Gilbert

Mike Hiltunen

COLLABORATORS

	TITLE : Gilbert		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Mike Hiltunen	February 12, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Gilbert

1.1   Gilbert Goodmate and The Mushroom Of Phungoria

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              Gilbert Goodmate and The Mushroom of Phungoria
--------------------------------------------------------------------------

 Welcome to this early demo of the adventure game Gilbert Goodmate And The
 Mushroom of Phungoria developed by Prelusion and published by Alive
 Mediasoft Ltd.


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1.2 Disclaimer

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Disclaimer
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 Everything in this package (the code, pictures, animations, music, data,
 documentation and anything else) is © Copyright 1997/98 Alive Mediasoft
 Limited and Prelusion, all rights reserved.

 You are not allowed to modify the contents of this archive in any way. You
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 This package (or any part of it) may not be sold in any form.

 By using this software it is understood that you accept using it at your own
 risk. Alive Medisoft Limited or Prelusion are not to be held responsible for
 ANY kind of damage caused by this software.

1.3 Installation

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Installation
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 No installation needed. Simply extract all files (like you obviously have
 done already ;) to an empty directory and run the executable from there.

 If you get tired of watching the dialogue between Gilbert, Louise and Sam
 at the start of the demo, you can turn this off before you start the demo
 by setting the tool type 'Intro' to 'Off' (Icons-Information-Tooltypes in
 the Workbench menu).

1.4 Requirements

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Requirements
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 Gilbert Goodmate requires

 o MC68000+ processor
 o OS 1.3+
 o 2 MB RAM (at least 1 MB Chip)
 o Harddrive & CD ROM drive
 o Keyboard & Mouse

 Gilbert Goodmate utilizes (if available)

 o AA chipset

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  o Faster processor
  o Extra Chip mem
  o Fast mem

  This demo requires the same as the final game (except a CD ROM drive).
  Although this demo will run from floppy, we really recommend you install
  it on the Harddrive.
```

1.5 Features

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Features
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  Main features:

  o 35-40 beautifully handdrawn locations.
  o 15-20 protracker modules.
  o At least 4000 frames of animation.
     (Gilbert himself is made up of over 200 frames).
  o Digitized speech for every charachter appearing in the game.
  o A very intuitive user-interface.
  o Inventory close-ups of certain objects.
  o A really entertaining storyline.

  This demo features:

  o 2 rooms.
  o 2 songs.
  o 400+ animation frames.

  Not implemented in demo:

  o The ability to talk to other characters.
  o Speech and Sound effects.
  o Load/Save functions.

  Please note that this early demo is just a work-in-progress. It's purpose is
  solely to show some functions and features of the game. There may still be
  some bugs or unpolished animations. Also, the code is far from optimized.
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1.6 User interface

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User interface
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  At the bottom of this page is a quick summary which mostly is enough to get
  going. If you still have problems contolling the game after reading that,
  you may want to come back and read the whole page.

  Control overview
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Moving around:
Click the LEFT mouse button anywhere on the screen and Gilbert will WALK TO
the nearest point.

The Action Menu:
Pressing the RIGHT mouse button while pointing at an object will bring up
the ACTION MENU. It contains various commands depending on the object being
clicked on. Position the mouse over a desired action and press any mouse
button to make Gilbert perform it. Pressing any mouse button outside the
menu will cancel the action.

The inventory:
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Examine objects:
Click the LEFT mouse button on an object in your inventory to look at it.

Using objects:
Clicking the RIGHT mouse button on an object will highlight the border. Now,
click LEFT mouse button on any other object, in inventory or on the main
screen, to use the two objects together.

Note! On some objects a right click will perform a special action. For
example, right clicking on an envelope might open it instead of using it
with something else.

Quick Summary
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Action               Target              ReAction

Left Mouse Click     - Main Screen       - Walks to the nearest point
                     - Inventory         - "Look at" object under mouse


Right Mouse Click    - Objects onscreen  - Brings up the menu
                     - Inventory         - "Use" object

Additional Keys
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F10             - Switch between PAL/NTSC
Esc             - Quit game

If you get tired of watching the dialogue between Gilbert, Louise and Sam
at the start of the demo, you can turn this off before you start the demo
by setting the tool type 'Intro' to 'Off' (Icons-Information-Tooltypes in
the Workbench menu).
```

1.7 The Story

```
The story
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 Many years ago a brave hero saved the land from unavoidable destruction by
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killing the evil wizard with the help of a gigantic mushroom.

Nowadays the mushroom is kept in a museum in the city of Phungoria.
The citizens take turns guarding and preserving the mushroom from year to
year. Every summer a big mushroom-festival is being held, when the people
celebrate the ancient victory. During this cermony a new citizen is elected
to take the huge responsibility of keeping the mushroom safe and in good
shape until next year's festival.

For nearly a year now, Gilbert's grandfather has been taking care of the
mushroom. But one week prior to the festival, someone steals the mushroom.
Everyone blames the grandfather for not being able to do his duty properly.
The king throws him in jail and prepares to have him executed during the
festival.

The only way to save his grandfather is for Gilbert to find the stolen
mushroom before the end of the week...

1.8 Prelusion

About Prelusion

 Prelusion consists of the following five members

 o Mike Hiltunen, 22
   Programmer - studying for computer programming engineer.

 o David Engdahl, 21
   Musician - studying for computer programming engineer.

 o Daniel Nilsson, 21
   Graphic artist - studying for computer science engineer.

 o Per Hemmingsson, 21
   Graphic artist - studying english.

 o Joel Ygberg, 22
   Script organizer & programming assistant - studying leadership.

 Additional staff on this project

 o Tobias Andersson, 18
   Graphic artist - studying graphic arts.

 Prelusion was founded on January 1st, 1996, in a little town called
 Ostersund in the north of Sweden.
 The creation of Gilbert Goodmate is our first major project.

1.9 Contact PLN

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                      Contact Prelusion
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 If you enjoyed this demo, please encourage us by sending an e-mail.
 If you have any bug-reports, ideas, complaints, questions or anything else
 concerning the game, please send us an e-mail then too (see adress below)!

 (If you have any questions concerning the release of Gilbert Goodmate,
please read the
                  Release
                  section or contact
                  Alive Mediasoft
                  )


You can contact Prelusion the following ways

o Postal Adress
  -------------
  Prelusion
  c/o Mike Hiltunen
  Radhusgatan 89b
  S-831 45 Ostersund
  SWEDEN

o Phone
  -----
  +46 (0)63-125650

o Fax
  ---
  +46 (0)63-30200

o E-mail
  ------
  mikael.hiltunen@ostersund.mail.telia.com

o WWW
  ---
  http://home1.swipnet.se/~w-10215
```

1.10 Contact Alive

```
               Contact Alive Mediasoft Limited
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 You can contact Alive Mediasoft Limited the following ways
 (Please do NOT contact Alive concerning bug-reports, contact
                 Prelusion
                 )

o Postal Adress
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```

```
     Andrew Reed
     Alive Mediasoft Limited
     38 Westminster Court
     Eleanor Way
     Waltham Cross
     Hertfordshire
     EN8 7SH
     England

  o Phone/Fax
    ---------
    +44 (0) 1992 718990

  o E-mail
    ------
    andy@alive.demon.co.uk

  o WWW
    ---
    www.alive.demon.co.uk
```

1.11 Release

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                When and where the full game will be available
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Gilbert Goodmate will be available in the autumn of 1998 at £29-99.
A more playable demo will be available nearer to release.

Special Pre-release order price of £27 (10% discount).
Only for orders placed with Alive Mail Order (see below).

Gilbert Goodmate can be bought from the following places:

  o Alive Mediasoft Mail Order
    P.O. Box 940
    Kirkby-in-Ashfield,
    Nottingham,
    NG17 7FA
    England.

    Tel/fax : +44 (0) 1623 467579


  o Special Reserve Club Magazine
    P.O. Box 847,
    Harlow,
    CM21 9PH

    Tel: +44 (0) 1279 600204
    Fax: +44 (0) 1279 726842


  o Amiga Soft
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```
     Ahlgade 47 C
     4300 Holbaek
     Denmark

     Tel: +45 59 451004
     Fax: +45 59 445162
```

If your local Amiga shop does not sell Gilbert Goodmate tell them to contact,
or you are a retail outlet wishing to sell Gilbert Goodmate or any of Alive
Mediasoft's Games Contact
                    Alive Mediasoft