



NANCY

The Happy Whore

TECHNOCRAT



Nancy the Happy Whore and the Perfidious Petrol Station

Yet Another Adventure
by
TECHNOCRAT

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“When the fate of the world hangs in the balance, there is but one kind of individual upon whom can be depended to restore order to the cosmos. Part of an ancient society, one might say that they work in the oldest profession known to mankind...”

BOOK OF THE PROPHETS, “DIATRIBE OF SHEDEDIAH”, pt ii, episode 16

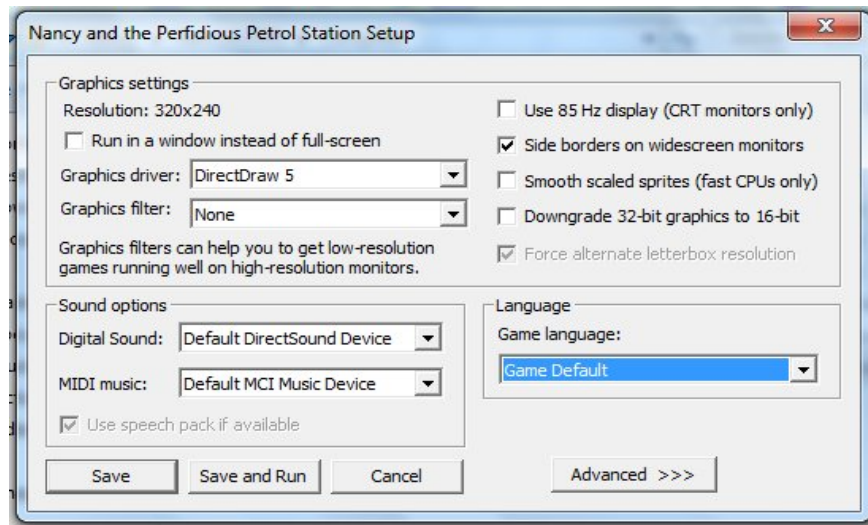
i) About

Nancy the Happy Whore is a point-and-click adventure game, in the style of the early nineties classics of Lucasarts and Sierra. Remember: if we make sure we keep referring to as an 'homage', we can't get sued for plagiarism.

It is a tale of sinister forces at work to undermine the fabric of the universe, and the need of a champion to defeat the machinations of darkness – even though she may not fully realise it. It also happens to be the tale of a perpetually optimistic sex-worker's attempts to fuel her automobile.

ii) Setup

Nancy the Happy Whore is easy to set up for your technological computing machine. Since you're reading this, you've apparently succeeded in the first part of installing the game. CONGRATULATIONS, award yourself a coconut.



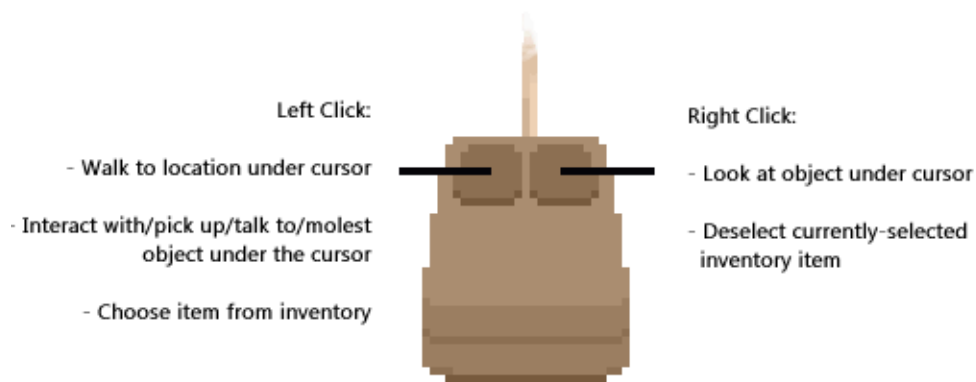
In the game's main folder, WINSETUP.EXE is where you'll be able to fiddle with Nancy's buttons. Here, graphics and sound settings can be adjusted. If, while playing the game, you're getting strange graphical and sound problems (garbling, strange colours, subliminal images telling you to hurt people), adjust the settings with the graphic and sound menus on the left-hand side to match with your computer's own settings.

iii) How to Play

What's that? You say you can't figure out how to play this game? There there, we're here to help. Sure, we'll do it in a condescending and patronising way, but we'll make sure that you figure out how to drive this game.

Control:

Nancy is a mouse-only game; everything you need to do can be done with one hand, therefore. What you do with the other is entirely up to you, we probably shouldn't know about it. That way, we're not liable.



While playing the game, there will be several menus on the screen at any given moment.



Moving your mouse to the bottom-right of the screen will slide Nancy's bag open. Anything that she's picked up (legally, I'm sure) will be shown within. In here, you can left-click on an object to equip it, or right-click to look at it.

At the top-left is the NANCY menu. Here you can SAVE the game (don't forget to give it a snappy and memorable name!), LOAD a previously saved game, change the in-game SETTINGS like brightness and volume, or just plain old QUIT if we've really bothered you that much.

Use the mouse to make Nancy walk around, exploring the world. She's your eyes, ears, legs and sexy body. Move the mouse around to see if there's anything interesting she can interact with. When its name pops up at the bottom of the screen, this means that you can look at it, pick it up, talk to it, or sometimes try to solicit "fun times" for "money" from it. Also, we "like" using lots of "speech marks".

iv) Languages/Fremdsprache/Linguae

- The game is available in several languages. If you want to play in a language other than English, open WINSETUP.EXE outside the game, and choose a language from the drop-box on the bottom-right of the setup application. The available choices are English, German and Latin. We expect most of our customers to speak at least one of these, because we're snobs.
- Du kannst das Spiel auch auf Deutsch spielen. Um die Spielsprache auf Deutsch umzustellen öffne WINSETUP.EXE ehe du das Spiel startest, dann wähle Deutsch in der Language-Auswahlbox rechts unten und speichere deine Auswahl. Die verfügbaren Sprachen sind Englisch, Deutsch und Latein. Wir gehen davon aus, dass die Mehrheit unserer Kunden eine dieser Sprachen beherrscht, weil wir einfach Snobs sind.
- Praeda multis sermonibus at. Si vis ludere in lingua quam Anglorum, aperta WINSETUP.EXE extra ludum, et eligere lingua a gutta-archa in imo-ius setup application. In available electiones sunt Latin, German et Latine. Exspectamus at magna sagittis loqui ea quoniam sumus snobs.

v) I'm Stuck!

Admitting defeat? So easily? Not to worry, it happens to the best of us. I sometimes need help, and I made this game! That's more to do with my crippling brain disease than an indication of the game's difficulty.

The best place to check/ask first is the AGS forum's Hints and Tips section (<http://www.adventuregamestudio.co.uk>). If that doesn't work, or you're really impatient, you can drop me an e-mail to ask how it all works. My address is in section VI.

vi) Whom to Blame

- James Dearden (TECHNOCRAT):
Art, programming, scripting, dialogue, Latin translation, concept and “research”.

technocratgames@gmail.com

- David Pfaller (FUNKMAST):
Music

- SELMIAK
German Translation

- Distributed as part of AGS Summerbatch, via Screen7 Games, and Mark 'Mods' Lovegrove

- Tested by:
Mods
Stee
Ilyich
Funkmast
Selmiak

- Promotional Art
Isaac Olander