

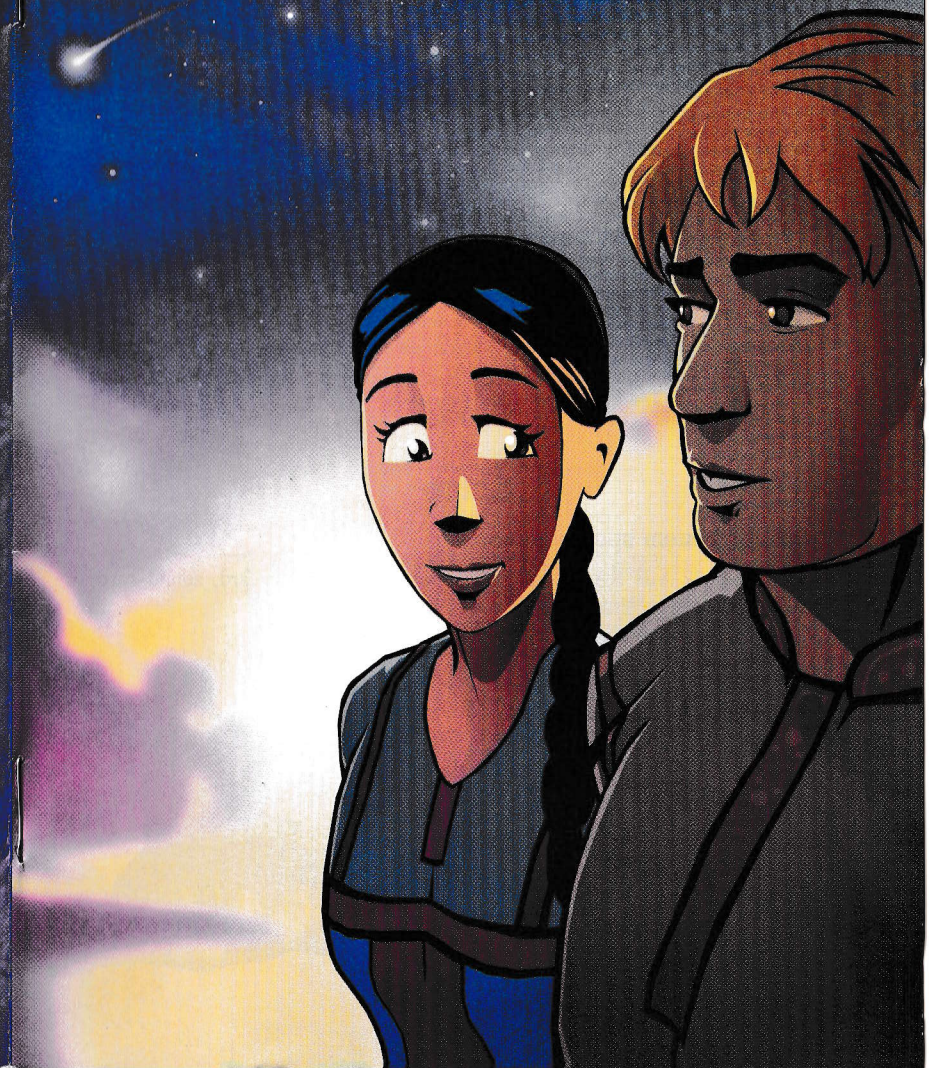
FAIRY TALE

ABOUT FATHER FROST, IVAN AND NASTYA

I want Nastya to be my wife, uhuhuhh!!!



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3 FAIRY TALES

ABOUT FATHER PROSK, IVAN AND NASTENKA

Introduction

Once upon a time, there was an elderly widower who married a second time. The old man had a daughter and his new wife had one, too.

Everybody knows what life with a stepmother is like: you turn left and get your backside warmed, you turn right and you are beaten just the same. Meanwhile, behave as she may, your stepsister is caressed, cherished and praised all the time.

Nastienka watered the horse, fed the cattle, carried all the wood and water to the house, kept the fire, swept the room, and worked all night until the dawn. Nevertheless, the old stepmother wasn't pleased: nothing was ever right, everything was done wrongly....

(This extract comes from Russian Folk Fairy Tales)

Setup

Minimum system specifications:

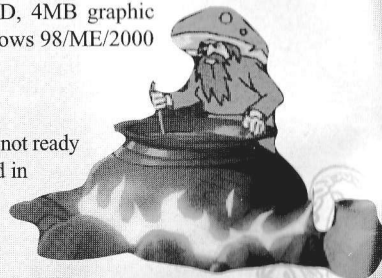
Pentium 166, 32 MB RAM, 210 MB HDD, 2MB graphic card, sound card, CD ROM 8x, mouse, Windows 98/ME/2000

Recommended system specifications:

Pentium II 300, 32 MB RAM, 500 MB HDD, 4MB graphic card, sound card, CD ROM 24x, mouse, Windows 98/ME/2000

Read-Me File:

The latest information about the program that was not ready at the time of printing of this manual can be found in the file called Readme.txt on the CD.



3 FAIRY TALES

ABOUT FATHER PROSK, IVAN AND NASTENKA

Game Menu

New game

New game

Back

Back to the game

Load

Loading a saved position

Save

Saving the current position

Options

Setting of graphic, titles, sound and music

Effects - improves the visual perception

True color - improves the visual perception

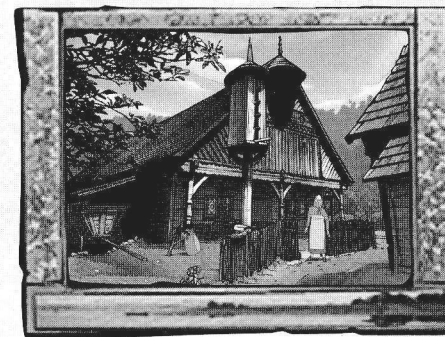
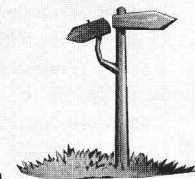
Note: If your PC's system specifications don't come up to the recommended ones, don't use the option of More Colours or Higher Detail, or both.

Credits

Authors

Exit

Quit the game - back to Windows





Control:

Picking up items: If you want to pick up an item, click on it. Having done this, it is gathered in the inventory, which is an imaginary sack for the collected objects. If an item is collectable, a cursor in the shape of a snowflake starts blinking and rotating. Some objects cause the cursor to react in this way even though they cannot be picked up or combined with other items. The well is an example. But we can learn from Nastienka something worth hearing about the well. With this sort of item, clicking the left mouse button changes it to informative mode.



Using items: Within the inventory, click on the item you want to use. Now you are holding it with the cursor. Click now with it into a spot or character on the screen. If you have worked out the right thing to do, this launches a dialogue or an animation or creates a new item.

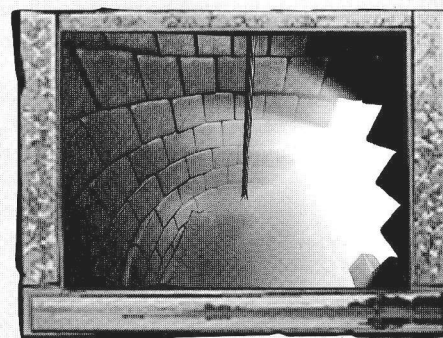
Combining items: Combining an item with an item in the inventory happens as described in the previous passage.

If you are „holding“ an item with the cursor and want to get rid of it, right clicking in any non-active part of the screen will do it.



Exploring the characters or objects: If you want any other information about a person/item concerned, move the cursor to it and right-click. Sometimes exploring all of the screen in this way may be of benefit, as we get plenty of valuable information. Both Nastienka and Ivan are usually able to tell you much more about the chosen objects/characters than what meets the eye. We definitely recommend exploring the objects/characters first. Sometimes it is possible to perform multiple (sequential) exploration – you just re-click the mouse. You may get more info by doing this.

Dialogues with the characters: If you want to have a conversation with any of the game characters, left-click on him/her. After this, some icons will appear at the bottom left-hand end of the screen which state the topics you can talk about with the character. If you shift the cursor to the icon, it will show you a brief comment specifying the topic. For example, if you want to talk to Dad about Dad, the icon will show „Father's back“: this means you can ask Dad about his backache.





There is an introductory interview with each character when clicked on for the first time. This dialogue can't be repeated – it doesn't show again in the dialogue menu. If you do want to re-play this interview, you have to pre-save the game before it and re-load it afterwards. Sometimes, these interviews start automatically, without clicking. They may contain some important information, but usually they don't.

Advice for total beginners:

- **Search all the screen and objects properly!** The more information you obtain, the less you are likely to find yourself at a loss about what to do next.
- **You don't have to use all the items as soon as you pick them up.** Sometimes you may use them long after, even in the next act.
- **Think „game-like.“ Improve.** You don't necessarily use all the items you find for their primary purpose. For example, a horseshoe can be used in various ways, such as throwing.
- **Some of the items** in the inventory have to be combined with each other.
- **If you don't know what to do next,** go back and re-explore thoroughly the screens that you have passed already.
- **Some of the locations** are larger than one screen. If you reach the edge of a screen, the picture shifts. You can move into another location only after you reach the real end of the current one.
- **Some of the items** cannot be picked up immediately, but later they can – e.g. a broomstick at night.
- **Attention!** No items can be used on Nastienka or Ivan! You need to solve the problem in a different way!!!



System specifications

Before you resort to phoning us, READ THIS!

If you have difficulties setting up or playing our games, we want to help you. First of all: read carefully the setup instructions. In case you still have trouble setting up or running this software, despite having followed the instruction, contact our HELP-line:

You are kindly requested to prepare a detailed description of the defect and your PC system data.

For any further consultation you can find us via on-line service on:
help@bohemiainteractive.cz

Look at our website **www.bohemiainteractive.com**





Credits

Production

Marek Španěl

Executive producer

Miroslav Papež

Screenplay

Jan Kraml

Program

Jan Hloušek

Jan Brichta

Game completion

Jan Hloušek

Graphics

Karel Matějka

Music

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Ondřej Matějka

Sounds

Jan Kraml

Karel Matějka

Lubor Benda

Voices

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Cathy Meils

Corrin Carter

Dennison Bertram

Howard Lotker

Chris Watts

Jakob Schwarz

James Babson

Jeff Smith

John Comer

Katerina Kobylka

Carter Kobylka

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Marissa Ravalli

Nick Pendrell

Paul Lauden

Ponny Conomos

Sash Sunday

Recorded in

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Martin Novák

Directed by:

Cathy Meils

Movement of

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Karel Matějka

Tereza Špánová

Motion capture

Jan Hovora

Kamila Clarová

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Betatesters

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Special thanks

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Jiří Bartoň

Jiří Jakubec

Pavel Šťastný

Ondřej Novák

*„Dedicated to our own
and all other good
parents.*

*We thank you,
Mum & Dad!“ Authors*



Notes:

