

HumpBack User Guide

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Welcome to HumpBack! The HumpBack interactive video game will provide hours of challenging entertainment for you, your friends, and your family. Please take a few moments to carefully study this User Guide in order to maximize your enjoyment. The first order of business is to thank the author of HumpBack for his splendid contribution to the ever-widening circle of quality Public Domain software for the Macintosh. Although I have never personally met Glenn Harris, the author of HumpBack, I am quite certain that he is a splendid human being, and I am equally certain that a few kind words on his behalf muttered under your breath when invoking the HumpBack game would be most appreciated.

System Requirements:

The HumpBack software requires a Macintosh Computer with at least 128K of memory, an internal floppy disk, a keyboard, a mouse, and an enthusiastic participant. It is suggested that if you are using a Macintosh Plus, Macintosh SE, or Mac II computer, you obtain the latest release of the Macintosh System Software, which at this writing is called "System Tools 6.0". You can get System Tools 6.0 from your friendly neighborhood Apple dealer. He may charge you some money. He may not. If you have a Macintosh with 512K bytes of memory or less, you probably should be using older System Software, most likely System 3.2 and Finder 5.3. HumpBack is completely compatible with MultiFinder™.

Starting HumpBack

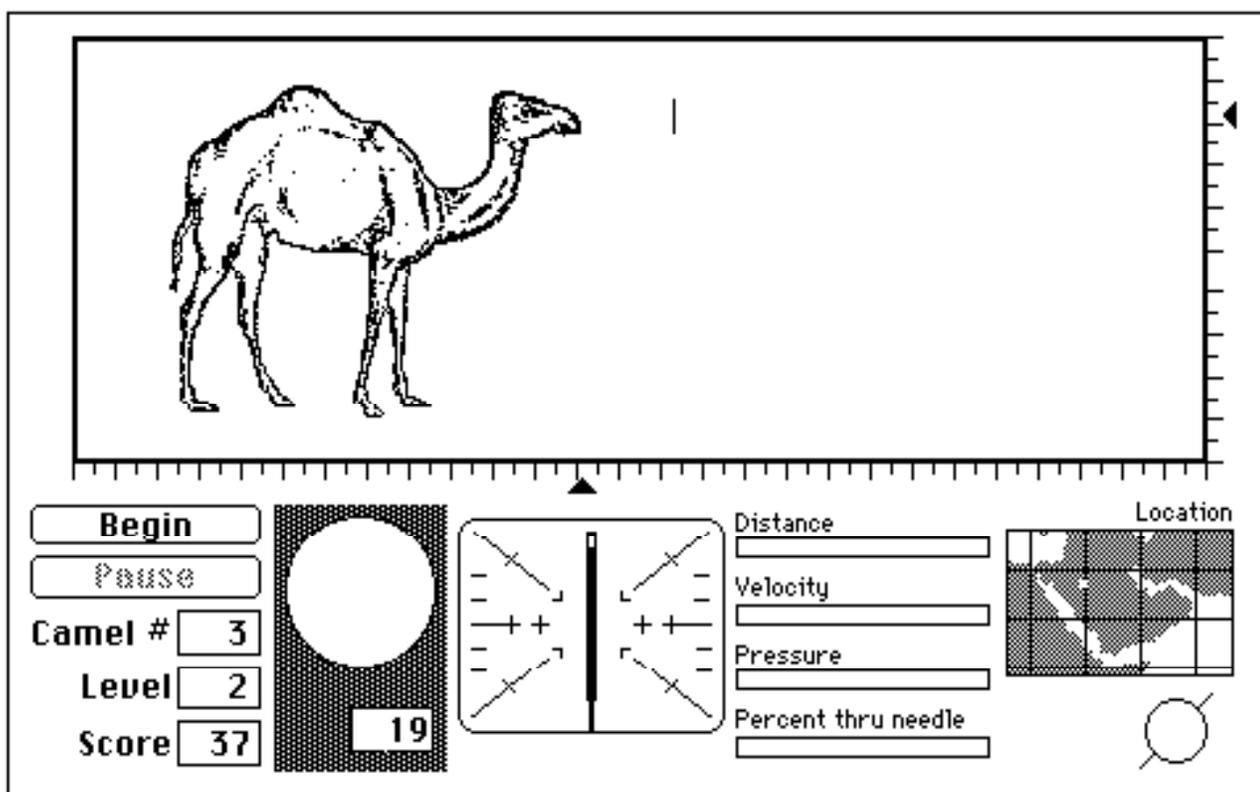
To start the HumpBack interactive video game, simply double click on the "leering eye" HumpBack icon, shown below.



The program will start executing, and you will be greeted by a reasonably clever animated welcome screen, containing the name and address of the revered author of HumpBack, Glenn Harris. At this time we suggest that you jot down Glenn's address, because after playing just a few stimulating rounds of HumpBack, you probably will want to drop a line to Glenn, telling him how amazed you are at his programming prowess, and thanking him for placing such a splendid piece of entertainment in the public domain.

At this point, simply click the mouse button to remove the welcome screen and get on with the game! Notice that HumpBack closely follows the Macintosh User Interface Guidelines, allowing a simple, intuitive action like a mouse click to remove the welcome screen. You will notice a constant, consistent attention to this kind of detail in the HumpBack program. Ease of use, intuitive control functions, and meaningful user feedback go hand in hand with the user friendly mentality adopted by Glenn when he set out to develop this, the ultimate in interactive gaming.

The main screen of the HumpBack game is your "home base" for all gaming actions. Look it over, get to know it. It is your friend. Below is an artists' rendering of the main screen, showing a typical HumpBack configuration. Take a few brief seconds to familiarize yourself with the terminology used in the diagram, then proceed to the next section.



The key element of any HumpBack game is the "Camel". Note that the Camel in the above diagram is of the single hump or Dromedary variety. The procedure for selecting an alternate Camel type, the double humped Camel, or Bactrian, is described later in this document. In the lower left corner of the main screen are the game progress indicators, used to display your score, gaming level, and the Camel number. The round dial and accompanying digital display record the elapsed time at the current level. The center "Heads Up" display should look familiar to all you fighter pilots. For those of you who are not fighter pilots, but want to be, the Heads Up display provides a Camels eye view of the target, allowing much greater precision in Camel positioning. The real time status bars to the right of the Heads Up display provide crucial input to the HumpBack player, as you will see when you actually begin to play the game. The satellite view display at the extreme right of the screen provides a constantly updated Persian Gulf Position Fix on the current Camel, called a PGPF for short. The alert

HumpBack player will keep a weather eye on the PGPF at all times, watching for anomalies which can greatly influence the chances of a successful incursion.

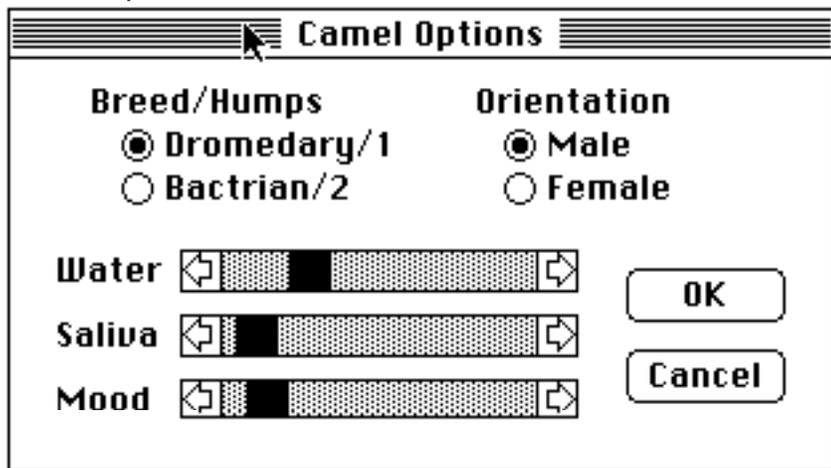
Beginning The Game

To start the interactive portion of the game, simply click the Begin button at the left of the main screen. The cursor will change to the Gripping Mitt, allowing you to grasp and manipulate the Camel in the two dimensional play grid. Notice the Camel Nose Position Grid Indicators along the bottom and right side of the grid. Although there is no substitute for a steady mouse hand and a clear view of the Heads Up display, the Indicators can be quite useful when attempting high velocity incursions. Actual game play and suggested strategies will be discussed a bit later, but first let's go over the configuration options.

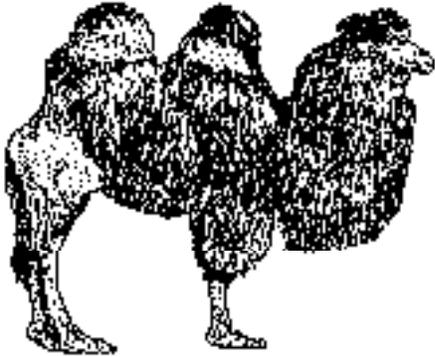
Configuration Options

There are two primary configuration options available in the current version of HumpBack, the Camel configuration and the Needle configuration. Choose the appropriate item from the Options menu to evaluate, and, if desired, alter the configuration settings:

Camel Options:



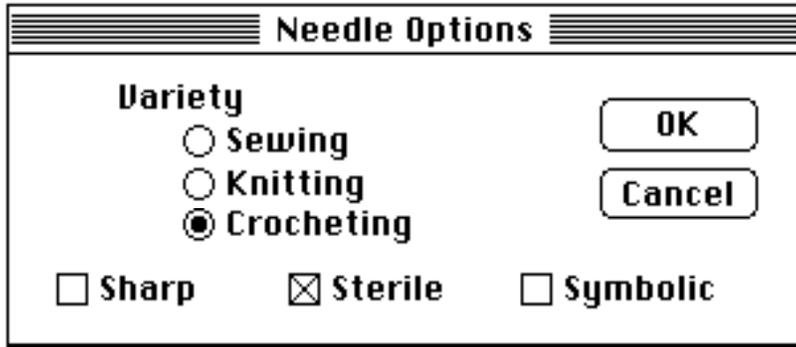
Selecting between Camel breeds is purely a matter of personal preference. Performance characteristics are virtually identical between the two breeds, though the Bactrian Camel may in some circumstances have a better tolerance for high pressure incursion attempts. The Bactrian Camel, an imposing and bushy contrast to the sparsely clad Dromedary pictured above, is pictured below, or perhaps on the next page:



As far as gender orientation goes, this again is for the most part a personal preference. Just pick the Camel gender that you feel is most appropriate. A good rule of thumb is to pick a Camel gender similar to your own.

The physical characteristics of the Camel are critical elements of any HumpBack game. A water level which is too high will result in an overweight and difficult to handle Camel. Too little water and the endurance of the Camel will suffer. Saliva can be a tremendous asset during the initial phases of incursion, providing much needed lubrication, but too much saliva can result in a slippery needle and severe injury to the Camel. The mood setting is perhaps the most important, and yet difficult to describe. At the higher levels of the game, you must constantly adjust this setting to maintain a sufficiently aggressive, yet manageable Camel. Needless to say, the optimum settings for a particular game can only be found by trial and error, and superior intuition on the part of the player.

Needle Options:



The image shows a dialog box titled "Needle Options". It has a title bar with the text "Needle Options" and a close button. The dialog contains the following options:

- Variety**
 - Sewing
 - Knitting
 - Crocheting
- Sharp
- Sterile
- Symbolic

There are two buttons on the right side: "OK" and "Cancel".

Setting of needle options is quite straightforward. A sterile needle is essential, to prevent disease in the Camel in the event of an injury. A sharp needle will be better suited to the cautious, steady handed player, where a non-sharp needle is just the ticket for you heavy handed, get a bigger hammer types. The "Symbolic" needle setting is not at all effective and was included as a sort of "joke" by the author to frustrate naive players. Needle variety is again a matter of preference, although certain types have definite advantages under some conditions. You'll need to explore this on your own, though...I don't want to spoil your fun!

The Object of the Game

The object of the game is simple: Pass your Camel through the eye of the needle in the least amount of time, with the least amount of physical damage to the Camel. To manipulate the Camel, "Grab" it by clicking and holding the Gripping Mitt on the Camels' body. Strategies are many and varied, but one key element is to make extensive use of the real time status bars to monitor distance, velocity, and pressure, as well as the progress you are making through the needle. There is no penalty for an aborted attempt, other than the obvious loss of time. Judicious use of the Heads Up display will help with the initial incursion, but once the nose of the camel is through the needle, the Heads Up display will be essentially meaningless, and you must rely on the other indicators. Should the Camel become unmanageable or overly passive during an incursion attempt, you should use the Pause button to suspend the game, and alter the characteristics of the Camel to suite your needs. The watchword for novice HumpBack players is "Practice". Keep your eye on the progress status bar, and keep at it! You'll get there, it just takes time to master the manipulation of even a perfectly configured Camel.

Interpreting Your Score

The highest recorded score in sanctioned HumpBack play to date is a remarkable 475 on level 5, using just 3 Camels, but this score was achieved by a highly experienced player, using a Macintosh containing a 68030 accelerator card, with a large screen display. For the typical player, the following scale should provide an accurate interpretation of ability:

0-20	Average
21-50	Good
51-100	Excellent
100+	Consider competing at the professional level.

Advanced Play Tips

A high speed incursion often yields a quick victory, but you must have an extraordinarily steady mouse stroke to achieve this. Also note that gripping the Camel as close to the center as possible seems to smooth out the Camel motion, and allow easier incursion. Once the Camel is more than 30% through the needle, it may become necessary to grab other parts of the Camel to get good leverage. One last tip: Once you have even the slightest bit of the Camel through the needle, it is perfectly OK to attempt to pull the Camel through, as well as push it. Pulling the leg of the Camel is not recommended.

Good Luck, and Happy HumpBacking!!

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For the truly jaded, a relevant message, appropriately using the "Cairo" font, is given below:

