

THE JOURNEY DOWN

Over the edge

How to play

All interactions in the environment are done by simply left clicking on the item of interest. This either makes Bwana talk, walk or act in whichever way he sees fit with the current hotspot.

Right-clicking is only used for two separate purposes. First of all, the right mouse button is used to deselect inventory items. Secondly, by right-clicking on an inventory item, Bwana examines it. Examining items is never actually required but may give you some clues if you are stuck.

Tip: ESC can be used during any cut scene to skip it.



Inventory



During his adventures, Bwana will pick up a wide range of strange objects and put them in his inventory.

The inventory can be found at the bottom of the screen and is hidden until the mouse cursor is over it.

Items in the inventory can be used on each other as well as items and characters in the game environment. Left click to select an inventory item, and right click to deselect it.

Tip: Adventure games are all about picking up every single item you can. Leave no stone unturned!

Save / Load

Saving and Loading in “Over the edge” is restricted to one single slot. This means you can only have one saved game at any given time.

You reach the Save/Load/Quit menu simply by bringing you cursor to the top of the screen.

Game settings

“Over the edge” defaults at running in fullscreen with DirectDraw 5 as the display driver. These settings work fine on most systems, but on some, a tweak or two may be required for optimal performance.

You can easily change display modes, audio drivers and all sorts of wacky technical stuff in the setup utility that can easily be found in the same folder as the game exe.

It is highly recommended to play the game in fullscreen, as it is very dark and will easily be blinded by other applications running in the background.

Of course the fullscreen also adds to the retro ambiance by stretching those pixels so large you can almost hear them squeal!



Hints



If you're stuck and don't know what to do next, a rather safe bet is usually to snoop around for entrances and doors of all kinds to places you haven't been to yet.

Exploration is key to progressing in the story!

Also, try talking to some of the characters in the game. Things that sound like random babble might actually be a clue to the current puzzle.

Origin

I first started sketching on The Journey Down back in 2005, when my colleague Mathias and I, had discovered Adventure Game Studio. We KNEW we had to build something with it or our brains would burst from all the cool ideas that just had to get out. The Journey Down was born.

We spent a couple of days laying out the basic puzzles of the first chapter, Mathias helped me get the gui working the way I wanted, and then I was off. I've spent immense amounts of time working on the project since. Now, finally, the first chapter is completed, the entire plot is lined out and I have a huge load of sketches for all four of the planned chapters. I am learning a lot.

The Journey Down appears to be my biggest adventure ever, and I'm glad to be able to share it with you.



Credits

Written, animated and painted by

Theodor Waern

Game engine developed by

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Music by

Simon de Souza

Sound effects from

Freesound.org

Additional puzzles and story by

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