

THE LAST EXPRESS™

QUICK REFERENCE GUIDE

STARTING A NEW GAME

The first time you launch *The Last Express*™, you will see a screen with a large antique egg. To start a new game, click on the shield at the center of the egg. After a brief opening sequence, you'll find yourself aboard the fabled Orient Express, roaring through the countryside outside Paris...

EXPLORING THE TRAIN

You are Robert Cath, a young American doctor. You have joined the train at the request of an old friend, Tyler Whitney, whom you have not seen in some time. Your first goal is to find Tyler. What you do after that is up to you.

As you move the cursor over the screen, it will change to show the different things you can do.

If the cursor looks like this:

Click the left button to:



Move forward.
Double-click to auto-step forward to next car of train.



Back up



Turn left



Turn right



Turn around 180°



Look up (or Stand up, or Go up)

If the cursor looks like this:

Click the left button to:



Look down (or Sit down, or Go down)



Pick up an item (or Open a door)



Press a button



Take a closer look at something



Talk to a character



No action in game

YOUR INVENTORY

The icon of Cath in the upper left corner of the screen acts as a pull-down menu. *Click and hold* on the Cath icon to see what items you are carrying. To select an item, drag the cursor down to the item you are interested in, then release the button. The item icon will appear next to the Cath icon in the upper left corner of the screen, indicating that you are now holding the item. When you are finished using or examining the item, click on the Cath icon to put the item back into your inventory.

INTERACTING WITH OTHER CHARACTERS

If you see the cursor change to a speech balloon when you pass it over a character, this means you can click to start a conversation. If you see the cursor change to an icon other than a speech balloon—for example, an item you are carrying—this means that by clicking, you can offer that item to the character. *Note: because of this “context-sensitive” feature, you do **not** need to first select an item from your inventory in order to offer it to somebody.*

FIGHTS

Along with your wits, you'll occasionally have to use your bare knuckles. As always, the cursor will change to show you different available options as you move it over the screen. When your opponent comes after you with fists, move the cursor into the lower half of the screen and click the mouse when you want to duck or dodge. To hit back, move the cursor over your opponent, then click the mouse button to punch or grab.

EGG CLOCK (SAVING THE GAME)

Your progress in the game is saved *automatically*. Any time during play, you can click on the small egg icon in the lower right corner of the screen to visit the egg clock. The clock shows you what time it is in the game.

To **resume play**, click on the clock face.

To **end your play session**, click the **Quit** button in the lower left corner. This will automatically save your game for the next session.

To **rewind**, click on the red jewel on the left side of the egg clock. This lets you turn back the hands of time to try a different course of action.

To **fast forward**, click the red jewel on the right side of the clock. When you reach the point in time from which you wish to resume play, click on the clock face to reenter the game.

Grace Period: When you resume play after rewinding to an earlier point, you have a short grace period (indicated by a *flashing* egg icon in the lower right corner of the screen) to decide if this is really what you want to do. As the grace period approaches its end, the egg icon flashes faster, finally expiring with a loud hiss of steam. If you change your mind during the grace period, click on

the egg icon in the lower right. This will return you to the egg clock with your original game restored, undoing any actions taken during the grace period.

Multiple Saved Games: *The Last Express*[™] can accommodate up to six separate saved games (e.g. for separate users). Each game is represented by a different color egg. To switch games or start a new game, click on the button at the top of the large egg clock.

HELPFUL HINTS

- Pick up everything you can and place it in your inventory. No matter how trivial an object may seem, if you can pick it up, do so. It may come in handy later.
- Use the fact that you're on a train to your advantage. People enter and leave their compartments all the time, and the conductor can't watch you every second. Everything is constantly changing, so be alert for opportunities to move around and investigate. Try visiting different parts of the train at different times.
- Find the passenger list. This is extremely valuable, since it gives the names of all the passengers on the train and which compartments they're staying in.
- Let the mouse cursor tell you what actions are possible. When the cursor looks like this , clicking has no effect. If the mouse cursor changes to  when you pass it over a character, this is your chance—click to speak!
- Late at night, you may notice that everyone on the train has gone to sleep. You might try doing the same.
- If you feel lost or adrift and don't know what to do next, consult the passenger list. It may give you an idea.
- If you really feel stuck, try rewinding to an earlier point and replaying part (or all) of the journey. On *The Last Express*[™], events rarely happen in exactly the same way twice. You may pick up on a clue, or an opportunity, that you missed the first (or second) time around.