

002e9988-1

COLLABORATORS

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REVISION HISTORY

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Chapter 1

002e9988-1

1.1 "

OLAF LONGHAIR GOES EAST

Demo version 2

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Another amazing Amiga product by Performance Software

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1.2 START-UP INSTRUCTIONS

START-UP INSTRUCTIONS

General Requirements

The game requires about 2MB of RAM to run.

Testing has been done on ECS (A600) and AGA (A1200) machines with Workbench 2.05 and 3.0, with and without accelerators and fast RAM. I do not guarantee that it works well with older versions of Workbench.

The recommended equipment is a standard A1200 or better - on older machines, things are a bit sluggish. Of course, we are all also aware of how nice it is to have a hard drive :-)

Floppy disk users:

1. Start (=boot) Workbench.
2. Make sure you have a blank, formatted diskette ready to save games in progress.
3. Insert game disk A. Double-click the disk icon, then double-click the GRAAL_2 icon to load the game.

Hard disk users:

1. Copy all files from all diskettes into the same drawer on your hard disk. Make sure the FONTS: drawer on disk A is copied properly including all its contents. Don't worry if some of the files appear on more than one diskette - they're duplicated to minimize disk swapping. (That's the kind of friendly guy I am!)
2. Open your hard disk drawer and double-click on the GRAAL_2 icon to start the game.
3. When playing from hard disk, saved games will be stored in the same drawer as the game itself.

NOTE! Known bug!!!

Well, it is not a very big one - more of an irritating fact, really. At least on some machines, you cannot set a warning sound in the Workbench Prefs, if you wish to play Olaf 1. Something in large, compiled AMOS Pro programs seems to trigger the Workbench warning beep all the time, which is very annoying.

The solution is simple enough - just open the Workbench Sound Prefs and turn off the sound.

Trouble-shooting

Olaf has been tested with various peripherals connected to the machines, without any significant problems. If the program works all right, then don't bother with any of this!

On the other hand, if you experience paranormal activity, try the following:

- * Re-boot! Olaf is happier when started in a "clean machine".
 - * Turn off commodities that may cause trouble: Screen blankers, mouse blankers, clocks, application launchers...
 - * Turn off hardware extensions: accelerator boards, PCMCIA equipment, etc.
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1.3 WELCOME TO 950 A.D.!

WELCOME TO 950 A.D.!

The Vikings were a truly adventurous breed. So what could be more natural than casting a Viking as the big hero of a computer adventure? Nothing. And so we did!

Our hero is Olaf Longhair - a rather short and rather fat Viking from just outside the town of Birka in the Baltic Sea. Like many fellow countrymen, he has steered his longship eastwards on the Russian rivers to find fame and fortune in the Middle East.

However, as our story opens, Olaf finds himself alone in the town of Constantinople (Miklagård to the Vikings). The ultimate goal of the completed adventure is to find your way back to Sweden. The aim of the game in the demo is simply to find out where to go from Constantinople and then find some way to do so!

If you have played any of the now classic adventures, such as the Indy games or Monkey Island, you should soon come to grips with how the game works.

1.4 PLAYING THE GAME

PLAYING THE GAME

The Basics

The screen is normally divided into two main parts: The upper part is the scene area, and the lower part is the command area. (During some scenes, the command area is not shown, and you just click in the scene area to make things happen.)

You guide Olaf through the game world by giving him commands. Commands are constructed by combining one of the nine available verbs, shown in the command area, with one or two objects. Objects are found in the inventory (to the right of the command verbs in the scene area) and in the scene area - whenever you move the mouse cursor over an object in the scene area, its name appears above the cursor.

By clicking a verb or an object with the left mouse button, you "transfer" it to the sentence box at the very top of the command area. You may click the verbs and objects in any order. If a certain verb and object combination requires that you select a second object on which to operate, a preposition (connecting word) is shown in the command area, and the game does not try to act on the sentence until a second object has been clicked. For example, if you click the verb "USE" and then the object "SMALL KNIFE" (which is in the inventory from the very start of the game), the sentence box read "USE SMALL KNIFE ON" and waits for you to click on the object on which to use the small knife.

When a sentence is complete, it is highlighted, and the mouse cursor

temporarily disappears while the system acts on the command. When it is time for you to take control again, the sentence is erased, and the cursor re-appears.

Note 1: When there are more objects in the inventory than can be displayed at the same time, arrows appear next to the inventory list. It can be scrolled up or down by clicking on the arrows with the left mouse button.

Note 2: The verb buttons are also mapped to the numeric keypad (1-9), and the diskette icon is mapped to key 0 on the keypad.

Walking about

If you wish to move Olaf to another place in the room, point to the desired spot with the cursor and click the right mouse button. Olaf walks to the closest possible point.

Some locations are so big you can't see all of them at the same time. If you make Olaf walk close to the edge of the screen, the "camera" will automatically follow him, revealing more of the background scenery (if there is any).

Making an Exit

Apart from the objects in the scene area, there are also one or more exits from each location ("room") in the game. When you move the cursor over an exit, a text appears above the cursor specifying where it leads. (The colour of the exit names are not the same as for the object names, so it is easy to tell them apart.)

Just click with the left mouse button on an exit to make Olaf use it.

Talking with people

You will spend lots of time talking with other people you encounter in the game. Usually, a conversation is started by using the command "TALK TO object" (where the object would normally be a person:-) . Sometimes, another command or walking into a particular spot also makes you engage in a conversation.

Talking with people is easy: The ordinary command area disappears and is replaced with a dialogue area, where all lines available to Olaf are shown.

Click the left mouse button on a line, watch Olaf speak it, and await the response. Usually, each time you get a response, the set of available lines changes. If there are more than four alternatives available, arrows appear next to the list of lines. The list can then be scrolled by clicking the arrows with the left mouse button.

Cutscenes

At some stages, the game goes into a fully automatic mode requiring no input from you. You will be treated to short animated scenes telling part of the story and setting the scene for things to come. Such scenes are called cutscenes. During most of them, a movie camera icon is shown instead of the nine command verbs in the command area. Sometimes, the command area disappears completely, making the display more "movie-like".

When you have played a certain part of the game a couple of times, you may wish to skip these cutscenes, since they are always the same. In most cases, you can do this by pressing the [Esc] key. Some cutscenes actually consist of a number of consecutive cutscenes, so you may have to press [Esc] several times to skip to the part you wish to go to.

1.5 SAVING AND LOADING GAMES

SAVING, LOADING AND QUITTING

If you are running from diskettes, make sure you have a blank, formatted diskette ready to use for saved games.

When in normal command mode, click the Diskette icon in the command area. After a short while, the save/load/quit/score screen appears. If you are in the middle of a dialogue, or the command area is hidden, press the keypad [0] key to call up the screen instead. (Note that this may take a while, and the only indication that you have called it in this case is that the mouse cursor has gone away!)

There are six numbered "slots" where games can be saved. These are shown on the right hand side of the picture. Any slots currently occupied by saved games are shown with embossed numbers. If you click on an occupied slot, both the load and the save button lights up. If you click a vacant slot, only the save button lights up.

Use the "Back" button to go back to the previous location.

Use the "Quit" button to quit the game. A requester appears, asking you to confirm the action. You must enter "y" and press Enter for the quit command to take effect.

1.6 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 "sentences" are displayed in the scene area
- D Decrease the speed with which "sentences" are displayed in the scene area
- V Shows version information (mainly for debugging)
- F Shows free memory information (mainly for debugging)
- Q Quit the game
- space Pauses the game. Any key continues.
- 1-9 The nine player commands ("Pick up" -- "Look at")
- 0 Shortcut to save/load/score/quit screen (diskette icon)

THE MOUSE

- Left button Select an object, exit or dialogue line
- Right button Gives a "quick command" when pointing to an object. This command is normally "look at" for ordinary objects, and "talk to" for human characters.

During pauses and sentence display, the button can be used instead for the full stop (.) key.

1.7 HINTS & TIPS

HINTS AND TIPS

- * To skip the introductory scene, you must press the Esc key three times:
 - When the Performance logo screen appears.
 - When the scene inside Olaf's house appears.
 - When the bar in Constantinople appears.
 - * Pick up everything you can get your hand on. Sooner or later, chances are you will need it.
 - * You must often talk to the same character several times to get all the information available. Things you observe or other conversations may give you new dialogue alternatives when talking to others.
 - * When you get stuck, try to think about all the objects you have and have seen, and think about new ways to combine them. Search through all accessible locations again to see if you have missed any
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objects.

- * Look at everything closely. Close examination often reveal astonishing things, and may also give you additional material for dialogues with other characters.
 - * It is very hard to get Olaf killed. Don't be afraid to experiment!
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