

PC
MAC
LINUX

Hybrid
DVD
ROM

MANUAL

The Book of UNWRITTEN TALES 2



ENGLISH

THE
**ADVENTURE
COMPANY**[®]
A Nordic Games Division



KING Art
GAMES

IMPORTANT HEALTH WARNING ABOUT PLAYING VIDEO GAMES

Epilepsy warning

Some people may experience loss of consciousness or epileptic seizures when exposed to certain light effects or flashes of light. Certain graphics and effects in computer games may trigger an epileptic seizure or loss of consciousness in these people. Previously unknown predispositions for epilepsy may also be stimulated. If you or someone in your family has epilepsy, please consult your doctor before playing this game. If you experience symptoms such as dizziness, blurred vision, eye or muscle spasms, unconsciousness, disorientation, or any sort of involuntary motions or cramps while playing this game, turn the device off IMMEDIATELY and consult a doctor before playing again.

Epilepsie-Warnung

Es kann bei manchen Menschen zu Bewusstseinsstörungen oder epileptischen Anfällen kommen, wenn sie bestimmten Lichteffekten oder Lichtblitzen ausgesetzt sind. Bestimmte Grafiken und Effekte in Computerspielen können bei diesen Menschen einen epileptischen Anfall oder eine Bewusstseinsstörung auslösen. Auch können bisher unbekannte Neigungen zur Epilepsie gefördert werden. Falls Sie Epileptiker sind oder jemand in Ihrer Familie Epileptiker ist, konsultieren Sie bitte Ihren Arzt, bevor Sie dieses Spiel benutzen. Sollten während des Spielens Symptome wie Schwindelgefühle, Wahrnehmungsstörungen, Augen- oder Muskelzuckungen, Ohnmacht, Desorientierung oder jegliche Art von unfreiwilligen Bewegungen oder Krämpfen auftreten, schalten Sie das Gerät SOFORT ab, und konsultieren Sie einen Arzt, bevor Sie wieder weiterspielen.

Avertissement sur l'épilepsie

Certaines personnes sont susceptibles de faire des crises d'épilepsie ou d'avoir des pertes de connaissance à la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou lorsqu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie. Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en jouant à un jeu vidéo, veuillez consulter votre médecin avant toute utilisation. Si vous-même ou votre enfant présentez un des symptômes suivants : vertige, troubles de la vision, contraction des yeux ou des muscles, perte de conscience, troubles de l'orientation, mouvement involontaire ou convulsion, veuillez immédiatement cesser de jouer et consulter un médecin.

Avvertenze in caso di epilessia

Alcune persone possono subire crisi epilettiche o svenimenti in presenza di particolari effetti luminosi o fenomeni intermittenti. In queste persone, crisi epilettiche o svenimenti possono insorgere in presenza di determinati tipi di grafica o effetti prodotti dai videogame per computer. Anche persone che non hanno mai subito una crisi, possono correre questo rischio. Se al giocatore o a un membro della famiglia è stata diagnosticata una forma di epilessia, questi dovrebbe consultare il proprio medico prima di giocare. Se si dovessero avvertire sintomi quali vertigini, perdita di coscienza, contrazioni oculari o muscolari, svenimenti, senso di disorientamento o movimenti involontari e/o convulsioni, è necessario spegnere IMMEDIATAMENTE il computer e consultare il medico prima di riprendere a giocare.

ADVERTENCIA SOBRE LA EPILEPSIA

Alguna personas pueden sufrir ataques epilépticos o confusión mental al exponerse a ciertas luces estroboscópicas o parpadeantes. Estas personas pueden padecer un ataque o perder la consciencia con ciertos gráfi cos y efectos de videojuegos. Asimismo, estos factores podrían fomentar tendencias epilépticas previas ya existentes. Si tú o alguien de tu familia tiene antecedentes de epilepsia, consulta a tu médico antes de utilizar este juego. Si experimentas mareos, alteraciones de la visión, espasmos musculares u oculares, desmayos, desorientación o cualquier tipo de movimiento involuntario o calambres mientras utilizas este videojuego, deja de jugar INMEDIATAMENTE y consulta con tu médico antes de continuar.

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Please be sure to include the following:

- Full Name
- Address, City, State/Prov., Zip Code/Postal Code, Country
- Telephone Number
- Email Address (if applicable)
- Product Name(s)
- Brief note describing the problem

✉ Nordic Games GmbH, Landstraßer Hauptstraße 1/Top 18, A-1030 Vienna, Austria

TECHNICAL SUPPORT

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this manual, you may find further support in the following places:

☎ Skype contact: support.quantica.lab

☎ Phone Support: +1 (206) 395-3545 (toll charges may apply when calling from abroad)

☎ Phone: +40 (0) 364 405 777 (toll charges may apply when calling from abroad)

Please visit the Technical Support section of our Website where we have posted common problems and solutions that may help you at:

🌐 Online Support: <http://www.nordicgames.at/index.php/contact>

Please note: We do not provide hints via technical support.

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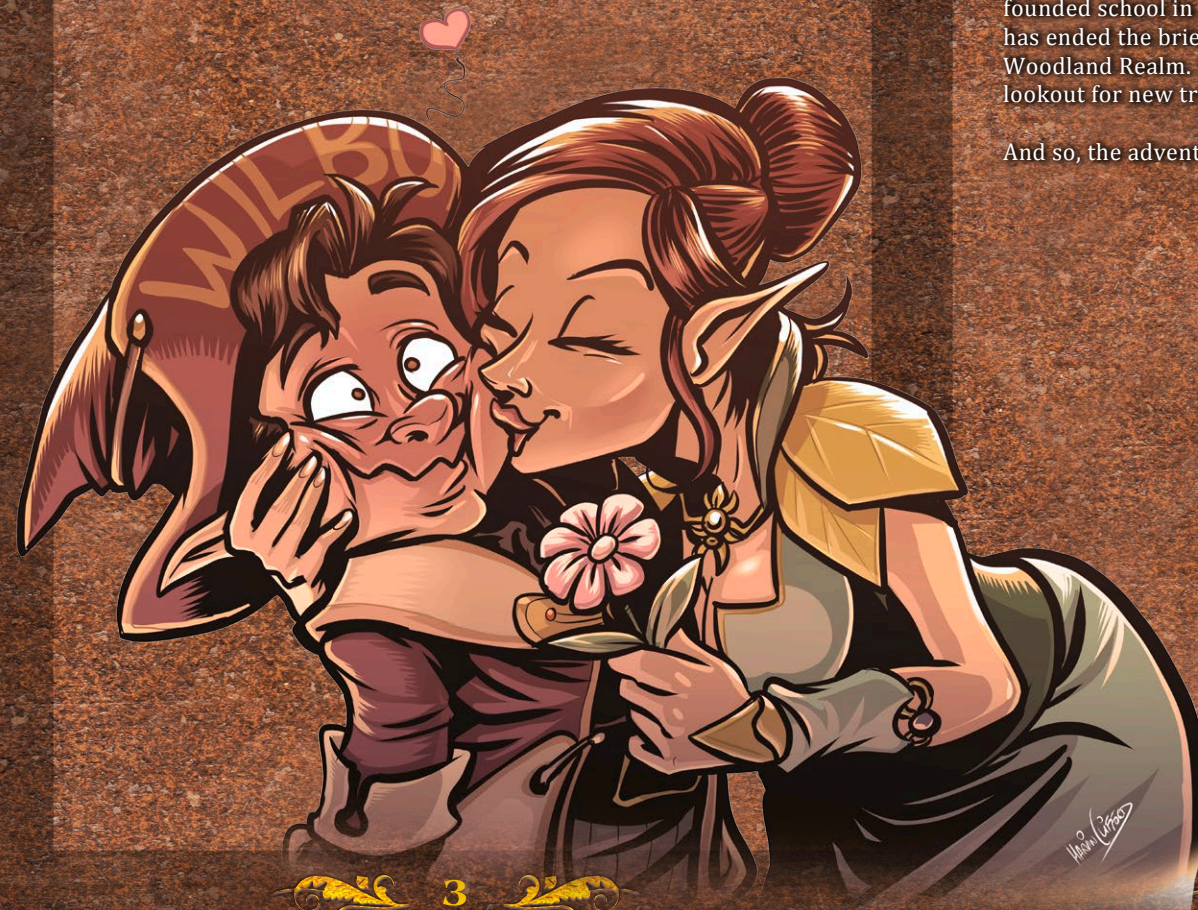
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INTRODUCTION

In the first part of “The Book of Unwritten Tales” the war in Aventasia between the Shadows and the Alliance of Free Peoples came to an end. Four unusual heroes searched for the “Artifact of Divine Fate”, a magical item that can fulfil any wish. They found it, but outwitted the Shadows, the arch-witch Mortroga and her son Munkus, without ever using its legendary powers.

About a year later the world has moved on. Wilbur, first gnome in centuries to become a mage, now teaches wizardry in the newly founded school in Seastone. The adventurer and pirate Nate has ended the brief relationship with the elf Ivo, princess of the Woodland Realm. He and his furry companion Critter are on the lookout for new trouble - and sure to find it.

And so, the adventure begins...





Installation Instructions:

To install the game perform these actions:

1. Insert Game DVD and follow on-screen instructions via the installer
2. Alternatively, please follow the instructions for online activation below

ONLINE ACTIVATION VIA STEAM

Activation

1. If necessary, please install the Steam Client and create a Steam Account (Steam Client available on this Disc or for download here: <http://store.steampowered.com/about/>)
2. Launch the Steam client software and log into your Steam account
3. Click the Games Menu
4. Choose Activate a Product on Steam...
5. Follow the onscreen instructions to complete the process

Uninstall game via Steam

1. Open your Library in the Steam Client
2. Right-click on the Game
3. Left-click on „Delete Local Content...” and confirm



SYSTEM REQUIREMENTS

To play „*The Book of Unwritten Tales 2*“ your computer should meet the following minimum system requirements:



OS: Windows XP SP3/Vista/7/8

Processor: 2.0 GHz CPU

Memory: 2 GB RAM

Hard Disk Space: 13 GB

Video Card: DirectX 9c compatible graphic card with 512 MB RAM and PixelShader 3.0

DirectX@: 9.0c

Sound: DirectX 9.0c compatible



OS: OS X Version Leopard 10.5.8, Snow Leopard 10.6.3

Processor: 2.0 GHz CPU

Memory: 2 GB RAM

Hard Disk Space: 13 GB

Graphics: NVIDIA GeForce 8 Series or higher/ATI X1600 or higher (Pixel Shader 3.0)

Additional Notes: Compatible with MacBook Air 2013



Processor: 2.0 GHz CPU

Memory: 2 GB RAM

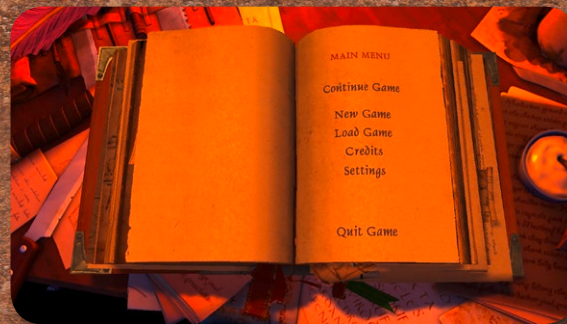
Graphics: NVIDIA GeForce 8 Series or higher/ATI X1600 or higher (Pixel Shader 3.0)

Hard Drive: 13 GB available space

MAIN MENU & SETTINGS

After starting the game you enter the Main Menu. Here, you can load any previous game, or continue the last game you played.

- You can also start a new game, and - if you have completed the respective chapter before - start one of the five chapters directly.



In the “Settings” menu you can change the various game options like the language and Audio-levels. Here you can also set the quality of the graphics. Should the game not run smoothly or if you experience graphics artifacts, please choose a lower graphics setting.

While you are in the game, you can enter the game menu by pressing “ESC” or clicking on the Book-symbol in the lower right corner. Here you can save the current game or return to the main menu (where you can exit the game via Quit Game).

GAME CONTROLS (“Classic” with mouse & keyboard)

The game is completely controlled with the mouse. When you move the mouse pointer over certain locations, a brief description will appear near the lower edge of the screen. These are so-called hotspots – interactive zones where, depending on the situation, you can perform various actions.



Standard Cursor/Walk: Move the pointer with the mouse. Left-click on any spot within the current location to make your character walk there.



Examine: This is displayed whenever you can look at an item or object more closely (left-click).



Take: This is displayed whenever you can pick up an item or object (left-click).



Use: This is displayed whenever you can use an item or object (left-click).



Talk: This is displayed whenever you can talk to another character (left-click).



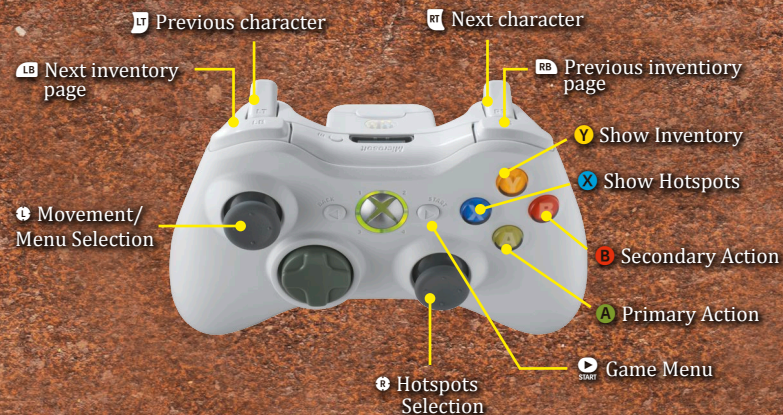
Skip icon: This is displayed during a dialog or cutscene. Left-click to skip the dialog or scene and proceed to the next section or sentence.



Enter: This is displayed whenever you can leave the current location (e.g., through a door) and enter a new scene. Double-clicking on an exit (left mouse button) will take you to the new location immediately.

Note: You can display all important items and interaction points in a scene by pressing SPACE.

GAME CONTROLS WITH CONTROLLER



L **Movement:**
Move your game character close to interesting objects in order to display possible actions.

R **Hotspots-Selection:**
When several interesting objects are close by, you can use the hotspot selection to choose which one you want to interact with.

A **(Primary Action)**
Performs the main action associated with the selected object (e.g., Examine, Take, Use).

B **(Secondary Action)**
Performs the secondary action associated with the selected object (usually “Examine”).

Y Opens the inventory.

X Highlights all interactable objects in the vicinity.

INVENTORY / USE OF OBJECTS

The inventory of the game is represented by the Backpack in the lower right corner. Click on it to open the inventory. Click it again or click on the little "x"-symbol on it, to close the inventory. You can also open/close the inventory by clicking the middle mouse button.

Whenever you collect an item in the game, it appears in the inventory. If the inventory is already open, the item will appear in the next empty slot. If the inventory is closed, the item symbol will "fly" into the Backpack and disappear into it.

If you left click an item with the left mouse button, you can use it. Usually the item will be "attached" to the cursor and can then be used with other items in the inventory or in the scene. You can also right click the item in the inventory to have the character take a closer look at it.



NOTE: Whenever you can combine an item with other items, or give it to another character, a text will be displayed on the bottom of the screen (e.g. "Break the door open with the axe" or "Give the magic lamp to the Red Pirate").

Note: At the end of each game section, items that will not be needed in the next one, are removed from the inventory automatically.

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books

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Ethel, Magic Slate, Doll

Ffion Jolly
Headhunter

Glen McCready
Medicine Book

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Beholder, Bill, Ghost

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Benny

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Gulliver

Marco Rosenberg
Critter, Assorted animals

Supporters

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