

Welcome to
MYLK

the mystical lowfat adventure that will become your world!

Original Macintosh version by

Bart Gold

PC conversion by

Wayne Twitchell

MYLK is a series of interactive Macromedia Director 4.0 files, executed from a central player program called "Myk.exe". If you've received MYLK on disk, simply copy all the files from the disks into one directory on your hard drive and run the file "Myk.exe" using either file manager or the **Run** command.

Installing

Files supplied as:

Mykpc.exe -> extracts to Mykpc-1.exe
Mlksetup.bat
Readme.txt

Mykpc-2.exe

If you wish to let the files install themselves into the directories, use the MLKSETUP.BAT (see the Readme.txt file). The MLKSETUP will create a \MYLK directory, copy the files from Mykpc-1 and Mykpc-2 into the directories, as well as placing the enclosed WinG files into the Windows\System directory. Both Mykpc-1 and Mykpc-2 are self extracting zip files. You may also add the MYLK.EXE and MYLKREAD.WRI to the Program Group of your choice with the New command in the File Menu in Program Manager.

Playing MYLK

To play MYLK just start exploring and investigating, click on everything. You may have to change the settings on some devices and then hit an activation button/object to see if your manipulations had any effect. To quit MYLK (if you manage to tear yourself away) either hit Alt-F4 or select **quit** from the Mylk menu. Sorry, there is no way to save your game in "progress".

Files that are required for MYLK

Mbarn.dxr
Medam.dxr
Mlker.dxr
Mmager.dxr
Msharp.dxr
Mswiss.dxr
Myk.exe
Mylkread.wri
Myk.ini

Please put them all in the same directory

PC System Requirements



MYLK really likes lots of system resources. It requires a 386 or better computer with at least 4 MB RAM running Microsoft Windows 3.0 or higher. A sound card (or other device that will play WAV files) is also required to play audio messages in the game. The monitor should be in 256 color mode, 16 color mode will work but the quality of the images will be *very* poor. To improve MYLK's performance you may want to consider installing the WinG graphics DLL on your system (this is available free from Microsoft).

We have included the WinG libraries along with the Mylk files. Just put the following files into your windows\system directory (be careful not to overwrite newer versions of WinG) and restart windows for the changes to take effect. The first time you launch an application that uses WinG, it will have to profile the screen this could take some time so be patient. Also WinG runs in 256 color mode and won't work well (at all?) in at greater color depths. **Furthermore**, WinG requires a 386 or better processor, it will not run on a 286. Finally, if your system encounters problems using MYLK with WinG, then simply delete the Mylk.ini file from the directory where you placed the Mylk files.

To install WinG.



a) The files that are to be placed into the /WINDOWS/SYSTEM directory:

- wing.dll
- wing32.dll
- wingde.dll
- wingdib.driv
- wingpal.wnd
- dva.386

b) The lines that are to be added to /WINDOWS/SYSTEM.INI:

```
[386Enh]
device=dva.386
```

Bugs/Quirks

One possible bug or two concerns MYLK shifting the Windows default colors, this seems to be inherent in the way Macromedia Director deals with some windows systems and isn't likely to get fixed by us. Also the menu bar will reload between worlds causing the screen to shift shortly after the program loads. This is annoying, and I (Wayne Twitchell) would welcome any suggestions for fixing it.

Original Design and Credits



MYLK was originally designed by Bart Gold using Macromind Director 3.0 for the Macintosh. Some sounds in MYLK are imported from MYST- All rights reserved by CYAN inc. All art, additional sounds and scripts were created by Bart Gold, a Pixel Pusher, Screenwriter and general creative type in Culver City, CA.

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Bart is originally from Boston

If California should fall into the ocean, please ignore the MYLK credits screen and write via Bart Gold, 20 Devon Rd, Newton Center, MA 02159.

Conversion to Windows/PC ●

Wayne Twitchell undertook the conversion of MYLK to the Windows platform so that the rest of the computing world could enjoy Bart's "Homage" to MYST. Wayne is a soon to be graduating graduate student at Purdue University with an interest in instructional/interactive multimedia.

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This project owes a debt of gratitude to Ivan Cockrum of MYSTIQUE- the MYST fan club magazine., for distribution and beta testing. Thanks to Rob Friedman, who was a steady reminder to Bart that someone wanted MYLK to be converted to PC and would not let this thought die. And of course, thanks to Robyn and Rand Miller for creating the wonderful world of MYST. Finally, this project is **not** for profit. It may be distributed freely (It does a body good. Pass it on). Copyright Bart Gold, 1994 (except of course the MYST sounds, and MYST, Copyright CYAN inc., all rights reserved)) However- If you are publishing an article about MYLK or including MYLK on a shareware CD-ROM of BBS, you must mail Bart Gold at bartacus@caprica.com and arrange to send him a copy. This is all he's asking.