

## MANUAL FOR JACQUELINE WHITE - BAD TROUBLE IN THE RED DESERT



### THE GAME

JACQUELINE WHITE - THE RED DESERT - IS A POINT AND CLICK TYPE ADVENTURE GAME. THE TIME IS EARLY 1920'S. JACQUELINE WHITE, AVIATRIX (PILOT) AND ADVENTURESS EXTRAORDINAIRE, IS WORKING FOR THE TWO BAD PENNIES STUDIOS. STRANGE THINGS STARTS TO HAPPEN.

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#### 1. INSTALL THE GAME

YOU HAVE TWO OPTIONS. YOU CAN USE AN INSTALLER OR YOU CAN MAKE A MANUAL INSTALLATION FROM A ZIP-FILE.

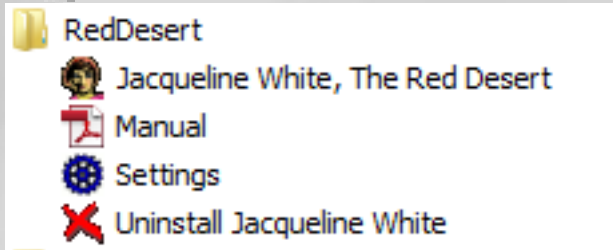
##### 1A. USING THE SETUP INSTALLER FILE

CLICK ON THE SETUP.EXE-FILE AND FOLLOW THE INSTRUCTIONS.

THE GAME WILL BE INSTALLED IN A PROGRAM-FOLDER AS A SUB-FOLDER (RED DESERT). YOU HAVE THE OPTION TO CHOSE ANOTHER FOLDER FOR THE INSTALLATION OF THE FOLDER RED DESERT.

IN THE START-MENU YOU WILL AFTER THE INSTALLATION FIND A GROUP (RED DESERT) WITH 4 OPTIONS;

**JACQUELINE WHITE, THE RED DESERT** STARTS THE GAME  
**MANUAL** OPENS THIS DOCUMENT  
**SETTINGS** WINSETUP.EX GIVES YOU THE POSSIBILITY TO CHANGE DIFFERENT SETTINGS FOR THE GAME, INCLUDING PLAYING THE GAME FULL-SCREEN OR IN WINDOWED\_MODE (640X400). THE DEFAULT SETTING IS WINDOWED\_MODE.  
**UNINSTALL** TO UNINSTALL THE GAME.



THE INSTALLER IS SET TO INSTALL A SHORTCUT ON YOUR DESKTOP. YOU CAN UNCHECK THAT OPTION IF YOU DON'T WANT TO HAVE A DESKTOP SHORTCUT.

IN THE FOLDER RED DESERT YOU WILL FIND TWO SUB-FOLDERS, DOCUMENTS AND ICONS.

DOCUMENTS HOLDS THIS MANUAL AND THE LICENSE/TERMS OF USE DOCUMENT.

ICONS HOLDS THE ICONS INTENDED FOR THE FILES AND DESK-TOPT SHORTCUT. IF THEY ARE NOT CORRECTLY IN PLACE AFTER THE INSTALLATION YOU HAVE THE POSSIBILITY TO CHANGE ICONS TO WHAT THEY ARE SUPPOSED TO BE.

### 1B. USING THE ZIP-FILE

UNZIP THE FILE AND PLACE THE FILES INSIDE IT IN A FOLDER OF YOUR CHOICE. IF YOU CHOSE THIS ALTERNATIVE YOU'RE EXPECTED TO NOT NEED INSTRUCTIONS ON HOW TO MAKE THE INSTALLATION.

## 2. LICENSE/TERMS OF USE

THIS GAME IS FOR NON-COMMERCIAL USE ONLY. IT'S FREE TO PLAY AND DISTRIBUTE AS IT IS, BUT YOU MAY NOT SELL IT.

THE LICENSE.TXT HOLDS SOME ADDITIONAL TEXT BUT THAT IS THE CORE OF IT.

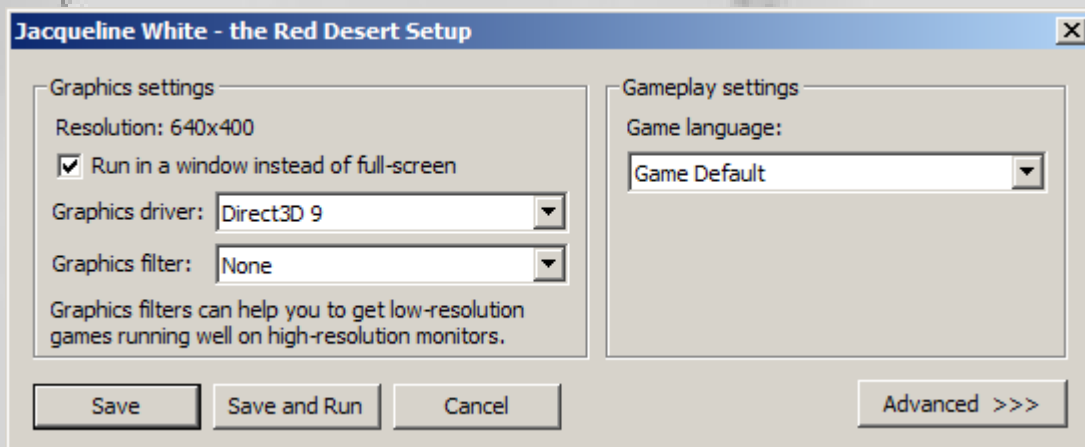
## 3. SETTINGS

USING THE SETTINGS OPTION IN THE START MENU OR BY CLICKING OT THE WINSETUP.EXE FILE YOU START A PROGRAM FOR SETTING DIFFERENT FUNCTIONS FOR THE GAME.

YOU CAN CHOSE IF THE GAME SHOULD RUN IN A WINDOW (640X400) OR IN FULL SCREEN.  
YOU CAN CHOSE GRAPHICS DRIVER AND GRAPHICS FILTER.

THERE ALSO ARE SOME MORE ADVANCED OPTIONS FOR SETTING.

YOU CAN SAVE THE NEW SETTINGS OR YOU CAN CHOSE TO SAVE AND RUN, IF YOU WANT TO START UP THE GAME AFTER SAVING THE NEW SETTINGS.



#### 4. USING THE MOUSE

IN MOST CASES YOU OPERATE THIS GAME USING THE MOUSE. GENERALLY BY PRESSING THE LEFT MOUSE-BUTTON. THERE ARE FIVE CURSOR MODES.

##### ARROW ICON

**WALKING:** SHOW WHERE JACQUELINE SHOULD WALK TO BY LEFT CLICKING ON THAT SPOT.

**PICK ITEM:** LEFT CLICK TO USE AN ITEM FROM THE INVENTORY. RIGHT CLICK TO PUT THE CHOSEN ITEM BACK.

##### EYE ICON

**LOOK:** LEFT CLICK ON OBJECT OR PERSON TO EXAMINE.

##### SPEECH BALLOON

**TALK:** LEFT CLICK ON A PERSON TO START A DISCUSSION.

##### FINGER ICON

**INTERACT:** LEFT CLICK ON AN OBJECT TO INTERACT WITH IT.

##### CROSS-HAIR ICON

**SHOOTING:** AIM WITH CROSS-HAIR. FIRE WITH LEFT CLICK.

YOU CAN CHANGE THE CURSOR MODES BY PRESSING THE RIGHT MOUSE BUTTON. NOT ALL MODES ARE AVAILABLE ALL THE TIME.

## 5. KEY SHORT CUTS

**CTRL + Q** OPEN QUIT-IALOG  
**F5** OPEN SAVE-DIALOG  
**F7** OPEN LOAD-DIALOG  
**F9** RESTART  
**F12** TAKE A SCREEN-SHOT,  
 WILL NOT WORK DURING MOVIE CLIPS .  
 THE SCREEN-SHOT WILL BE SAVED IN THE SAVE GAME FOLDER, AS  
 SCRNSHOT001.BMP, SCRNSHOT002.BMP, AND SO ON.  
**ESC** SKIP MOVIE CLIP, GO TO MAIN MENU  
**ARROW-KEYS** CAN BE USED FOR WALKING. DOESN'T WORK WELL FOR STAIRS OR ROUGH TERRAIN.

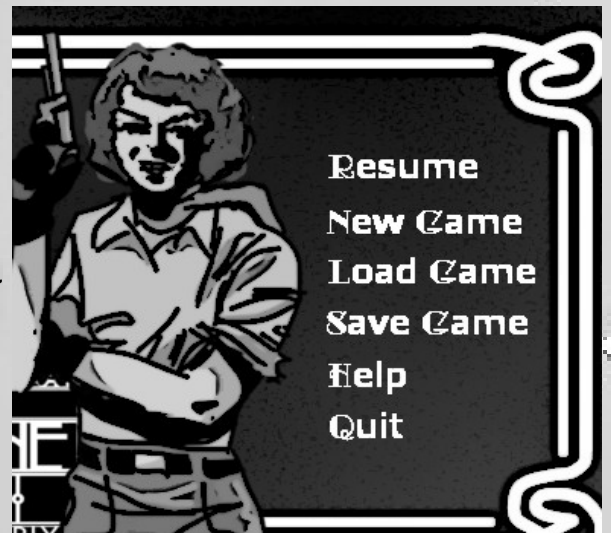
## 6. MAIN MENU

THE MAIN MENU HOLDS 6 OPTIONS;

**RESUME** RESUME A GAME AFTER PAUSE  
**NEW GAME** START A NEW GAME  
**LOAD GAME** START A SAVED GAME  
**SAVE GAME** MAKE A SAVE-POINT IN THE GAME  
**HELP** OPENS A SHORTER VERSION OF THIS MANUAL  
**QUIT** QUIT THE GAME. WILL ASK YOU TO CONFIRM  
 THAT YOU WANT TO QUIT THE GAME.

NOT ALL OPTIONS ARE AVAILABLE ALL THE TIME.

DURING THE GAME YOU CAN USE THE HOME ICON IN THE  
 ICON BAR TO PAUSE THE GAME AND GO TO THE MAIN  
 MENU, TO USE ANY OF THE AVAILABLE OPTIONS THERE,  
 IE. SAVING THE GAME UP TO THAT POINT, BEFORE YOU RESUME THE GAME OR QUIT IT.



## 7. ICON BAR



THE ICON BAR HOLDS  
 A HOME ICON  
 A TRAVEL ICON

A HINTS ICON  
 AN INVENTORY FIELD

TO GO TO THE MAIN MENU  
 OPENS MAPS FOR TRAVELING WITH MOTORCYCLE OR AIRPLANE. THE  
 MAPS SHOWS THE DESTINATIONS THAT ARE AVAILABLE TO YOU. THIS  
 FUNCTION CAN ONLY BE USED WHEN YOU ARE AT A PLACE WHERE THERE  
 IS A MOTORCYCLE OR AN AIRPLANE. YOU CAN SHIFT BETWEEN THE  
 MOTORCYCLE MAP AND THE AIRPLANE MAPS WITH TABS AT THE TOP OF  
 THE MAPS IF BOTH OPTIONS ARE AVAILABLE. YOU CAN ALSO OPEN THE  
 MAPS BY LEFT-CLICKING THE MOTORCYCLE OR THE AIRPLANE.  
 TO HELP YOU WHEN YOU GET STUCK  
 AREA THAT HOLDS YOUR ITEMS. ON EITHER SIDE OF THE FIELD IS AN  
 ARROW FOR SCROLLING LEFT OR RIGHT IF YOU HAVE MORE ITEMS THEN  
 CAN BE SHOWN.

## 8. ITEMS

SOME ITEMS YOU CAN PICK UP IN THE GAME BY LEFT-CLICKING ON THEM USING THE FINGER ICON CURSOR. SUCH ITEMS WILL BE ADDED TO THE INVENTORY FIELD. YOU CAN PICK AN ITEM FROM THE INVENTORY FIELD BY LEFT-CLICKING ON IT USING THE ARROW ICON CURSOR. A CHOSEN ITEM CAN BE USED WITH AN OBJECT OR A PERSON IN THE GAMER. SOMETIMES A CHOSEN ITEM CAN BE USED TOGETHER WITH AN OTHER ITEM IN THE INVENTORY FIELD.

## 9. DIALOG

AN IMPORTANT PART OF THE GAME IS TO TALK WITH OTHER PERSONS (NON-PLAYER CHARACTERS) IN THE GAME.

YOU CAN START A DIALOG BY LEFT-CLICKING ON A PERSON USING THE SPEECH BUBBLE ICON CURSOR.

DURING A DIALOG YOU WILL BE GIVEN OPTIONS ON WHAT YOU CAN SAY AT THE BOTTOM OF THE SCREEN. DEPENDING ON YOUR CHOICES, NEW OPTIONS MAY BE ADDED OR OPTIONS MIGHT BE REMOVED.

YOU CAN FAST-FORWARD THROUGH CONVERSATIONS BY LEFT-CLICKING. EACH CLICK MOVES YOU TO THE NEXT LINE OF DIALOG. BE CAREFUL WHEN USING THIS OPTION. YOU MIGHT MISS IMPORTANT CLUES IF YOU SCROLL THROUGH A DIALOG TO FAST.

## 10. ACKNOWLEDGMENTS

THE GAME WAS MADE USING ADVENTURE GAME STUDIO CREATED BY CHRIS JONES.  
[HTTP://WWW.ADVENTUREGAMESTUDIO.CO.UK](http://www.adventuregamestudio.co.uk)

VARIOUS FREE-WARE FONTS AND SOUND EFFECTS HAVE BEEN USED IN THIS GAME.