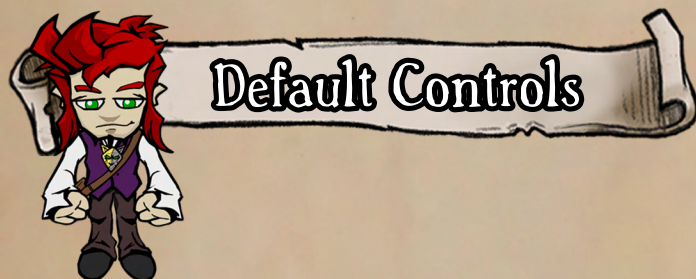# MacGuffin's Curse

Thanks for choosing MacGuffin's Curse! We hope you enjoy playing it as much as we did making it. This brief manual gives you information on additional control schemes that you may prefer to use.

Default Controls

Below are the default controls for MacGuffin's Curse.

These controls are referred to throughout the game in the instructions, menus and the HUD.

- Arrow Keys - Movement
- N - Context Sensitive (Look, Talk, Transform, etc.)
- M - Push/Pull (Wolf Lucas only)
- Q - Quest Log
- R - Reset Puzzle
- Z - Hints*
- ESC - Bag Menu

Optional Controls

These additional keys can be used in conjunction with the main keys - so feel free to choose any combination you like.

- WASD - Movement
- CTRL - Context Sensitive
- ALT - Push/Pull (Wolf Lucas only)

Controller Support

MacGuffin's Curse features XBox 360 and PlayStation 3 Controller support for both the PC and Mac*. Make sure to plug in and activate the controller before you start the game, or it won't be detected.

- Left Stick - Movement
- D-Pad - Navigate Menus
- A / Cross - Context Sensitive
- X / Square - Push/Pull (Wolf Lucas only)
- Back / Select - Quest Log
- Y / Triangle - Reset Puzzle
- B / Circle - Hints
- START - Bag Menu

* At some point, Strump may ask you if you need some help. If you want him to leave you alone, just tell him! Keep in mind, you don't get penalized for using hints - it's quite alright to use them. They're there if you need them.

* As the Mac has no first party controller support, we recommend the Tattiebogle Controller driver (available from www.tattiebogle.net). Please be aware that this is a third party driver, and that by installing this driver, you do so at your own risk.