



Midnight Circus

Midnight Circus Manual

PLAYING THE GAME

Starting a New Game

To start a new game, simply click the Play button on the home screen once the game has opened. This will begin the entire game from scratch at the beginning.

Using the Icon Bar

The Icon Bar is the strip of buttons that you see when you move your mouse to the top of the screen. From left to right, they are the *Walk*, *Touch*, *Talk*, *Item*, *Inventory*, and *Settings* icons. Moving your mouse down from the top of the page will cause the icon bar to disappear.



The *Walk* Icon: Clicking this will change your cursor to the walk icon, a person on the move. Clicking anywhere on the screen with the walk icon will cause Mary to walk there (or get as close as she can, if there is something in her way).

The *Look* Icon: Clicking this will change your cursor to the look icon, an eyeball. Clicking anywhere on the screen with the look icon will cause Mary to look at it and report details on what she sees.

The *Touch* Icon: Clicking this will change your cursor to the touch icon, a pointing hand. Clicking anywhere on the screen with the touch icon will cause Mary to attempt to touch or interact with whatever you clicked on.

The *Talk* Icon: Clicking this will change your cursor to the talk icon, a speech bubble. Clicking anywhere on the screen with the touch icon will cause Mary to talk (or at least consider talking) to whatever you clicked on.

The *Item* Icon: Clicking this will change your cursor to whatever inventory item you last selected from the inventory, and will always have a different icon depending on which item it is. Clicking anywhere on the screen with the item icon will cause Mary to try to use that item on whatever you clicked on.

The *Inventory* Icon: Clicking this will open up the Inventory Menu (see below), where you can select items you are carrying.

The *Settings* Icon Clicking this will open up the Settings Menu (see below), where you can change the game settings, save or load games, and adjust your speed and volume.

The Cursor

Scrolling Through Cursors

In addition to clicking on the buttons on the icon bar, you can also switch between icons by clicking the right mouse button. Each time you click, the cursor will change to the next icon. The cursor cycles in this order:

WALK > TOUCH > TALK > ITEM

If you have no item currently selected, the cursor will skip the item icon and return to the walk icon instead.

The Pointer Cursor



The pointer cursor looks like a large arrow and appears when you are using menus or selecting items from your inventory. It selects whatever you click on and functions the same way a mouse cursor normally does in Windows. The pointer cursor can be cycled off of by right-clicking if there are other available cursors, but it is not part of the normal right-click rotation.

The Hourglass Cursor



The hourglass cursor appears when something is happening that prevents Mary from doing anything. You cannot right-click to change the cursor when the hourglass is present; it will automatically change your cursor back to a usable mode after the event is over. Clicking on things with the hourglass cursor has no effect.

The Inventory Menu

The Inventory Menu shows all the items that Mary is currently carrying, each with their own icon.



To select any item, click on it with the pointer cursor; this will cause the cursor to change to that icon and allow Mary to attempt to use it. To look at, touch, or talk to anything Mary is carrying, click on the appropriate buttons at the

bottom of the window to change the cursor. The cursor cannot be changed through right-clicking while in the inventory menu.

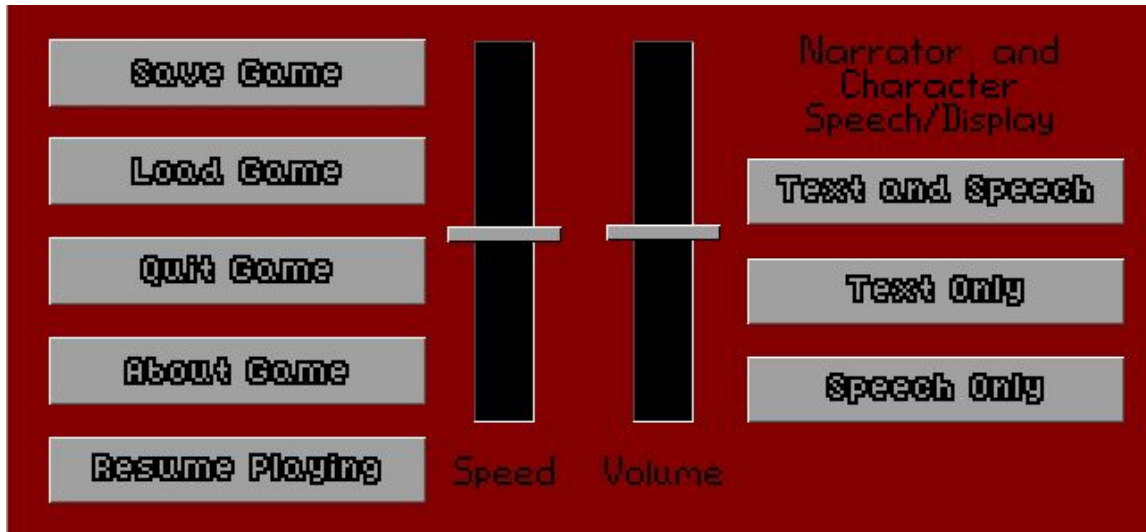
You can also use inventory items on each other by clicking on one and then using the item's icon to click on another.

If Mary has more than a few items, you can click on the up and down arrows on the right to make sure you see all of them. If you don't see something you're sure you picked up, it's probably just up or down a page!

Clicking on the X button with any icon will close the inventory menu and return to the game. Opening the inventory menu pauses the game, so you won't be able to use items on anything or anyone until you close it!

The Settings Menu

The Settings Menu shows all the game settings as well as allowing you to save or load games.



Save Game

The Save Game button allows you to create a new saved game (see below). You will be able to load that saved game in the future in case Mary dies or you have to stop playing.

Load Game

The Load Game button allows you to load a previously saved game and continue from where you left off.

Quit Game

The Quit Game button closes the game (after checking to make sure you really mean it, of course). Quitting the game does not automatically save it, so make sure you save first!

About Game

The About Game button gives you some information about the game and its creators.

Resume Playing

The Resume Playing button closes the Settings window and returns you to the game.

Volume

The Volume slider allows you to change how loud the game is. It controls the background music, the voices of characters that speak, and any noises that might happen over the course of gameplay. The higher the slider, the louder the sound.

Speed

The Speed slider allows you to change how fast the game engine runs. It controls how quickly characters walk and how fast animations go; the higher the slider, the faster the game will run. Setting this slider especially high will move the game along, but it may make some animations and interactions look rushed or jerky.

Speech/Text Controls

There are three options for voice and text controls in the game: *Text Only*, *Text and Speech*, and *Speech Only*.

If you choose Text Only, all narration and character dialogue will be shown via text boxes only and must be read by the player. Text boxes can be removed at any time by clicking anywhere on the screen.

If you choose Text and Speech, all narration and dialogue will be both shown in text boxes and spoken by voice actors, allowing you to read, listen, or both. If you click to remove the text box, the voice line will also stop speaking.

If you choose Speech Only, all narration and dialogue will be spoken by voice actors only. You may stop a voice line from speaking at any time by clicking the mouse anywhere on the screen.

Saving the Game

Saving the game refers to creating a file that saves your progress; it will remember exactly where you were, what items Mary was carrying, and what has happened up to that point. Later, it can be loaded to allow you to continue from where you left off.

Saving a Game

When you click the Save Game button, the list of saved games appears:



You may choose to create a new saved game by clicking in the line at the top and typing in a name for the game, and then clicking the Save button. The game will be saved under the name you have given it.

Alternatively, you can save over an existing save by clicking on its name in the list and then clicking the Save button. This will erase the old version of the saved game and overwrite it with where you are now.

Clicking on the Delete button will delete the saved game that is selected. Be careful not to delete any saved games you want to return to later!

When Should I Save?

All the time! Saving the game prevents you from ending up at a dead end and allows you to go back to where you were if Mary dies or your game is shut down for some reason. The more often you save, the more likely it is that you won't have to go back and redo things to get back to where you were.

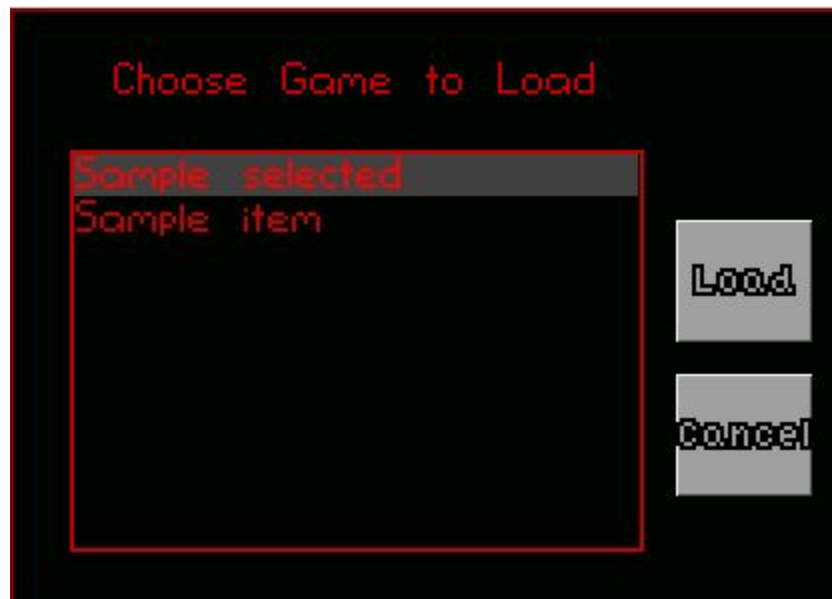
The game will not warn you when something is about to happen that might kill Mary, so use your judgment and intuition and when in doubt, save.

Loading a Saved Game

Loading a game refers to returning to a previously saved game to continue from where it left off.

Loading a Game

When you click the Load Game button, the list of saved games appears:



Click on any of the saved games in the list and then click on the Load button to start them; this will immediately allow you to play from where that saved game last left off. The saved game will remain saved in its current form, so you can load it again in the future.

If you have no saved games, the list will be empty and you will have to start a new game from the beginning.

Keyboard Shortcuts

There are several keyboard shortcuts that allow you to access menus without clicking on the Icon Bar:

- *Ctrl* + *C*: Settings Menu
- *Ctrl* + *L*: Load Game

- *Ctrl* + *Q*: Quit Game
- *Ctrl* + *S*: Save Game

ADVENTURE GAME BASICS

First time playing an old-fashioned adventure game? Here are some quick rules of thumb!

Interact with Everything

If you can look at it, look at it. If you can talk to it, talk to it. If you can touch it, touch it - unless it seems like it might kill you, and then maybe save your game first and then touch it. You never know what things might be clues or what information you might be able to find out by being observant and nosy.

You may occasionally hear a little noise like a chime or a bell. That means you did something that will move you toward succeeding at the game - congratulations!

Be the Criminal You Always Knew You Could Be

Mary has very few tools with which to arm herself to solve this mystery and stay alive long enough to get back to rehearsal tomorrow. She can always use more, so take everything that isn't nailed down! Take things you find lying around and things you have to burglarize someone's belongings to get. Take anything that looks like it might be useful and things that you can't imagine would be useful, too. You never know what she might be able to use to get out of a tight spot.

This is for the most part not a good philosophy for the real world, but keep in mind that Mary is a character who is used to scrounging to get where she's going. Let her petty theft her way to victory.

Solutions are Often Creative

In the game, sometimes puzzles, interactions, or obstacles can be solved or bypassed through the application of extremely creative problem-solving. Maybe Mary can use an apple to block up an engine and stop a car from running. Maybe Mary can give a seemingly useless trinket to someone as a gift and touch their hearts. Maybe Mary can blind a charging yeti with a pie. Just because something doesn't look like it will help doesn't mean that it won't.

If you can't figure out how to solve a puzzle or get past an obstacle, try creative options, even if you aren't sure how or why they would work. Anything Mary is carrying has to be good for *something*, after all.

Characters Always Have Something to Offer

Various other characters will appear throughout the game, some friendly toward Mary and some not. Talk to all of them and interact with them however you think might work; they all have something to offer, even if you don't know what yet!

Some characters will provide useful information, others may give Mary the tools that she needs to succeed, and still others may open doors to allow her access to places she otherwise could not have gone.

Save the Game!

Save the game early, often, and whenever you think there might be Consequences for something you're about to do. This may not be a game with active combat, but there are still ways for Mary to die or box herself into a corner, and you don't want to end up having to start all over!