

FRIDAY: DEATH TO ARTHUR YAHTZEE

MANUAL

CONTACT

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WEBSITE

For the complete Saturday series visit

<http://www.arthuryahtzee.co.uk>

THE STORY

You are Arthur Yahtzee, a dole-bludger living in Los Angeles, who is credited with one major event - when the local Federal Research Institute started spawning hideous mutants, he single-handedly stopped them. Now, another branch of FRI in Chicago are spawning more mutants, and this time they're after YOU...

HOW TO PLAY

The game engine is so simple a child could not only use it but think of a harder one as well. When you start the game in the cell, click on one of the buttons in the icon bar in the bottom of the screen to bring it up on the sentence line. Then click on anything in the screen which causes another word to appear in the sentence line when the mouse moves over it - whether it be in the inventory or the main view window.

LOOK AT - get Arthur to take a long, hard look at something.

OPERATE - pick up, push, pull, kick, eat, just generally manipulate something.

SPEAK TO - Arthur tries to strike up a conversation with the object.

USE - Arthur can use an item in his inventory on another item, which can be in the view window or the inventory.

PASSWORDS

The password system enables you to go quickly to another part of the game you visited before. When you are given a new password, you can enter it at the title screen to take you straight to that point, rather than playing through the whole game again afterwards.

THINGS TO DO IN ARTHUR'S WORLD

When you start the game, look at the bars. To do this, click on the LOOK button (an eye) on the icon bar and then click on the picture of the bars in the view window. Arthur will provide a helpful insight into them.

Now let's have a chat - click on the SPEAK TO button (a mouth) and then on the skeleton in the view window. It'll come up as an 'ILL LOOKING BLOKE'. Now Arthur will say something to the skeleton. Wow.

Next we need that mug - OPERATE it (click on the hand then the mug). The picture of a mug appears in the inventory. Here you can look at it, operate it etc. in better detail.

Now to find something to pass the time. click on the USE button (a spanner) and then on the mug in your

inventory. Now click on the bars in the view window.

Arthur will make his presence felt for a short while
before the guard loses his rag...

Now you know the basics, explore Arthur's world
carefully. Be careful not to run into any more Mutants
and, above all, enjoy.

HINTS

- * Try to pick up everything you find. Chances are,
even the most obscure item will find a use somewhere.
- * If you sense danger, try to avoid it. Don't do
anything that might terminally annoy your enemies.
There are many opportunities to die in the game, so
don't forget those passwords!
- * If in doubt, do something to Arthur. Generally,
when he is the only important item on the screen,
you're working with him.
- * If in doubt (again) try combining inventory items.
This may create more useful items with which to use
in the outside world.
- * When you come to a new room, move your mouse around
to see what items can be interacted with. This is
usually obvious but not in some cases. (You can do

stuff with the overhanging beam in the barn, for
example)

CREDIT

Friday: Death to Arthur Yahtzee was conceived, written
and drawn by Ben Croshaw.

Moral support/playtesting: Matthew Linnett