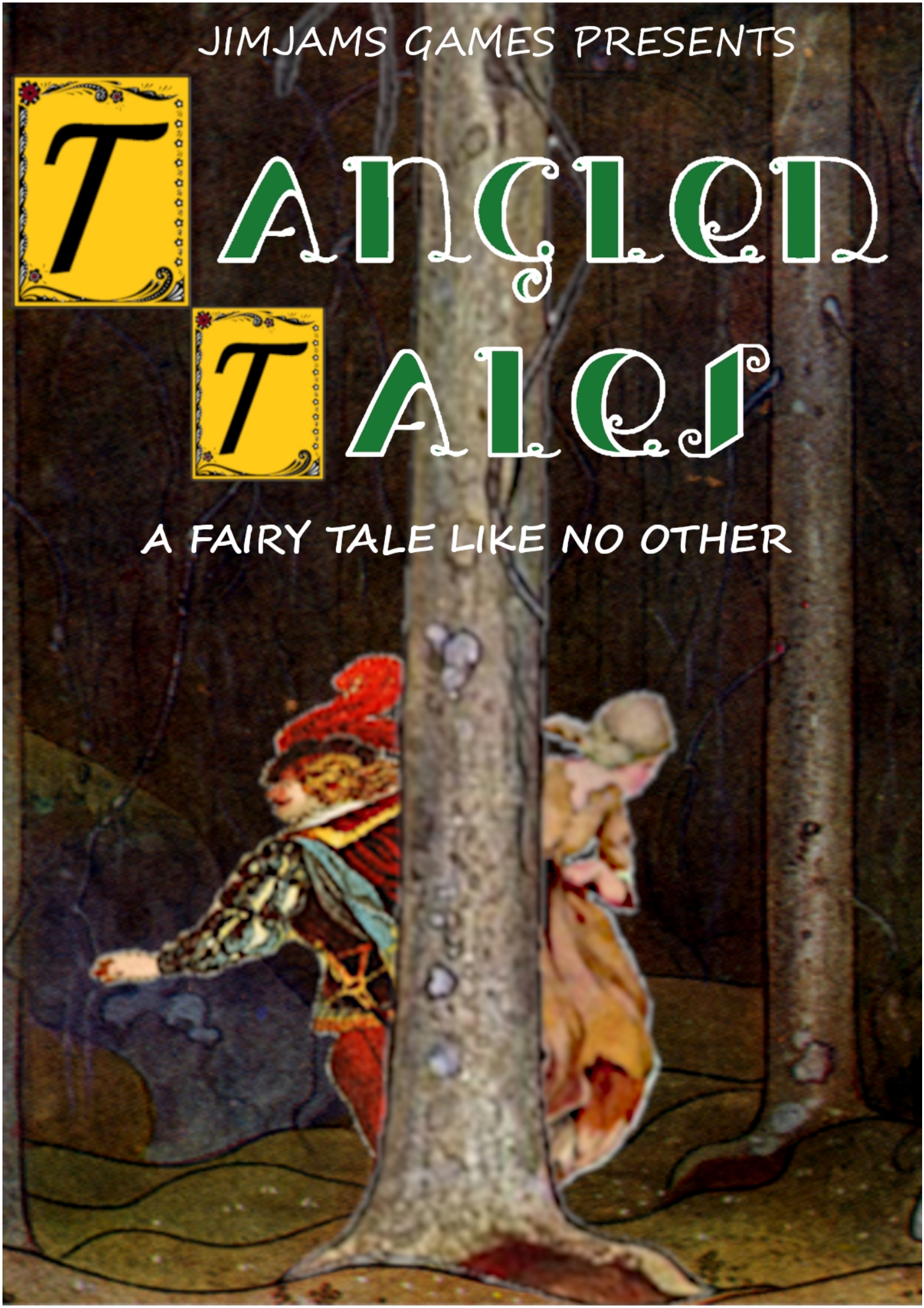
JIMJAMS GAMES PRESENTS

TANGLED TALES

A FAIRY TALE LIKE NO OTHER



What is a text adventure?

Text adventures, often called Interactive Fiction are a text-driven story, in which you are the main character. In many ways, a text adventure can be thought of as a novel where you decide how events unfold. Your thinking and Imagination determine the actions of your character, as you guide them through the adventure from start to finish.

A text adventure is played over a number of turns. Most of the time this is just a count of how many turns you've taken to solve the adventure, but sometimes turns are important. For example, a torch may only provide light for a certain number of turns, or you may only have so many turns to take an object before some evil fate befalls you.

The game is spread over a number of locations. Locations in text adventures are often referred to as a room, regardless of whether the `room` is inside or outside, and we'll stick with this convention throughout the manual.

The game will present you with a text description of what you can see in each room, listing the room description, any objects or characters you can see, occasionally clues, and sometimes a graphic image of the room.

You move about and interact with your environment using English language typed commands or sentences, although many of these can be abbreviated to single letter commands for ease. Most sentences will consist of a **verb** and a **noun**, but sometimes a more complex sentence is required.

As you explore the world, it is often helpful to draw a map of the rooms listing directions, useful information and importantly, a brief description of the location. More on that in a bit.

An important element of the text adventure is puzzle and problem solving. For example, a strange creature blocking your path, or a locked chest is most likely not a permanent obstacle, but a puzzle to be tackled and overcome.

Tangled Tales

So, what about this text adventure?
At the start of **Tangled Tales**, our entry into the Interactive Fiction Competition 2020, you awaken in a strange dell, head throbbing and body aching. You're not sure where you are, but you know that you're far from home. How you got there, what's going on or why are you lying next to a wheelbarrow is uncertain.
To solve **Tangled Tales,** you'll need to complete many tasks and interact with many strange characters. Exactly what and who, will become clearer as you play through the game, exploring the strange world in which you find yourself.

We don't want to spoil anything for you, so it's up to you to scour the mysterious, fantastic world and unlock its secrets.

New to Interactive Fiction?

1). We recommend that you should always draw a map. Include each room, the directions leading away from it, and anything of note, such as objects. A decent map can go a long way to helping solve the mystery of Tangled Tales**.**

2) When moving around you type the direction you want to go. Providing there is an open route, you, or a character you've asked to move will head there. There are 13 directions in total, and most have an abbreviated form as well, shown after the full version below.

>North (N)
>North east (NE)
>East (E)
>South east (SE)
>South (S)
>South west (SW)
>West (W)
>Up (UP)
>Down (D)
>In (IN)
>Out (Out)
>Across (Cross)

3) You should save your place often, so if you make a mistake, or are killed, you won't need to start again from the beginning. You can find details of how to save and load games a little later.

4) Most puzzles will need an object to solve. Some will need to be given to other characters and some will be needed to interact with another object or be used to repair something. Many objects have multiple uses and several puzzles have more than one solution.

5) Objects have a lot of attributes, such as weight, size, whether they can burn, or be broken, used as a container etc. Characters, including the player, have a limited size and weight that can be easily carried. Also, you can't fit large objects into smaller ones, or hide a large object under a small one. So, for example, you couldn't hide a large pile of rubbish under the small, golden coin, and neither would you expect to find the rubbish hidden under the coin. Think about this logically and you will do fine.

6) Read all descriptions carefully. There will often be clues hidden in the room descriptions or object description, and some descriptions will change as the game progresses. Using EXAMINE and SEARCH will often reveal information or hidden objects, as will using LOOKing UNDER, LOOKing BEHIND, or LOOKing INTO an object. This doesn't apply to all objects, so experiment.

The Adventure Window

The adventure window is divided into 3 areas. The top of the screen shows a brief description of your current room, the current real world time, and to the right, your current score and the number of turns passed. If this window fills with more text than you can read, the input bar will show the word `Scroll?` and the game will pause. Pressing any key will scroll up the next block of text.

Below that is the menu bar. You can click on any of the menus to SAVE/LOAD/RESTART a game, change the amount of information you see, how graphics are displayed, or access information about JimJams Games.

If the room has a graphic associated, you can click the top bar to display it.

The middle of the screen displays all information about your surroundings, any objects you can see, character interactions, and the results of your actions.

Below that, at the bottom of the screen is your command entry. This is where you type what you want to do. You can include up to 2 full lines of text in the command line, but will rarely need to use that many characters.

Entering Commands and Sentences

In **Tangled Tales**, you type new commands or sentences in plain English, much the same as if you were talking. You can type a new sentence once you see the words **What Now?** appear in the adventure window.

It's best to think of your command as a request, as for many reasons, not everything is possible. You can read more on **Tangled Tales** errors later.

Once you're happy with your request, you press **RETURN** (or **ENTER**) and the game will process your wishes (or won't if it's not possible.).

Tangled Tales can actually understand some fairly complex sentences, although most of the time you won't need more than a **VERB** and a **NOUN,** and sometimes just a **VERB.**

Let's take a look at some examples: (Note, that not all of these objects will actually appear in **Tangled Tales**.)

> GO EAST
> CLIMB
> SOUTH-WEST
> NORTHWEST
> SE
> TAKE KEY
> PUSH BUTTON
> LOOK NORTH
> SMELL

As you can see, only short sentences, or just abbreviations are often all that's needed to communicate.

Tangled Tales can handle more complex input, and sometimes this is needed to solve some puzzles, although the game will try to guess what you mean from a short sentence. For example, choosing the most appropriate object for the requested action if you don't specify one.

As well as **VERB** and **NOUN** combinations, the game also understands **PREPOSITIONS**, **ADJECTIVES** and **ADVERBS.** All of which can have an affect on your progress.

> OPEN THE ORNATE CHEST
> UNLOCK THE GOLDEN BOX WITH THE SILVER KEY
> EXAMINE THE BIG HAT
> WEAR THE LARGE COAT
> LOOK UNDER THE BED
> SIT ON THE CHAIR
> LOOK INSIDE THE PRETTY BAG
> PUT THE LARGE, SILVER PLATE INTO THE HOLLOW TREE
> CAREFULLY SEARCH THE OLD RUBBISH
> LISTEN TO THE SEASHELL
> DRINK THE BEER SLOWLY
> GO ALL THE WAY WEST

You can also use multiple objects in a sentence or issue multiple commands, if you separate them with the word **AND**, **THEN** or a comma. Each command will take one turn to process. Remember that the world goes on around you, so be careful about issuing too many commands as you might miss something important while your character is busy.

For example:

> DROP THE LAMP, THE COIN AND THE OLD STICK
> TAKE THE BRIGHT RUBY AND THE STRANGE GOLDEN STATUE FROM THE LARGE BOX
> NORTH,EAST AND THEN NORTH

You can also use the word **ALL** to quickly reference everything in one area. Once again, **ALL** can take multiple turns to process if there are multiple responses.

> TAKE ALL
> DROP EVERYTHING INTO THE CHEST
> TAKE ALL FROM BEHIND THE DRESSER

If the game finds that one of your actions in a multi-line request is invalid, the game will produce an error explaining what's wrong and stop all further commands. You can read more on errors later.

Although you can use all with most commands, some things will negate this. For example:

> PUSH ALL EAST

This would fail after the first object pushed, as you will follow the object east and won't be in the same location as other objects.

You can talk to other characters in much the same way so you would enter your own commands, and working with others is needed if you want to complete the game.

For example:

> RUMPY TAKE THE KEY
> SAY TO SIMON "GO NORTH"
> SUSAN PLEASE GIVE ME THE OLD BOX
> KARL FOLLOW ME
>TALK TO JOAN "GO WEST"

You can also talk to the world in general, or multiple characters at once using **SAY**
>SAY "HELLO"
>SAY TO EVERYONE "FOLLOW ME"

Note, a character can't be given more than one command at a time, they will just ignore it.

Also remember that many characters don't know you, and won't just blindly follow orders. However, it's possible that some characters will have skills your character doesn't. Maybe they are stronger or more agile, for example.

Let's talk about objects

If you're going to solve **Tangled Tales**, you're going to need to manipulate a lot of objects. Remember, objects have a lot of attributes, they can be containers, have objects behind or under them, be burnt, or used as a tool or weapon. Many objects need to be combined to **REPAIR** an object or used to **MAKE** a new one.

All objects have a size and weight, and you and other characters can only carry so much. Also, large objects cannot fit into small ones, which is common sense.

Some objects need other interactions before they function. For example, a torch may need fuel, or a gun may need bullets.

Some objects are too heavy to be carried by you, but could still be pushed or pulled.

For example:

> PUSH THE HEAVY CHEST NORTH
> PULL THE CART SOUTH

Objects can also be thrown and sometimes will need to be, to solve puzzles. You can only throw objects that you can carry.

Some examples would be:

> THROW THE COIN AT RANDLE
> THROW THE SHEET NORTH

Vehicles and Transport

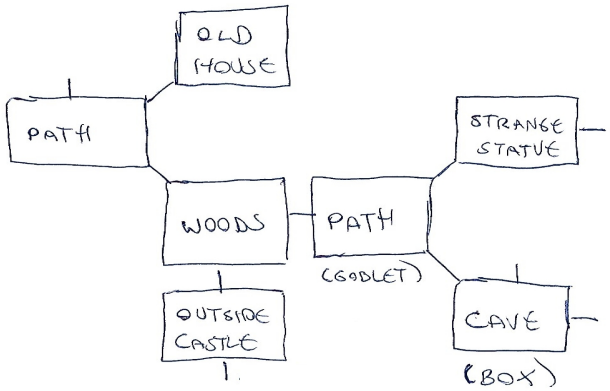
Some objects can be used as transport. In most cases the player or character will need to **BOARD (object)** or **MOUNT (object)** a vehicle to use it. You then move as normal and the vehicle will move with you. Some areas can only be entered using transport, while other areas can't be entered unless on foot.

A vehicle could be a lot of things. For example, a boat, a horse, or a car would all be examples of transport. If you want to leave a vehicle once on board, you can **DISMOUNT, GET OFF,** etc. You can specify the transport, but there's no need as you can only use one vehicle at a time.

Drawing a map

We mentioned before that drawing a map is helpful. You can see a rather poor, hand drawn map below, showing how we like to show our rooms for an imaginary game.

We assume that UP the page is NORTH, but you can draw your maps however you like.



In this example, which isn't based on **Tangled Tales**, you can see several rooms mapped out with some directions. Here we can see that from the path, you can go north-east, south-east and west. We also noted that there is a goblet on the path.

We can also see that the cave, which is south-east of the path, has a box in it, and paths leading north and east as well, which we have yet to explore.

Let's take a look at how we might explore this map. We'll assume we are on the path with the goblet:

You are on a path, there is some woodland to the west, a strange statue to the north-east and a cave to the south-east. You can also see a golden goblet.

What Now?

> EXAMINE GOBLET
The goblet is made from solid gold, and well crafted.

What Now?

> WEST
You are walking through a beautiful woodland, the fresh leaves of autumn crunching underfoot. Paths lead east and north-west. There is a small gingerbread castle to the south.

What Now?

> NW

You are walking along the wooded path, which continues to the north. To the north-east you can see an old ramshackle house which has clearly seen better days. To the south-east, the woodland deepens.

What Now?

> EXAMINE HOUSE
You can't see much from here, but it looks as if the walls are in poor repair and the roof has partially collapsed.

What Now?

We'll leave our little example there. Hopefully you've seen how useful a map can be, and that you'll find it useful when you come face to face with bigger problems than the ruins of a house or a gingerbread castle. Of course, in a game, you'll want to explore these further, and who knows what you'll uncover?

Special Commands

SAVESLOT (XXX)

Tangled Tales allows you up to 100 save slots. You can change the active slot at any time by typing SAVESLOTXXX, where XXX is the slot number you want to use.

SAVE (XXX)
This will save the game at its current position, using the current active slot or slot **XXX.** (See SAVESLOT above). You will be asked to confirm the save, and also any overwrite. If the save already exists, you can press Y or N. Pressing Y will load the slot, pressing N will leave things unchanged.

LOAD (XXX)
This will load the game last saved in the active slot or slot **XXX**, (see SAVESLOT above). You will be asked to confirm the load and can press Y or N. Pressing Y will load the slot, pressing N will leave things unchanged.

DELETE
This will delete the last saved game in the active slot (see SAVESLOT above). You will be asked to confirm the delete and can press Y or N. Pressing Y will load the slot, pressing N will leave things unchanged.

WARNING –
This cannot be undone.

RESTART
This will restart the game from the beginning, You will be asked to confirm the load and can press Y or N.
Pressing Y will load the slot, pressing N will leave things unchanged.

WINDOWED (ON or OFF)
Toggles **Tangled Tales** between full screen and adjustable windowed mode.

PAUSE (P)
Tangled Tales will continue if you are inactive for 30 seconds or more. You can PAUSE the game and to continue just start typing.

MUSIC
You can set the music volume from between 1-100 or turn it ON or OFF. E.g: MUSIC 50, or MUSIC OFF

SOUND
You can set the sound volume from between 1-100 or turn it ON or OFF. E.g. SOUND 80, or SOUND OFF

QUIT
This will quit the game and any unsaved progress will be lost. You will be asked to confirm the load and you can press Y or N. Pressing Y will load the slot, pressing N will leave things unchanged.

EXITS
Will show any possible exits from the current room.

WHAT (IS) (HERE/IN XXX)
Will show current objects in a room or object.

WHERE (IS) XXX
Will remind you where you last saw an object.

AGAIN
This will repeat the last action, useful for when you need to do something more than once. You can use the UP ARROW as a short cut as well.

SHOWINPUT
Toggles between showing the players last input or not. This is purely cosmetic and is to support user preference.

Function Keys

Sometimes you won't want to go to all the bother of typing often used words, such as **TAKE**, **DROP** etc. So **Tangled Tales** comes with some pre-sets programmed into the Function keys which can be pressed during input.

Keys **F1** – **F10** are already set for you.

F1="look!"
F2="take"
F3="drop"
F4="inventory!"
F5="examine"
F6="give"
F7="push"
F8="pull"
F9="turn"
F10=“Rumpelstiltskin“

If a word ends with an explanation mark/point (!) it will be treated as a ENTER or a RETURN.

You can redefine the Function Keys F1-F11 with any verb, noun or character name the game understands, using the **DEFINE** command:

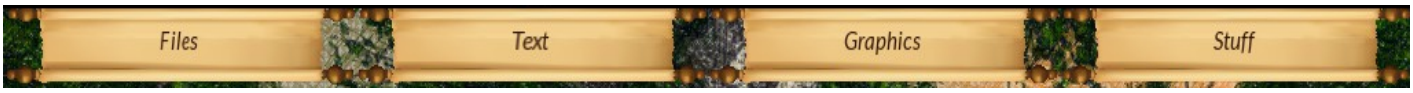
E.g: **DEFINE 1 (as) JUMP** would replace F1 with the verb **JUMP**, or if you wanted the request acted on automatically when the key is pressed, you could type **DEFINE 1 (as) JUMP!**

You can undo any changes using the command **RESETDEFINE**. You will be asked to confirm this.

All key binds are automatically saved and apply to all saved games.

The Menus

You can access a few commands from the menus, as well as tailor the look of the game.
Let's take a look at these.



You can click on any of the menus to access the sub-menu. If the location has a graphic, clicking on the main bar will reveal it, providing that you haven't turned of the graphics completely.

Files

Load
This will load the game last saved in the active slot, (see SAVESLOT above). You will be asked to confirm the load and you can press Y or N. Pressing Y will load the slot, pressing N will leave things unchanged.

Save
This will save the game at it's current position, using the current active slot, (see SAVESLOT above). You will be asked to confirm the save, and also any overwrite if the save already exists. Pressing Y will load the slot, pressing N will leave things unchanged.

Restart
This will restart the game from the beginning, You will be asked to confirm the load. Pressing Y will load the slot, pressing N will leave things unchanged.

Quit
This will quit the game, any unsaved progress will be lost, You will be asked to confirm the load. Pressing Y will load the slot, pressing N will leave things unchanged.

Text
You can change how much information you are given when you enter a room, you can choose between a full description, a smaller one or a very brief one.

Verbose
Verbose will display the full room description, any objects, and any additional information.

Brief
Brief will display the room full description, and any objects, and additional information on the first visit only. After that you will only see the room name.

Superbrief

Superbrief is just that, the game will only display the name of the room, and nothing else.

Graphics

Normal
The graphic, if one exists, will appear when first visiting a room. After which it can be viewed again by clicking the menu bar.

On
The graphic will always appear on every visit to the room.

Off
The graphic will never appear, even if the menu bar is clicked.

On Demand
The graphic will only appear if the menu bar is clicked.

Windowed/Full Screen
Toggles between windowed mode and full screen mode.

Stuff

JimJams Games
This will take you to your default browser and open the JimJams Games website, where you can learn lots of exciting things about the developers.

Other Games
The will open the Steam interface in your default browser and take you to a list of our other games, so you can always see our latest releases.

Credits
This will show you a list of all of the wonderful people that have helped bring **Tangled Tales** to life

So, what you've typed is nonsense!

There are a lot of words that **Tangled Tales** can understand and we've tried to add a comprehensive list which covers as much as possible, but the English language is complex, so there are some rules.

We suggest you try to use a sentence as you would in normal life. Hopefully if the game doesn't quite understand, the errors will explain why. We'll only explain the most common errors here, as there are a lot that are related to puzzle-only issues, and we don't want to give the game away.

If there is an error, all further commands in a sentence will stop being processed.

Sorry, the word `(word) , isn't needed to solve this game, please try some other words.

The word isn't known by the game, and isn't needed to complete it. You may find words in descriptions that aren't recognised. In that case they are only to add to the story telling.

The first (second) noun is recognised, but not understood in this situation. Try using different verbs.

The noun is known, but not in the context that it's being used. Try rewording the sentence.

(Object) isn't here

The object isn't in the room or container mentioned.

(Object) isn't here, if the objects is in, under or behind another, you'll need to be more specific.

The object isn't obvious. Objects that are on, in, under or behind will need to be referenced by location. E.g.

TAKE THE SWORD FROM UNDER THE BED.

(Character) stumble(s)"around in the dark, unsure if any progress has been made.

It is too dark for the character or player to see what's going on. Any movement will be random if at all. Moving in the dark is dangerous. Read the descriptions carefully for clues about dark areas and find a light source as soon as possible.

(Character) has too much to carry and cannot move.

The player or character is carrying too much weight, and can't move until something is dropped.

Some useful words.

Tangled Tales has a large vocabulary, and we don't try to hide puzzles behind obscure input. Even though there are too many words to list here, it's always useful to be given a head start, so here are some common words.

Dictionary

Directions

NORTH or N, NORTHEAST or NE, EAST or E, SOUTHEAST or SE, SOUTH or S, SOUTHWEST or SW,WEST or W, NORTHWEST or NW, UP or U, DOWN or D, IN, OUT, ACROSS

Verbs

TAKE, DROP, EXAMINE, SEARCH, LOOK, REPAIR, MAKE, ATTACK, SMELL, LISTEN, INVENTORY or I, MOUNT, DISMOUNT, OPEN, CLOSE, UNLOCK, LOCK, SHARPEN, FOLLOW, LIE, SIT, STAND, PUSH, PULL, THROW, WEAR, REMOVE, GIVE

Adverbs

CAREFULLY, QUICKLY, SLOWLY, CLOSELY, SUDDENLY, SWIFTLY, SILENTLY

Prepositions

INTO, IN, ON, UNDER, BEHIND, FROM, OFF, OUT, TO.

Tangled Tales – Hints and Tips.

- Tangled Tales is full of strange fairy tale inspired puzzles, and if you're stuck on what to do, try finding out more about the fairy tales themselves.
- Read this manual for hints and tips on the engine, and how to communicate with it.
- Objects in Tangled Tales have a lot of attributes, they are weight and size, can be containers, open or closed and a load of other things.
- Objects may be useful in solving more than one puzzle, or several objects might solve the same puzzle.
- Characters have needs too, they also have skills that you may not possess, so don't forget that if you can't do something, that's not to say another helpful character can't.
- Objects can be found in a lot of places. For example, a table might have something on it or even under it.
- Make a map, this will help you find your way around.
- Listen to what other characters have to say can be quite revealing.
- You will often need to back-track, so you may need to solve later problems to solve an earlier one.
- You can score points by finding new locations as well as solving puzzles, so find all the locations for the maximum score.

WALKTHROUGH – For the truly stuck. - This walkthrough uses the long form of input, many commands can be abbreviated. - See above. By following this walkthrough you won't score the maximum score of 1185 and might spoil your enjoyment of the game. We encourage you to try to complete Tangled Tales without using this guide.

> **STAND UP, LOOK INTO BARROW, TAKE CONTAINER FROM BARROW, UP ,SOUTHWEST ,NORTHWEST, WEST,WEST, TAKE TWIGS, EAST, SOUTHWEST, DRINK WATER, FILL CONTAINER, NORTHEAST, EAST, NORTH, WEST, TAKE FIREWOOD, WEST, TAKE PELT GIVE RUMPLES THE AXE, EAST, EAST, SOUTH, SOUTHEAST, NORTHEAST, NORTH, NORTHWEST, NORTH, OPEN DOOR, NORTH, UP, SOUTH, NORTH, DOWN, SOUTH, SOUTH ,NORTHEAST, EAST, NORTHEAST, NORTH, SOUTH, WEST, RING BELL, EAST, SOUTHWEST, SOUTH, SOUTHEAST, SOUTH, SAY YES, TAKE BEANS, NORTH, NORTHWEST, NORTH, NORTHEAST, NORTH,GIVE BEANS TO SPRIGGINS, SOUTH, UNLOCK SHED, OPEN DOOR, NORTHWEST, TAKE SPADE, SOUTHEAST, WEST, PLANT BEANS,UP, UP, SOUTH, REMOVE DRESS / TUXEDO, WEAR PELT, SOUTH, WEST, SOUTH, W WEST, TAKE COINS, DOWN, TAKE OATS, UP, EAST, NORTH, EAST, NORTH, NORTH, DOWN, DOWN, EAST, NORTH, GIVE COINS TO SPRIGGINS, SOUTH, WEST, UP, UP,SOUTH , SOUTH, WEST, SOUTH, WEST, DOWN, TAKE GOOSE, UP, EAST, NORTH, EAST, NORTH, NORTH, DOWN, DOWN, EAST, NORTH, GIVE GOOSE TO SPRIGGINS, SOUTH, WEST, UP, UP, SOUTH, SOUTH, WEST, SOUTH, WEST, UP, NORTH, TAKE HARP, SOUTH, DOWN, EAST, NORTH, EAST,NORTH, NORTH, DOWN, DOWN, SAY TO RUMPELS "CHOP DOWN THE BEANSTALK", EAST, SAY TO RUMPELS "TAKE BRANCH", NORTH, GIVE HARP TO SPRIGGINS, SOUTH, SOUTHWEST, WEST, SOUTHWEST, SOUTHEAST, SOUTH, SOUTHWEST, NORTHWEST, NORTH, WEST, WEST, SAY TO RUMPELS "GIVE BRANCH TO WOODSMAN", UNLOCK CHEST, OPEN CHEST, LOOK INTO CHEST, TAKE HAMMER, EAST, EAST, SOUTH, SOUTHEAST, NORTHEAST, NORTH, NORTHWEST, NORTH, NORTH, REPAIR CHAIR, LOOK ON TABLE, TAKE SMALL BOWL FROM TABLE, WEST, PUT TWIGS INTO STOVE, PUT FIREWOOD INTO STOVE, SAY TO RUMPLES "GIVE ME THE LIGHTER", LIGHT STOVE, MAKE PORRIDGE, EAST, DROP CONTAINER, DROP HAMMER, PUT SMALL BOWL ON TABLE, UP, SOUTH, REMOVE PELT, TAKE CLOTHES, WEAR CLOTHES, NORTH, DOWN, SOUTH, SOUTH, NORTHEAST, EAST, NORTHEAST, NORTHEAST, NORTH, NORTH, EAST, REPUNZEL "LET DOWN YOUR HAIR" , UP, UP, TAKE COLLAR, DOWN, DOWN, WEST, SOUTH, WEST, WEST, WEST, EAST, EAST, NORTH, NORTHWEST, NORTH, WEST, GIVE COLLAR TO WOLF, EAST, SOUTH, SOUTHEAST, WEST, WEST, NORTH, NORTH, TAKE KEY, WEST, UNLOCK DOOR, OPEN DOOR, DROP KEY, NORTH, SOUTH, EAST, SOUTH, SOUTHEAST, EAST, EAST, SOUTH, WEST, WEST, WEST, WEST, NORTHWEST, NORTH, NORTH, WEST, WEST, SOUTH, SOUTH, SOUTHWEST, SOUTH, EAST, SOUTHEAST, SOUTH, GIVE INVITATION TO GUARD, WEST, UP, SOUTH. OPEN DOOR, EAST, WASH, WEST, NORTH, DOWN, NORTH, SOUTH, SOUTH.**

CONGRATULATIONS, YOU'VE COMPLETED TANGLED TALES!!