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Manual

TONY TOUGH *and the night of* Roasted Moths



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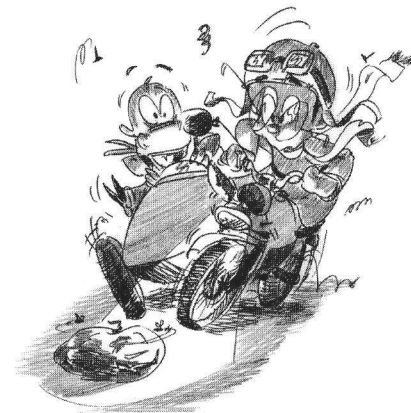
TECHNICAL DATA

Minimum requirements:

- 100% Microsoft Windows® 95/98/ME/2000/XP compatibility
- Pentium® 200
- 32 Mb RAM
- 300 Kb of Hard Disk free space
- CD-ROM 8x
- DirectX 6 or higher (included) installed
- Audio device with DirectX driver
- Mouse, Keyboard

Recommended requirements:

- Pentium II®
- 64 Mb RAM
- 150 Mb of Hard Disk free space
- CD-ROM 16x
- AGP Graphic Card



INSTALLATION

Make sure you have enough disk space on your hard disk. The minimum installation requires 300 Kb while the typical installation needs 150 Mb. Insert the CD Rom which will automatically launch the main game front-end. Click on the INSTALL TONY TOUGH button and follow the instructions on the screen. If you do not have DIRECT X 6 or newer versions, look up the TROUBLESHOOTING section at the end of this manual.

To uninstall the game, click the START MENU and select TONY TOUGH from the Protonic Interactive menu within the PROGRAMS menu. Click on the UNINSTALL icon.

Note: The TONY TOUGH DIRECTORY could have a different name if it was changed during installation.

Alternatively, you can select from the control panel the icon INSTALL/REMOVE/PROGRAMS. Choose TONY TOUGH from the list and click the INSTALL/REMOVE button.

INTRODUCTION

“That night resembled many others. Indeed, all Halloween nights in the last 10 years had been just alike. Humidity wouldn’t give me rest. I felt like I was smothering. A raging, restless flow of thoughts troubled my senses and imbued my subconscious. Despite the oppressive heat, I couldn’t draw myself away from the cold reality that I’ve been working this case fruitlessly for years. Even now, a swarm of conjectures still buzz loudly in my brain. Intrigues. Cryptozoological mysteries. Alien conspiracies.

“And still that wretch is out there sacking and plundering. I thought of the terrified children, despoiled of their sweet booty. If only they knew. If only everyone understood the real danger! But, nobody believes me! Fools! Nevertheless, I shall forgive them their doubts and save their lives.

“Cursed alien creatures, a candy today, the entire Planet tomorrow. I simply can’t be wrong at this point. My greatest fortune was meeting that fellow at the pub that night. Yes, the quirky old man in his fancy pyjamas and with his invisible doggie. What was his name? He certainly opened my eyes. Without him I would still be groping in the dark, searching for the truth. Now I know that the only way their evil armies can invade Earth is if they fill their huge spaceship tanks with terrestrial glucose. Yes, with candy! And I fear they’ve nearly completed their mission. But I’ll stop them and their swollen-headed mastermind!”

CHARACTERS



Anthony C. Tough

Private detective for the last ten years at the Wallen & Wallen Private Detective Agency.

Born November 11th.

Personal hero is Archibald Wallen VII.

A shy child, young Tony grew up reading books and wishing for only two things: marry Yoko Ono and become a famous NBA player. Suffering complete fiascos on both wishes, at the tender age of thirty Tony left his family to begin working for the Wallen & Wallen Investigation Agency. Here he has created a stellar record of absurd and improbable case hypotheses which have led to more than a decade of worthless investigations on the same old case: little children being robbed of their candy on Halloween night by a mysterious, swollen-headed psychopath. Today, Tony is still chasing the sweet trail.



Pantagruel

Purple male tapir.

Birthdate unknown.

Candy addict.

Pantagruel has been Tony's faithful friend for the last 8 years.

His favorite book? *Dogs Life!* and some other works by Schopenhauer.

COMMAND KEYS

To make Tony move around scenes, just point and left-click on the spot you want Tony to reach.

Once you reach the edge of the monitor, a YELLOW DUCK will appear which will indicate the direction you can take to change scene.



All interactive objects can be located by their NAME, which will appear once the pointer is moved over them. If the object is right-clicked a MEDALLION that enables Tony to make various actions (examine, use, talk and take) will appear.

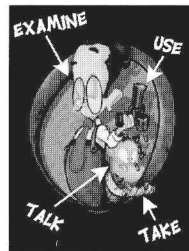
Pressing the right mouse button, drag the pointer over one of the following items, and release the button to take the related action:

Tony's spectacles: EXAMINE

Tony's gun: USE

Pantagruel's hands: TAKE

Pantagruel's mouth: TALK



Right-clicking when the pointer is not over an object will not take any action.

EXAMINE: Tony will walk up to the selected object and examine it, giving his own impression.

USE: Tony will use the object in one of the following ways: pulling it, pushing it, opening it, closing it and so on.

TALK: Tony will try to communicate with any of the objects or character you have selected.

TAKE: Tony will try to pick up the selected object.

DIALOGS

Whenever you attempt to communicate with any of the characters, a list of possible sentences will be available to use. You can select the sentence just by left-clicking it.

INVENTORY

Whenever Tony picks up something, an **ICON** representing the picked up object will appear at the bottom of the screen (see **OPTIONS**). In order to take action (**EXAMINE**, **USE** and **TALK**) on an object, right-click over the icon. An **INTERFACE** much like the medallion interface will pop-up. If you want to use an object with another, or with a character, just left-click on the desired icon.

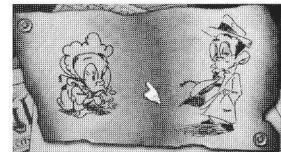
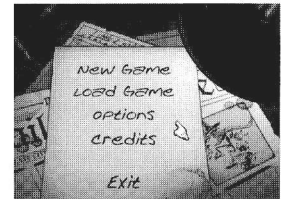
The pointer will become the same shape as the selected item so that you will be able to use it with anything you want by simply left-clicking either another object or a character.

Once the amount of picked up items exceeds 8, the inventory tool bar may be scrolled by using the two arrows at the sides. By **left-clicking**, the inventory will scroll the items one by one. By **right-clicking**, the items will jump at rate of seven items per click.

OPTIONS MENU

NEW GAME

By selecting the new game item you will start a new adventure. Afterwards you will be asked to select the game level. The **BABY TONY** represents the beginner level while **ADULT TONY** represents the advanced game level. The beginner level has a number of already solved enigmas in order to facilitate some operation designed for advanced users. By clicking on any other screen area you will go back to the previous menu.



LOAD GAME

See GAME MENU.

OPTIONS

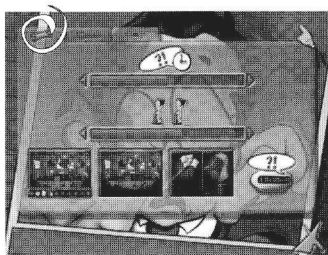
The options menu is divided into three different sections, by selecting the upper left corner icon you will scroll through them.

For more manual help, please visit

www.GotGameEntertainment.com/tonytough/techsupport

Spanner: Generic options

The first upper bar represents the time text remains displayed. The higher the bar, the longer the text is displayed. This option is useful when dubbing is disabled (see SOUND OPTION) and on-screen text is active (see HIDDEN TEXT MODE). The bar in the middle represents Tony's speed within a scene. The higher the bar, the faster Tony moves. The first lower left window corresponds to the position of THE INVENTORY BAR on the screen. You will be able to choose whether to have it either at the bottom or at the top of the screen. The middle window allows you to set the inventory bar between ALWAYS ON TOP or AUTO-HIDDEN mode. When in auto-hidden mode, move the pointer either at the bottom



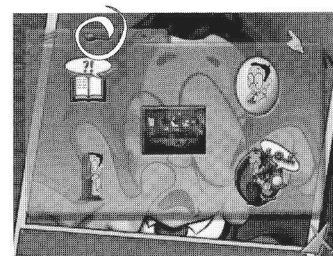
or at the top of the screen to make it pop-up. The third window allows you to select the way the inventory pops up (this option works only in auto-hidden mode): SCROLL or POP-UP mode.

The lower right icon can be selected to enable text FADEOUT mode, which is applicable only when dubbing is disabled (see SOUND options), and allows you to skip the text by clicking or pressing the tab button on your keyboard.

By instead selecting the CLOCK icon, the text will show only for a set time span, which can be set by adjusting the time bar (see FIRST UPPER BAR) and can be still skipped by clicking or tabbing.

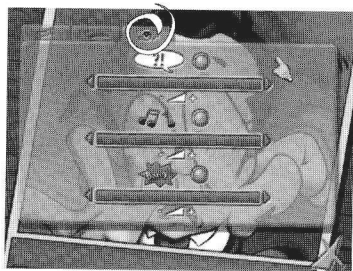
Brush: Graphic options

The BOOK (upper left icon) turns on and off the subtitles by left-clicking. If DUBBING is disabled the option cannot be switched off. The upper right Tony's icon turns on and off the ANTI-ALIAS around the shape of characters. The middle icon allows you to play the game in SEPIA mode, simulating the old movies effect. The lower left Tony icon turns on and off OBJECT TRANSLUCENCY. The lower right icon turns on and off game ACTIONS SUBTITLES on the medallion interface.



Loudspeaker: Sound options

Each bar has at the top a button, which can be switched on and off in order enable the option. The first bar represents DUBBING VOLUME. The second, MUSIC VOLUME. The third, SOUND EFFECTS VOLUME.



Credits

By selecting this item you will enter the credits and greetings screen.

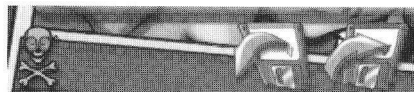
Exit

By selecting the exit item you will return to the WINDOWS mode.

Note: For any of the option menus, by clicking the LOWER RIGHT X you will go back to the PREVIOUS MENU.

GAME MENU

While playing, press ESC or LEFT-CLICK on the screen upper left corner to access the OPTION menu — same as the options menu with three supplementary icons. The first left icon allows exiting from the game. Once selected, a confirmation window will appear. The other two icons allow LOADING and SAVING the game.



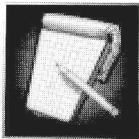
Load game

The first upper left slot represents the AUTO SAVE icon. Each time Tony changes scene the game is saved automatically so that you will restart playing from the last positioned visited. This option also allows restarting the game in case Tony takes over causing the game to end. All other slots represent all previous saved games. By clicking one of them you will be able to restart from any of the saved games.

Save game

This menu allows saving the CURRENT GAME. In order to save the game, simply click on any of the 95 available slots (use side arrows to scroll pages). This will create an icon representing the game difficulty and you will be prompted to type a name of the scene. By pressing ENTER you will go back to the game.

NOTEPAD



As soon as Tony has entered the Halloween Park he will start sketching the park map on a NOTEPAD. The map allows you to locate Tony within the park and also to move him swiftly through the various scenes. From then on you will find the notepad within the inventory. By clicking on it, you will access the map Tony draws every time he reaches a new unvisited area of the park. On the map there are some BLUE ARROWS that correspond to the park's main square. By clicking on them, you will be able to rapidly move from one to the other without having to follow the conventional path. By clicking on the OUTSIDE of the notepad you will exit the map and go back to the game

TROUBLESHOOTING

When I insert the CD, nothing happens. If you have unselected the AUTORUN Windows option, you must execute the TTFRONTEND.EXE program from MY COMPUTER/CD ROM.

The game does not work! Check the perfect integrity of the CD surface. Check the correct installation of the CD-ROM drivers. Check the minimum requirements of your system. Check the DirectX installation.

How can I install DirectX 6 or higher? Insert CD. The main game window will appear. Select "Install DirectX".

The game is working in Windows mode and not in Normal Fullscreen mode. How can I return to normal mode? Press F4 key. The F4 key switches from Window mode to Fullscreen mode and back. **WARNING:** The Window mode is not intended for playing, it exists only for technical purposes. Some problems may occur while playing the game in Window mode.

After a blackout, my computer turned off. Did I lose all the moves I have done since last save? The game automatically saves your position every time you change scenery. Restart your computer and restart the game, select LOAD GAME and click on the first save slot, named

AUTOSAVE.

The game loadings are slow! If you installed the game selecting the MINIMUM INSTALLATION option, uninstall it and install it again selecting the COMPLETE installation. Loading time is faster within this mode. If this is not enough, change your CD-ROM drive with a faster one to increase the access speed, or increase RAM capacity.

FOR EXPERT USERS

How can I backup the savings, before uninstalling the game? The savings are created into the subdirectory SAVE, inside the game's main directory. During the uninstall procedure, the SAVE directory will not be erased.

Are there Hotkeys? Use the F2 and F3 keys to open directly the LOAD and SAVE menus. F11 key saves a screenshot during the game, in the SHOTS subfolder, inside the game main directory.

For all other technical support issues, contact:
techsupport@GotGameEntertainment.com

CONTACTS

To offer comments or ask questions about Tony Tough and the Night of Roasted Moths contact: **techsupport@GotGameEntertainment.com**
Note: Please put "Tony Tough" in your subject heading when contacting Tech Support.

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