Warning: Fragile!

CHAPTER I:
Operation Blindhawk

User Guide

Contents

Setup

To play the game, all you need to do is extract the zip file you just downloaded (which you probably already did as you are reading this) and start the game by running **Warning Fragile.exe**.

In case you experience problems getting the the game to run, you can go to 'Data' folder and try launching WFragile.exe. If you are still having problems you might want to test out changing some settings by running **winsetup.exe** in the 'Data' folder.

"Run in a window instead of full-screen" should be quite self-explanatory and it's one of the options you might want to try in case you are having problems with the graphics. You can also try changing the graphics driver (default is DirectDraw). Graphics filters can be used to play with a higher resolution, but this probably won't do you much good as the game is already running at 800x600 resolution which is quite high.

Using FFDShow?

In case you see the friendly "ffdshow compatibility manager" window when launching the game, you can safely choose "don't use ffdshow. (always)". Warning: Fragile! doesn't need ffdshow to run.

NOTE: If you are experiencing problems with winsetup.exe (crashing for example) try setting it to compatibility mode for "Windows XP (Service Pack 2)". To do this right click on the winsetup.exe file, select 'Properties', select the 'Compatibility' tab, check 'Run this program in compatibility mode for:' and finally select 'Windows XP (Service Pack 2)' from the drop down menu below.

Characters

Bingler

Race: Frogo
Class: Captain
Ship: One Eyed Eagle

Captain Bingler. That is a name feared by many. As he approaches a ship bay people flee in terror. This happens mostly because he is totally unable to land a ship safely. Having a total record of 13 major crashes and 248 minor damages, he is the leading cause of renovation of ship bays in the whole union area. Natural causes are a close second.

Thurg

Race: Golem
Class: Mechanic
Ship: One Eyed Eagle

After retiring from the Golem army Thurg took a job as a mechanic at the Galactic Delivery company. There he was assigned to work on One Eyed Eagle under the watchful eye of Captain Bingler. Although Thurg hardly ever agrees with Bingler he has found out that going for compromises is the best he can do with the hardheaded captain.
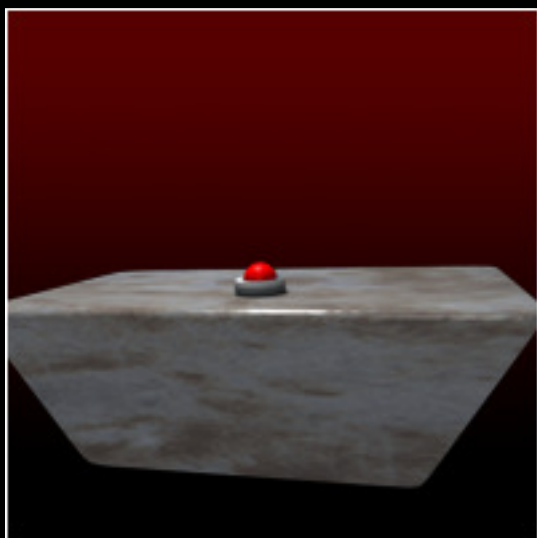
Ilza

Race: Emok
Class: Mechanic Intern
Ship: One Eyed Eagle

Little is known of this Emok. Ilza joined the crew of One Eyed Eagle as an intern a while back and it's still a mystery why she left her home planet. It's something Emoks rarely do. Other than that she seems rather friendly.

YDF66-501LX

Race: Highly Intelligent Machine

Class: Ship Computer

Ship: One Eyed Eagle

YDF66-501LX (or just HIM) is the onboard ship computer of the One Eyed Eagle. The value of HIM alone is around four times the value of the rest of the ship, so there is no way the company would replace it, even though there has been some incidents...

Lugo

Race: Monoroid

Class: Office Manager

Ship: None

The king of the office and the sovereign of the papers, Lugo has been voted as the least liked member of the staff seven years in a row. Bureaucracy is his life, just like it is for most monoroids as they find it hard to move anywhere but in the office environment.

Bot

Race: Robot

Class: None

Ship: None

A useless robot is as good as scrap, so after failing as a welding robot, Bot has been doing his best to keep himself useful. He has created a career for himself by doing indoor deliveries, but this job is just a stepping stone for the glorious future he has planned out for himself.

How to play

The GUI (AKA the Graphical User Interface, but cool kids just call it the GUI) in Warning: Fragile! is a classical point and click interface. You control the "hero" with your mouse and make him do all kinds of stuff. That's about it, good night everyone!

No, but seriously, it's really simple and if you are actually thinking of getting through all the puzzles in this game and the GUI (see, I'm cool) is too much for you to figure out, you probably should read on.

Different modes

First of all you have four different modes to choose from:

	Walk	Walk to the target
	Look	Look at the target
	Touch / Use	Use / Touch or basically do something with the target
	Talk	Talk to the target

You can change modes with the right mouse button or the mouse scroll.

Remember: these are your main weapons so you should know them intimately. Don't let the vast amount of possibilities overwhelm you as with logic and a few cunning tactics you will sail through the game like an old seadog in no time.

Inventory

Reality check: at some point you'll end up using the winning tactic that was probably developed by some ancient samurai or something: trying everything on everything. To do this you'll have to have a good grasp of the inventory system too.

You open the inventory by clicking the box in the upper left corner. It even reads "Inventory", so if you couldn't figure that out, you probably downloaded the wrong game by accident. FarmVille can be found on www.facebook.com.

After opening the inventory you are greeted with the window seen above. Here you can either look at or use these items. Looking at items can sometimes give you small hints on what to do next and using is often necessary to proceed in the game. When you click "Use" and choose an item, your cursor changes to that item. After that you can close the inventory by clicking outside the green window (the one seen above) and use that item on something in the current room. It is also possible to use items on each other.

Dialog

Wouldn't it be great if some of the objects in the game could talk? No wait, some can! They are called characters (or NPCs) and they can indeed talk (otherwise the talk mode would have been kinda useless, eh?). When you enter a conversation you can choose the first line that Captain Bingler says and then you just tap the left mouse button as fast as you can to skip all that stupid dialog that's just slowing you down anyway.

When you've had enough, the last option usually lets you quit the dialog and move on to do something useful.

Options & Save/Load

If you feel this game is too long to finish in one go or you just can't figure out how to quit the game, this section is for you.

By pressing Esc or F1 you enter the main panel. Here you can easily access the save/load menu, adjust the different settings and/or quit the game.

Resume: Resume the game

Save: Save the game (or F5)

Load: Load a game (or F7)

About: About the game

Restart: Restart the game

Quit: Quit the game (or Ctrl + Q)

Gamma:	Adjust the lighting
Music:	Adjust the volume of music
Sounds:	Adjust the volume of sounds
Text speed:	Adjust the length of time speech stays visible

NOTE: There is a known bug that according to me is caused by someone else. By pressing Ctrl or Alt you temporarily disable the Esc key and will have to press any other key to make it functional again.

CONCLUSION

That's it! Now you are ready to face the challenge! If you have any feedback or questions, feel free to share them at www.evergrim.com with whatever tools might be available there at the time you are reading this.

CREDITS

Warning: Fragile!
Chapter 1
Operation Blindhawk

Scripting
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Story
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Characters
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Dialog
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3D art
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Animation
Santtu Ahola

You get the point...

Test Coordinator
Tamara

Lead Tester
Arjon

Testing
Daniel "straydogstrut" Mclaughlan
Lauri Puiseva

Music

"Window like"
by echoed

"Sykadelik Beats"
by echoed

"Good Night Love"
by Fireproof_Babies (feat. panu moon)

"Prism in the Ether"
by Fireproof_Babies (feat. audiotechnica)

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