KRONOLOG™

THE NAZI PARADOX

USER'S GUIDE

KRONOLOG

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CASTLEWORKS
GAMEWARE™

The Innovation Behind Your Imagination

Help for Registered Owners

Customer Service

If you are experiencing difficulties with *KRONOLOG* and you are a registered user, you may call our technical support department for assistance at (214) 385-2353. A technician will be available to help you between the hours of 10am and 5:30pm central time, Monday through Friday.

You may write to us at:

Merit Software
13707 Gamma Road
Dallas, Texas 75244-4409

On-Line Support Via CompuServe

For on-line support of *KRONOLOG* via CompuServe, call 800-848-8199 and ask for Representative 321 to get your FREE introductory membership and $15 usage credit. If you are already a member of CompuServe, use GO GAMAPUB to get Merit Software's support section, or contact our technical support department at ID# 76711,247.

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KRONOLOG: The Nazi Paradox

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USER'S GUIDE

Table of Contents

For information on installing *KRONOLOG*, please refer to the *KRONOLOG Technical Reference Guide*.

For detailed assistance in playing *KRONOLOG*, please refer to the *KRONOLOG Hint Book*, available separately.

The World of Kronolog

Kronolog: The Nazi Paradox arose from the Castleworks creative team's not implausible musings on what the world would have looked like if Nazi Germany had won World War II. We decided that the quickest route to Nazi domination of the world would have been a German monopoly on the atomic bomb. Since the Nazi's atomic research effort was fragmented and unfocused, we further conjectured that they would have needed access to the secrets of the Manhattan Project in New Mexico, America's successful effort to develop the atomic bomb first. We then took scientific liberties by assuming that one of the "mad physicists" on the Manhattan Project had invented a workable time machine, which was hijacked by the Nazis for their own nefarious ends.

The result was a story set in the year 2020, in an America that is part of the Nazi German Empire. While futuristic in some ways (flying cars, hi-tech electronic devices), the Nazi bureaucracy has kept a choke hold on significant cultural and intellectual development, giving the setting a similar physical appearance to America in the early 1970s. Their society has been thrust into a surrogate war in the far east and, unbeknownst to the rank and file, is on the edge of complete environmental devastation.

The environmental theme resulted from concerns about our own world's current state. The theme was influenced strongly by recent press stories about appalling environmental disasters behind the former Iron Curtain: disasters permitted by totalitarian governments unconcerned about the ecology and dismissive, if not actually repressive, of environmental protest movements. We thought that a Nazi world would be similarly intolerant of environmental protest, particularly where it threatened the militaristic goals of the state. And in our new world of 2020, the Nazis are fighting their former allies, the Japanese Empire, in South-East Asia, and are desperate to increase production of military supplies at any cost.

This frightful vision of the future is seen through the eyes of an unusual central character, Mark Hoffmann. Hoffmann is a privileged and highly honored biochemist with a grown son. He also leads a double life: on the surface he is a collaborator with the Nazi regime, while in reality he is a leader of the "Unknowns", an underground movement aimed at the total destruction of the Nazi state. Since Mark Hoffmann, the industrialist, has been forced to pretend allegiance to the Nazis in order to protect his position as Mark Hoffmann, leader of the resistance, we have the unique ability to see this deadly world from both sides of the same coin.

In the development of *KRONOLOG*, we literally had to create a new world -- one similar to our own in some ways and yet drastically different in others. This world was "fleshed out" by creating plausible background material that was used to support the suppositions we made for the game's actual environment. The player has immediate on-screen access to much of this information. At any point in the game, the player may press the PIM button to retrieve a wealth of historical and biographical data about the locations, characters and events (perhaps even a clue or two) that make up this world in which the key to survival is time itself.
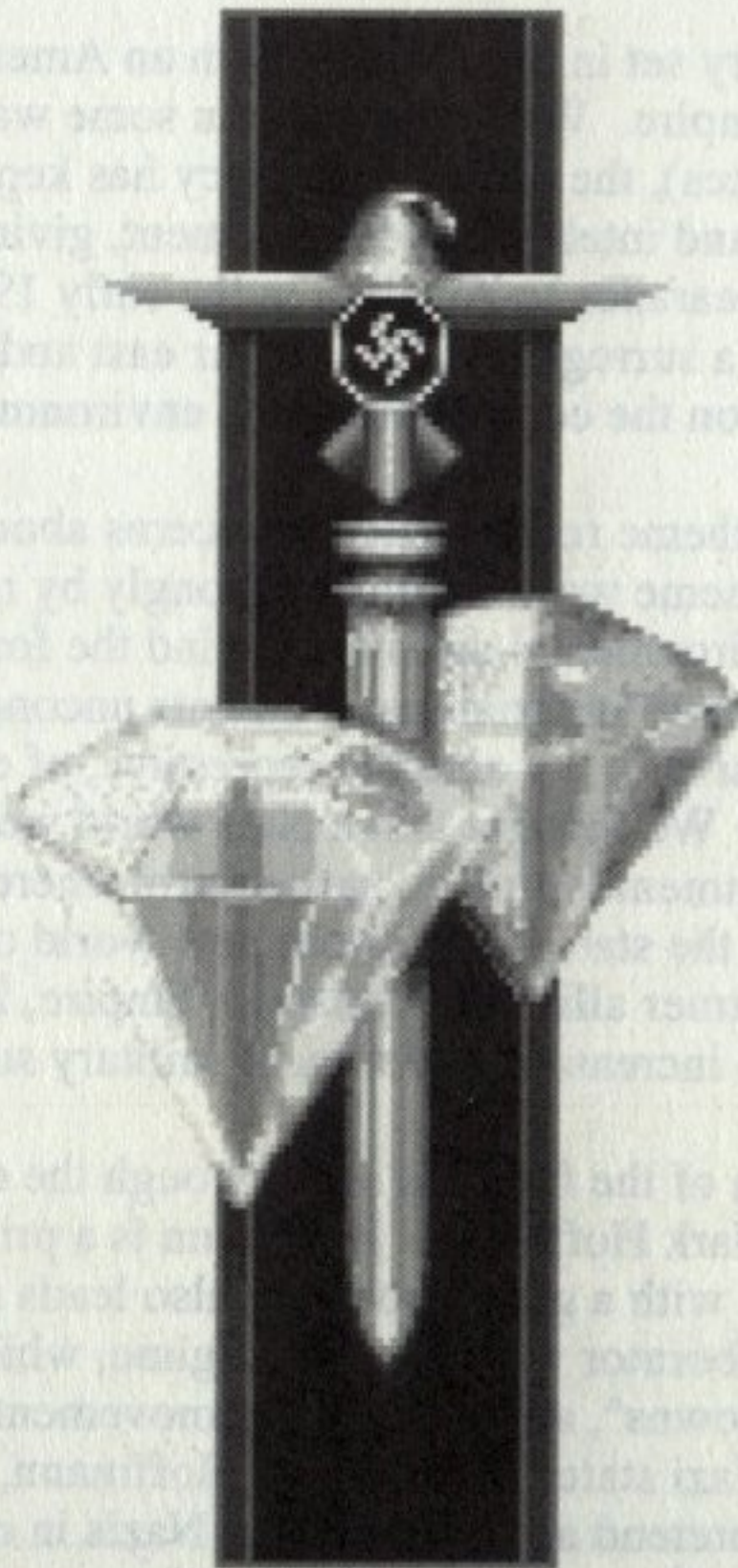
How To Use The Kronolog Graphic Interface

GENERAL INSTRUCTIONS

Use the MOUSE (or trackball) to select an object, a person, or an interface button. Position the point of the mouse arrow over your selection on the screen, then CLICK the left mouse button.

> NOTE: CLICK means press the left mouse button once.
> RIGHT-CLICK means press the right mouse button once.
> The *KRONOLOG* interface does not require or respond to double-clicks of the mouse buttons, nor does it use the center button on a 3-button mouse.

The KEYBOARD cannot be used to replace any mouse functions for playing the game. The *KRONOLOG* interface accepts input from the keyboard only when the Save Game Panel prompts you to type a title or description under which a game is to be saved.

Fatal decisions, which result in Mark Hoffmann's death, will display a special screen informing you of your mistake. CLICK the left mouse button to return to the garage at One Main, NADA Headquarters, where you can start playing a new game from the beginning or you can load a previously saved game and resume play from that point.

In the unlikely event that the game locks up or crashes, the safest action is to turn your computer's power off, wait 30 seconds, and turn the power on again. You can then load *KRONOLOG* into memory and start a new game or load a game which has previously been saved.

THE INTERFACE BUTTONS AND WINDOWS

KRONOLOG's interface includes eight buttons at the bottom of the game play screen. The buttons (from left to right) are: CONTROL PANEL (Sliders), PERSONAL INFORMATION MANAGER (PIM), LOCATOR (Map), INVENTORY (Valise), TALK (Mouth), WALK (Boot), LOOK (Eye), and TOUCH (Hand).

The HELD OBJECT window is between the INVENTORY button and the TALK button. The EXIT SCENE button appears at the top center of the screen only when it is needed.

THE ACTION BUTTONS

The four buttons that control Mark Hoffmann's actions may be selected in two ways:

❖ CLICK the mouse pointer on one of the four action buttons.
❖ With the mouse pointer anywhere on the screen, cycle between the action buttons by RIGHT-CLICKING.

To TALK to another character on-screen, you must initiate a conversation between that character and Mark Hoffmann. To do this, CLICK on the TALK button, then CLICK on the selected character. If a dialog is possible, it will begin and automatically continue to its end. Mark Hoffmann must be next to the other character to engage in the conversation.

To WALK Mark Hoffmann, CLICK on the WALK button, then do one of the following:

To WALK him away from you, CLICK directly above him.
To WALK him toward you, CLICK directly below him.
To WALK him to the left or right, CLICK beside him at about waist height.

NOTE: Mark Hoffmann can only WALK in straight lines forward, backward, to the left, or to the right. You will need to maneuver him around any obstacles in his path.

To LOOK at something in a scene, CLICK on the LOOK button, then CLICK on whatever is to be examined. LOOKING at something will display either a "windowed" overlay with a text message or a close-up view of the item. To remove a text message or a close-up view from display, simply CLICK anywhere outside its overlay window.

To TOUCH (Take, Use, Or Manipulate) an object, CLICK on the TOUCH button, then CLICK on the selected object. What happens to the object depends on the context in which it is TOUCHED. If it is an item that can be picked up, it will go into Inventory. If it is a pushbutton switch, it will be pushed. If it is an unlocked door, it will be opened. At times, TOUCHING an item will cause a window to open with a close-up view of that item. Further manipulation of that item or other items now revealed may be possible.

THE GAME UTILITIES BUTTONS

The utility buttons are selected by CLICKING on them. When one of these buttons is CLICKED, a "windowed" overlay will appear on screen. Some of these overlays have their own sets of control buttons. While these overlays are active, the *KRONOLOG* interface buttons will not be operative. To exit from these overlays and return to game play, simply CLICK outside the frame of the overlay.
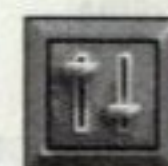
The CONTROL PANEL button displays the CONTROL PANEL window and provides access to its functions. CLICK on the CONTROL PANEL button to open the CONTROL PANEL window. The buttons on the CONTROL PANEL provide the following services:

The INFO (Question Mark) button gives basic information regarding the use of the *KRONOLOG* interface, the current version of the game, and sources for technical and game play assistance.

NOTE: CLICK on the small arrow buttons to the right of the text display screen to page up or down through the displayed information.

The SAVE GAME (Arrow Pointing to Disk) button divides the large white rectangle at the top of the control panel into 7 slots for text. The top slot will display the word "-NEW-". Descriptions of previously SAVED games (actually, points at which the games were SAVED) will be displayed in the other slots. Up to 100 games can be SAVED. If more than 6 games have been SAVED, you can page through all currently SAVED game descriptions by CLICKING on the small arrow buttons to the right of the text display. To SAVE a new description, CLICK on the slot that displays the characters "- NEW -", or you may replace an existing SAVED game by CLICKING on the title of the game to be replaced. A one-line edit window will appear with instructions to type in a description for the new game to be SAVED. Press the RETURN key to finish SAVING the description and game information, and to return to game play.

The LOAD GAME (Arrow Pointing Away From Disk) button divides the large white rectangle at the top of.the Control Panel into 7 slots displaying descriptions of previously SAVED games. Up to 100 SAVED games may be available. The screen displays as many as 7 descriptions at a time. It is possible to page through the descriptions of all currently SAVED games. This is done by CLICKING on the small arrow buttons to the right of the text display. To LOAD a previously SAVED game, CLICK on the description of the location at which you wish to automatically resume play.

The PLAY button returns the player to game play. Game play may also be resumed by CLICKING anywhere outside the Control Panel window.

The QUIT button quits the game and returns control of the system to DOS with the familiar C:> prompt.

WARNING!! If you terminate *KRONOLOG* by turning your computer's power off while you are still in the game, files that store information to pass to future games may be lost.
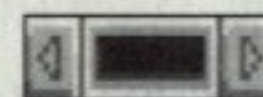
The SPEED control varies the speed at which the game's animations are displayed on screen. The player with a 386SX computer system may want to increase the speed, while a player with a 486DX computer system may find a slower speed more comfortable.
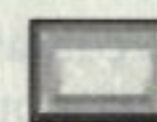
The SFX button toggles the sound effects and the voices on and off. There is no way to control the actual volume of these digitized sounds from within *KRONOLOG*.
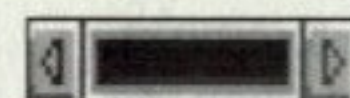
The MUSIC control increases or decreases the volume of the game's MIDI music. We have tried to balance the levels of sound effects, voices, and music in the game, however, different sound cards control relative volumes of sound, voices, and music by various methods which may not be controllable by *KRONOLOG*. You may find it necessary to use your sound card's software to set the desired maximum volumes, balanced for digital sound and MIDI music, and then use *KRONOLOG*'s MUSIC control for final adjustment of relative levels.

The PERSONAL INFORMATION MANAGER (PIM) button calls up a panel which displays Mark Hoffmann's link to NADAnet, an on-line service for NADA officials, top ranking businessmen and their families. NADAnet provides a wealth of biographical, historical and current event information, as written and interpreted by *official sources*. Mark Hoffmann's PIM includes an unauthorized private message base which is not linked to the NADAnet. This secured data area is the repository of decoded messages sent in coded form to Mark Hoffmann over the network. Navigation through NADAnet is by means of a menu tree which helps you find the information you want. CLICK the PIM button to display the PIM overlay. CLICK on the topic of interest in the current menu. Each time another menu is displayed, CLICK on the topic of interest until the information text is displayed. When you have read the displayed text, CLICK the left mouse button to view any additional screens of data or, if there is none, to return to the NADAnet Welcome screen. At this point you may choose another menu item or you may return to game play by CLICKING outside the PIM overlay.

The LOCATOR button displays information about your current location. This information may include descriptions of time, date, and physical location, as well as historical data that may be useful to the player. To exit from the Locator, CLICK anywhere outside its overlay panel.

The INVENTORY button activates a panel which contains 12 cells; each cell can hold one inventory object, so no more than 12 objects can be stored in Inventory at any one time. Store an object in Inventory during game play by TOUCHING it. If Inventory is full, you will be prompted to remove an object from Inventory before trying to add another; if not, then the TOUCHED object will vanish from its original location and appear in one of the Inventory cells. The Inventory Panel contains 3 buttons that are used to EXAMINE (Eye with Magnifying Glass), PICK UP (Hand), and DISCARD (Trash Can) inventory objects. To exit from the Inventory Panel, CLICK anywhere outside its frame.

To EXAMINE an inventory object (it is possible to have multiple inventory objects that look the same) for information about that object , CLICK the EXAMINE button, then CLICK on the inventory object which is to be EXAMINED.

To USE an inventory object, CLICK on the PICK UP button, then CLICK on the object to be USED. The selected object will disappear from the Inventory Panel and will reappear in the HELD OBJECT window located at the center bottom of the game play screen. Exit from the Inventory Panel by CLICKING outside its frame. If the TOUCH button is not lighted, CLICK on it. Then CLICK on the location on the screen where you wish to USE the inventory object. If nothing happens to the object or a message is displayed informing you that such a USE is not possible, the object will remain in the HELD OBJECT window until another object is selected.

To COMBINE inventory objects, CLICK on the PICK UP button, then CLICK on the first of the two objects to be combined. This object will move from the Inventory Panel to the HELD OBJECT window. CLICK on the second object. If the two objects can be combined, a new COMBINED object will replace the second object and the first object will vanish from the HELD OBJECT window; otherwise, the second selected object will move to the HELD OBJECT window and the first object will return to the Inventory Panel.
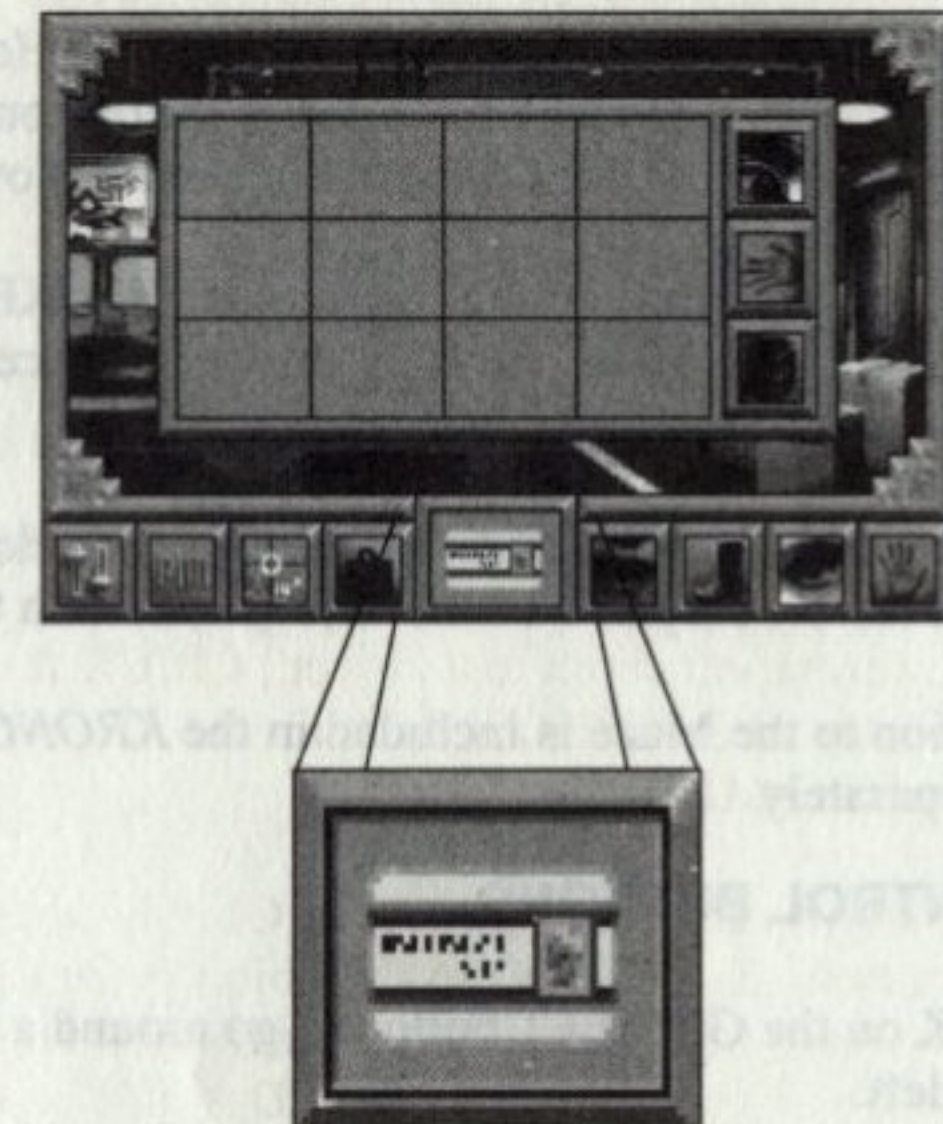
The Inventory Panel with the Held Object window brought forward.

To DISCARD an inventory object, CLICK on the DISCARD button, then CLICK on the object to be DISCARDED.

WARNING!! Once an inventory object has been DISCARDED, there is no way to retrieve it during play of the current game. It can only be made available again by LOADING another SAVED game from which it had not been DISCARDED when that game was SAVED.

The Maze

CHARACTERISTICS OF THE MAZE

KRONOLOG does not refer to the Maze by that name on-screen, but it is easy to recognize as it is seen from Mark Hoffmann's point of view. If the player cannot find the Maze or, once it is found, cannot guide Mark Hoffmann to the correct exit, it will be impossible to complete the game.

SPECIAL CONDITIONS IN THE MAZE

It is not possible to SAVE or LOAD a game while Mark Hoffmann is in the Maze; therefore, the best strategy to keep the Maze from killing him repeatedly is for the player to draw a map of successful moves.

As soon as one of the four Maze control buttons is CLICKED and Mark Hoffmann moves within the Maze, the only active interface buttons will be the TOUCH button and the four Maze control buttons.

TOUCHING any of the numerous exits will allow Mark Hoffmann to leave the Maze; however, only two of the exits permit him to remain alive.

The detailed solution to the Maze is included in the *KRONOLOG Hint Book*, available separately.

THE MAZE CONTROL BUTTONS

CLICK on the GO LEFT button to go around a corner to the left.

CLICK on the GO FORWARD button to go forward.

CLICK on the GO RIGHT button to go around a corner to the right.

CLICK on the TURN BACK button to turn around 180 degrees and return to the previous location in the Maze.

The Nada Decrypter
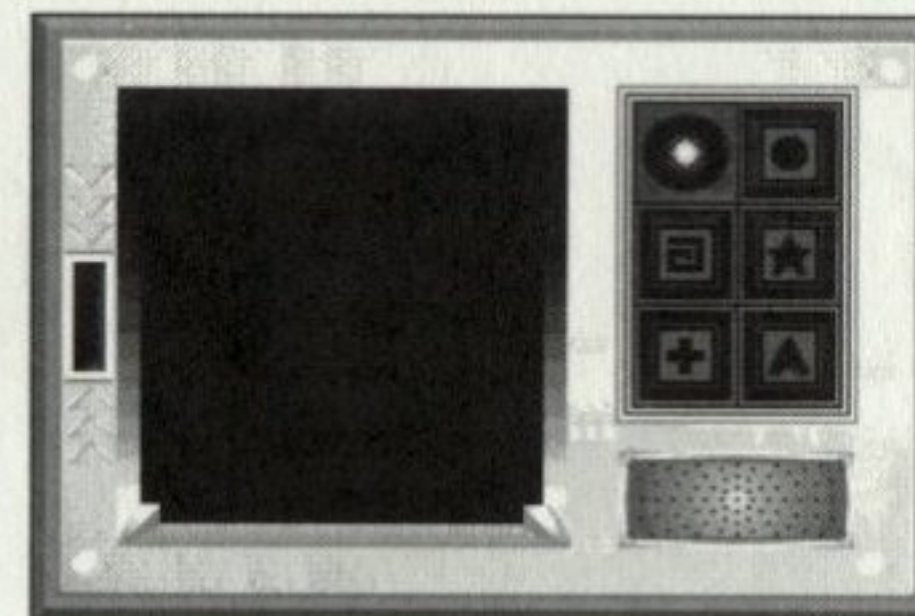
HOW TO FOLD THE NADA DECRYPTER

PLEASE DO NOT DO ANYTHING TO YOUR DECRYPTER UNTIL YOU HAVE READ THESE INSTRUCTIONS.

The decrypter is shipped as a flat sheet, scored along all fold lines and fully cut and punched. Your decrypter will last longer if you do NOT hard crease any of the folds.

Place the decrypter on a flat surface so that the symbols (keys, dots, stars, plus signs, and arrows) are visible. Carefully fold hexagon "A" on the scored line so that it covers the center (symbols) hexagon. Check the alignment of hexagon "A"; a symbol should be visible through each of the 9 numbered holes pre-punched in "A". Unfold hexagon "A" so that it lies flat and does not interfere with the folding of any other hexagon. Fold, check alignment, and unfold hexagons "B", "C", and "D" just as you did hexagon "A". Your decrypter is now ready to use.

WHEN THE NADA DECRYPTER MUST BE USED

You must use the decrypter each time the monitor in the following panel displays a request for you to confirm your identity.


HOW TO USE THE NADA DECRYPTER

The "CONFIRM YOUR IDENTITY ..." message will disappear and be replaced by a screen showing a column with five codes, each consisting of one letter and one digit.

❖ CLICK on the TOUCH button.

Find and key the symbol corresponding to each letter-number code as follows:

> Fold the appropriate hexagon marked with the code letter (A, B, C or D) over the symbols hexagon. On the keypad of the security panel, TOUCH the button with the same symbol that is visible through the hole on the decrypter hexagon which is marked with the code number. When the button changes color momentarily and the top letter-number code is cleared from the monitor screen, the symbol has been registered. Unfold the lettered hexagon and repeat the process for each of the remaining codes.

After the game has accepted all five symbols, it will check for errors. If all five are correct, the game will continue; if not, you will be prompted to try again. Five new letter-number codes will be displayed. Any errors in the second series will terminate the game and return you to DOS.
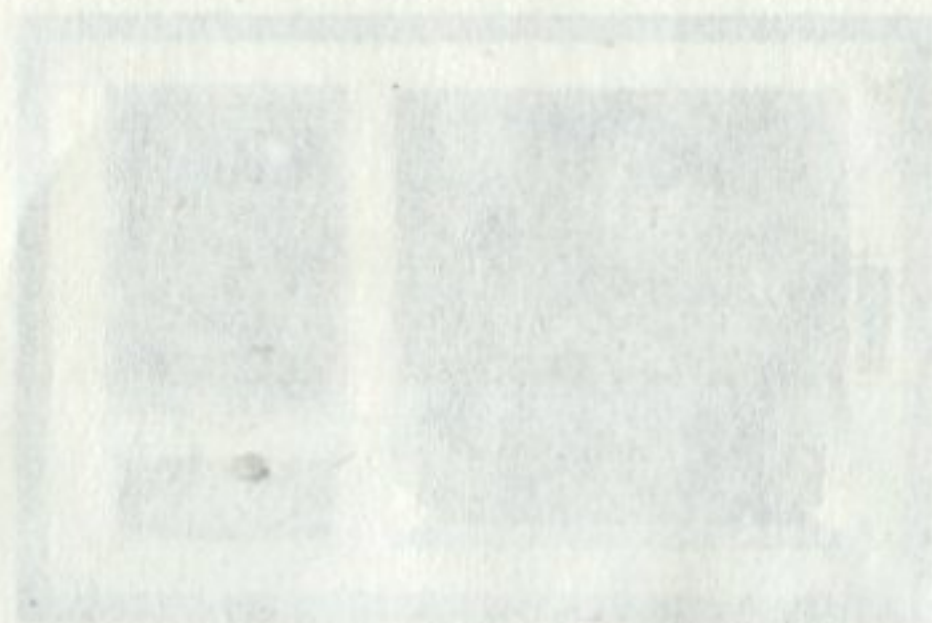
Strategies and Suggestions

DEFINITIONS YOU WILL NEED TO KNOW

❖ SCENE - a full-screen view, such as an office.

❖ OVERLAY PANEL - a graphic of any size that is displayed in front of a SCENE or another OVERLAY PANEL. Close-up views, game utilities, the Maze, text messages, and dialogs are displayed as OVERLAY PANELS.

❖ LOCATION - the place where a group of interconnected SCENES are found, such as a building in which several offices are located.

ABOUT SAVING AND LOADING GAMES

SAVE THE GAME FREQUENTLY. Selecting and LOADING the appropriate SAVED game eliminates the bother (and wasted time) of having to replay the game from the first scene of the first location every time you find that you have made a mistake.

IT IS ESSENTIAL THAT YOU UNDERSTAND THE FOLLOWING ABOUT SAVED AND LOADED GAMES.

❖ SAVING a game saves the results of every play you have made from the beginning of the game to the point at which you are SAVING the game.

❖ Each time you LOAD a SAVED game, you resume playing the game at the point at which it was SAVED. Beyond that point you will be playing a NEW game.

❖ Once you have SAVED a game, *KRONOLOG* will not change any detail of that SAVED game in response to anything else you may do from that point forward in the game. You can replace a SAVED game with another SAVED game, but there is no way to merge information from one SAVED game with another.

WHEN TO SAVE A GAME

❖ Always SAVE the game before initiating any action that you feel will place Mark Hoffmann in harm's way.

❖ Even if the situation does not seem hazardous, SAVE at every second or third scene.

❖ *KRONOLOG* can store a maximum of 100 SAVED games, so after you have played a number of scenes successfully, you may need to eliminate some SAVED games to make space for others. This is a good idea, but don't eliminate too many. As in real life, anything you do can have far-reaching consequences; you never know how far back you may need to go to correct a problem.

❖ If you exceed the 100 SAVED games limit, a text message will prompt you to replace an existing SAVED game.

❖ The most recently SAVED game description is always displayed as the topmost description on the SAVED GAMES and LOAD GAMES lists. This makes it quick and easy to find your last SAVED game. Because the order in which descriptions are displayed may change when you replace SAVED games, it is important that you devise descriptions that are unique and easy to recognize. Many Players find it useful to include the date (or the date and time) of each SAVE in its description. To help you word the description, you can find information about your *location* by CLICKING the LOCATOR button. Information about the *scene* you are in is frequently available by LOOKING at remote areas of the scene, such as the ceiling of a room.

❖ Except in the Maze (where a game can never be LOADED or SAVED), a game can be SAVED at virtually any point in the game play as long as the arrow shaped mouse pointer is active. When you LOAD a SAVED game, the first graphic displayed is always the scene that was on screen at the time of the SAVE. The LOADED scene graphic and the current state of the game will include the results of everything you did in the scene and in any interactive overlay panels before the SAVE.

ABOUT USING THE MOUSE (OR TRACKBALL)

❖ Watch the screen very carefully every time you CLICK, to be sure that the action you expect from the CLICK takes place. If it does not, reconsider the situation on screen before you CLICK again. Depending on where you CLICK and what is displayed on screen, a CLICK can remove an overlay panel from display, select an action for Mark Hoffmann, select the target of such an action, select a game utility, or complete a step in the operation of a game utility.

❖ Watch the screen very carefully at the instant you CLICK, to be sure that you do not miss any screen-displayed actions caused by the CLICK. Be especially watchful when you have Mark Hoffmann do anything. Some actions are displayed immediately after the CLICK, and failure to observe such actions can impede your progress through the game. The interval between a CLICK and the action, and the animation speed of the action both depend upon the setting of *KRONOLOG*'s SPEED control (on the Control Panel) and upon the speed of your computer.

❖ *KRONOLOG* contains *timed action sets*. Each of these is a set of things you must do within a given number of seconds after the CLICK that starts that set of actions. *KRONOLOG* does not provide any sound or on-screen graphic to indicate that a clock is ticking so, as in real life, you may not know that a time limit is involved until it is too late. (Remember, SAVE frequently!) Some timed action sets can be recognized from the situations you encounter. An example that does not occur in the game might have Mark Hoffmann light the fuse to a large bomb; you should expect then that you have only a limited amount of time to complete whatever else you must do near that bomb. Each timed action set will have a certain number of seconds within which it must be completed; timed actions are measured with a real-time clock and will be the same no matter how fast or slow your CPU in your computer runs and no matter at what level *KRONOLOG*'s SPEED control (on the Control Panel) is set.

❖ You can fast-forward through dialogs and text messages by CLICKING outside each dialog or text message overlay when you are ready to remove it from display.

❖ You can remove stacked overlay panels from display (one by one) by CLICKING outside the front overlay of the stack. Each time you CLICK, the front overlay panel of the stack vanishes.

❖ *KRONOLOG* does not provide any means to enable you to set mouse cursor acceleration; please refer to the documentation for your mouse handler software for this capability.

ABOUT THE TALK BUTTON

❖ TALK to everyone you encounter and pay careful attention to everything that is said. You never know who will give you information that will be critically important to your chances of successfully completing the game.

❖ Some conversations take place automatically, as a result of other actions, and without any need for you to use the TALK button. As always, pay close attention; every conversation can contain important information.

❖ Some conversations provide information or instructions that will help you decide what to do later in the game.

❖ A conversation may do things for (or to!) Mark Hoffmann other than provide verbal information. If the conversation indicates that something will be put in Inventory, check Inventory after the conversation for the presence of that object.

❖ If you try to TALK to someone and are not successful, WALK closer or stand in a different location relative to the other person and try again.

❖ As in real life, actions produce consequences. Every time you have a chance to TALK to someone, do so; something you have had Mark Hoffmann do may have made it possible for that person to tell you something important that you could not be told in an earlier conversation.

ABOUT THE WALK BUTTON

❖ WALK everywhere you can in every scene, and LOOK frequently between WALKS.

❖ Several essential game sequences are triggered by stopping Mark Hoffmann in certain places; WALKING him across and past these places will not trigger these sequences. You will improve your chances of finding these important stopping places if you observe (LOOK and TALK) extensively, think carefully about what you learn, what is happening, and what you need to do, and stop in many places.

❖ If you find that some obstacle blocks your path, try to find an alternate path. Or LOOK in the scene, in close-ups, and in Inventory for something to help you get past the obstacle. Try to CLIMB on or over obstacles as well.

ABOUT THE LOOK BUTTON

❖ LOOK at everything in scenes and close-up views. EXAMINE every object in the Inventory Panel. The LOOK and EXAMINE functions probably provide more useful information than any other functions in *KRONOLOG*, and with less risk.

❖ LOOKING at anything in a scene or an overlay panel can display one or more text messages, or can display a close-up view.

❖ EXAMINE (in Inventory) will display one or more text messages about the EXAMINED object, and is most useful in telling you about differences between Inventory objects that look identical.

❖ LOOK at everything more than once; what you will see is likely to change as you progress through *KRONOLOG*.

❖ If a LOOK does not produce a close-up view or a useful text message, you may need to try again from a different location. Mark Hoffmann must be close to most things to LOOK at them and some things require that he be in one specific position to LOOK at them.

ABOUT THE TOUCH BUTTON

The states (true or false) of one or more of the following conditions will determine whether TOUCHING an object will cause it to be USED, TAKEN, MANIPULATED, or EXAMINED.

1. There is a HELD OBJECT (from Inventory) that can be USED on the object that is TOUCHED.
2. The object that is TOUCHED can be TAKEN to Inventory.
3. The object that is TOUCHED can be MANIPULATED in some way.
4. One or more text messages can be displayed when the object is TOUCHED.

❖ If condition (1) is true, the HELD OBJECT will be USED to do something to the TOUCHED object. (EXAMPLE: A match could be USED to light a fuse.)

❖ If condition (1) is false and condition (2) is true, the TOUCHED object will be TAKEN to Inventory.

❖ If conditions (1) and (2) are false and condition (3) is true, the TOUCHED object will be MANIPULATED. (EXAMPLE: A door could be TOUCHED to open it.)

❖ If conditions 1, 2, and 3 are false and condition 4 is true, the TOUCHED object will be EXAMINED, displaying one or more text messages about it.

❖ Most of the conditions described above depend upon states assigned to objects when they are defined in the game. States of some objects are altered by the game in response to things you do as you play. These states are often, but not always, apparent from the appearance of objects on screen; a door is open or closed, a lamp is on or off.

❖ You can control which Inventory object is moved to the HELD OBJECT window and you can empty the HELD OBJECT window.

ABOUT INVENTORY

❖ If you have selected an object that cannot be stored in Inventory, the object will remain displayed in the scene or close-up view after you TOUCH it.

❖ If Inventory is full, a text message will notify you. A space will always be cleared in Inventory after DISCARDING an object, but at the cost of losing that object permanently from the current game. USING an Inventory object will clear a space unless that object is one that automatically returns to the HELD OBJECT window or to Inventory after it is USED.

❖ You can always display the Inventory panel to check available space. If the number of objects displayed on the Inventory panel plus the object (if any) displayed in the HELD OBJECT window is 12, Inventory is full.

❖ It is possible for cells in the Inventory panel to contain multiple objects that look identical, and objects in Inventory move from cell to cell as other objects are moved into and out of Inventory. EXAMINE enables you to find the unique characteristics of Inventory objects that look identical.

❖ Inventory objects which can be combined to create new objects may be combined in any order.

❖ There is no way to separate Inventory objects once they have been combined.

❖ Only the HELD OBJECT can be USED on an object in a scene or a close-up view.

❖ To empty the HELD OBJECT window, CLICK on the INVENTORY button to display the Inventory panel. This will move the HELD OBJECT to a cell in the Inventory panel. If nothing else is to be done in Inventory, CLICK outside the Inventory panel to return to the game.

❖ All HELD OBJECTS do not behave the same way after being USED. Some can be USED only once, then vanish from the current game forever. You must retrieve (TAKE) some objects after they have been USED, to return them to Inventory. Some can be retrieved in certain places after being USED, but not in others. Some objects return to the HELD OBJECT window automatically after being USED; this too can happen in certain places and not in others. It only takes a moment to display the Inventory panel and be sure of the status of your Inventory objects; this is time well spent.

❖ The only way to regain use of a DISCARDED Inventory object is to LOAD a SAVED game in which that object still exists. Remember that a LOADED game is not connected to the current game or any other SAVED game in any way; each LOADED game must be played all the way forward from the point at which it was SAVED, and nothing you do in any game affects any characteristic of any other SAVED game.

ABOUT THE INFORMATION BUTTON

❖ To display the HOW-TO Index for the *KRONOLOG User's Guide*, CLICK on the INFORMATION button on the Control Panel. Then use the arrow buttons to the side of the text display to page through the list until you find the indexed reference to the item you wish to locate in the *User's Guide*.

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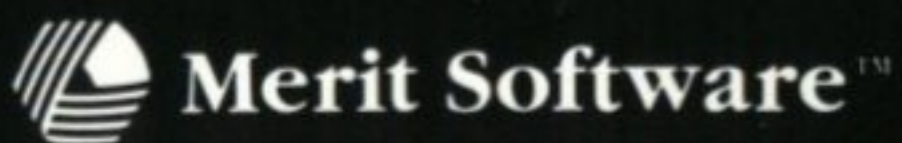Bobby Jennings

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