

1997 RELOADED

Or, Whatever Happened to Andy Quinn

GAMEPLAY

1997 RELOADED is a visual novel with a click-and-point gameplay featuring a drag-and-drop mini-game, a quiz, and many interactive screens.

→ We suggest you don't click too frantically the screen if you don't want to miss out. In fact, this game features TRANSITIONS and ANIMATIONS.

SAVE

Like most VNs, 1997 RELOADED will require you to save manually not to lose progress. You can do that by right-clicking at any time to open your menu and hitting save, or from the in-game quickmenu at the bottom of each page.

BUT IF YOU QUIT WITHOUT SAVING, don't worry! Next time you'll open the game, just go to LOAD then to Q to resume from where you left off.

GAME CONTROLS



In the image above you see selected in white the button 'Keyboard', showing the respective Keyboard controls. Click on 'Mouse' to see the Mouse controls.

Access Keys under the Main Menu of "1997 Reloaded" for a list of keyboard and mouse controls.

→ In the quiz at Chapter 3, press the "Enter/Return" key on your keyboard to validate your answer.

LANGUAGES

English is the main language. But two of the main characters are Italian, so there are parts in Italian (always translated or rephrased in English) to add a realistic touch to the whole thing. For other language options, please, bear with us.

INTERACTIVE ICONS



You will see some icons appearing on the top right of your screen during the game (like Marco's face above here, redirecting to the Characters section in the Game Menu). By clicking them you'll access interactive screen featuring extra content.

ANSWERING MACHINE PLAYER



This is what the answering machine looks like when you click on the ANSWERING MACHINE item from the game menu.



Here's what it looks like if you hover over the selector on the left. The dark box on the right tells you what will happen if you click the selector. So, click it!

This player can be accessed in the Game Menu. You have to reach a certain point of the story to activate it. (You will be notified when that happens.)

Here you'll have the vintage answering machine at your disposal. Hover over the buttons to see what they do (suggestions will be displayed in the box at your right, next to the 'X' to exit the screen) then click on them to activate them.

BUTTONS EXPLAINED

- Clicking on the **Selector Switch** allows you to switch between the Outgoing Message Cassette (OGM PLAY, orange) and the Incoming Message Cassette (ASW PLAY, purple).
- **START** button allows you to listen to all the incoming messages, one at the time. The number of the message playing is displayed in the box at the right (MESSAGE:1 means that you're currently listening to the first message recorded).
- **STOP** button stops the current message.
- **REVIEW** is used to REWIND the cassette (taking you back to the previous message).
- **CUE** is used to FAST FORWARD to the next message.
- **MEMO #1** takes you to the partial English transcript featuring a multiple answer quiz.
- **MEMO #2** takes you to the Italian translation of all messages.

It's actually very straightforward!

READING ROOM PLAYER



The Reading Room is a fictional place where important information about the protagonist's scene is displayed. When you hover over certain objects inside it, they will reveal themselves as buttons. Just click on them to open up new screens containing interactive content (including audio). You will find here all songs featured in the game, look for the CDs to listen to them.

Click '**X**' to exit a screen and '>' to proceed (in multiple screens).

This player can be accessed under the Game Menu. You have to reach a certain point of the story to activate it and will be notified when that happens.

Mind, not all objects are visible when the Reading Room is unlocked. Return to it at least at the beginning of each chapter to see what's changed.

GALLERY

The photos in the gallery are unlocked as the story progresses.

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CREDITS

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This game is a work of fiction featuring the alternate 1990s timeline called 'The Roxyverse'. The authors reinvented the 1990s in order to revive the spirit of a decade that ran the risk of changing our world but ended up leading to the victory of technocrats. The names, characters, places, and incidents portrayed in it are the work of the authors' imagination or, if real, are used fictitiously. Any resemblance to actual persons, living or dead, is entirely coincidental.

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