

Daedalic Entertainment presents

# The Whispered World

## Special Edition



# Manual



# Introduction

Thank you for purchasing “The Whispered World Special Edition” - the fantasy adventure from Daedalic Entertainment. We are delighted that you are joining us for an extraordinary journey through the Whispered World.

Young Sadwick lives together with his pet Spot, his brother Ben his grandfather in a beautiful, yet dangerous fantasy world. The family travels across the enchanted lands in two caravans, and earning their living as a traveling circus.

Yet Sadwick dreams of other big things, of the great, wide world and the adventures that are waiting out there. He’s also haunted by mysterious nightmares, where a blue sphere tells him cryptic things and the world is crumbling and falling apart.

Determined to find the meaning behind these nightmares, Sadwick embarks on a dangerous journey through the Whispered World. Far away from his family, through four varied chapters full of strange creatures and breathtaking landscapes. In the end, this adventure will challenge everything that Sadwick holds to be true.

**BUT ENOUGH TALK – ADVENTURE’S CALLING!**

## SYSTEM REQUIREMENTS

- **Operating System:** Windows XP/Vista/7/8
- **CPU:** Pentium 2.0 GHz or similar
- **RAM:** 1 GB RAM
- **Sound Card:** DirectX9.0c compatible
- **Graphics Card:** DirectX9.0c compatible, 256 MB or more
- **HDD:** 3 GB free disk space

## INSTALLATION

Please insert the game DVD into your DVD drive. If autostart is active, the installation will start automatically, please follow the instructions on your screen. If autostart is inactive, you will have to install manually. Open “My Computer” and double click on your DVD drive, then follow the instructions on your screen.

## STARTING THE GAME

During installation, you will be offered the option to create a shortcut on your desktop. Once you have created the shortcut, you will be able to start the game by double clicking on that icon. You can also select the appropriate entry in the Windows® Start Menu.

We recommend closing all open applications before starting the game.

## UNINSTALL

In order to uninstall “The Whispered World Special Edition” from your computer, click on the Windows® Start Menu, open “The Whispered World Special Edition” folder and select the option “Uninstall The Whispered World Special Edition”.







# Main Menu

Every time you start the game you will be taken to the main menu, which gives you access to all game areas.

## **NEW GAME**

Here you can start a new game and head straight for adventure.

## **CONTINUE GAME**

This option becomes available as soon as you have started a game. When you click on “Continue Game” you will be taken back to the location where you last left the game.

## **LOAD**

Once you have saved a game, you can view a list of saved games via this option. They will be displayed as thumbnails on the left. Simply click on the thumbnail of the desired saved game, and it will load automatically. You can return to the game via “Continue Game”, and by clicking on “Main Menu” ...oh well, we don't want to give away too much just yet. You should find out for yourself!

## **SAVE**

As soon as you have started a game, you can save your current game from this menu. Simply click on an empty field in the list on the left and the game will be saved. Of course, you can also select an existing saved game to overwrite it. You will be asked for confirmation if you want to overwrite a saved game.

If you haven't started a game yet, the Save option will not be available in the main menu. Once you load a saved game, resume a game or start a new game this option will become available. Just like with the load menu, you may return to the game or the main menu at any time from the save menu.

## **The Whispered World** Special Edition

### **OPTIONS**

The options menu allows you to adjust various game settings according to your preferences. By clicking on the scroll arrows you can adjust the volume of voices, music and sound effects. Additionally, you can switch the subtitles for dialogues as well as the audio in the game on or off.

### **QUIT**

You want to leave the Whispered World and return to real life? As you wish: Simply click on "Quit Game" and you will leave the game to be confronted by your boring, old desktop background.

### **CREDITS**

If you want to know who was involved in creating this game, simply click on "Credits".

### **BONUS**

Clicking on "Bonus" will take you to the bonus gallery of the game. As you progress through the game, you will unlock many exclusive concept art drawings and sketches. Be sure to come back and visit this area frequently, it will be worth it!



# Controls

“The Whispered World Special Edition” is easily controlled with your mouse. With the mouse cursor you can examine your environment, move Sadwick through the world and interact with items and other characters.



This is how the mouse cursor normally looks. When you left click on any location, Sadwick will start to move in that direction. He will walk to the point where you clicked or at least as close as possible. Spot will follow him wherever he goes.



An arrow above an exit will indicate that you can walk into another room. A simple left click will send Sadwick on his way there. In order to speed this up and go directly to the next room, double click on the exit.



When your mouse cursor is above an interactive object or another character, it will begin to glow. This way, you will immediately know where there is something to do. If you want to interact with an object or another person (these are called “hotspots”), press and hold the left mouse button. This will open the interaction menu.



The interaction menu offers you three options.



Select this option with a left click and Sadwick will examine the selected object more closely. That way, he will often discover important details and receive valuable information. If you happen to get stuck, it is always a good idea to examine everything more closely.



With this symbol, you can manipulate objects or pick them up. Feel free to test this function with all objects that you encounter, and don't worry, you cannot walk into a dead end in "The Whispered World Special Edition". Collect all objects that you can pick up. Even seemingly worthless objects may turn out to be very important at the right moment! All collected objects will be put into Sadwick's inventory. You can read more about that later in the chapter "Inventory".



Selecting this symbol allows you to communicate with the creatures that inhabit Sadwick's world. Conversations often reveal useful information and essential hints.

You will even be able to interact with some objects using this symbol - find out for yourself!

## **SPECIAL MOUSE CURSOR**



At some points throughout the game, a special mouse cursor will appear to make interacting easier for you. This cursor comes in the shape of a hand and enables a simple "click & drop" control.

By default, the hand is open. When you move it over an object that can be manipulated, the hand will close to indicate that interaction is possible. Simply click on the desired object in order to manipulate or collect it. If you can pick up the object, it will be displayed on your mouse cursor and can be placed elsewhere with another mouse click.

## **SPOT'S MENU**

Spot plays a very special role in the game. Sadwick is able to interact with him in different ways and he can use his companion in many situations to solve riddles. Sadwick can take a closer look at Spot via the interaction menu, he can talk to him and can grab him in order to use him with the environment. Simply select the hand symbol in the interface menu and you can use Spot via your mouse cursor anywhere in your current surroundings.



You will also soon discover that Spot boasts far more abilities than his unimposing stature lets on. The little guy is extremely versatile.

You will encounter Spot's first shape-shifting ability early in the game, and after that you will be able to choose from the various shape-shifting possibilities in an additional menu. You can reach the menu by moving your mouse cursor to the top right corner of your screen.

Click on one of the displayed symbols to trigger the transformation and Spot will be dangling from your mouse cursor so you can combine him with other objects at your leisure. A simple right click will reset the mouse cursor to its default shape.

Throughout the game, you will discover many unusual shape-shifting abilities, which you can utilise to solve riddles.



## INVENTORY

Sadwick places all collected objects in his inventory, which can hold an unlimited amount of items.



Open the inventory with a right click and the contents will be neatly displayed as small symbols. If your inventory screen is full you can use the arrows on the left side to display more items. You can manipulate items in the inventory the same way as objects in your environment. Simply open the interaction menu above the object. If you want to combine an object in your inventory with something from your surroundings, select the object with a left click.

It will stick to your mouse cursor and you can use it by left clicking on a hotspot on your screen or another item in your inventory. By right clicking or leaving the inventory screen area, you will be taken straight back into the game.

Don't be afraid to combine objects freely with others - you will be rewarded with plenty of comments from Sadwick.

## DIALOGUES

When you start communicating with other characters, a dialogue bar will usually open at the bottom of your screen.

You will be able to select different options for your conversation. When you place your mouse cursor over an option it will be highlighted. A simple left click selects the dialogue option.

If you want to skip lines during a dialogue simply click your left or right mouse button. Sometimes, not all available dialogue options can be displayed. In these cases, use the arrows on the right to view the additional options.

When you don't feel like talking any longer you can usually bring the conversation to a quick end by using the answer option at the bottom of the list.





