, TRY TURNING ON LAPTOP MODE. CLOSING ALL OTHER APPLICATIONS THAT ARE RUNNING ON YOUR COMPUTER WILL ALSO HELP, AS WILL MAKING SURE YOU HAVE THE LATEST SOUND AND VIDEO DRIVERS FOR YOUR COMPUTER.

I TURNED ON THE TUTORIAL MODE WHILE I WAS PLAYING, BUT I DON'T SEE ANY TUTORIAL HELP.

ONCE YOU TURN ON TUTORIAL MODE, YOU WILL HAVE TO RE-START THE GAME FOR IT TO TAKE EFFECT.

THERE ARE TIMES I CAN'T SAVE MY GAME.

THAT'S TRUE! YOU CAN ONLY SAVE YOUR GAME WHEN YOUR CHARACTER IS WANDERING AROUND THE WORLD AND NOT IN DIALOGS, CUTSCENES, OR DURING SOME ACTIVITIES.

MY GAME WINDOW DISAPPEARED.

YOU MAY HAVE ACCIDENTALLY MINIMIZED THE GAME. LOOK FOR BONE IN YOUR TASKBAR AND CLICK IT TO MAXIMIZE THE GAME AND GET PLAYING AGAIN. IF YOU CONTINUE TO HAVE THIS PROBLEM, TRY TURNING FULLSCREEN MODE OFF.

MY SCREEN WENT BLACK EXCEPT FOR THE BACKPACK AND HELP ICONS.

THIS IS A PROBLEM WE'VE DETECTED WITH SOME VIDEO CARDS. TRY TURNING OFF ANTI-ALIASING OR PLAYING THE GAME IN A WINDOW (TURN OFF FULLSCREEN MODE) TO RESOLVE THIS ISSUE.

TECHNICAL SUPPORT

IF YOU ARE STILL HAVING PROBLEMS RUNNING YOUR GAME, YOU CAN CONTACT TECHNICAL SUPPORT VIA EMAIL AT:

SUPPORT@TELLTALEGAMES.COM

ALTERNATIVELY, MAKE USE OF OUR BONE SUPPORT FORUM AT:

[HTTP://WWW.TELLTALEGAMES.COM/
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