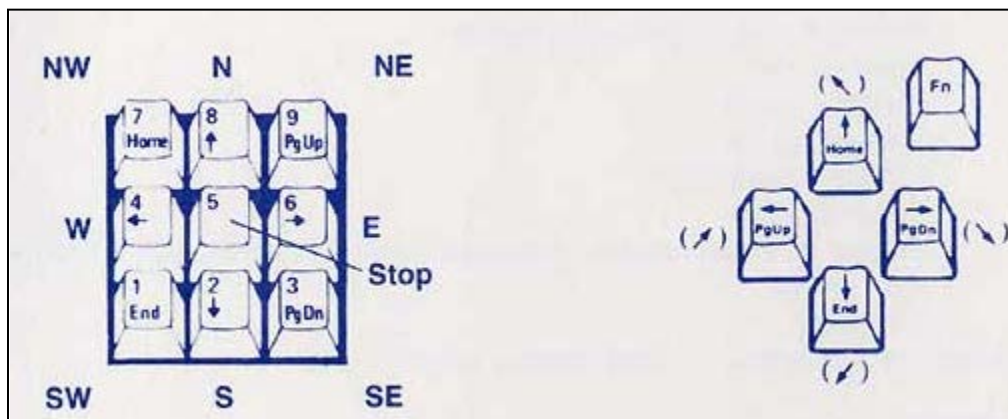


Test Quest Manual

Goal: Your goal is to get the tester (who has the only test plan) out of the locked room! You do this by moving around the room, exploring your surroundings, and typing commands to interact with objects.

Movement: You may move your character on screen with the arrow keys, the numeric keypad, or the mouse.



To halt the character's steps, press the last used direction key again.

Commands: Talk to the game in commands of one or two words, or even simple sentences. Unless otherwise instructed, follow all commands with the ENTER key. Test Quest understands many common verbs. Here are some you might try:

LOOK	DROP	SEARCH	TAKE / GET
CLIMB	EAT / DRINK	OPEN / CLOSE	READ
THROW	USE	GET ON / OFF	PUSH

Pop-Up Menus: Press the ESC key and a menu bar will appear at the top of your screen. Use left or right arrow keys to choose a menu. Use the up or down arrow keys to highlight a menu item. Press ENTER to select a highlighted item or press ESC to go back to the game.

Saving and Restoring: It is possible to save and restore your game. Type "save game" and press ENTER or press F5 to save your current game location. This can be done at any time during your game. Type "restore game" and press ENTER (or press F7) to restore a previously saved game state.

Inventory: Press the TAB key to see your character's inventory. You can view objects that you have in your inventory by clicking on them with the mouse or selecting them with the arrow keys and pressing ENTER.