Snail Trek 4 - Instructions

Basic Controls

- Arrow keys (or numpad) to move (or click to move). Hold down SHIFT to move more quickly
- ESC for the menu, which lets you adjusting sound and other settings, or load and save checkpoints
- TAB (or type ‘stuff’) to show your inventory items (you can select an inventory item to see more information about it)
- ESC to dismiss a dialog, or ENTER to progress through on-screen text prompts.
- Press SPACE to switch characters, or use the icons in the upper right corner. Note: Switching characters may be disabled at times, or until certain events have happened.
- To transfer an inventory item between characters, move one in front of the other and type 'give wrench to snail', or just 'give wrench'.

Typing controls (controlling your player)

Snail Trek uses a text parser interface. This means you type in commands to control the player. You can just start typing. Some examples:

- ‘Look around’ (to get a general description of the current screen)
- ‘Open door’
- ‘Look house’
- ‘Look in hole’
- ‘Give food to dog’
- ‘Attach rope to tree’
- ‘Use computer’
- ‘Talk to man’
- ‘Ask man about mountain’

TIP: Pressing TAB while typing will auto-complete the first suggestion below the edit box
TIP: If you’re standing in front of an object or person, you can often leave out the noun describing that object (helpful if you don’t know what the object is called). For instance:

- ‘Look’ (describes the object in front of you)
- ‘Open’ (opens any openable object in front of you)
- ‘Give food’ (gives food to the person in front of you)
- ‘Ask about mountain’ (asks the person in front of you about mountains)

Save Games

Snail Trek has an autosave feature, but you can also save specific checkpoints (from the ESC menu, or by typing ‘save’). For best results, use the quit game option from the ESC menu (or type ‘quit’) instead of just closing the application.

When you start Snail Trek, you should be able to resume where you left off by choosing ‘Continue’ from the title screen menu.