Muscarine

COLLABORATORS			
	TITLE : Muscarine		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		August 27, 2022	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Muscarine

1.1 Muscarine - User Guide

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                    Muscarine or Erica's Trip (Part I)



          ~INTRODUCTION      ~

           LEGAL STUFF

           REQUIREMENTS

          ~INSTALLATION      ~~

          ~PLAYING~THE~GAME~~~

          ~KEYBOARD~REFERENCE~

          ~CREDITS           ~

          ~AUTHOR            ~
          an EAT YOUR DOG production -  © 1999 by Rainer Appel
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1.2   INTRODUCTION

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          Muscarine or Erica's Trip (Part I)
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A rather surreal, absurd and psychedelic adventure game with
hand-drawn graphics. This is part one of three or even more
parts to come. Consider this release as a demo of work in
progress. If you have any suggestions, bug reports, etc. please

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          contact me
            .
```

Currently only part one with eleven very different locations
and some really strange characters is playable. Honestly I've

done nothing than collecting ideas for the other parts...
However, part one should keep you busy for a while.

This game was created using GRAAL (Graphic Adventure Authoring
Language) which was written by Per Thulin. GRAAL is a great
thing if you hate nasty "low level" programming and still want
to create a graphic adventure. Check it out!

1.3   LEGAL STUFF

LEGAL STUFF

Since the worth of this piece of very high art can't be measured
with money, "Muscarine or Erica's Trip" is FREE! It may be freely
distributed for any non-commercial purpose providing that the archive
and all documentation is not altered.

WARNING:

  Don't play this game if you are a racist, fascist, sexist or
  religious fanatic. The raw and pure creative energy emanating
  from this game could kill a narrow-minded beeing like you.
  Well, you've been warned! Don't blame me for anything!

1.4   REQUIREMENTS

REQUIREMENTS

An PAL-Amiga with Workbench 2.0 or higher and is required to run
this game. It runs on my A4000 with 18MB. It should also run with
2MB Chip-RAM, but some additonal Fast-RAM is recommended.

1.5   INSTALLATION

INSTALLATION

 1. Unpack the archive to a hard disk drawer.

 2. Double-click the "Muscarine" icon and play!

NOTE!!!

If you want to play the game from RAM before installing it to
your HD, don't put the game in the root directory of RAM: as this

will confuse the buffering, make a directory in RAM:, extract to
there, and run it from there. Then it should work.

1.6   PLAYING THE GAME

                    PLAYING THE GAME

Ok, you can build sentences by clicking on verbs and objects.
With these sentences you tell Erica what she should do. Every
object has a default verb (look at in most cases). You can do
the default action for an object by simply clicking it with
the right mouse button.

Besides verbs and objects there are exits. If you click on an
exit Erica will leave the current location and go to another.

The user interface is easy enough. Just try it... There are
also some special keys explained in the
                keyboard~reference
                    .
Note that you can always have a look at the keyboard reference
during the game by simply pressing the HELP key.

If you really need a more detailed explanation of the user
interface download GRAAL from aminet game/role.

1.7   KEYBOARD REFERENCE

KEYBOARD REFERENCE

Keys

 M   Turns music and sound effects off or on

 .   Instantly ends most pauses and text displays in the scene area

 [Esc]   Bypass a cutscene

 I   Increase speed with which speech bubbles are displayed in the
          scene area

 D   Decrease the speed with which speech bubbles are displayed in
          the scene area

 S or L   Brings up the save/load game requester

 V   Shows version information (mainly for debugging)

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F        Shows free memory information (mainly for debugging)

Q        Quit the game

[Help]   Shows a keyboard reference like this one
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THE MOUSE

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Left button    Select an object, exit or dialogue line

Right button   Make Erica move to where the mouse cursor is. During
               pauses and sentence display, the button can be used
               instead of the full stop (.) key.

               Also executes the default command for an object.
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1.8   CREDITS

STORY AND GRAPHICS:

The game was written and the graphics were drawn by the part-time
dadaist
                Rainer Appel
                 in 1999.

All graphic-artwork was done with DPaintV and ImageEngineer. I've
drawn the pictures in a resolution of 640x512 at first. Then I did
some image processing with ImageEngineer (gaussian blur and scaling
down to 320x256). Then I used DPaintV again to do some "fine tuning"
and to get the rigth colors.

DpaintV was created by Daniel Silva, Lee Ozer, Dallas Hodgson and
Chuck Swan. It is © by Electronic Arts.

ImageEngineer is © by Simon Edwards. It is Shareware and you can
download it from Aminet.

MUSIC:

I've used some of my own modules and some modules I've found on
Aminet for this game.

Modules by Martin Teichmann: brainbird-song, my mind is a space,
second techno.

Modules by Johan Alpmar: wave after wave.

The title track "Foxy Lady" was ©omposed by "jimi hendrix of melon"
and a little bit modified by me.

GRAAL:

The GRAAL Adventure Language system was written by Per Thulin.
Download it from Aminet in the game/role directory.

GREETINGS & THANKS TO:

- Andreas Schwarz, Timo Bußhaus, Jürgen Theiner and Polyrakis
  Alkis for playtesting, bug reports and feedback.

- Mother Nature, Salvador Dali, Eugen Egner, Jimi Hendrix,
  James Joyce, Ron Gilbert and many others for inspirations
  and stuff.

Finally I want to thank Jools Henn. He has written another
GRAAL Game which gave me the idea to create my own. His game
is called "Escape From Hammy Town" and can also be downloaded
from Aminet game/role.

1.9   AUTHOR

If you have any suggestions, bug reports, etc. please contact me:

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There is also a Muscarine-Homepage at:

          http://www.geocities.com/Athens/Troy/7871/muscarine/

Check it out. Here you can download the latest version of the game.