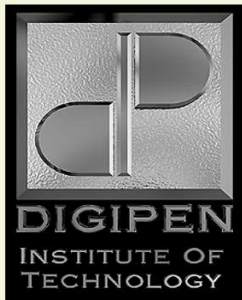# Narbacular Drop

Instruction Manual

Credits

NUCLEAR MONKEY SOFTWARE
Executive Producer – Mike Moore
Producer – Kim Swift
Designer – Garret Rickey
Technical Director – Dave Kircher
Product Manager – Jeep Barnett
Art Team Lead – Scott Klintworth
Art – Eric Brown
Art – Realm Lovejoy
Art – Paul Graham
Music
Joshua Billeaudeau & Jeep Barnett

SPECIAL THANKS
Kevin Prior, Kirk Barnett, Ben Ellinger, Claude Comair

yeah! the Princess

Ahh....
I wanted to kick ass

shut up!
I ma midget!

Contents

1

Story

Once upon a time a Princess wandered through the forest bordering her Kingdom in search of adventure. Or perhaps she was lost? Well, it does not really matter why she was in that forest, because suddenly the ground beneath her parted and swallowed her whole. She fell and slid, but mostly fell. When the dust cleared she found herself locked in a chain cage of a dungeon.

She cried for help. To her surprise a godly voice answered. "I will help you! But in return you will help me!"

2

Characters

The Princess
She will need her wits and agility to effectively use Wally's portal powers and return home.

Lava Turtle
Modified with metallic armor plating so that he may comfortably swim in lava.

Wally
The earth elemental who can open portals in the walls of the dungeon.

Impy
The janitorial keeper of the dungeon. He hates outsiders who make his mundane job harder.

?

The Princess is trapped in his dungeon. Once she defeats him Wally will free her.

3

Installation

1. Insert the Narbacular Drop Disc into your CD-ROM/DVD-ROM drive. The auto run menu appears.

☹If the Autorun menu does not automatically appear, left click the Start button from the Windows Taskbar and select Run... Type D:\autorun.exe in the Run dialog box, then click OK (substitute the correct letter of your CD-ROM/DVD-ROM drive if other than 'D:').

2. Click INSTALL. After the setup program initiates, the Setup Wizard opens.

3. Follow the Setup Wizard's on-screen instructions.

Getting Started

Left-click the Start button from the Windows Taskbar and select All Programs (or Programs) > Narbacular Drop > Narbacular Drop.

☺If you created a desktop icon during installation, you can use it to start the game.

4

Main Menu

This menu appears at the title screen.

Play Game – Starts the main game.

Options – Brings up the Options menu (see page 6).

Quit – Exits the game and returns you to Windows. In this mode you will unfortunately NOT be able to teleport about the room at will.

Pause Menu

This appears when ESC is pressed during the main game.

Resume – Exits the pause menu and returns to the main game.

Restart Room – Resets everything in the room and returns you to its entrance.

Options – Brings up the Options menu (see page 6).

Main Menu – Exits the pause menu.

Quit – Exits the game and returns you to Windows.

5

Options Menu

Video

Anti-Aliasing – Smooths the graphics. Set to off for best performance.

Full Screen/Windowed – Switches to specified video mode. Select Fullscreen for best performance.

Resolution – Set screen pixel ratio to 1024x768, 800x600, or 640x480. Lower for best performance.

Audio

Sound Effects – Sets sound effect volume.

Music – Sets background music volume.

Controls

Movement – View and customize movement controls.

Camera – View and customize camera controls.

Other – View and customize portal controls, mouse sensitivity, and mouse invert option.

6

Controls(defaults)

Looking

Zoom In/Out Over-the-shoulder View
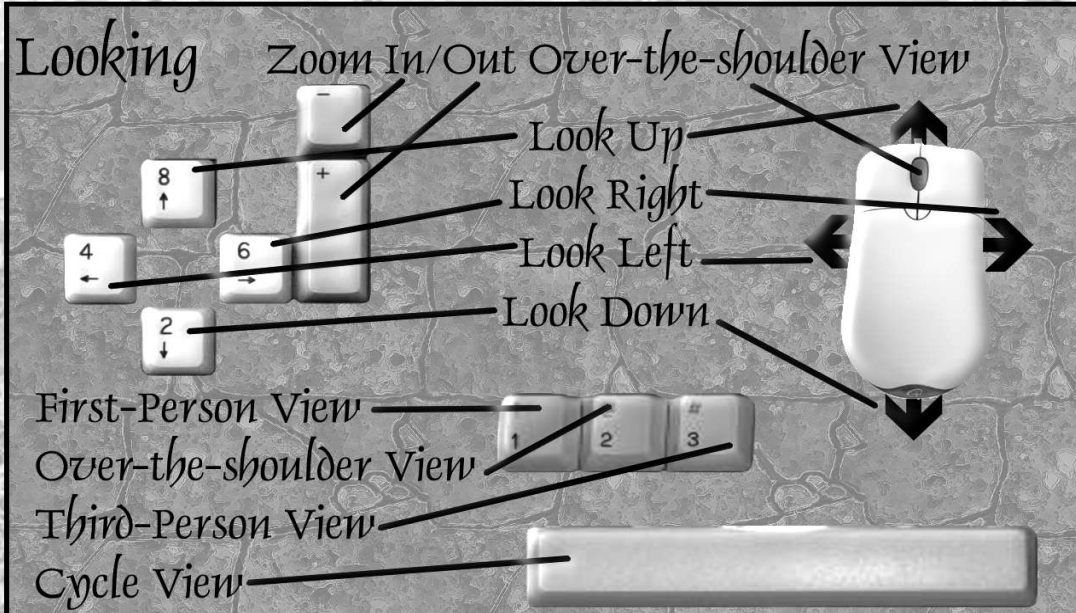
Look Up
Look Right
Look Left
Look Down

First-Person View
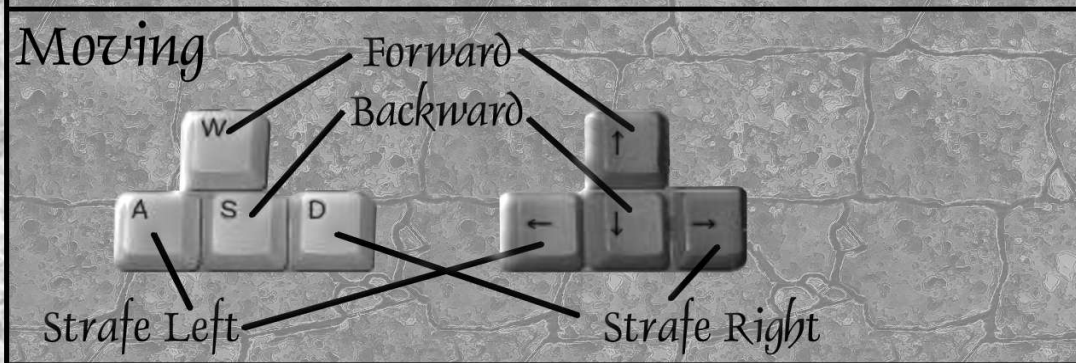Over-the-shoulder View
Third-Person View
Cycle View
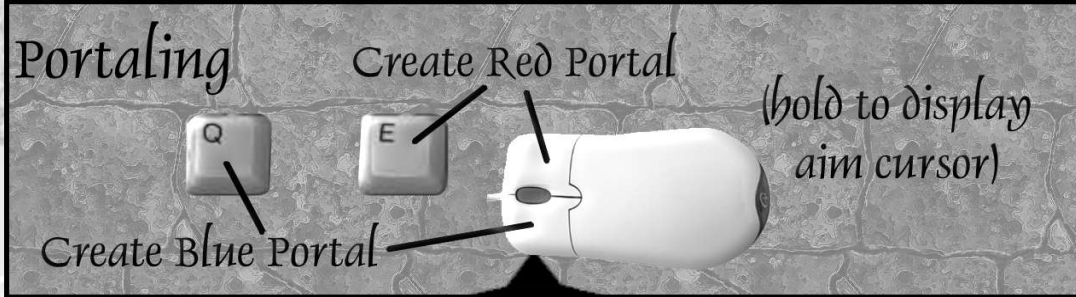
Moving

Forward
Backward

Strafe Left
Strafe Right

Portaling

Create Red Portal

(hold to display
aim cursor)

Create Blue Portal

7

Portals

What are portals?

Portals are a rift in the fabric of space that allow an object to travel into one portal and teleport out another. Wally can open two interlinked portals within his walls. You must tell him where to create the portals to navigate the dungeon and solve puzzles.

Where can I place portals?

On any wall, ceiling, or floor made of dirt or stone. The demon living in the dungeon has covered some surfaces with metal plating that portals can not be created on.

What can I use portals for?

A variety of tasks. You may want to get up to a high ledge. Place a portal on the ceiling over the ledge and one on the floor near the Princess. Walk over the floor portal and you will fall on to the ledge. This is only an example. Experiment with the portals to discover their various uses.

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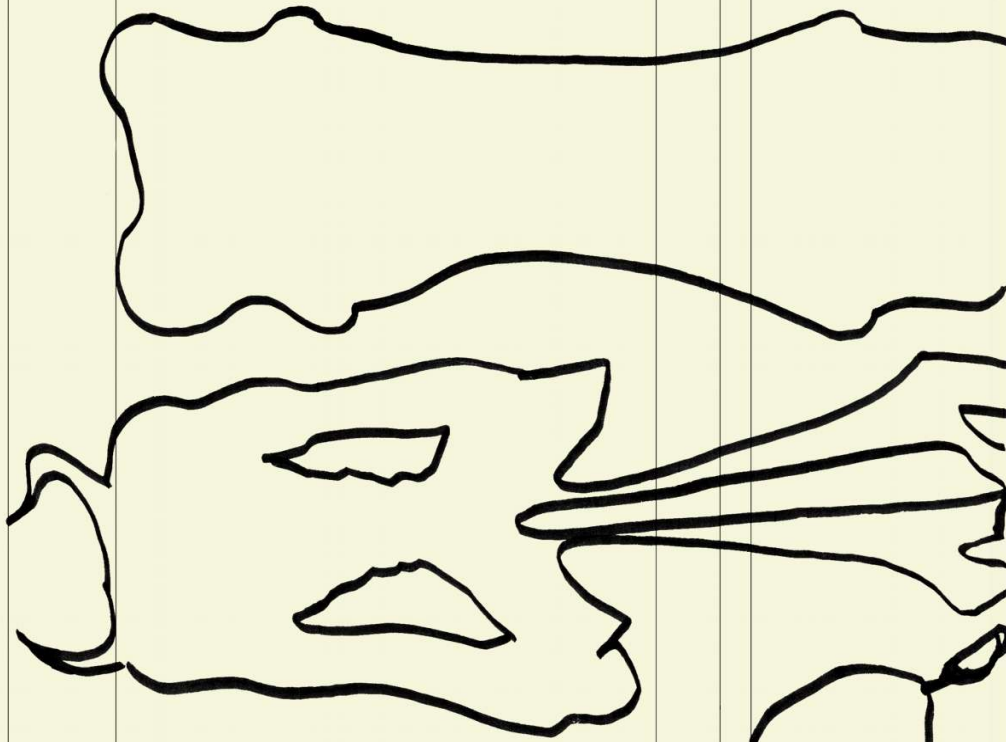Art – Eric Brown
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Meet the developers!

Share your feedback!

Download cool stuff!

http://www.NuclearMonkeySoftware.com

NMS

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INSTITUTE OF
TECHNOLOGY