

## WARNING TO EPILEPSY SUFFERERS

**To be read before the use of any video game by yourself or your child.**

Certain persons are susceptible to epileptic fits or consciousness upon viewing certain types of flashing lights or high-speed displays within their daily environment. These persons may be at risk when watching certain televised images or playing certain video games. This phenomenon can arise even when the individual concerned has no medical history of such a reaction or has never suffered an epileptic fit. If you or a member of your family have ever displayed symptoms linked to epilepsy (fits or loss of consciousness) brought about by electronic simulations, you are strongly recommended to seek medical advice before using this product. We would advise parents to closely supervise their children when they are playing video games. In the event that you or your children do display any of the following symptoms: dizziness, problems of orientation, spasms or convulsions; you should stop playing immediately and seek medical advice.

### **General precautions to be taken by everyone using video games:**

- Do not position yourself too close to the monitor.
- Play the game at a safe distance from the screen.
- If possible, always play video games on a small screen.
- Avoid playing when tired or sleepy.
- Make sure you play in a well-lit room.
- Take a 10 to 15 minute break for every hour of use.

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## INTRODUCTION

England during its colonial era: The British Empire is bogged down in difficulties. Trouble is brewing in the Indian colonies. Tooth Island, an island cloaked in mystery, is ruled by the strange Doctor T., a tea-grower and trader obsessed by a sinister cat-and-mouse game with England. He has been accused of using self-bred plant pests to ruin the tea harvests all over India. Yet the truth is: Could there be a lot more at stake? And what can be done against his plans? Queen Victoria decides to send off one of her best men to find out what's going on.

Unfortunately, Jack Keane is not the best man we just spoke of. But the young captain of a sailing ship is certainly up to his neck in difficulties, too. To put it plainly, he's in dire financial straits. And to top it all off, he borrowed the little money he has left from the wrong guy – and that guy wants his money back. He's sent his goons to lie in wait for Jack, to kidnap him and lock him up in an unknown place where they can beat the debts out of him! That is precisely the spot he is in when our tale begins.

In thirteen chapters you can join Jack (and sometimes Amanda, his attractive companion) as he experiences hair-raising adventures. They not only send you chasing back and forth across mysterious Tooth Island, they cast light on Jack's forgotten past and confront him with his deepest fears. All you need to set off on this journey is a Mac, your wits and a thirst for adventure!

## USER TIPS

The game itself is very simple to play: A great deal of knowledge in advance is not necessary. The control software has been kept on an intuitive level. It functions exclusively via the mouse and two buttons, left and right. As a matter of fact, a manual isn't really necessary to be able to become familiar with the game and learn how to play it. Even so, we're supplying you with a few additional useful tips here, for example Jack's task list or options for improving game speed. A look at the next pages is worth it in any case.

No point exists in the game where you can totally block yourself from reaching the solution to this adventure. In other words, be creative and look for problem-solving solutions that might not be the most obvious ones. You're going to need them at times, too, because “Jack Keane” has a number of unusual surprises in store for you! We'd like to add that there are many points in the game where various solutions, not just one, will get you further. So it can't hurt to save a game once in a while in order to replay certain segments differently later on.

## INSTALLATION

To install Jack Keane, please drag and drop the „JackKeane“ icon into the application folder on your harddrive. To start the game, please double click the Jack Keane icon.

When you launch the game for the very first time, you will be asked to choose your language.

## MENU

You are located in the main menu when “Jack Keane” begins. You can also retrieve the main menu at any time while playing the game by pressing the “Esc” button on the keyboard. You can find the following options on the main menu:



NAME	FUNCTION
<b>New game</b> (at start of game)	Starts a new game.
<b>Continue game</b> (at start of game)	Loads the game saved last.
<b>Continue game</b> (only while game is running)	Closes the menu and continues the game.
<b>Load</b>	Loads a previously saved game.
<b>Save</b> (only while game is running)	Enables saving the game currently being played.

<b>Settings</b>	To change game settings.
<b>Credits</b>	Displays the people who were involved in developing “Jack Keane”.
<b>Bonus material</b>	This item is not accessible until you have solved certain puzzles. It contains a surprise.
<b>End game</b>	Ends game and returns to the MacOS level.

## SAVING YOUR GAME

Using “Save game” you can save the current game status in order to continue playing from this point later on. Click on a free area for memory space and then on “Save” (or select using a double click). The game will now be saved.

The game will now be saved. To replace a saved game with another one, click on the corresponding game and select “Save”. Click on “Yes” to confirm your choice, or on “No” to select a different memory space. The new game will be filed in the memory space of your choice.

To delete a particular game status, click on the memory status and select “Delete”.

## LOADING A GAME

If you would like to reload a previously saved game, click on “Load game” on the menu. The load menu appears. Select a game and click on “Load” (or select using a double click).

## ADJUSTING SETTINGS

You can change the game’s default settings during a game, too (restarting “Jack Keane” is necessary for some of the graphics settings). Here you have the following options:

SETTING	EFFECT
<b>Depth of field</b>	Regulates the graphic depth-of-field effect in the game.
<b>Brightness</b>	Changes the graphics’ brightness.
<b>Resolution</b>	Changes screen resolution. A higher value brings better picture quality, but also requires a faster Mac.
<b>Shadows</b>	Changes the graphic quality of shadows.
<b>Full-screen effects</b>	You can change the special graphic effects of “Jack Keane” here if your Mac is older.
<b>Degree of detail</b>	Changes the general quality of graphics.
<b>Music volume</b>	Changes the volume of background music.
<b>Sound volume</b>	Changes the volume of sound effects.
<b>Speech volume</b>	Changes the volume for speaking characters.
<b>Subtitles</b>	Select this if you want to see the subtitles for that language. We recommend switching this option off for a more cinematic experience.
<b>Fadeable inventory</b>	You can use this setting to fade the inventory in or out using the “Return” key on your keyboard.

For older computers, you should set the values for resolution, degree of detail and shadows as low as possible to be able to enjoy “Jack Keane” on older computers, too. If necessary, switch off the effects as well. Additional effects are deactivated automatically at a low detail setting.






## CONTROLS

The game software control for “Jack Keane” works completely using the mouse. The mouse cursor adapts itself to match current game situations.

1. Use the left button on the mouse to control Jack’s movements and to look at objects in your surroundings.
2. Use the right button on the mouse to carry out special actions that are displayed on the screen: the image representing the mouse cursor changes!

*If you have a single button mouse on your computer, you can simulate a right mouse click by pressing „alt“ + **mouseclick**.*

The mouse cursor can take on the following forms:

ICON	ACTION	DESCRIPTION
	<b>Go</b>	Jack moves to the selected position or as close as possible to it. Once Jack is moving, a double click makes him run.
	<b>Look at</b>	To look at an object on the screen and receive more information about it.
	<b>Take</b>	If possible, Jack picks up the selected object and stows it in the inventory. An Inventory Bar is listed on the edge of the screen. There is no limit to the number of objects that can be picked up.
	<b>Use</b>	This can be selected to use an object directly or to combine it with another object and then use them. To combine, click with the right-hand button on the object desired and drag it over the second object. The action is completed by one more click on the button to the right.
	<b>Talk</b>	Jack talks to a person. If you click on the mouse during a conversation, Jack moves to the next sentence.



### Climb

To climb up on a ledge or to jump down from a ledge.



### Jump

To jump across a space, for example a gorge.



### Enter

To leave the current location scenery and enter a new location.



### Cast off

To leave the current location scenery using a vessel that travels on water, for example a boat.



### Shoot

You will encounter this function only during a special mini-game.

## SPECIAL FEATURES

**HOTSPOT DISPLAY:** By pressing the “x” key you can have the location of objects displayed to you on the screen, objects that could come in handy to you. These are equipped with a little star that is shown as long as you keep the “x” key pressed down. Objects are also displayed which are not absolutely necessary to solve the puzzling problem involved. This feature spares you the effort of having to search the screen for small details, but it naturally takes a bit of fun out of the game, too. Therefore, it is advisable to use the function at best only in situations where you cannot figure out what to do next.

**DISPLAY CURRENT TASKS:** By pressing the “Tab” key you can call up a list containing your current tasks.

**DISPLAY INVENTORY:** If you have activated this function in the menu (see above), you can use the “Return” key to fade the inventory in and out.

**ABORTING INTERIM SEQUENCES:** If you do not want to watch a film sequence to the end, in most cases you can abort the sequence by pressing the “Space” bar.

## INVENTORY

Jack is not the kind of person you would call, let's say, reserved. He doesn't hold back much, except for plenty of objects that accumulate in his inventory during the course of the game. He's going to obtain those objects under all kinds of different circumstances.

1. Click with the left-hand mouse button on an object to examine it.
2. Click with the right-hand mouse button on an object to use the object. The object will be fixed and held by the mouse cursor. Now click on another object (on the screen or in the inventory itself) in order to combine the objects with each other. Click on a person to give that person the object or combined objects.

When more objects are located in Jack's inventory than can fit on the screen, arrows appear to the right and left. You can move through the inventory using the arrows.

Objects which are no longer needed are automatically removed from the inventory at the end of some chapters. All objects which have already been used in the game are removed, too.

**JACK'S KNIFE:** Normally, each object can only be used once. There is one exception: Jack's knife – his sole heirloom and the bearer of an old secret. Jack can use this object to carry out a large number of actions. The best way to find out what it can do is to try it out frequently.

## HIDDEN FEATURES

"Jack Keane" has hidden special features ready and waiting for you. You're going to run into a mini-game here and there, or you might bump into a few unusual control elements. Whenever things like that happen, simply be creative and try to figure out the best method to handle the new challenge you are facing.

**PLAYING AS AMANDA:** In some chapters you are going to play the role of Amanda. Contrary to Jack, Amanda doesn't have a knife, but she does have a rifle. Although Amanda does all she can to avoid blasting away at people (unless they really, really provoke her), she can use the rifle to solve several puzzling problems.

**BONUS OBJECTS:** In some cases you have the chance to solve little extra puzzles that have nothing to do with the actual story. An appropriate text notifies you of this. The item "Bonus material" is activated on the menu when you solve these little

puzzles. We don't want to reveal more about them to you at this point.

**NOTE:** Bonuses can also be accumulated by fulfilling certain puzzle tasks which you don't necessarily need to do at that time in order to play through the game.

## INTRODUCING SOME IMPORTANT CHARACTERS

### Jack Keane

This fellow could turn into a real adventurer someday. Someone who's at home on the high seas, in the jungle, in endless deserts, in perpetual ice and snow. In short, anywhere where there are dangers to be mastered. But, unfortunately, he's still missing the last bit of self-confidence it takes to be a real adventurer ... and above all, he still needs lots of experience!

**DETAILS:** Although Jack would never turn down the chance to be invited to a "high society" party so that he can tell of his adventures, he's not one of those who thirst for fame and glory. Not him. He's seen his fair share and generally has a good eye for people – with exceptions, of course, and as a rule they're female. It would be much easier for him to make contact with a savage tribe of natives in the Congo than with the English women of his day. Or American women, at that – Amanda is a complete mystery to him. He tends to assume that all women are kindly, compassionate beings at first, only to be shocked all the more when it turns out that they're not as easy to understand as he had imagined. But even so – Jack is a far-sighted man. Sometimes the way he approaches things may seem a bit naive or derring-do, but if there's anyone who can rip the mask of self-delusion off the world around him, then it's Jack. And he doesn't hesitate a second to do it. He's not the great hero he sometimes thinks he is. Yes, he's one to press ahead – but when he unexpectedly realizes that he's been left in a weak position, he's man enough to lift his hands in surrender and say: "Fair enough. I didn't mean it like that. Go on. You can keep the golden treasure! It's all yours!"





### Amanda

Who says women don't know what they want? Amanda does, and she grabs it with both hands, too! A sure-as-shootin' American gal, she leaves the USA behind – and above all the family she was never good enough for – in order to get acquainted with real adventure somewhere on the Indian Ocean.

DETAILS: Things get too confining for Amanda whenever she stays in one place too long. It strangles her. Then she has to move on. She couldn't hold out long back home in the midwestern USA, either. The wide world was calling. Her thirst for adventure is even greater than Jack's, but that's precisely what puts her in danger time and again. If only she weren't so gullible ... Like a little kid, Amanda can get really enthusiastic about anything that looks like it might be fun – especially when the fun has to do with explosions of any kind. If the prospect of a weapon presents itself, she'll do anything to get it in her hands. That's why she was absolutely delighted to hear that a brilliant super-villain was looking for a dastardly assistant. She knew that the Indian Ocean was just the spot where the kind of fun she likes would await her ...



### Doctor T.

Watch out – this man takes no prisoners. Unless it means leaving them to certain death in one of his infernal contraptions. Doctor T. has set himself the goal of conquering the British Empire ... and he has dangerous plans to do it. Even if they include trained monkeys and meat-eating plants.

DETAILS: This man hates mankind. Nearly without exception. He himself is the only one who seems to be a successful product of the species. Although it's just the opposite with plants and animals: Here's where the talented scientist finds his true friends. Tossed out by the famous Royal Society of London and demoted to a post as governor of what is considered to be an unimportant outpost of the British Empire, the brilliant researcher found new allies in the form of meat-eating plants and an army of trained monkeys – though not without the help of, shall we say, “companions”, who were disposed of along the way. His unlovable nature was complicated further by an important research project, parts of which were kept hidden from him, much to his dismay. Of



all people, Jack Keane, the new arrival on Tooth Island, is the one who could help him to unravel that secret after many, many years. Which, by the way, wouldn't exactly be helpful for the continued existence of mankind or the planet Earth. But, as the saying goes, you can't have everything.

### The Bride

Her entire life has headed toward: her wedding day. Though a budding pirate at heart, her hopelessly romantic nature tells her that getting married is going to be the loveliest day of her life – and that's that. The wedding naturally can't be run-of-the-mill. It has to be a fabulous party, the best money can buy.

DETAILS: Anyone who can't sing or dance won't receive an invitation in the first place. No, our bride is no one's fool: She sees through the multifaceted relationships among her fellow villagers and pulls strings to suit her. The only time she lost control of the situation was when alcohol came into play – a night spent with the local elephant-taxi driver was the result. But the next day neither of them could remember what went on. At least, that's their version. Whenever she can, the bride tries to draw attention away from that night back toward her dream wedding. Not an easy feat, because the marriage of a lower-town bride with an upper-town groom has a political dimension of its own. And the future groom? Let's just say that his memory is a prominent feature in the game.

### The Bride's Father

He is the self-proclaimed village “godfather”. One and all quake with fear before him ... well, that's the way he'd like it. Although he studiously followed in his father's footsteps, his influence is nowhere near as great. Back then his father was a big-time racketeer in the protection business. His threats and bribes helped to make the village what it is today.

DETAILS: Nowadays the godfather runs a supermarket as a front, but he's all bark and no bite. No one really takes him seriously. That is, with two exceptions: himself, the boss behind the scenes who still thinks he has a finger in every pie; and the local butcher, a sharp-tongued poet who is quick with a knife but ready to bow down to the godfather legacy. All the other residents play along with the legend, knowing full well that there are two sides to every story.

## HINTS & TIPS

- Always take a good look at the scene, wherever you are. Pay attention to details. It pays to think about a situation from different angles. Not every solution is obvious. It frequently happens that an unconventional path is the one that leads to a problem-solving solution.
- Talk with all the characters. Not all the information you receive is urgently necessary to solve a puzzling task, but even a small aside could provide you with handy tips for later on.
- Use the left mouse button to look at all objects (the objects in your inventory, too!) and obtain more information about them. Useful tips are often hidden there.

## FIRST STEPS: GETTING YOUR BEARINGS

**ATTENTION:** You should read this section only if you get stuck during the first few minutes of the game and feel you need help. This section reveals how the first puzzling situations in “Jack Keane” are solved and Jack can set off on his journey.

You’re trapped. The thugs have got you. They’re ready to give you what for. It looks like there’s no way out for you. How can you escape from imprisonment and the brutes tormenting you?

Click on one of the thugs to talk with him. Provoke him using the phrase: “Hah! I eat goons like you for breakfast!” Henry now comes threateningly close to you and punches you. Luckily your knife falls out of your trouser pocket thereby – but you can’t reach it. You summon up your courage and provoke them again. Click on one of the thugs to ask him: “Was that your best shot? Guess all you’ve got in those arms is lard!” The situation turns violent and looks like it’s going to escalate. The next punch sends the chair you are tied to swinging dangerously back and forth, but it puts you within reach of your knife. Grab it by clicking on the knife as soon as the “Take” symbol appears. You can now watch as the grave consequences of your actions develop – until you’re standing outside Big Ben.

Not bad, but your luck doesn’t last long. The thugs are hot on your trail. You have to find a way down as fast as possible. There is a scaffold with a work platform to your left. Run there and pick up the broom (“Take broom”). Then untie the knot in the rope on the right side of the platform (“Use knot”). The work platform is now released and glides down. It stops abruptly. As it starts traveling upward again, you realize that the thugs were busy and are getting dangerously close again – the way

down is blocked. Cast off ballast to become lighter. The thugs’ counterweight will carry you upward again. To do this, use the broom from the inventory and the barrel on the platform (“Use broom with barrel”). You did it. The platform rises – you’re out of danger for the moment.

Unfortunately, you lost your knife during the struggle in the tower room. Without it, you’re only Jack Keane by half. Your knife is located to the right in a crow’s nest. However, the bird droppings on the steps down to the nest seem too dangerously slippery to you. In other words, you have to get rid of the droppings. To do this, use the rag located on the work platform together with the bucket of water standing to the right of the entrance to the tower room. Now use the wet rag together with the bird droppings. The path is clear, you can walk down the stairs. But watch out: The crow is guarding the knife fiercely.

As for you, you have an idea: The thugs were able to rescue themselves on the hands of the clock. They are now blocking the progress of time. Maybe you could scare off the crow if you were able to make the clock strike? Give it a try. Go to the left. You’ll find a sack of sand. Take it and use it together with one of the thugs. He’ll lose his balance and fall off the hand of the clock. Time can now go on as usual again. The clock strikes, which scares the crow and makes it leave its nest. Go to the right and take your knife. Now climb the stairs quickly, run to the work platform, use the knife to cut the safety rope on the right side of the platform (“Use knife with rope”), and off you go to further adventures which you’ll certainly be able to handle all by yourself.

## THE JACK KEANE ADVENTURE COMMUNITY

Haven’t had enough adventure yet? Then register with the Jack Keane Community Forum at [www.jackkeane.com](http://www.jackkeane.com) and tell other members about your adventures on Doctor T.’s island. Pick up tips and stimulating ideas to help you solve the most puzzling situations and get Jack back on track, no matter what he’s gotten himself into this time.



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