

PC
CD

PC CD-ROM



Dirty Split



GAME MANUAL

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Introduction

When a plastic surgeon is found dead in his office, the police is quick to apprehend a main suspect. It's a textbook case – except that the suspect is actually innocent. There's much more behind the deceased doctor. Much more.

Dirty Split is a point & click adventure game in which you direct a private investigator, Alan Baxter. You'll accompany him on his investigations and help him to do his job and to solve the case. You'll travel alongside Baxter through the wild world of the early 1960ies, and together you'll visit the sparkling life in Los Angeles, the exciting events in Las Vegas and many more places. In conversations with a variety of interesting characters both Baxter and you will come closer to the truth step by step.

Hint

There's only one objective in the game: Your entertainment. You cannot “die” in Dirty Split, and you'll never be forced to reload previously saved games because the main character has just deceased. Instead, you're free to explore the backdrops and the story at your own pace.

Furthermore, there are no “dead ends” in the game. It's not possible to forget items or miss actions which will be needed later on in the game. This way you will never encounter a situation in which it's impossible to continue.

Have fun!

System specs

Recommended configuration:

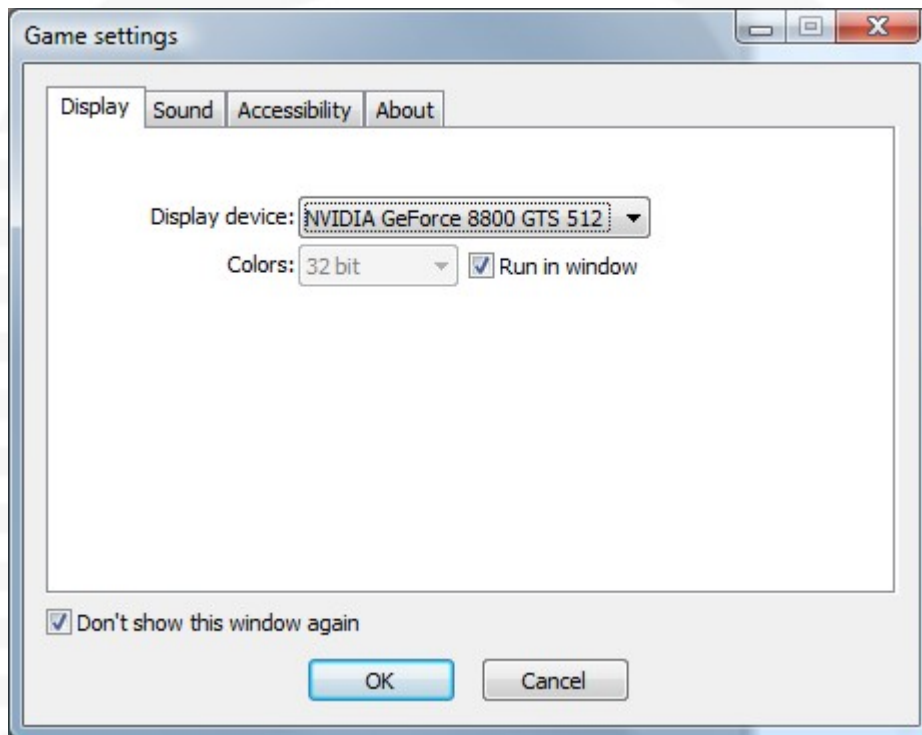
Operating system:	Microsoft Windows XP, Windows Vista
Processor:	Pentium IV 2 GHz Athlon 2,4 GHz
RAM:	512 MB RAM
Hard drive:	200 MB free space on your hard drive
Graphics card:	DirectX 9.0c compatible graphics card with 128 MB RAM or above
Sound card:	DirectX 9.0c-compatible sound card
Input devices:	Keyboard and mouse



Basic options

Congratulations! You have successfully installed Dirty Split and can start playing right away.

Before you start, you can change the display options if you like:



In this options window you can decide whether you want to start the game in fullscreen mode or in a window (800 x 600 pixels). To do that, check the box and confirm with "OK". Your decision will be remembered next time you start the game.

If you don't want the options window to appear on every start, check the box that says "Don't show this window again" and confirm with "OK".

In case you do decide to change the options later on, go to the directory on your hard drive in which Dirty Split is installed and execute the file called "settings.exe".

Interface

The main character Baxter is controlled entirely by mouse. Click with the left mouse button anywhere on the screen, and Baxter will start walking there unless the way is blocked. If you move the mouse cursor over interesting objects or persons, their name will be shown right below the cursor.

Right-click on such an interactive object, and this interaction menu appears:

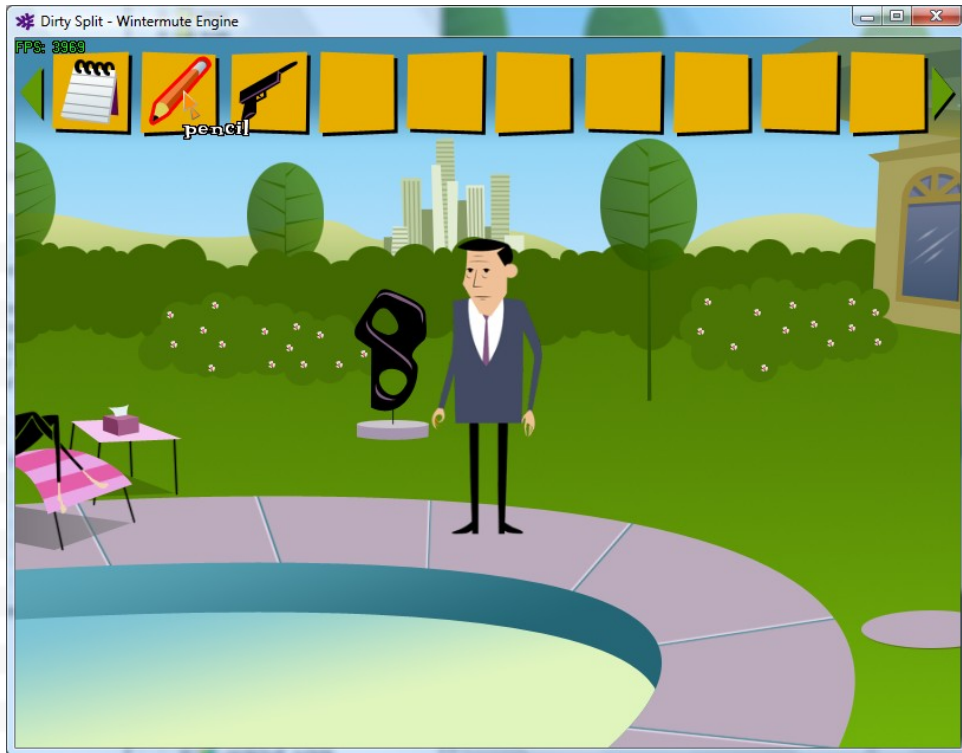


This menu offers you three ways to interact with objects and persons. Choose the desired action with a left mouse click:

- **Hand icon:** Use / pick up object
- **Eye icon:** Examine object
- **Mouth icon:** Talk to person / object

Inventory

If you move the mouse cursor to the upper border of the screen, the inventory containing all the items you've collected so far will appear:



Again, you can examine or use these items with a right mouse click. To select an item and use it on or combine it with something else, simply left-click it. The mouse cursor will then show you the item you selected.

If you move the selected item over another interactive object, you'll see a red glowing border around the item. Left-click and Baxter will try to combine the objects or use them on one another.

You can drop an item back into the inventory with a right click anytime.

Notepad

Since he's a private investigator, Baxter always carries a little notepad with him in which he documents noteworthy findings. Baxter writes all of his entries automatically, and after important events you'll often find a new page in the notepad.

If you're stuck at some point and don't know what to do next, you can always read up on Baxter's notes and get useful clues this way.



To do that, right-click Baxter's notepad in the inventory and select "Look at". You can freely move the notepad around on the screen and close it with the red X at the upper right corner. If there is more than one page, you can flip through the pages with the scrolling arrows at the lower left and right corner.

Main menu

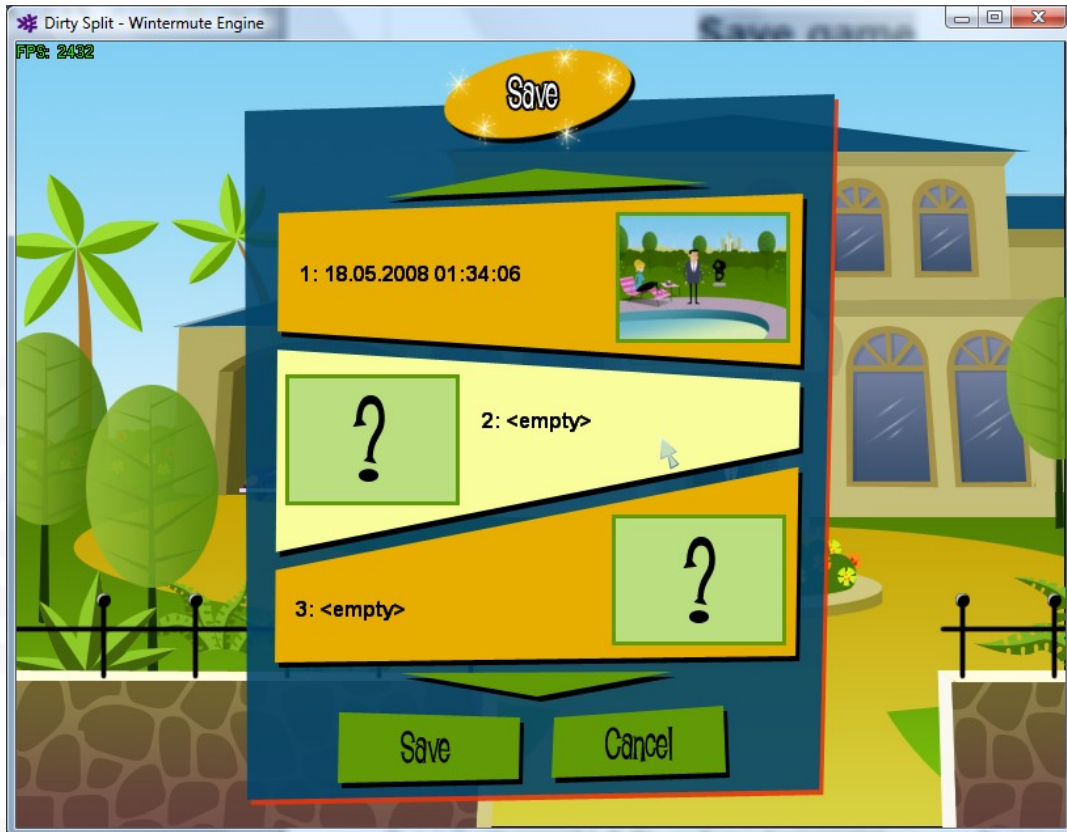
Press the ESC key, F1 or F5 to bring up the main menu. From here, you can save your game, load previously saved games or quit. You can also access the game's options from here:



When you call the main menu the game pauses, and you can take all the time you need to change the options. Click on the Dirty Split logo and keep the left mouse button pressed to move the main menu around.

Save game

To save a game, call up the main menu and select “Save game”. In the “Save” menu you can select an empty entry and confirm by clicking “Save”.



All of the savegames contain a little screenshot of the saved situation. This way you can see right away where you saved. In addition to that, the current date and time is added to every savegame.

If you select a previously saved game and click on “Save”, the game is overwritten. You can store up to 100 savegames. To scroll the list of savegames, use the green scroll arrows at the top and the bottom of the list.

Load game

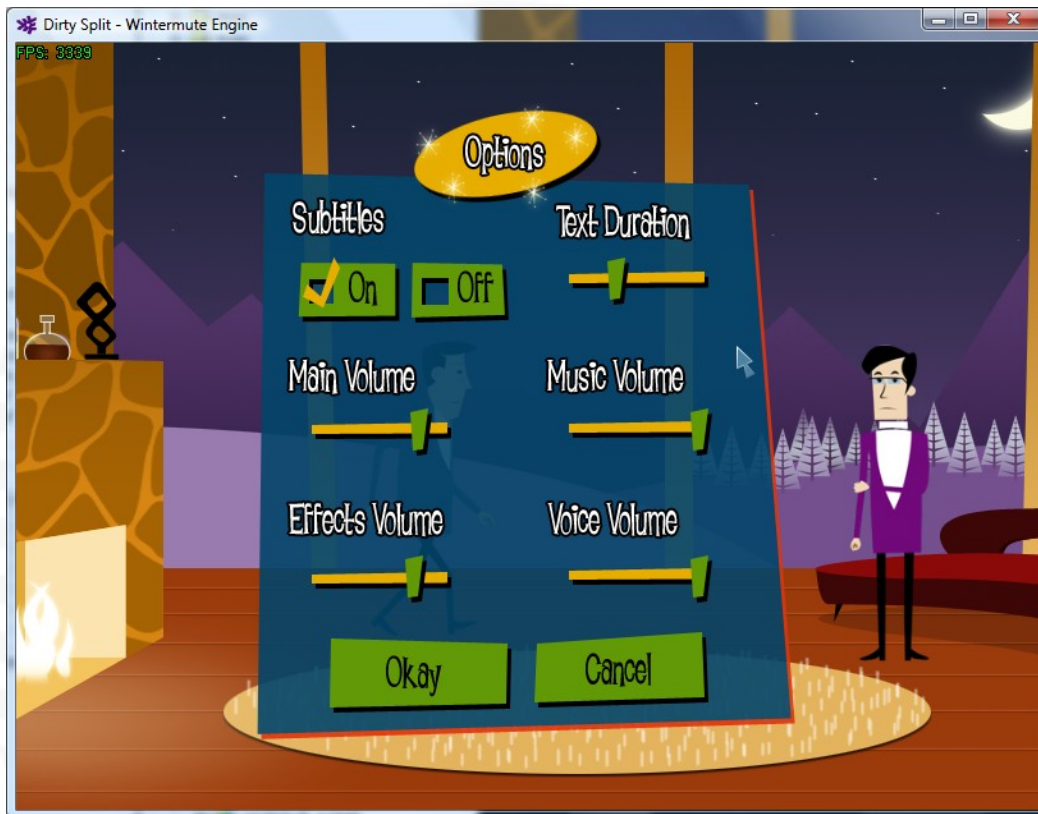
To load a saved game, go to the main menu and select “Load game”:



Here you can select a previously saved game and fire it up by confirming with “Load”. Use the green scrolling arrows above and below the list to scroll through the entries.

Options

Go to the main menu and select “Options” to bring up the options menu:



In this menu you can change the following preferences:

- Toggle subtitles
- Duration of subtitle display
- Main volume
- Music volume
- Effects volume
- Voice volume

Pull a volume slider left or right to reduce or increase the volume. You can confirm your adjustments with “Okay” or discard them with “Cancel”.

Team

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**We hope you have a good time with
Dirty Split!**

**Do you have any suggestions,
wishes or feedback for the game?**

**Tell us what you think at
www.dreamagination.org**

