

Murder in a Wheel - Instructions

Technical Stuff

The program winsetup.exe allows you to modify the game's technical settings. If you play at a higher resolution than 320x200, I recommend using one of the nearest-neighbour graphics filters to preserve the hard edges. Otherwise the onscreen text can be difficult to read at times.

Murder in a Wheel was created with AGS (Adventure Game Studio) and only runs on Windows at the moment. There are ports of AGS for Linux and Mac (beta), but I could not test them.

AGS Homepage: <http://www.bigbluecup.com/>

Controls

Murder in a Wheel is a 2D Point'n'Click-Adventure reminiscent of old LucasArts titles (Monkey Island, Day of the Tentacle). The controls are very similar to those games:



If you click on a part of the background, your character tries to walk to that spot. With the list of verbs in the lower left you can create commands. Example: To pick up a key from the floor you first click on "Pick up" and then on the key. In the bottom right is your character's inventory which lists all the items he's currently carrying.

Some objects have default commands you can execute by clicking the right mouse button. You can recognize default commands when one of the verbs lights up while the mouse cursor hovers over an object (see image above). To open a closed door, you can simply press the right mouse button.

Pressing F5 opens the option menu where you can save/load or leave the game. You can also exit the game by hitting Alt-X.

You can skip the intro cutscene (which plays right after you've clicked on Start) by hitting ESC or pressing the right mouse button. The game will take you to the first dialog immediately. Once you've answered the question, you can skip the rest as well. If you're reading faster than the onscreen text's speed, you can skip to the next text with the left mouse button.

Shortcuts

Call menu: F5

Quit game immediately: Alt-X

Shortcuts for commands:

Give: G	Pick up: P	Use: U
Open: O	Look at: L	Push: S
Close: C	Talk to: T	Pull: X

Skip the title sequence: ESC or right mouse button

Skip onscreen text: left mouse button

Hints

As with all adventures, you are advised to pick up everything you can and talk to everybody.

Letting your character look at an item might give you a hint about its use.

If you have an item you want to talk about with another character, show it to them with the "Give" command.

Significant events can change people's dialog options. It is recommended to talk to characters more than once.

Some things simply have to be taken literally.

Try everything. There are no dead ends in the game, and you can't die.