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### INSTALLING THE GAME:

**DRM-Free:** Double click on SETUP.EXE and follow the on screen installer instructions. Install to a location of your choice.

**Steam users:** Go to Library and select "The Adventures Of Fatman". Click "Install" and follow the on screen instructions.

**DVD/CD Rom:** Insert the DVD/CD-ROM in the drive and wait. If the install program does not start automatically, select "RUN" from the windows START menu. Select DVD/CD-ROM drive, and run the file: "SETUP.EXE"

### SETTING UP THE GAME:

The setup program (Winsetup.exe) allows you to change the settings of how the game will run. You do not need to run the setup first in order to play the game. The game's original resolution is 320x200 but it looks best set in 640x400 mode. If you are having any speed issues or problems it is recommended that you set the game resolution to 320x200 in full screen mode. The game has music, sound effects and full speech, but there are no translations or digital music packs available.

It may be necessary to choose a higher Graphics Filter on newer machines. Remember to click "Save" after making any changes to settings.

### SYSTEM REQUIREMENTS:

- Windows 95, 98, ME, 2000 or XP to run the game.
- Pentium 100 MHz or faster system with at least 32 Mb RAM.
- All DirectX sound cards are optionally supported.
- 320 x 200 VGA display.
- A mouse is essential.

### PLAYING THE GAME:

On the bottom of the screen is the command interface. From here you can control Fatman in your adventure. The first line will read what command mode is active. To the right is the inventory box. All the items Fatman picks up will show in this section. The following commands are available:

#### WALK MODE [walking man icon]:

Click on any point of the screen that you want Fatman to walk to. If it is possible Fatman will walk to this location. If not he will walk as close as possible or he may exit the screen.

#### LOOK MODE [eyeball icon]:

Click on any point of the screen that you want Fatman to examine. A text box will appear giving you more detail about this location. Click again to close the text box.

#### INTERACT MODE [hand icon]:

Click on any point of the screen that you want Fatman to perform an action with. (i.e. If you were to click on a door, Fatman would try to open it.) If there is no action possible a text box will appear and give you the details. Click again to close the text box.

**TALK TO MODE [speech bubble icon]:**

Click on any point of the screen that you want Fatman to talk to. In most cases you can only talk to other characters. During these conversations the options will appear in a text box on screen. Click on the line you want Fatman to say. You can skip the speech at any time with a click.

**SELECT INVENTORY MODE [mouse arrow icon]:**

Click on any inventory item you wish to select. Selecting the inventory item will allow you to use this item anywhere on screen and sometimes on another inventory item.

**INVENTORY BOX:**

The inventory box will contain all the inventory items that Fatman has picked up. You can interact with these items in the same way you would interact with items on the screen.

**SAVING / LOADING GAME:**

If you need to quit the game you will want to save your progress. When you restart the game you can reload the game at the point you left it. It is also possible for Fatman to die in his adventure, so you may want to save the game at random points to prevent having to start all over in the event of his death. You do not need to worry about this if you have selected easy mode.

**IN GAME OPTIONS:**

You can modify how the game functions by clicking on the menu button. You can change how fast Fatman walks around on screen. The overall game speed. The speech volume and the music volume. Clicking on the voice mode button will toggle the recorded speech text mode on and off. The on screen text is permanent.

**DEATH MENU:**

It is possible for Fatman to die in his adventure. If this happens a menu displaying why you died will appear. At this point you can quit, reload or retry. The reload button will take you to the load game menu. The retry button will only work if you are in easy mode. The retry button will restart your game just before Fatman died.

**SHORTCUTS:**

- Esc: Skip Cut-scenes
- Mouse Click: Skip speech.
- F12: Play the behind the scenes audio commentary.

**GAME PLAY:**

As the title might suggest, The Adventures of Fatman is an adventure game. In an adventure game you will come across a variety of puzzles. Solving these puzzles will advance you in the game. If you get stuck try these hints:

- Pick up everything that isn't nailed down. Most objects will have a purpose.
- Be sure and talk to everyone.
- Look for clues!
- Use your inventory with everything you can find.

**LEGAL:**

The Adventures of Fatman.  
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#### CREDITS:

##### **Game Design:**

Michael Doak

##### **Game Programming:**

Michael Doak

##### **Game Engine:**

[Adventure Game Studio](#) - Chris Jones

##### **Music:**

[Mark "mOds" Lovegrove](#)

##### **Artwork:**

Michael Doak

##### **Rodekill Comic Book:**

[Shawn Guzzo](#)

##### **YUS Bird Comic Book:**

[Telemachus Stavropoulos "Helm"](#)

##### **Voice Actors:**

Abdul: Michael Doak

Apartment Attendant: Scott Muehleisen

Bartender: [John Bell](#)

Billy Bob: Michael Doak

Bouncer: Jamie Doak

Bruno: Jamie Doak

Bum: Brian Fry

Burrito Barn Clerk: Derek Koerner

Buzzer Voice One: Chuck Talcott

Buzzer Voice Two: Michael Doak

Fat Computer - Michael Doak

Fatman - Michael Doak

Guitarist: Ben O'Connell

Harold: Brian France

Henchmen: Joe Talcott

Itchy Eddie: Michael Doak

Knucklebones: Michael Doak

Mary Kate Cosmetic's Boss: Chuck Talcott

Merv the punk: [Daniel J. Geduld](#)

Narrator - [Blazej Dzikowski "Goldmund"](#)

Sheri: JoAnn Doak

Oldman Fogerty: Michael Doak

Pete: [Daniel J. Geduld](#)  
Policeman: Vince Pfromm  
Toxicman - [Francisco Gonzalez](#)  
Wrent A' Wreck Clerk: Robin Doak

**Plug-in:**

AGSCreditz by: [AJA](#)

**Other:**

Fatman Adventure Custom Fonts created with the [SCI studio](#).

Michael Davis - created the single digit font.

[Len Green](#) - Lead BETA tester.

Chrille Blomqvist - Special features menu.



**CD Artwork / Design:**

Michael Doak

**LICENSES:**

TrueType font display uses ALFont by Javier Gonzalez and the Freetype project.  
Distributed under the terms of the FreeType project license.

For other licensing information please read the .doc files located in the "/licenses"  
directory of your CD.



**SPECIAL NOTICE !!**

From 2015 onwards: We can no longer fix/update/modify this game. Whilst every care has been taken to remove errors and bugs, a small number may still remain.

Please **remember to save often!** See the **FAQ** below for support suggestions!

**TECHNICAL SUPPORT ?**

If you have any problems we recommend visiting the Steam forum for up to date posts. If you are still having issues, we will try to help:

Please contact Screen 7 via the dedicated [contact form](#), thank you.

**F.A.Q. !!**

**Graphics/video mode cannot be set.** Game seeks 640x480 res support. Run the setup (winsetup.exe) and select a higher "Graphics Filter" (ie 2x nearest neighbor).

**Sound/music.** This game uses MIDI music. Some newer PC's do not have built in MIDI synths. It may be necessary to download drivers or run the setup (winsetup.exe) and under "MIDI Music" set it to "Disable music".

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