Mental Repairs, Inc. (v2.0) - Manual

Technical Stuff

Mental Repairs, Inc. requires a 3D-accelerated graphics card and DirectX 9 in order to run. Apart from that, the system requirements should be low enough for older computers to cope, as well.

For Windows Vista users: The game should not be installed inside the "Program Files" directory, otherwise it can't write save games.

Settings.exe allows you to adjust a few technical options. You can choose to play the game in full screen (at 1024 x 768) or in a window. If you've got a fast computer, you can turn on anti-aliasing.

Story

Mental Repairs, Inc. is a 2.5D point'n'click adventure that puts you into the shoes of Henrik Liaw, machine psychiatrist. Henrik's unusual job is to repair defective electronic devices with his mind by entering their psyche and treating them from the inside. For this he uses the so-called Katharsis Interface, a wrench-like tool that allows him to establish a mental connection with a machine's artificial brain.

The game starts when Henrik's PDA receives an emergency call in the middle of the night. The main computer of Rhosonit Engineering, a nearby construction company, experienced a nervous breakdown and needs to be repaired/treated immediately.

Interface

Moving around
By briefly clicking the left mouse button you tell Henrik to walk to the designated spot. All exits are labeled "Go to ...". A double click causes Henrik to directly skip to an exit.

Interacting with objects
If the cursor is over an interactive spot, the object's name is displayed. When you press and hold the left mouse button, all possible actions for the clicked object are shown as symbols. Move the cursor over the appropriate symbol while still holding the left mouse button. The action
is displayed in text form and gets executed as soon as you release the mouse button.

Combining an object in the inventory with another object
Briefly click on an item in the inventory. It'll vanish from the inventory and appear next to the mouse cursor. Now point the cursor to the object you want to combine the inventory item with, and click and hold the left mouse button. All possible actions how you can combine the two objects appear as symbols, and you can release the left mouse button when you've moved the cursor over the desired command.
To put an item back into the inventory, click the right mouse button.

Miscellaneous
When characters are talking, you can skip their lines by clicking the right mouse button.

Pressing the space bar briefly highlights all interactive spots in the current room.

With the escape key you can reach the main menu where you can save and load games. You can also skip the cut-scene at the beginning of the game by pressing escape.

F1 displays a help screen.

Credits

Idea, story, puzzle design, graphics & sound
Renzo Thönen - http://www.hulub.ch/

Wintermute Engine
Jan Nedoma - http://dead-code.org/

Some sounds are based on samples from http://freesound.iua.upf.edu/ of the following members (creative commons, free for non-commercial use):

DJ Chronos	Natanshadow	Acclivity	RHumphries
Dynamicell	LS	ERH	Acclivity
Batchku	Corsica	Patchen	Energy
Jovica	Eric5335	Afterguard	
Offthesky	Fonogeno	Anton	
Wildweasel	FreqMan	Martian	

Some textures are based on photos from http://cgtextures.com/

Some textures are based on photos from http://flickr.com/ of the following members (creative commons, free for non-commercial use):

Kanko*: Coffee mug
Mom the Barbarian: Coffee beans
Mike Baird: Several pictures of birds
Stoichiometry: Parrots
Ehnmark: City skyline

The painting of the two white gerfalcons was made by the American ornithologist John James Audubon and is public domain.