

LASSIE GAMES PRESENTS

WHAT MAKES YOU TICK?

A STITCH IN TIME



THE ONLY ADVENTURE GAME THAT DARES TO ASK
"WHAT MAKES YOU TICK?"

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PREFACE

Thank you for playing *What Makes You Tick: A Stitch in Time*. Your interest in this project has supported independent game development, and has kept the spirit of the classic adventure genre alive!

If you're a returning player to the world of *What Makes You Tick?*, then we hope you enjoy this next installment. If you are new to this world, then we would encourage you to first play the prequel game, available for free download at:

<http://www.lassiegames.com/games/wmyt>

As a refresher for both new and returning players, let's recap the story thus far from *What Makes You Tick?*...



A young man named Nathan is sent by the University of B. to deliver an important message to one of their former faculty members, Dr. William Coppelius. Nathan is sent to Coppelius' last known residence to warn the doctor that he may be in grave danger.



Nathan arrives in the wheat fields around Coppelius' home to begin his search for the doctor. Nathan first encounters Coppelius' sick grand daughter, Nora, who suffers from an ailing heart.



After finding his way into Coppelius' home and secret laboratory, Nathan finally catches up with Dr. Coppelius to deliver his message. But Nathan is too late – a dangerous man named Vincent has already arrived, and confronts Nathan and Coppelius.



Vincent's connection to Coppelius is revealed through an old photograph. The photograph shows Coppelius and Vincent among a group of nine scientists who used to work together at the Smith Institute for Advanced Research. The nine colleagues created brilliant and powerful inventions together; but they were forced to disband when Vincent tried to steal their work to serve his own lust for power. The nine scientists destroyed their research and dismantled their prototypes to keep them from Vincent, then split up and went into hiding.



However, Vincent has discovered that one of Coppelius' inventions –a mechanical heart– has survived.

Coppelius implanted the heart in Nora, his sick granddaughter, to save her life. Vincent learns where the heart is hidden, then kidnaps Nora and escapes in a stolen ship. The story ends with Nora trapped at sea and Vincent looming over her asking, “I just want to know... What Makes You Tick?”

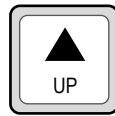


GAME CONTROLS

KEYBOARD



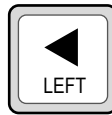
Exit fullscreen.



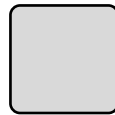
Toggle inventory.



Skip cutscene or dialogue.

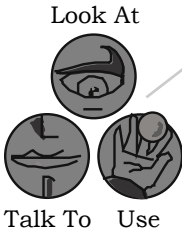


Open game menu.



Toggle notebook.

MOUSE



CLICK AND HOLD on a room object or inventory item to access the verb disc, then release the cursor over an action icon.

CLICK on an item within the inventory panel to set it as the game cursor, then click to use that item with other inventory items or objects in the world.

DOUBLE-CLICK to clear an inventory item cursor.

MOUSE-OUT from the inventory display to close the panel.

TOUCH BOTTOM OF SCREEN for game control options.

HOW TO PLAY



The Game Menu

This menu will allow you to load, save, and create new games. You can access this menu during the game by pressing the LEFT arrow key. Select “New Game” to start.



Cutscenes

You will encounter cutscene animations throughout the game. Press the TAB key to skip a cutscene.



Dialogue

At any time while a character recites a line of dialogue, you may click the mouse to advance to the next line, or press the TAB key to skip the full dialogue sequence.



Point and Click

Click your mouse around a scene to move the character around. Notice that interactive objects will highlight the cursor and display a contextual title at the bottom of the screen.

HOW TO PLAY, CONTINUED...



The Action Selector

Click and hold the cursor on an interactive object to access the action selector. Continue holding while you select an action to perform on the object, then release the mouse to initiate the selected action.



The Control Dock

Touch your cursor to the bottom of the screen to open the control dock. Using the dock (or keyboard shortcuts), you can launch the game menu (LEFT arrow), the inventory (UP arrow), or the notebook (RIGHT arrow, available after act 1).



The Inventory

The inventory displays items that you have collected throughout the game. Open the inventory using the control dock or the UP arrow key. The inventory will close when you move your cursor out of its bounds.



Inventory Actions

Just like with room objects, you can click and hold your cursor on inventory items to select actions to perform on them. Be creative!

HOW TO PLAY, CONTINUED...



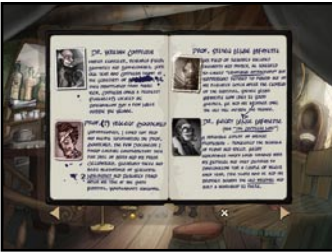
The Item Cursor

Click once on an inventory item to set it as the game cursor. You may then try using the item cursor on other items in your inventory or objects within the world. Double-click to clear an item from the cursor tooltip.



The Exit Arrow

The cursor will turn into an arrow when you roll over an exit leading to another scene. Click an exit to move the character to the next scene, or double-click the exit to immediately transition between scenes.



The Notebook

Upon reaching the second act, Nigel will acquire a notebook with information about his father's colleagues. Once acquired, you may open this notebook using the control dock or the RIGHT arrow key. New documents will be added to this notebook as you find them throughout the world.

PRODUCTION CREDITS

| | |
|-----------------------------|--|
| Written and Directed | <i>Matthias Kempke Greg MacWilliam</i> |
| Producer | <i>Greg MacWilliam</i> |
| Creator | <i>Matthias Kempke</i> |
| Screenplay | <i>Matthias Kempke</i> |
| With Inspiration From | <i>“The Castle” by Franz Kafka</i> |
| Proofreading | <i>Jack Ellis</i> |
| Puzzle Design | <i>Greg MacWilliam Matthias Kempke</i> |

ART DEPARTMENT

| | |
|----------------------------------|---|
| Art Director / Lead Artist | <i>Matthias Kempke</i> |
| Concept Art | <i>Matthias Kempke Greg MacWilliam Sebastian Kempke</i> |
| Character Art | <i>Sebastian Kempke Matthias Kempke</i> |
| Background Drawings | <i>Matthias Kempke Sebastian Kempke Greg MacWilliam</i> |
| Background Paintings | <i>A.M. Sartor John Green Matthias Kempke Greg MacWilliam</i> |
| 3D Art | <i>Sebastian Kempke</i> |

PRODUCTION CREDITS, ART DEPT...

| | |
|---------------------------------|---|
| Flash Animation | <i>Matthias Kempke Greg MacWilliam Sebastian Kempke</i> |
| Particle Effects | <i>Greg MacWilliam Flint Particle System</i> |
| Logo Design | <i>Greg MacWilliam Sebastian Kempke</i> |
| The Nine Insignia Designs | <i>Eric Plaisted Greg MacWilliam Matthias Kempke</i> |
| Game Handbook | <i>Greg MacWilliam</i> |
| Game Hint Guide | <i>Jack Ellis Greg MacWilliam</i> |

TECHNOLOGY

| | |
|---------------------------------------|--|
| Lassie Engine Programming | <i>Greg MacWilliam</i> |
| Game Scripting | <i>Greg MacWilliam Matthias Kempke</i> |
| Custom ActionScript Programming | <i>Greg MacWilliam</i> |
| Fishing Minigame | <i>Greg MacWilliam Matthias Kempke</i> |
| Adobe® Flash™ & Adobe® AIR™ | <i>Adobe Systems, Inc.</i> |
| Adobe AS3 Corelib | <i>Adobe Systems, Inc.</i> |
| Bulk Loader | <i>Arthur Debert</i> |
| TweenLite | <i>Jack Doyle, GreenSock</i> |
| SoundObject | <i>Greg MacWilliam</i> |

PRODUCTION CREDITS, TECHNOLOGY...

| | |
|-----------------------------|---------------------------------|
| Stats | <i>mrdoob</i> |
| MathParser | <i>Raphael Graf</i> |
| Lightning FX | <i>Pierluigi Pesenti, Oaxoa</i> |
| Flint Particle System | <i>Richard Lord</i> |

SOUND

| | |
|---------------------|--|
| Soundscapes | <i>Matthias Kempke</i> |
| Sound effects | <i>Matthias Kempke Greg MacWilliam</i> |
| Sound samples | <i>Freesound Project (see individual attribution list)</i> |
| Baron laugh | <i>Vincent Price, from: "The Last Man on Earth" (PD)</i> |
| Sound tools | <i>Audacity</i> |

MUSIC

| | |
|--|---|
| "A Stitch in Time Theme, v.1" <i>Justin R. Durban</i> | "Sora 02" <i>Harbor daytime Justin R. Durban</i> |
| "A Stitch in Time Theme, v.2" <i>Justin R. Durban</i> | "Guitar 02, Unreleased" <i>Harbor nighttime Justin R. Durban</i> |
| "Re Quest Piano Solo" <i>Opening credits Justin R. Durban</i> | |

PRODUCTION CREDITS, Music...

“Observing Benjamin”
Castle theme
 Justin R. Durban

“Dr. Ellis”
Streets of Ravenhollow
 Justin R. Durban

“Human Nature”
Nighttime 1
 Justin R. Durban

“Number Two, In Memory Of”
Nighttime 2
 Justin R. Durban

“KD Golf 02”
Mandelbaum tune
 Justin R. Durban

“Serenity”
Swamp and Tunnel
 Justin R. Durban

“Step by Step”
Fishing tune
 Justin R. Durban

“Tink”
Worldview
 Justin R. Durban

“Pursuit - Ghost”
Time rift motif
 Justin R. Durban

“Step by Step, v.2”
Sunrise on Mt. Misery
 Justin R. Durban

“Fiddle Faddle”
Harbor welcome
 Marien Lina

“The Wind in the Riggins”
Forkbeard's song
 Marien Lina

“Piano Sonata No. 11, Tema”
Inn, day
 By Wolfgang Amadeus Mozart
 Performed by Marie Mallory

“The Auld Scotch Songs”
Inn, night
 John McCormack
 Courtesy of RareTunes.org

“The Chrysanthemum”
Inn, act 3
 By Scott Joplin
 Performed by Bill Edwards

“Sunflower Slow Drag”
Caro Antiques
 By Scott Joplin & Scott Hayden
 Performed by Bill Edwards

PRODUCTION CREDITS, CONTINUED...

TESTING AND QUALITY ASSURANCE

Tobias Angst
Chris Armstrong
Tucker Bowen
Lars Christiansen
Nige Copeland
Jack Ellis
John Green
Ralf Hebecker

Sebastian Kempke
Adam Kucharik
Dina MacWilliam
Megan Mallory
Katie Moen
Carolyn Stephan
Weston Sucy

SPECIAL APPEARANCES

Christopher Lee
(as Lowell Cain)

Manny Calavera
Lucas Arts

Peter Lorre
(as Lionstone)

"Nearly Departed"
John Green

Vincent Price
(as Vincent)

"When Pigs Fly"
Lassie Team Project

Matt & Greg
(as themselves)

Uncle Roy's
Angel Statue

PRODUCTION LOCATIONS

Leipzig, Germany
Washington, D.C., USA
Füssen, Germany
Interlaken, Switzerland
Prague, Czech Republic
New York City, USA

Arizona, USA
Utah, USA
Colorado, USA
Wyoming, USA
Idaho, USA
Oregon, USA

PRODUCTION CREDITS, CONTINUED...

SPECIAL THANKS TO:

Al and Merrilee MacWilliam

Torsten and Barbara Kempke

Sebastian Kempke

Jack Ellis

Marie Mallory

RareTunes.org

Freesound Project

Creative Commons

Open Source Software

Our Testers

Adobe Systems

Amanita Design

Threespot

LucasArts

To our family, friends, and fans
who've helped make this project possible.

SOUND CONTRIBUTIONS

Sounds from... <http://www.freesound.org>

Our deepest thanks to all sound contributors, creative commons, and the folks of Freesound for setting up this invaluable resource.

2NiD

padam.wav

3bagbrew

shop_door_bell.wav

833-45

atc.mp3

AMPUL

MCGameStart.wav

Andrew Duke

AndrewDuke0018.wav
hood2.wav

Anton

wind1.wav

Arctura

AMBIENT LOOP - Perfectly Clear - Wilderness
Hillside - FILTERED.mp3

acclivity

CanadaGeese.flac
CollaredDove.wav
Crickets1.wav
Cuckoo1.flac
EarlyMorningRain.flac
FlyLoop.flac
GoatsInTheDust.wav
GreenFinch2.flac
GullsByTheSea.wav
RushingStream.mp3
ScreamersAndFirecrackers.flac
ShipsBell.wav
SmallCarriageClockTicking.wav
SqueakyDoor.wav
SwansFlyBy.wav
TawnyOwl2.wav
UrbanHerringGulls.wav
WoodlandBirds.flac
Woodpecker.wav

adcbicycle

13.wav
17.wav

adlto

train leaving.wav

andriala

tictac.clock.wav

aquaculture

mid cymbaly 1.wav

artifact

lightning_strike.wav

Bansemer

Frogs in Alliaqtog Creek at 4am.mp3

Benboncan

Double Ratchet.wav
Airport Bingbong.wav
Frogs And Toads.wav
Hand Winch
Hand Winch Quick Release.wav
Lake Waves 2.wav
One Bell
Owls.wav
Rock Scrape 2.wav
Rock Scrape 3.wav
Rock Scrape 4.wav
Screwgate Carabiner.wav
Ship Time.wav
Tawny Owls .wav
Tawny Owls 2.wav
Two Bells

Black Boe

wind.ogg

bass-95

humming noise.wav

batchku

momma?.aif

bilwiss

Kirmes Orgel_004_Berlinder Luft.mp3
Kirmes_Orgel_004_3_Radetzkimarsch.mp3
Musicbox_Au_clair_de_la_lune.WAV

bitsmart

ohm.wav

buzzbox

hit_gloop2.aif

SOUND CONTRIBUTIONS, CONTINUED...

Corsica_S

cupboard creak 7.flac
recycling truck.flac
squeak_6.aif
window_cleaning.wav

cajo

Morse_freesound.wav

cfork

cf_AT_ESCH_FruehlingMorgensMang.aif

cmsounddesign

RG_VL1000_Startup.wav

cubic.archon

Tap unscrew old fire ext.flac

DJ Chronos

Loop 2.mp3
Music Box Waltz of Flowers.wav
dark ambiances 001.wav
dark ambiances 002.wav
processed bag 4.wav

DaveGould

Seagulls-M.wav

DrNI

old-radio-noise-defective-medium-wave-2.wav

Dynamicell

Water_Splash_Objects_falling.aif
fire_embers_large_campfire.aif

datasoundsample

glass shatter.wav
lock.wav

daveincamas

200703101950PacificChorusFrogsSoloNR.wav
TreeHouseDuringWindStorm.mp3
WW2AirplaneFlyover.wav

digfishmusic

Binaural Thunder A - Short.wav
Ducks Geese & Birds in a Park.wav
EnterGate.wav
Lapping Waves and Sea Gulls 2.wav

djgriffin

front mouth chant rev 1.aif
high low chant.aif
tibetan bell with mouth.wav
tibetan chant 4 colargol 2.aif

dobroide

20051106.poplar.wind.wav
20060518.ground.nesting.bee.flac
20060810.seagulls.flac

20070303.duck.wav
20070418.hoverflies.WAV
20070427.nightingale.scrub.B.mp3
20080805.birches.n.birds.01.wav
fire.crackling.mp3
sunday.02.mp3

doobit

jetpropdown1.wav

duckboy80

SplashEdit.wav

ERH

39 raw 2.wav
39 raw.wav
ab6b 60 industrial.mp3
creaking silver birch 3c.wav
crescendo b8 17.wav
deep bass rumble 3.wav
deep cavern.wav
signal b.wav
tv on hum off.wav

EcoDTR

Epic whoosh.wav

Erdie

thunder-long-distance.wav
thunder-rumble.wav
thunderstorm.flac

Experimental Illness

Universal bpm - Arabic-Scaled Choir.wav

eartrumpet

bees.mp3

elankford

DoorOpeningWithKnocker.wav

elonen

in_sauna_1.wav

eltenjohn

screech owl.wav

eric5335

meadow ambience.WAV

FlippantMoniker

FlippantMoniker_Rattling_Sign.wav

FreqMan

antique phone - manually operated.mp3
concrete blocks moving2.wav
object falls (5).wav

falconbeard

eagle owl1.wav

SOUND CONTRIBUTIONS, CONTINUED...

farbin

drop_cardboard_box.wav

fce

Barbarie.mp3

fonogeno

door_elevator01.wav

fotomacc

cicada1.wav

frescoopen and close wooden door by fresco.wav
unlocking and closing door by fresco.wav**Gvido**

harmonika_street_vilnius.mp3

galeku20080509-noite-2dn.flac
flys-1.wav**gallagho**

dishes.wav

gelo papasBottle Cling.wav
Filth squash.wav**genhis attenborough**

Kyle of Lochalsh harbour.wav

gezortenplotz31arrow shot.wav
rifle_steel_plate_multiple ricochettes.mp3**gregswinford**

large_creaking_door.wav

greysound

FrogsAndCrickets_ExcerptB_JMA_24Bit_48k.wav

guitarguy1985

airhorn-short.wav

HalleckJacobsLadderLong2.flac
crash1_reverse.wav
record_scratch_short.wav**HardPCM**

CCITT4_dial001.wav

Hell's Sound Guy

35mm SLIDE PROJECTOR.aif

HerbertBolandCrackingDryWood.wav
Creak_14.wav

HeavySkirtMovement.wav

MagnusSmallElectrWindOrgan.wav

RustyMusicbox.wav

ThreeThunderrrStrikes.wav

Hydrophobicguana

best fwump.WAV

hello flowers

SHIP SOUND REQUEST!.wav

Incarnadine

sinister_chord.wav

Ishpike

Old Freight Elevator.wav

inchadneyNightingale song.wav
seagulls near sea.WAV**ingeos**

[Dordogne river] Bourg (33) - France.mp3

Jedimichael

elevatordingsnd.wav

Johnc

Owl.wav

Jon285

Mouse eating cracker.wav

jackstreborClock Ticking.aif
Whistle.aif**jppi Stu**

sw_paper_ripping_1.aiff

junggle

accordeon_16.wav

juskiddink

Bonfire.wav

Kaffein

Thunder Strike Close Indoors.wav

KidsCastTechy

Mixing food wooden spoon.wav

Koops

Gate_Squeak_01.wav

kathol

fog horn sample(wet).wav

kevinkace

Barrel Break 1.wav

SOUND CONTRIBUTIONS, CONTINUED...

koostix

vtech circuit bend066.flac

kyles

dog small growls snorts.aiff

LG

Elevator door 04.wav

Leadycoughing REV.wav
rising AAAHh2 REV DEEP.wav**Legato87**

opens cereal box .wav

Luftrum

forestsurroundings.wav

lgarrett

lg freight elevator.wav

ljudman

dog.wav

luffy

luffy_fire3.wav

Mart1001

Radio tuner.wav

Martin Lightning

Severe Thunderstorm.mp3

man

canon.aif

markgutierrez

spiderHouse_March26-2006_729pm.mp3

martypinso

DMP010037 CRICKETS TEXAS .wav

medialint

nord_analog_howling_wind_storm.wav

melackaluet agut x loop.wav
aluet cut 2.wav**mich3d**

Door_Wood_Open_01.wav

mikaelfernstromclock-chiming-01.wav
clock-ticking-01.wav**mikejedw**

bong2.wav

monterey2000

R09_0038-Garden Cricket - 3.mp3

morgantjCuckoo Clock.mp3
doorstopperspring2.mp3
okinawabeat.mp3**mystiscool**

stream2.wav

Nathan Lomeli

elevator door opening.wav

NoiseCollectorbarks.wav
mocha_meow.mp3**nas1**

dog_running.wav

nednednerb

thunder1.wav

nemoDaedalus

8mmprojector_start-run-stop_18fps.wav

nthompson

rocketexpl.wav

OIDGNW

Bird_Rattle.wav

Ohrwurm

Chainsaw - Tree cases.WAV

ooohyeahh

Morse code sample.wav

ottophokusservice bell 1.wav
service bell 2.wav
service bell multi.wav**Percy Duke**Cordless Phone Beep.MP3
Door Creak Short.mp3**PhreaKsAccount**propulsion1.ogg
shields1.ogg
welder1.ogg**Poolside**

door-up01.wav

pagancow

dorm door opening.wav

SOUND CONTRIBUTIONS, CONTINUED...

patchen

ATIK 2 - 219 stereoatik.wav

pauliep83

egg fryin.aif

pempi

elevator_motor.wav

petenice

SPLASH.wav

pushtobreak

Earth1.aif

RHumphries

RBH Glass_Break 05.wav

RBH_Household_closet 01.wav

RBH_Household_closet 03.wav

RBH_Household_door squeak.wav

rbh crickets suburb night1.wav

rbh thunder_03.wav

rbh thunder_12.wav

Radegund

silly_explosion.wav

Robinhood76

00311 crank winch handle 1.wav

00390 door screech 4.wav

00748 door slam 9 dry wooden.wav

00804 taking a pill 1.wav

01560 creepy metal creaks.wav

aas01 spring drum 1.wav

Royal

cavern wind.wav

randomroutine

neon.wav

reinsamba

1202_sheep_and_goats.wav

1203_hungarian_sheep.wav

batucada_carnival_Berlin.wav

carnival_parade_cologne_1.wav

carnival_parade_cologne_drums_and_pipes.wav

cuckoo_close_2007_05_23.wav

evening in the forest.wav

musical_clock.wav

street accordeonist.wav

rockdoctor

sea2.wav

roscoetoon

Ewater_drip-echo.mp3

rutgermuller

Radio Noise(www.rutgermuller.nl).wav

Waterboiler Starts to Boil(www.rutgermuller.nl).wav

ScaredECatPictures

CreekyDoor.wav

Sea Fury

Monster.wav

Sergenious

RRR.wav

Sparrer

crash.wav

fizz.wav

SpeedY

full_thunderstorm.wav

Srehpog

light_crate_smash2.wav

Still Frames

om.mp3

SunnySideSound

Cardboard_Box.aif

Plastic_Knife_Buzz.aif

sagetyrtle

0203wind.wav

1228wind.wav

chair.wav

crash.wav

crowd_laugh.wav

dishes.wav

restaurant4.wav

wind2.wav

windfree.wav

sandyrb

USAT BOMB.wav

sazman

060502-istanbul-beach.wav

amsterdam-mechanical_organ.mp3

schademans

bush1.wav

bush10.wav

bush11.wav

bush7.wav

bush8.wav

schluppipuppie

pock - 01.wav

sebastianlund

Watermill.wav

shall555

sh_shop_door_bell_openclose.wav

SOUND CONTRIBUTIONS, CONTINUED...

shewbox

Ben Shewmaker - Music Box.mp3

simkiott

record_scratch.wav

simon.rue

Boink_v3.wav

smokum

ELEVATOR.WAV

someonesilly

knock.wav

sonsdebarcelonaBalcony.wav
contenidor_roba.wav**spukkin**

metalScreech.wav

THE bizniss

neighbor.wav

TicTacShutUpclick 1 d.wav
light 1.wav**Timbre**Dramatic_metal_clang_1_Reverb10sec.wav
Stone eyelids blinking #2.wav**ToddBradley**

doing dishes.wav

Trautweinstreet.wav
Iron gate**tachyglossus**

tym1.wav

terminal

MUSICXMT.WAV

themfishbulb_smash.mp3
old_vinyl_record.wav
power_down.wav**tigersound**end is nigh.aif
pigeon wings.aif**timlaroche**

Final.aif

UATaudio

hugeSlidingDoorSlamECM800.wav

UncleSigmund11 o'clock.wav
Little_Black_Rain_Cloud.wav
music_box_plays_the_mulberry_bush.wav
old_clock_chimes_9_o'clock.wav**uair01**LS100752_boiler_room_spinning.WAV
mysterious_signal_02_pickup_coil.wav**volivieri**shimbashi_festival_song.aif
small_water_fall_in_the_woods_2.wav
water_flows_over_rock.wav**WIM**London underground 01 train stopping.wav
London underground 02 train stop.wav
London underground 06 train arriving.wav
cathedraldoor.wav**Walter Odington**2nd Half of a Freight Train.wav
Wood Mill (Hammering).wav**Werra**

telephone.mp3

wildweasel

cardlock-open.wav

yewbicambience02.wav
ambience03.wav
ambience06.wav

THE FISHING RECORDS

Let the books record the great fishermen of Ravenhollow...



AAA – you either hacked our scoring system, or else had one epic game! Your score is mathematically possible based on the rules of the game, although it implies about as perfect a performance as humanly possible. We're impressed!

Nice fishing, one and all!

*Keep fishing for high scores at:
http://www.lassiegames.com/games/stitch_fishing*

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