README FILE FOR WUKUNG ™

SYSTEM REQUIREMENTS
MPC ™/MS-WINDOWS 3.1 ™, including the following:
80486 CPU
4MB RAMS Minimum, (8-16 Recommanded)
Double Speed CD-ROM Drive
MS-Windows compatible Sound Card
SVGA (640x480x256)

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INSTRUCTIONS TO PLAY

Before you start, we strongly recommend to upgrade/install the Video for Windows 1.1d Runtime. This release includes some important enhancements requested by you, including improved palette support, Display Control Interface (DCI) support and overall improvements in performance. To install it, first copy vfw11d.exe, which you can find it from the same directory of this README file, to your harddrive. Then type "vfw11d" to decompress it and run the setup.exe program under MS-Windows.

I   The WUKUNG ™ demo program can be run from it's own directory. Users can run it by just double-clicking the *WUKUNG.EXE* in the File Maneger or double-clicking the icon which
has   been created by following MS-Windows instruction.

II   PLAYING THE GAME
When you begin playing WUKUNG COMBAT, you will first have to choose a character. By watching the story on the first disk, you will see all four characters in action and can choose the one you want to play by clicking on his picture on the lower half of your screen. You can use different commands to control your character. These commands are: Walk to move your character around, Talk with other characters, Look at things on the screen, and Use them. All of these commands are represented by different pictures in the icon bar at the bottom of the screen: an arrow for Walk, a mouth for Talk, an eye for Look, and a hand for Use. Click on the correct icon for the command you want. Then click on an object or place on the screen to activate the command. With a little practice, you will be able to control your character easily. These are directions for different commands:

II.a How to WALK
1. Click on the Walk icon.
2. Click on the place where you want your character to go. For example, if you want your character to walk over to a tree, click on the tree after you've clicked on the Walk icon.

II.b How to TALK
1. Click on the Talk icon.
2. Click on the character you want to talk with. Your character will begin to talk to them.

II.c How to LOOK
1. Click on the Look icon.
2. Click on the object or objects you want to look at. Your character will look at the object.

II.d How to USE (PULL/PUSH/PICK UP/OPEN/CLOSE)

1. Click on the Use icon.
2. Click on the object you want to use. For example, if you want your character to open a door, click on the door after clicking on the Use icon. If you want him to pick an object up, click on the object after clicking on the Use icon.

II.e How to Open/Close The Inventory
    The Inventory is used to store the items you want your character to take along with him. If you keep the Inventory open while playing, you will be able to see all the items your character has picked up. For example, if you pick up a gold coin with the Use command, it will appear in the Inventory. If you like, you can keep the Inventory closed while playing; objects you pick up will still be stored there. But if you need to use one or more of the stored items while playing, you must first open the inventory. To open/close the inventory, just click on the Inventory Icon.

II.f How to SAVE Game (disabled in demo version)
    The Save command allows you to save the current status of the game, so that you can restart the game later from where you left off. You can save the game from up to ten points in the action. To save your game:
1. Click on the Menu icon.
2. Select Save from the menu. A storage room will appear.
3. Select a space from the storage room for saving your game. The space will be replaced with a picture of the current screen.
4. Type a name for your game to be saved under so you can start it up again later. For example, you might want to call it GAME1 or GAME2, etc.
5. Click on OK.

II.g How to LOAD Game (disabled in demo version)
1. Click on the Menu icon.
2. Select Load from the menu. The storage room will appear again.
3. Select the space you've selected for the saved game.
4. Click on OK.
5. The game will start again where you left off.

II.h How to QUIT Game
1. Click on the Menu icon.
2. Click on Quit icon.

II.i How to RESTART Game
1. Click on the Menu icon.
2. Select Restart.

II.j How To Change your Character
    In case your character's controls aren't working properly or if you just get tired of playing the character, you may change to another. To do this, just click on the icon of the character you want.

III TIPS
1. Look carefully at everything on the screen to find useful objects or clues that might help you get out of dangerous situations. Don't overlook things that might seem too small to be of any use. They may come in handy in future stages of the game.
2. If your character seems to be stuck in a dangerous situation, remember the things you've collected in your inventory. Something you've picked up in a past screen might be very important.
3. Keep moving; go to every screen you can, but be alert at all times. Danger can come from unexpected places!

4. Be patient; remember that if you don't seem to be doing well, you can always restart the game and try again.
5. If you don't want restart the game from the very beginning, remember that you can save the game from up ten points. Then you can restart from any point of the saved ten points.

IV TROUBLESHOOTING

Since this game is designed to run under Windows, you shouldn't have any major problems. However, the Windows components may be changed by other software you may be using on your computer, and this may affect the game's performance. Here is a list of possible problems and their solutions:

a.   If you experience incorrect MIDI sound, please make your sound card installed correctly including the sound driver and midi mapper which you can find in the Control Panel. Some major brand compatible sound cards might have this problem while playing the MIDI files. Contact your hardware dealer to get proper installation or new update driver.
b.   No hinting book yet. This feature-length introduction and hinting information will come with the final release.

V. A LITTLE HINT

a.   How to get away the bee from honey comb?
     method: Use fire on the bush down below the honey comb. Apply flints to the candle in the inventory (click whichever first, then click another one). :)
b.   How to avoid sleeping gas when you done with it?
     method: Before you start, get cork and flask. Then put the sleeping gas into the flask by clicking it in the inventory first, then click grinder on the screen. And use cork on the flask!
:)   Same thing when you throw the sleeping gas to Rhino guards, you need to get away (walk to   previous frame) or you will be terminated!

VI. COMMENTS

If you have any suggestion or bug report about this game, please let us know. We will appreciate your time and will do our best to improve this game.