

TELLTALE GAMES PRESENTS

BONE

THE GREAT COW RACE

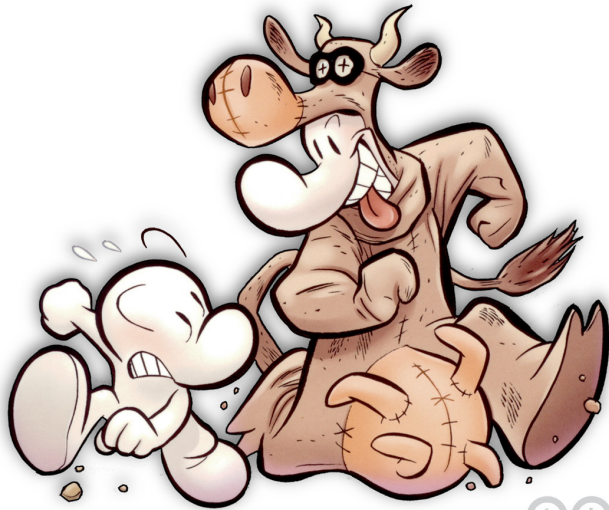


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OUR STORY SO FAR...
THE LOVELY TOWN OF
BARRELHAVEN...

AFTER BEING CHASED OUT OF THEIR BELOVED TOWN OF BONEVILLE AS A RESULT OF ONE OF PHONEY BONE'S SCHEMES, THE BONE COUSINS FOUND THEMSELVES LOST AND SEPARATED BY A HUGE SWARM OF LOCUSTS. GUIDED ONLY BY A MYSTERIOUS MAP HE HAD FOUND, FONE BONE FOUND HIMSELF IN A LUSH GREEN VALLEY WHERE HE MET SOME UNUSUAL CHARACTERS AND STARTED THE SEARCH FOR HIS COUSINS.

WHILE STAYING AT THE FARM OF THORN - FOR WHOM FONE WAS INSTANTLY SMITTEN - AND THE TOUGH OLD GRAN'MA BEN, FONE BONE WAS BRIEFLY REJOINED WITH PHONEY BONE. THAT IS, UNTIL PHONEY BONE LEARNED OF THE BIG COW RACE COMING UP IN THE TOWN OF BARRELHAVEN AND TOOK

OFF WITHOUT THE REST OF THEM IN ORDER TO GET STARTED ON HIS NEXT BIG SCHEME.

THAT NIGHT, A VICIOUS RAID TOOK PLACE ON THE FARMHOUSE BY A HORDE OF RAT CREATURES. WHILE GRAN'MA BEN HELD THEM OFF, FONE AND THORN MADE A RUN FOR IT AND WERE SAVED BY THE MYSTERIOUS RED DRAGON.

AS FONE BONE, GRAN'MA BEN AND THORN PREPARE TO GO INTO BARRELHAVEN FOR THE SPRING FESTIVAL, MANY QUESTIONS REMAIN. WHY DID THE RAT CREATURES ATTACK THE FARM? WHY DO GRAN'MA BEN AND THE DRAGON SEEM TO KNOW EACH OTHER, EVEN THOUGH GRAN'MA HAD ALWAYS INSISTED DRAGONS DON'T EXIST? AND JUST WHAT IS PHONEY BONE UP TO **THIS** TIME?

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

YOU CAN DOWNLOAD THE GAME FROM OUR WEBSITE. GO TO:

[HTTP://WWW.TELLTALEGAMES.COM/PRODUCTS/BONE_ACT2](http://www.telltalegames.com/products/bone_act2)

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 IT 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, OR CLICKING THE SCROLL ICON IN THE LOWER RIGHT-HAND CORNER OF YOUR SCREEN.



STARTING A NEW GAME

BEGIN ADVENTURE



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

WHO'S WHO

WHO'S WHO



CLICK THIS BUTTON TO SEE A QUICK RUN-DOWN OF THE IMPORTANT CHARACTERS IN THE STORY.

SAVING AND LOADING YOUR GAME

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" 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" OPTION ON THE MAIN MENU, SELECT THE GAME YOU WANT TO LOAD, AND CLICK "LOAD".

OPTIONS

OPTIONS



YOU CAN CHANGE 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 "OPTIONS" BUTTON 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.

GRAPHICS QUALITY

CONTROLS HOW NICE YOUR GAME LOOKS. IF YOU ARE HAVING PERFORMANCE ISSUES, YOU MAY TRY TURNING THIS TO LOW. GRAPHICS QUALITY IS HIGH BY DEFAULT.

HINTS

THIS OPTION WILL TURN HINTS ON OR OFF. IF YOU PREFER TO PLAY THE GAME WITHOUT THE HINTS QUESTION MARK ICON PRESENT IN THE LOWER RIGHT HAND CORNER OF YOUR SCREEN, TURN THIS OPTION OFF. HINTS ARE ON BY DEFAULT.

TUTORIAL

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



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.

SUBTITLES

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

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.

LAPTOP MODE

IF YOU ARE PLAYING ON A LAPTOP COMPUTER AND EXPERIENCING GRAPHICAL OR PERFORMANCE ISSUES, TURNING LAPTOP MODE ON MAY HELP. LAPTOP MODE IS 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, PHONEY OR SMILEY WALK TO THAT LOCATION.

TRY: CLICK ON THE GROUND IN THE TAVERN TO MAKE PHONEY 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 YOUR CHARACTER CAN MAKE. CLICK ON ONE OF THESE RESPONSES TO HAVE YOUR CHARACTER SAY IT.



IF YOU ENTER A DIALOGUE AND SEE MORE THAN ONE CHARACTER'S HEAD ABOVE THE DIALOGUE 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 ONE OF THE BAR PATRONS TO TALK TO HIM.



DOING

WHENEVER YOU SEE THE HAND CURSOR ON AN OBJECT, YOUR CHARACTER 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 YOUR CHARACTER PICKS UP ARE PLACED IN HIS BACKPACK (SEE BELOW).

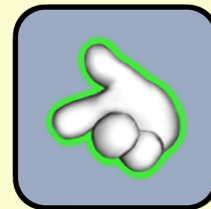
TRY: CLICK ON THE CROOKED PAINTING TO HAVE PHONEY TRY TO STRAIGHTEN IT.



VIEWING

WHEN THE LOOK CURSOR APPEARS OVER AN OBJECT, YOU CAN FIND OUT MORE ABOUT IT BY CLICKING. YOUR CHARACTER WILL LOOK AT THE OBJECT AND GIVE YOU HIS OPINION ABOUT IT. NOTE THAT YOU CAN OFTEN GET MORE THAN ONE PHRASE ABOUT AN OBJECT IF YOU CLICK IT MULTIPLE TIMES.

TRY: CLICK ON ONE OF THE MUGS IN THE BAR TO HEAR PHONEY'S OPINION ON IT.



TRAVELING

THIS CURSOR APPEARS AT THE EDGE OF THE SCREEN TO INDICATE THAT FONE CAN MOVE TO A NEW AREA THAT IS OFF-SCREEN.

USING 'VIEW' ON INTERACTIVE OBJECTS

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.

TRY: RIGHT-CLICK THE BELL IN THE BAR TO ACTIVATE THE VIEW CURSOR, THEN CLICK THE LEFT MOUSE BUTTON TO HEAR PHONEY'S COMMENTS ON IT.

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



ICONS ON YOUR SCREEN



BACKPACK

IN THE LOWER LEFT-HAND CORNER OF THE SCREEN IS YOUR CHARACTER'S BACKPACK. TO SEE WHAT ITEMS HE IS CARRYING AROUND, LEFT-CLICK ON THE BACKPACK ICON. TO USE ONE OF THE ITEMS, LEFT-CLICK IT. THE CURSOR WILL CHANGE TO SHOW WHICH ITEM YOU ARE USING. YOU CAN TRY TO USE THE ITEM ANY TIME 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 VIEW CURSOR, THEN LEFT-CLICK. YOUR CHARACTER WILL THEN GIVE YOU MORE INFORMATION ABOUT IT.



SWITCHING CHARACTERS

WHEN ICONS REPRESENTING THE THREE BONE COUSINS APPEAR IN THE UPPER RIGHT HAND CORNER OF YOUR SCREEN, IT MEANS YOU CAN NOW SWITCH BETWEEN THEM WHENEVER YOU LIKE. THIS CAN BE USEFUL IF YOU FEEL STUCK WITH A PARTICULAR COUSIN AND WANT TO WORK ON SOMETHING ELSE FOR A WHILE. SOMETIMES TO PROGRESS IN THE GAME, IT MAY ACTUALLY BE NECESSARY TO SWITCH TO A DIFFERENT COUSIN AND COMPLETE AN ACTIVITY WITH HIM BEFORE RETURNING TO WHAT YOU WERE WORKING ON.



RETURNING TO THE MAIN MENU

ANYTIME YOU WISH TO GO TO THE MAIN MENU TO SAVE YOUR GAME OR CHANGE A GAME OPTION, CLICK ON THE SCROLL ICON IN THE LOWER RIGHT-HAND CORNER OF YOUR SCREEN.



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 DIE 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. THE GAME AUTOMATICALLY SAVES YOUR PROGRESS FROM TIME TO TIME, AS WELL.

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 GRAPHICS QUALITY TO LOW. 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.

THERE ARE TIMES I CAN'T SAVE MY GAME.

THAT'S TRUE! YOU CANNOT SAVE YOUR GAME DURING INTERACTIVE DIALOGUES OR CUTSCENES. WAIT FOR THE CUTSCENE TO END OR EXIT OUT OF THE DIALOG IN ORDER TO SAVE.

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/
FORUM/LISTFORUMS](http://www.telltalegames.com/forum/listforums)

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