

Sam Mallard

The case of the missing Swan



Instruction Booklet

Story

The clock had turned midnight and I was just about to leave my office when there was a knock on my door.

It was a Mr. Swan, owner of the Swanline shipping company. He explained that his wife was missing and the police had told him that, unless they can prove outright that there was an involuntary disappearance, they just file paperwork.

He said he'd pay me a grand upfront if I could find his wife by morning, no question asked.

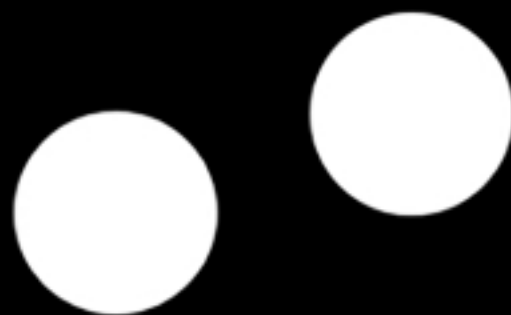
That may be a suspiciously large reward for a simple missing person case, but I haven't had that many jobs lately and my wallet is getting thin...

...so who am I to ask questions?

Controls

**D-PAD -
Move Sam / Cursor**

**Button A - Examine
Button B - Action**



**START - Save game
SELECT - Inventory**

Game screen



Game window

Sam

Infobar

This is my office,
it's small, cramped
and certainly no
penthouse...

Text window

Examine

It's always a good idea to examine an object before using an action. To do that, simply move Sam until the name of the object you want to examine appears in the infobar then press the A button.

Action

To perform an action on an object, press the B button while the object's name is visible in the infobar. The action performed varies depending on the object. You may use the action button to pick up an object, open a door, talk to someone and so on.

Inventory

Press the SELECT button to open your inventory.

Move the cursor with the D-PAD, use the A button to examine and the B button to use an item.

When you want to use an item, make sure that the name of the object you want to use it with is showing in the infobar before you open the inventory screen.

Press the SELECT button to close the inventory screen.



Saving your game

At any time while you're in direct control of Sam, you may save your game simply by pressing the START button.

A message will be shown in the text window to indicate that the game has been successfully saved.

A saved game can be continued from the title screen.

To delete a saved game, hold A+B+LEFT for two seconds while the cursor is on the 'continue' option on the title screen.



Tools used in the creation of this software

Carillon Player

RGBASM

BGB

GBTD

GBMB

GBTDG

Credits

Code, Graphics and Design: snorpung

Music: nordloef

Thanks and greetings to

Aleksi Eeben, Alessandro Grussu,
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In-game font 'Emmaline' by DamienG

