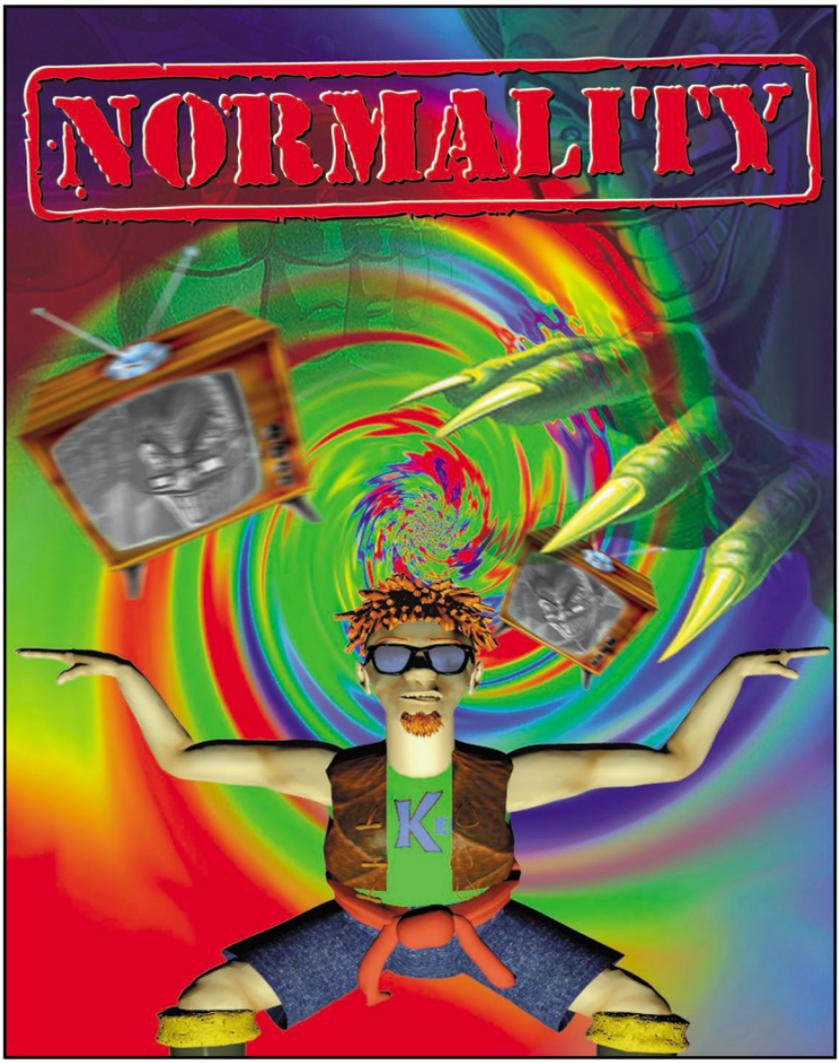


NORMALITY



Here's the Situation...ism

I've just spent seven days in the Blue Pen for whistling an annoying tune and being happy. But it seems there are people out there who feel like me, the strange note written in ear wax that was pushed under the door proved that. It seems that not everyone in Normsville is into monster truck TV programmes and elevator muzak.

All I've got to do now is figure out how to meet such people, in a place like Neutropolis that's not as easy as it sounds.

Stating the Obvious

Talk to as many people as you can, you may have to talk to some people at least twice.

Look/Examine all the objects you can.

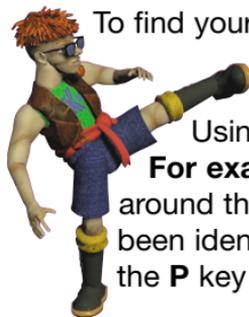
If the Objects are small enough to be carried, pop them in your Sack, you never know when you're going to need them.

Try using all the Objects with each other, some things may not be obvious, nothing in Neutropolis is Normal.

Use the Map (**press M on the keyboard**) to travel around the city.



Controls.



To find your way round your own room and Neutropolis you'll need to use the following Keys and Mouse controls.

Using a combination of both is advised.

For example: Use the mouse to move the pointer around the screen to find useful objects. Once they've been identified and are under the mouse pointer press the **P** key to pick the item up and put it in your inventory.

Keyboard Controls:

ESC:	Bring up the Options screen
Cursor Key Up:	Walk forward
Cursor Key Down:	Move Backwards
Cursor Key Left:	Turn left
Cursor Key Right:	Turn right
SHIFT:	Run (with cursor keys)
Page Up:	Look up
Page Down:	Look down
Home/End Key:	Restore tilt view to centre
E:	Examine item under the mouse cursor
I:	Bring up your inventory
L:	Toggle zoom lens on/off
M:	Display the Map screen
O:	Display the Options screen
P:	Pick up the item under the mouse pointer
T:	Talk to the character under the mouse pointer
U:	Use item under the mouse pointer
F9:	Save game
F10:	Load a saved game
SPACE:	'Voodoo doll' help
. (Full Stop):	To skip to next sentence



Mouse Controls

No buttons pressed

Move pointer around screen to find items in room. When the pointer is passed over a usable/useful object it will be identified by a text call-out on screen. You cannot walk around in this mode.

Right button pressed

Bring up Kent's Voodoo doll to select, **USE, PICK-UP, OPEN, EAT** and **TALK**. See Voodoo doll for the correct way of using it. Incorrect use of the doll may lead to bouts of Normalization and the makers of this game will accept no responsibility for incorrect usage of the Voodoo doll.

Left button held down

Rotate by pulling left or right.

Move forwards or backwards by moving the mouse up or down.

Left AND Right buttons held down

Rotate by pulling left or right. Look up or down by moving the mouse up or down.

Voodoo Doll.

Voodoo To The Beat!

Voodoo's cool! OK, so I do Voodoo Hoodoo - I can handle it. This cool model of Kent is used to get stuff done.

You don't have to use the doll, you can use the keyboard short cuts if you want but they're not as cool.

To get the Voodoo Doll on screen highlight and object with the mouse pointer and then press the **Right mouse button** to make the doll appear. Once it's on the screen use the mouse pointer to select a function.



Voodoo Doll.

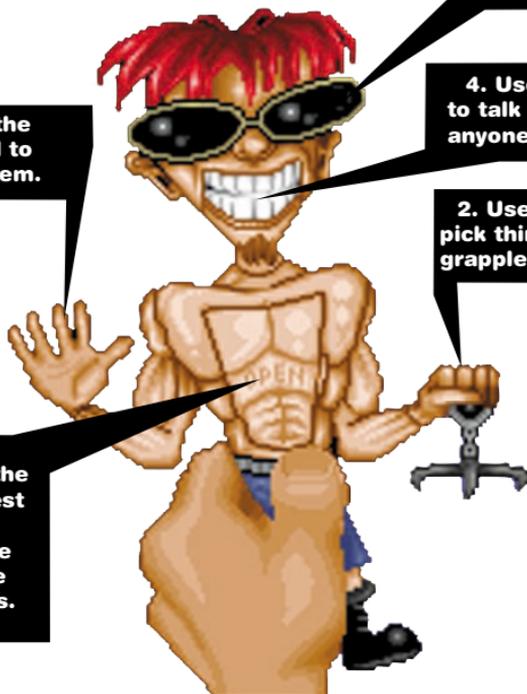
1. Use the left hand to use an item.

5. Select its eyes to look at stuff.

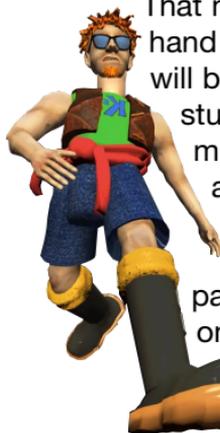
4. Use the doll's mouth to talk to anyone and everyone.

2. Use the right hand to pick things up with the grappler.

3. Use the doll's chest to open things like the fridge and doors.



Inventory.

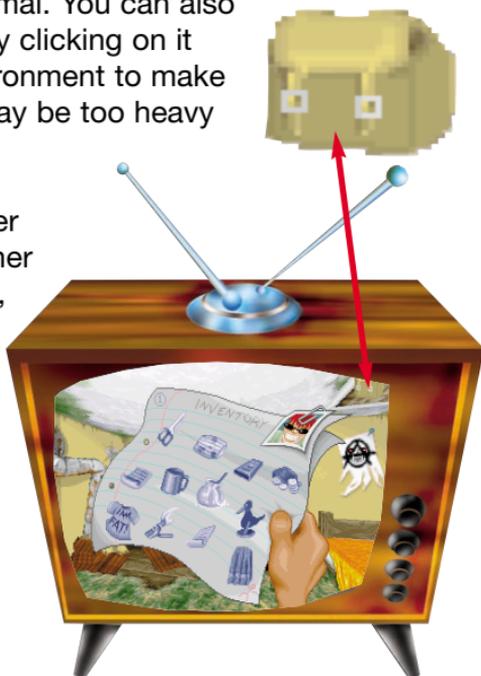


That mighty fine floating spinning sack in the top right hand corner is Kent's inventory. Everything you pick up will be saved in this sack and you can keep as much stuff in it as you want. To view the contents of the mighty sack click on it with the mouse pointer using any mouse button.

The more items you have in the sack the more pages there will be in the inventory, to view what's on the other pages (**if any**) click on the edge of the page behind the front page.

To use one item with another, click on the object to pick it up and move it to the object you want to use it with and click on the left mouse button. Not all objects will work with each other but you've got to check your options, not everything in Neutropolis is normal. You can also lift an object off the inventory by clicking on it and move it into the game environment to make it interact with an object that may be too heavy to carry in your sack.

Anything that is printed on paper generally can't be used with other objects because it's for reading, double click to read and click again to clear once you've read it.



Options Screen.



At any point in the game press **O** on the keyboard to bring up the Options menu screen. This menu screen allows you to change your game environment. To select an item click on the menu text of the item you want to change, you'll notice the red light at the end of the menu bar

changes from red to green to indicate that the item is selected. To toggle through the available options place the mouse pointer over the knob on the slider on the right of the screen and press the left mouse button. Keep the left button held down and move the knob up and down the slider to adjust the selected item. To find out what each option does click on Help, this will display a description of what each selected item does. Once you've made your changes click on Play to return to the game. Click on **'Quit to DOS'** to ...erm, quit to Windows! Please note that the cut scenes volume is controlled by the SFX volume control.

Map Screen.



When you first start playing Normality, the Map screen is like a form of torture, you can see the different places on the map light up as you move the mouse pointer around. But, before you can travel anywhere you've gotta get out of the flat.

Once you're out use the map to get around Neutropolis. **Press M** on the keyboard to view the map. When you've highlighted a place on the map using the mouse pointer, click on the left mouse button to travel to that place. You can't travel everywhere at first, you've got puzzles to solve, like who you really are? Where you are? And why are you?

Save Game.



You can save the game at any point and you can have up to 99 different saves. To save a game press **F9** to view the save screen, then click on one of the available slots. Once you've selected a slot, type in the name of the save and press return.

Then click on the Save Game button to save the game and return to the game. Use the up and down arrow on the screen to move up and down the available save slots. Select Play to return to the game if you don't want to save a game or select '**Quit to DOS**' to quit to Windows.

Use Autosave to restart from the point where the game automatically last saved (**see Options: Help for info**), if you have it set to save every ten minutes you'll be taken back ten minutes in gameplay time.

Load Game.



To load a previously saved game press **F10** to view the Load Game screen. Select a save by clicking on it, you'll see the text turn green to indicate that it's selected and then click on the Load Game button to load and play the game. Use the up and down arrow on the screen to

move up and down the load slots. Select Play to return to the game without loading a save, or quit to Windows by selecting '**Quit to DOS**'.

Relax and Reflect on the Problem!!!

I'm stuck, I can't even get out of my own room. The Norm Trooper outside is going to kick my head in if I can't keep the TV on.

Pick up the Nodding Bird from the kitchen and then pick up the Cushion off the bed; this will reveal the Remote Control. Pick up the Remote, then return to the main room and Use the Nodding Bird with the Remote. This will keep the TV turned on and the Norm outside off your back.

You can now go to the Window and Use Window to open it. Do use Window again to climb out. Once outside simply talk to Dai and listen to what he has to say. He needs a cup of coffee, right? (See the text option **"Can you take me down?"**) Use Window to climb back in to the apartment. Go to the kitchen and use the Kettle to make it boil.

Then use the Kettle on the Cup to pour the water in the Cup. Use the White Paint from the kitchen, with the Cup to make the coffee milky. Pop this in your sack!

Climb back out of the window to the cradle and Talk to Dai again. You will automatically give him the cup of milky coffee. He takes you down to ground level.

(Or he will do, eventually!!) You may have to speak to him twice. You should also read the Note you're already carrying and Examine the Flyer on the floor near the door; that should give you a clue. Also check out the Sofa, have a good look at it, plus what's that strange object in the bath? Don't forget to take a change of clothing - it may rain.

Can't get the debris. Stand on the seat in the **"smallest room"** and get grilled. Waste engineer a problem. Send and receive to make the bed buzz and tempt him with some waste wood.



TVN Station.

Bouncer a pain. This guy has an aversion to small mammals.
What a wash-out.

Can't get the rat? The only thing in the city that is heavy and tasteless is **FOOD**, explore the mall.

FOOD melting. Insulate it with the towel from the bathroom.

Computer pass word. Dish the dirt on the computer engineer, you will discover a secret he keeps close to his chest.

At the Mall.

What books? An arrow points to the locker that they aren't in.
Heavy extinguisher. Give it a good belt.

Yellow paint. Barrels of fun, around the back of the factory.

Shoplifting a problem. Spread your wings to get things out.

Speakers. Cut Ray's plums down under cover of darkness.

The dogs will howl when they hear a load of clap.

Redecorating the sculpture. Burn a book at it's foot, Norm will do the rest.

Ordinary Outpost.

You wanna fix the grinder. Needs good **COG**nitive process.

The factory has two that might do the job; you'll need a step up to get the small one though.

2nd code for lift. Make the man go pee-pee, and examine the wall he was obscuring.

Transmitter trouble. Fork out to free a stuck transmitter. Did you know that cloth came before paper? Mark it you'll be on the gravy train out of there.

Use a splint to get Saul to see.

Third transmitter. Get the guard to rush you out by flooding your cell with **FOOD**, a bracket in the works should do the trick.

If you notice the notice board you will notice that it needed noticing. Get paper from the bin and the bureau.



TV Shop.

Try to do things with the micro TV.

Sub Station.

They cover your eyes with coins on the way out. Maybe bear eyes could provide the way out here.

Pick up the bulb, wire up the pins you discover.

Poke the wire into stuff, danger is fun.

Free DAI.

Pipe a fragrance that's off the wall into the truck to distract the guards from their argument.

The Stadium.

Some Norms are scared of the dark.

Fill a hole at ankle height, time for ascent and battery.

Brace a trigger to enter the labs.

The MINT Mall

