

FOREWORD_{BY} TERRY

FILM NOIR

(A guide for those people who think Star Wars is an old movie)

Technically, film noir means 'black film', but...

...look, you know what it has come to mean, even if you didn't know what it was called, because I doubt if there has ever been a movie style that can be so recognisably parodied. Film Noir is what you get when you stir together *The Maltese Falcon*, *The Big Sleep*, *Casablanca*, *To Have and Have Not* and several dozen other movies made in the 40s and 50s. The weather is bad, the lighting is low, the streets are mean, life is cheap and the women are tougher than nails and have shoulder pads on which a competent pilot could land a small jet. People tend to lie a lot and double-cross one another.

It's the monochrome world of cynical detectives with their names spelled backwards on the glass doors of seedy offices and a bottle of rye in their desk drawer. And people smoked a lot, probably because of the stress of the lying, double-crossing, bad weather and walking into furniture in the low light.

Technically, it died out in the mid-50s and the lightening of the post-war gloom, but surfaces in countless parodies (*Dead Men Don't Wear Plaid*) homages (*Blade Runner*) and references so ingrained in popular culture that you probably know exactly what I'm talking about even if you've never seen one of the movies.

Play it again, Sam.



DISCWORLD

(A guide for those people who think fantasy only comes in brick-thick volumes)

Discworld is...

...but you're just bought the third Discworld computer game, and you don't know about the twenty-three books, the maps, the posters, the badges, the beers, the diaries, bookmarks, figurines, fan clubs, conventions and very popular cross-stitch embroidery designs?

Shall we wait for you to catch up?

All right.

The action in many of the books centres in and around the ancient, thriving and cheerfully-corrupt city of Ankh-Morpork. The weather is bad, the lighting is low, the streets are mean (oh, yes) life is expensive because it's death that's cheap, and the women are pretty tough even without shoulder-pads.

People tend to lie a lot and double-cross one another.

It's a naked city of a million stories, many of them badly spelled and cut very short. There are trolls, dwarfs, werewolves, zombies, wizards and vampires among the citizenry. Mostly they just want to earn the next dollar. And now it's just got its first private eye. He can look forward to being lied to and

double-crossed, but that's only the

start of his problems...

As they say in Sham Harga's House of Ribs:

"Play it again, Sham."



A stylized, handwritten signature of Terry Pratchett in black ink. The signature is fluid and somewhat abstract, with a large initial 'T' and 'P'.

Terry Pratchett

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THE BACKGROUND

INTRODUCTION

This is a story about murder and intrigue. A story about the occult and relics of a forgotten era. It is set on the Discworld, a world which is flat and rides on the back of four giant elephants who stand on the shell of the enormous star turtle Great A'Tuin, and which is bounded by a waterfall that cascades endlessly into space. Scientists have calculated that the chance of anything so patently absurd actually existing are millions to one. But magicians have calculated that million-to-one chances crop up nine times out of ten.

Our hero, if such a word is not too strong a description, is a man named Lewton, formerly of the Ankh-Morpork city Watch. Expelled from the Watch for taking a bribe, he has only just started to pull his life together after years lost in a drunken haze. Trying to get his life back together, Lewton has set up shop as Ankh-Morpork's first Private Investigator.

All he needs now is a case

ROUGH GUIDE TO THE DISCWORLD

From Sea to Shining Sea

It was the Epehebian philosopher Expletius who first proved that the Disc was 10,000 miles across. Viewers from space can appreciate in full its vast 30,000 mile circumference, garlanded by the long Rimfall, where the seas of the Disc drop endlessly into space. It gives the impression, with its continents, archipelagos, seas, deserts and mountain ranges, that the Creator designed it to be looked at from above.

Its tiny orbiting sunlet, with prominences no bigger than croquet hoops, maintains a fixed elliptical orbit, while the Disc revolves beneath it. The little moon shines by its own light, owing to the cramped and

¹ It is well known that barbarians prefer tundra to warmer climes, since it is more dramatic to emerge from the screaming tumult of a snowstorm, than to be found sunning your pectoral muscles on a deckchair.



Conversely, the Rim of the Disc is covered in sunny islands, balmy weather and a suspicious lack of horizon. Such is the cost of being flat.

There are four cardinal directions on the Discworld: hubwards, rimwards, turnwise and widdershins. Seasoned travellers have learnt to navigate solely by the sensations that they feel. If it gets warmer, you are headed rimwards. If it gets colder, you are headed hubwards. If you get dizzy, you are headed widdershins.

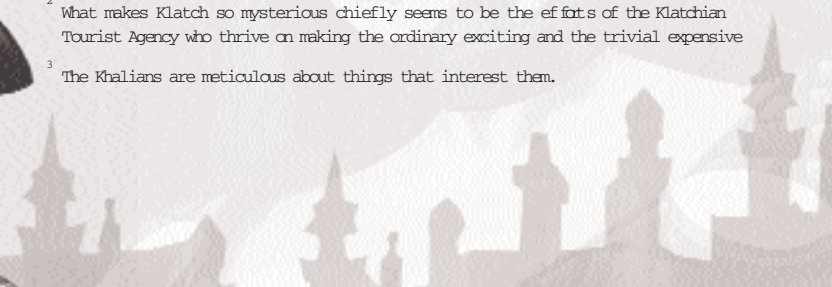
The geography of the Discworld can be divided into four main continents, excluding the many others which have been sunk, blown up or have simply disappeared. This sort of thing happens all the time, even on the best-regulated worlds. The first of these four continents is the unnamed continent, of which the Sto plains and the Ramtops are a major feature. It stretches all the way from the Rim to the Hub and finishes around the Circle sea. Its most famous (and most pestilent) feature is the city of Ankh-Morpork, the oldest city on the Disc. Ankh-Morpork is renowned for its mud, trouble, cabbages, trouble, politics, trouble, mud and trouble. It is here that the game is set.

The next continent is Klatch, which contains a dazzling collection of nations including Tsort, Epebe and Omnia. The city of Al Khali on the Hubward coast has been called the Gateway to the mysterious continent of Klatch² - it's rather like Ankh-Morpork, but with sand instead of mud. Al Khali's temple frescos are famous far and wide, at least among discerning connoisseurs (tours leave hourly from the Statue of Offler in the Square of 967 Delights³ but are restricted to males over eighteen and married women).

The city of Al Khali lies on the river Tsort whose chocolate brown waters are

² What makes Klatch so mysterious chiefly seems to be the efforts of the Klatchian Tourist Agency who thrive on making the ordinary exciting and the trivial expensive

³ The Khalians are reticulous about things that interest them.



Also on the river Tsort is the site of the ancient city of Tsort, long since destroyed in the Tsortean Wars. It is not entirely clear who put Tsort to the torch, but it is believed to be the armies of Epebe under Lavaeolus. It is certain that the cause of the Tsortean War was a woman named Elenor of Tsort. Or Crinix. Or Elharib. It depends who you talk to, really. Beyond that, the legends have a certain pick n mix quality to them, much like the gods of Tsort some of which seem to have been built from all the bits the creators of other gods had left over.

The Klatchian Tourist Agency runs daily trips to the ruins from the nearby village of Tsorta, home of Tsortese Mint Cake, a rare delicacy best admired at a distance. The existence of the Counterweight Continent, the third of the Discworld's four landmasses, is widely denied in Ankh-Morpork. It's not that they don't know of its existence, it's just that they choose not to have discovered it at this time. In fact, as every citizen of Ankh-Morpork knows, the existence of the Counterweight Continent will remain unknown for as long as the Patrician, Ankh-Morpork's benevolent⁴ dictator, says it is unknown.

Interestingly, the Agatean Empire, which would be situated on the Counterweight Continent if it existed, would deny the existence of any civilisation outside of itself.⁵ This balance of denial has kept the Agatean Empire from dealing with outside nations for centuries. However, the Agatean Empire has the unfortunate distinction of producing the Disc's first tourist⁶ and since then a handful of its citizens have ventured forth into the wider world. The Patrician, in his wisdom and benevolence, calls such people spies.

Despite a recent political rearrangement⁷, international relations

⁴ Every citizen in Ankh-Morpork would be quick to comment on the Patrician's benevolence. This is chiefly because every citizen who has been slow to comment on it has found themselves hanging upside down in a scorpion pit.

⁵ Thus maintaining implausible deniability.

⁶ A man named Twoflower. Central to his philosophy was the very strong belief that no harm could come to him because he was a visitor.

⁷ Alternative translations include coup, rebellion or necessary unpleasantness.

⁸ Tradition being the chief manner in which nations avoid having to do anything strenuous, such as thinking.



Population of the Discworld

Chaotic as it sometimes appears, the Discworld clearly runs on a special set of natural laws, or at least guidelines. There is cause-and-effect. There is eventuality things happen after other things. After that, it becomes a little more confusing. The following theory can be timorously advanced: The Discworld should not exist.

Flatness is not a natural state for a planet. Turtles should grow only so big. The fact that it does exist means that it occupies an area of space where reality is extremely thin; where should be no longer has the veto it has in the rest of the universe.

Things that might nearly exist in a real world have no difficulty at all existing in a quite natural state on the Discworld. Amongst the many races that thrive and multiply thanks to the low reality threshold of the Discworld, two of the most successful are the dwarves and the trolls. Trolls hate dwarfs, dwarfs hate trolls it s an arrangement that dates back thousands of years and has accumulated so much ill-feeling that the actual cause is now quite irrelevant.

In addition to trolls, dwarfs and humans, the Discworld is home to a number of undead. Vampires, zombies and werewolves all co-exist with the living, not always peacefully, but there s something about having a blood-sucking hellspawn living next door that doesn t encourage you to invite them around for dinner.⁹

Ankh-Morpork

Many philosophers have mused on the reason for Ankh-Morpork s existence, although a leading theory is that it exists solely to make other cities feel better. Ankh-Morpork has been burned down many times in its long history out of revenge, carelessness, spite or even just for the insurance. Most of the stone buildings that actually make it a city have survived intact. Many people that is, many people who live in stone buildings think that a good fire every hundred years or so is essential

⁹ Namely that they may invite you back to their house to be dinner.



It is generally accepted that the original building in the city was the Tower of Art, around which the grounds of the Unseen University have matured like mould on particularly ancient yoghurt. The Tower of Art is known to be 800 feet tall. Time, weather and indifferent repairs have given it a gnarled appearance, like a tree that has seen too many thunderstorms. It is topped by a forest of little turrets and crenellations, around which entire species of beetles and small mammals have evolved, aided by the emanations of magic from the university. In fact, the species of bats which is known to live at the top of the tower is believed to have developed a language so complex that they decided, eventually, not to bother using it.

Fresh water used to be brought straight into the city centre by a viaduct, which fell down centuries ago. Water is now drawn from shallow wells, thanks to the city's high water table. This, along with the slaughterhouses and cabbage fields, spice houses and breweries, contributes to Ankh-Morpork's most famous civic attribute: the smell. The citizens are very proud of the smell; on a really good day they carry chairs outside to enjoy it. Perhaps the most useful side effect of the smell is that in its long and undistinguished history, no-one has ever invaded Ankh-Morpork.¹⁰

Ankh-Morpork has a thriving (or at least, festering) population of humans and the largest known dwarfish colony anywhere on the Disc. It is also home to a growing number of trolls, undead and other special-interest groups. The fact that the trolls and the dwarves, who are historically bitter enemies do not instigate a state of all-out war is a tribute to the unifying force of the Ankh-Morpork dollar.

Of Gods, Small and Dark

The Discworld has gods in the same way that other worlds have bacteria. There are billions of them, tiny bundles containing nothing more than a pinch of pure ego and some hunger. Most of them never get worshipped. They are the Small Gods

¹⁰ This is not entirely true. Technically, the city has been invaded on numerous occasions. In fact, the city welcomes free-spending barbarian invaders, but somehow the puzzled raiders always find, after a few days, that they don't own their horses any more, and within a couple of months they're just another minority group with its own graffiti and food shops.



A handful, though, go on to greater things. Anything may trigger this. A shepherd, seeking a lost lamb, for example, may find it among the briars and take a minute or two to build a small cairn of stones in general thanks to whatever spirit might be around the place. In a show of its infamous cosmopolitan attitude, Ankh-Morpork has a temple to the Small Gods. Imaginatively called the Temple of Small Gods, the building is the home to a hundred mad prophets, abandoned high priests and the odd bono again cultist who tries to get everyone to join in another chorus of 'The Ichor-God Hates You'.

Contrary to popular perceptions, the gods don't play chess. They prefer simple, vicious games where you Do Not Pass Transcendence but Go Straight to Oblivion. As fickle, malicious and dangerous as the gods are, they are like innocent children¹¹ compared to the old, dark gods of the Disc. Their names are held in the Necrotelicomnicon the dreaded Liber Paginarum Fulvarum¹² scrawled by Achmed the Mad.

The dark gods used to roam freely on the Disc, eating men's souls, destroying the minds of all who beheld them and generally having a laugh on a Friday night. Now, all are either imprisoned or returned to the Dungeon Dimensions from whence they came¹³. These are the endless wastelands outside space and time, and its denizens are jealous of life and all things alive. People who plan to summon the dark gods are usually the kind of people who leave behind a piece of string to guard their house and are prone to shouting incomprehensible oaths at walls.

The interior of a typical temple to one of the old, dark gods will disobey a fairly basic rule of architecture by being bigger than the outside. It is likely to be full of corridors, of tunnels full of unpleasant carvings and occasional disjointed skeletons, hell-lit by a light so violet that it is almost black. The eight-sided crystals set at intervals in the walls and ceiling shed a rather unpleasant glow that doesn't so much

If such things exist.

And indeed, those who've seen the book and survived claim that the pages are indeed yellow.

¹³ And where, presumably, words like whence went.

¹⁴ This is quite a feat, as regular octagons do not tessellate. However, the number eight has such power in magic on the Discworld that it was probably worth torturing a few geometrists and architects just to get it right.

¹⁵ Eight, you may be starting to realise, is a number of some occult significance on the Discworld.



THE RACES OF THE DISCWORLD

Humans (Homo Sapiens)

One of the more abundant races of the Discworld, the humans, are easily identified by their strangely fundamental belief that they are clearly more important than any other life form and that all of reality has been gently hewn out of the raw stuff of existence¹⁶ solely for its benefit.

Dwarves (Hortus Decorus)

Standing on average only four feet tall, dwarves are well known to have mastered the art of sexual equality. Regardless of sex, all dwarves have naturally long lives (by human standards), have equally psychotic reactions to even the weakest beers and, perhaps most tellingly, have equally bushy beards. This unusual biological feature, coupled with a natural reticence to discuss their gender, causes dwarf courtship to consist of finding out, in delicate and circumspect ways, what sex the other dwarf is. No-one knows why it is that dwarves, who at home in the mountains lead quiet orderly lives, forget it all when they move to the big city and promptly dress in chainmail, arm themselves with oversized axes and change their name to something like Grabthroat Shinkicker.

Trolls (Stultus Saxum)

The trolls are a race of silicaceous¹⁷ but humanoid life, found chiefly in the Ramtop mountains but also increasingly in Ankh-Morpork and other cities. It is the bane of trolls everywhere that their silicon brains seldom function well in the comparative heat of the lowlands and consequently trolls have a reputation for being somewhat slow on the uptake. However, it would be wrong to assume that even the most intelligent, deep-frozen troll could even hope to approach subtlety. Troll courtship, for instance, consists of the male troll hitting his intended as hard as possible with a suitably pretty stone. One particularly interesting species of troll is the gargoyle, which has evolved a symbiotic relationship with gutters, funneling run-off water into their ears and out through fine sieves in

¹⁶ Comic book, if you will, hence the idea that the Discworld was a half-baked idea

¹⁷ And you thought buying this game wouldn't be educational, didn't you?
Well where else are you going to run across a word like 'silicaceous', eh?



Werewolves (Lupus Sapiens)

The common werewolf, or *Lupus Sapiens*¹⁸, is a fairly common sight on the Discworld. In fact, it is a very common final sight in some parts of the Disc. In Ankh-Morpork the Dead Rights movement has helped lycanthropes better integrate into society, but their habit of staring at people's throats while they talk tends to put a damper on conversation.

Werewolf senses are considerably sharper than most people's, and in particular their sense of smell is so acute that they can actually perceive scents. A room to a werewolf is an olfactory history of everyone who has passed that way. The most unusual thing about werewolves is that almost all the legends are true. It is true that the bite of a werewolf causes lycanthropy, it is true that they can only be killed by silver weapons and it is true that it is a bad idea to tap one on the shoulder, throw a stick and shout "Fetch!"¹⁹ It isn't true, however, that the sons and daughters of a werewolf are also werewolves. In fact, the genetics of lycanthropes are rather difficult to predict and a pregnant werewolf might give birth to a mortal baby, a werewolf cub or even, potentially, a puppy.

Vampires (Nosferatu Sanguineus)²⁰

Although not especially common, vampires are present in the rich melting pot of Ankh-Morpork, although they are generally expected to avoid feasting on any old hapless passerby on the grounds that it is really hard to get blood stains out of a shirt collar. Like werewolves, the Dead Rights movement has done its best to ensure that vampires are fully integrated into society, and many find themselves working in jobs where an aversion to sunlight is practically an advantage, such as night watchmen and nightclub bouncers.

¹⁸ *Sapiens* meaning wise or discreet. Since werewolves are generally neither, we can assume the species was named by Linoleum, the same prankster who thought it was funny to call mankind wise and thought it would be a great joke to make names of the dwarfs and trolls garden ornament and stupid rocks respectively. History does not record who was responsible for killing Linoleum, but a full and detailed volume of suspects was once published.

¹⁹ This is what's known in Ankh-Morpork as a suicide.

²⁰ Further compounding the racial crimes allegedly committed by Linoleum, *Nosferatu Sanguineus* translates broadly as *Bloody Vampires*.



Often the snag is that these details – the wearing of evening dress at all times, and so on – were designed for people who are tall, thin and possessing of a certain style and panache that most of Ankh-Morpork's citizenry wouldn't be able to manage, even after a twelve week evening course. This problem is compounded somewhat by the inherent shaving problem faced by all male vampires, since this is one particular activity that is very difficult when you can't see yourself in the mirror.

Other Races

It is doubtful that a place as inherently magical as the Discworld could ever have a complete list of all the races that populate it. Even the list of other types of undead could take a while to complete, which is possibly why undead citizenship forms are so hated in Ankh-Morpork. Imps, elves, zombies, demons, gnomes, banshees,²¹ dragons, gnolls, fairies, ice giants, goblins, bogeymen, ghosts and philosophers²² all help to make the Discworld in general and Ankh-Morpork in particular an entertainingly dangerous place to live. And that's not to even begin on the list of objects and animals who are more animate and intelligent than most of the humans.²³

THE GAME

MINIMUM SYSTEM SPECIFICATION

In order to get the most out of Discworld Noir you will need:

P166 or greater (p266 recommended) IBM-compatible computer.

32MB of RAM. (64MB recommended)

Windows 95 or Windows 98.

8-speed CD-ROM drive (12-speed recommended but 16-speed would be even better²⁴).

Sound card and amplified speakers or headphones

²¹ Actually there is only one surviving banshee, a Mr. Exquisite who has a speech impediment and is shy about meeting people. Consequently, instead of sitting on rooftops screaming "Single hemisphere! Electric collision! Brain with cognitive functions when people are about to die he just writes them a suitable note (OoooooeeeeeeOoooo) and slips it under the door before running away!²⁵
(Twin-hemisphere recommended)

²² Not strictly speaking a different race, but many people believe they are which is generally all that is required.

²³ It is an interesting fact about humans that they naturally assume that those animals that possess two arms and two legs are more intelligent than those that do not.

²⁴ But we're not all made of money.

²⁵ Yes, I know we used this gag in the manual for the previous game. But we figure you punters have a very short attention span, and how many good minimum system specification jokes can there be!



INSTALLING THE GAME

Insert the CD in your CD-ROM drive. If you have Autorun enabled, it will (unsurprisingly) automatically run and all you need do is follow the instructions on screen.

If not, select Run from the Start menu, select your CD-ROM drive using the Browse button and select Setup.exe from the file menu. You should then be in the same boat as the people whose Autorun is working, except they got there first and will have eaten all of the supplies.

After installation, you will be asked if you want to put a shortcut to Discworld Noir on your desktop (your choice no pressure) and then you will be asked if you want to play Discworld Noir now and of course you do, so select yes and you are on your way.

PLAYING DISCWORLD NOIR

Starting the Game

From the title screen you can start a new game or resume the last game you were playing. Since you haven't started playing yet, you'll probably want to start a new game, although you may feel the need to play about with the Options because you just can't see a button without feeling an irrepressible need to push it. When you start a game of Discworld Noir, an introduction to the game will be shown. If you have already watched it, you may bypass it by pressing the ESC key.

Hint: IN GENERAL, ESC WILL ALLOW YOU TO SKIP ANY ANIMATED SEQUENCES IN THE GAME, OR TO ADVANCE THROUGH THE CONVERSATION YOU ARE HAVING WITH A CHARACTER. AFTER THE INTRODUCTION (WHETHER YOU WATCH IT OR NOT), THE GAME WILL START. IF YOU WISH TO LOAD A PREVIOUS GAME, PRESS F1 TO CALL UP THE OPTIONS MENU (SEE LATER).



Using the Mouse

All of the game activities in *Discworld Noir* can be controlled by using your mouse. If you do not own a mouse, see the Using the Keyboard section later in this manual²⁶. The mouse buttons are used in three different ways:

Click means to press the left mouse button once.

Double click means to press the left mouse button twice in quick succession.

Right click means to press the right button once.²⁷

The lead character in the game is Lewton, a private investigator. You are in control of him from the moment when the cursor first appears on the screen. Using your mouse, move the cursor around the screen. You will soon notice that any areas or items of interest on the screen are tagged. This means that their names are displayed on screen whenever you point at them with the cursor. While you may explore anywhere on screen, it is only these tags that are important in completing the game. As well as text tags, there are also exits. When you point at an exit from a room, the cursor changes into a yellow arrow pointing in a particular direction according to where the exit leads.

Hint: IF YOU ARE STUCK, IT IS WORTH CHECKING THAT YOU HAVE FOUND ALL THE TAGS IN THE ROOMS YOU CAN GET TO. A GOOD HABIT TO GET INTO IS 'SWEEPING' ANY NEW ROOM YOU VISIT FOR TAGS. IT IS ALSO WORTH REMEMBERING THAT SOME TAGS MAY CHANGE WITH TIME — IT IS UP TO YOU TO DECIDE WHICH TAGS ARE LIKELY TO CHANGE.

Lewton's Mouse Controls

The following describes Lewton's basic commands:

Walk: To make Lewton walk to a specific point on the screen, click on the place you want to go to. He will then walk across to it, or as near to it as

possible. If you click on a tag, Lewton will walk over to

²⁶ And ask yourself: "Why don't I own a mouse?" I mean, come on. Everyone has a mouse these days. Get with the programme.

²⁷ This style of text description is what is known in the industry as bloody obvious. However, as a mark of our respect for you, the punter, we include it here anyway. Besides, how many of you read the manual anyway? I know what you're like — you get home with your new game in your hot and sweaty palms and you haven't got time to waste with the manual, you just want to tear it out of that irritating plastic wrapping and get straight into the action. I don't know, no patience in the younger generation, not like my day when I was a lad, computer games were in black and white, and you didn't have CD-ROM drives, you had punch cards. You'd go to the shop and say "can I have the punch cards for *Way of the Exploding* Fist please?" The shop assistant would punch you in the nose for being an impudent whelp. Ah, those were the days



Interact: To cause Lewton to interact with a tag, double click on it. The result of the interaction depends on what the tag is and possibly also on what Lewton has previously done. It will also depend to a great extent on what you have in Lewton's hands.²⁸

Look: To have Lewton look at a tag, right click on it. Lewton will then describe what he sees.

Hint: THERE IS A BIG DIFFERENCE BETWEEN LOOKING AT A TAG AND INTERACTING WITH IT. FOR EXAMPLE, IF YOU SEE SOME SOOT IN A CHIMNEY, LOOKING AT IT WILL CAUSE LEWTON TO EXAMINE IT CLOSELY. INTERACTING WITH IT MIGHT CAUSE LEWTON TO TAKE SOME OF THE SOOT, OR TO TRY AND CLEAN IT FROM THE CHIMNEY.

Change of Views

In some locations, walking to a certain part of the area will cause the camera angle to change, providing a close up or alternative view of the location. Changes of view may also occur when you look at or interact with a tag.

Exits

The exits from a location are shown on screen by arrows. Some exits will take you to a new location, some to a different part of the current location and some back to the streets of Ankh-Morpork. To use an exit, simply click on it and Lewton will walk over and go through it.

Hint: IF YOU ARE TOO IMPATIENT TO WAIT FOR LEWTON TO WALK TO AN EXIT, YOU CAN DOUBLE CLICK ON THE EXIT TAG (A YELLOW ARROW) AND THE SCENE WILL IMMEDIATELY CUT TO THE NEXT LOCATION.

Interacting

Lewton's interaction with tags will include talking to other characters (see Conversations) and looking for clues. Occasionally, Lewton may

²⁸ interact with a tag in a more physical manner. There are no hard and fast rules, but you will quickly get the hang of how interacting works.²⁹ we're talking about.

²⁹ And if you don't, well, the CD-ROMs make excellent coffee mats



INVENTORIES

THE NOTEBOOK

Clues

The notebook is an inventory for clues. When Lewton hears or sees something of interest, he writes it down in his notebook as a clue. As the game progresses, Lewton will accumulate more and more clues which can be used to solve the game. You can access Lewton's notebook either by pressing F3 or by clicking on Lewton and selecting the notebook icon from the window that opens. You may pick up a clue by clicking on it, and then use the clue by interacting with game tags while the clue is in Lewton's hands.

Hint: CLUES ARE THE KEY TO COMPLETING THE GAME. WHENEVER YOU GET A NEW CLUE, YOU SHOULD THINK ABOUT HOW THAT CLUE IMPACTS ON WHAT YOU ALREADY KNOW, AND WHO YOU CAN USEFULLY TALK TO ABOUT THAT CLUE. ALSO, JUST BECAUSE YOU'VE TALKED TO SOMEONE ABOUT A PARTICULAR CLUE DOESN'T MEAN YOU SHOULDN'T TALK TO THEM AGAIN, IF SOMETHING ELSE SHEDS NEW LIGHT ON THE SITUATION.

Notebook Structure

The notebook consists of a number of pages, upon which are written the clues that Lewton has found. Each page has a title that will allow you to find the clue more quickly in the future. The first two pages in the notebook are the contents pages. On these pages are the titles of all the other pages in the notebook. Double clicking on the title of a notebook page will take you to the appropriate content page, and double clicking on one of the entries on a contents page will take you to the page with that title. Note that the cases entry on the first contents page will take you to the second contents page. Some clues will appear on more than one page in the notebook. Such clues are known as hyperclues. Double clicking on a hyperclue will take you to the other page that the hyperclue appears on. This allows you (with a little experience) to zip around the notebook to your heart's content.

Hint: LEARN TO USE HYPERCLUES! IT WILL TAKE YOU FOREVER TO NAVIGATE AROUND THE NOTEBOOK OTHERWISE. REMEMBER YOU CAN DOUBLE CLICK ON TITLES



Notebook Commands

The following commands can all be carried out from the notebook:

Muse about clue: Right click on the clue you wish Lewton to think about, exactly as if you were examining a tag. Do this if you've forgotten what a particular clue was about, or to hear Lewton's thoughts about a particular clue.

Holding and Linking clues: When a clue has been clicked on, it becomes held.³⁰ It can then be interacted with (double clicked on) another clue or a tag in an attempt to make a connection between them. Most of the time, clues will have no connection to each other, but occasionally attempting to link clues like this may cause Lewton to make a realisation that may add a new clue to the notebook.

Hint: LEWTON CAN ALSO LINK CLUES TO TAGS AND OBJECTS AS WELL. ALL YOU NEED TO DO IS 'HOLD' THE CLUE AND DOUBLE CLICK ON THE APPROPRIATE TAG OR OBJECT.

Exit notebook: Click outside of the notebook window (or press ESC) to exit from it.

Next page: If you click on the bottom right hand corner of the notebook, Lewton will turn the page onto the next page in the notebook. You can achieve the same goal by pressing PAGE DOWN.

Previous page: Clicking on the bottom left hand corner of the notebook causes Lewton to turn back to the previous page. Note that this is the page before it in the notebook, not the last page you were displaying. If you use hyperclues to move between pages of the notebook, clicking here will not send you back to the last page displayed. The same effect

³⁰ If the notebook is selected from inside a conversation, this does not happen. Instead, Lewton talks to the person in question about the clue. See Conversations, below, for further details.



The contents and size of the notebook will grow as the game proceeds. Also, clues that Lewton has decided are no longer important will become crossed out. If a clue is crossed out in the notebook, you can be certain that you have done everything that you needed to do with it.³¹

Hint: TO 'DROP' A CLUE YOU NO LONGER NEED, YOU CAN RIGHT CLICK. THIS WILL ONLY WORK IF THERE ARE NO INVENTORY WINDOWS OPEN AND YOU DO NOT HAVE A TAG SELECTED ON SCREEN. ALTERNATIVELY, YOU CAN DOUBLE CLICK ON LEWTON OR THE NOTEBOOK TO GET RID OF THE CURRENTLY 'HELD' CLUE.

THE OBJECT INVENTORY

Lewton's Bag

As well as his notebook, Lewton has a bag in which he puts any objects he happens to find.³² This is the object inventory (often, the inventory) and can be accessed by clicking on Lewton and then on the bag icon, or by pressing F2. At the start of the game you will have one object in Lewton's purse. You will collect others as the game progresses. Unlike other computer adventure games, the number of objects in Discworld Noir is quite small. Most of the game depends on clues, not on objects.

You may pick up any object in the inventory by clicking on it, and then use the object by interacting (double clicking) with game tags while the object is in Lewton's hands.³³

Inventory Commands

Muse about object: Just as with clues, if you right click on an object you will get Lewton's comments on that object.

³¹ This doesn't mean that you've definitely done everything that you could have done with it, but it does mean that a clue won't get crossed out until you've used it in the most appropriate way for finishing the game.

³² Or, as the case may be, steal, pinch, pilfer, nick, prig, filch, purloin, misappropriate, peculate, hook, snitch, borrow, boost, liberate, heist, swipe or hijack.

³³ That is, the only difference between clues and objects is that when we were talking about clues we had to put 'hold' and 'hands' in inverted commas.



Pick up object: clicking on an object allows Lewton to pick it up.

Drop object: clicking in an open space in the inventory window will cause Lewton to drop the object he is carrying.

Combine objects: this is the equivalent of linking clues (see above). Pick up an object and then click on the object you wish to combine it with. If it is possible for the objects to be combined, Lewton will tell you what happens. Otherwise, he will respond as if you attempted to link them. Objects can sometimes be combined with tags.

Exit inventory: Click outside of the inventory window (or press ESC) to exit from it.

Scroll inventory: Clicking on the arrows by the scroll bar will move the inventory up or down one row. clicking above or below the scroll bar indicator will move the inventory, and dragging the scroll bar indicator will allow you to scan through the inventory at high speed. You may also use the PAGE UP, PAGE DOWN, HOME and END keys to move around the inventory window (see Using the Keyboard).

Hint: THE QUICKEST WAY TO PUT A HELD OBJECT IN THE INVENTORY IS TO RIGHT CLICK WHEN THERE ARE NO INVENTORIES OPEN AND THERE ARE NO SELECTED TAGS ON SCREEN. AS WITH THE NOTEBOOK, YOU MAY ALSO DOUBLE CLICK ON LEWTON OR THE OBJECT INVENTORY FOR THE SAME EFFECT.

OTHER INVENTORIES

There may be other types of inventories hidden in the game. It is up to you to learn how these work, but there will always be at least one character who can explain



CONVERSATIONS

HARD BOILED MONOLOGUE

Lewton, being a private investigator, has a private hard boiled monologue going on in his head. This is quite convenient for you, the player, since Lewton's hard boiled monologue lets you know what he is thinking about.

THE CONVERSATION WINDOW

How to Talk to People³⁴

You can converse with almost all the characters in Discworld Noir. These characters often say important things which may help you to complete the game. It is always advisable to return and talk to characters at some later time, as they may have something new to tell you. Whenever you get a new clue, it is worth thinking about which characters you might want to talk to about that clue.

To open a conversation with a character, you simply double click on that character. After any preamble, the conversation window will open. This window contains topics that Lewton can talk to the character about. Which topics are available at any particular time depend on what Lewton has learnt from his investigations, what he has already talked to that character about and on what has happened in the city recently.

Hint: WHICH TOPICS ARE AVAILABLE DEPEND ON WHAT LEWTON HAS EXAMINED OR LOOKED AT, WHAT THE CHARACTER KNOWS, WHAT LEWTON HAS ALREADY SPOKEN TO THE CHARACTER ABOUT AND WHAT IS HAPPENING IN THE CITY. IT IS OFTEN WORTH HAVING A LOOK AROUND THE CHARACTER'S LOCATION BEFORE TALKING TO THEM, AS THIS CAN OPEN UP NEW CONVERSATION TOPICS.

³⁴ In the game, that is. If you can't talk to people in real life we can't really help you. I'd recommend calling a helpline, but if you can't talk to people how is that going to help?



How to Stop talking to People³⁵

When you have finished talking to a character, select the goodbye topic, or click outside of the conversation window. Lewton will say goodbye and you will be back to pounding the streets, searching for clues. Usually, you can return to a character and talk to them later. However, for various reasons, this may not always be possible. You will have to decide what to tell characters and what not to tell them. In some cases, Lewton will decide that it really isn't a good idea to tell (or ask) a certain person about some particular matter, in which case he will make a hard boiled comment to that effect.

Talking about Clues and Objects

You can make Lewton talk to someone about particular clues and objects by selecting the appropriate inventory icon from the conversation window. This will open that inventory, just as described above in Inventories. However, when you click on a clue or object in that inventory, instead of picking it up, Lewton will talk to the character he is talking to about it. If Lewton feels talking to that character about that clue or object is a really bad idea, you will hear hard boiled monologue explaining Lewton's reasons for wanting to keep quiet.

Confrontations

Occasionally in a conversation someone will say something which contradicts some evidence or clue gained from elsewhere. In these instances, you may want to make Lewton confront the individual. To do this, select the appropriate inventory icon (the notebook, for example) from the conversation window and then choose the relevant clue or object. Lewton will proceed to confront them accordingly. In some

³⁵ In real life, this is usually the easy part.



THE OPTIONS WINDOW

WHAT IS THE OPTIONS WINDOW?

Ern well, it s a window with options in it. What did you expect? A kiosk selling shares? You can open the Options window by pressing the F1 key thus accessing the bounteous wonders within.

THE OPTIONS

Load a Game

When you select this option, a window containing a list of previously saved games will appear. To load one of these games, select it by clicking on its description and then click the tick icon. Alternatively, you may simply double click on the description. The cross icon can be used to cancel the load game attempt.

Save this Game

You may save your current game at any time (so that you can return and play from that exact place) by selecting this option. A list of previously saved games will appear, as well as an empty slot for saving a fresh game. You may either rename an existing game by clicking on the description and typing a new one, or you may create a new saved game by typing a fresh description in the empty slot. Once you have entered the description, click on the tick icon to save the game. You can also save over an old game by double clicking on it.

Restart Game

This option takes you back to the title screen. Use it when everything is going really badly, or when you want to see the intro movie



Sound/subtitles

This displays a window with sliders allowing you to alter the volume of the game's music, sound effects and voice volume. Subtitles are provided for the hard of hearing, the hard of listening or the hard of affording a decent sound card. From this option you can also enable or disable the subtitles or alter the speed at which subtitles are displayed. For versions with multiple languages, select the flag of the country whose language you wish to use for the subtitles.

Gamma Correction

If your graphics card supports Gamma Correction, this option will allow you to maul the nice, dark atmospheric graphics and make them look brighter and hence easier to see.

Quit Playing

This causes you to exit the game.³⁶

USING THE KEYBOARD

Discworld Noir can be enjoyed equally well when played with the keyboard.³⁷

The cursor is moved around by using the `ARROW` keys.

The `SPACE` key is the equivalent of a single click, for walking or picking up clues or objects from inventories.

The `RETURN` key is the equivalent of a double click, for interacting with or for switching to the other page a hyperclue appears on.

The `CTRL` key is the equivalent of a right click, and is used for looking at tags and returning objects to their inventories.

`F1` opens the options window.

³⁶ Perhaps because you haven't slept in days.

³⁷ This is in fact a flagrant lie. A mouse is obviously a better way of playing, but the keyboard can be used to speed up game play. To all those people with a P133 or above and no mouse I ask you: Why? What possible reason could there be? You have my sympathy.



F4 opens additional inventories, if you have them.

When the notebook window is open, you have some additional keys. PAGE UP and PAGE DOWN scroll up and down a page, and the HOME and END keys can be used to move you to the start and end of the notebook respectively.

Similarly, in the object inventory, PAGE UP and PAGE DOWN scroll up and down, and the HOME and END keys can be used to move you to the start and end of the inventory respectively.

The ESC key is used to bypass any fixed animation sequences (cut scenes), and also to cancel or abort any window operation. Finally, ALT X can be used to exit the game entirely.

COPY PROTECTION

Discworld Noir is the product of thousands of man-hours of effort, and was written by an independent software house, very talented but not very rich. Therefore, we will be very upset with you if you decide to pirate our game. What's more, if you do this, we will be forced to unleash our team of hardened mercenaries to hunt you down for sport. We don't like to do that, but these are desperate times.

TECHNICAL SUPPORT

If you encounter technical problems with the game you should call the Technical Helpline which operates between the hours of 9am and 5.30pm, Monday to Friday. Please ensure that you are sitting in front of your computer or have full details of your computer configuration and the problem you are encountering when you call.



THE CREDITS[®]

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³⁸ Discworld Noir did not spring fully formed to life like Athena from Zeus (or, for a more modern version of the same expression, like Xena from Hercules): Many, many talented people gave their lives so that you could play this game and you really owe them at least a cursory glance. I'll bet you're the kind of person who walks out of films before the credits have finished too. Shame on you.

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