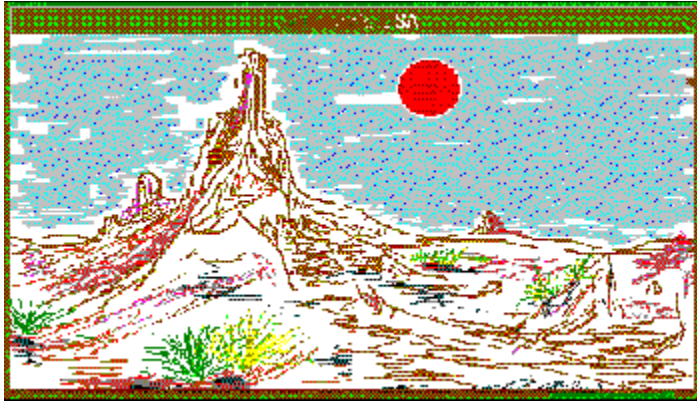# StoneAge Software (C) Presents
Goldrush, USA - Version 3.2

Goldrush, USA-   Version 3.2 Help

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Background: The Inspiration

This game, as well as several other role playing adventure games, were originally designed and written for a Commodore B-128 PET OS in about 1987.   With the advent of Windows, it became apparent that the old days of playing 'adventure' on the IBM mainframe (or VAX) were going away forever.   I have always enjoyed playing these role playing adventure games, and think that this Windows format is easy to understand and to play.   This game is intended to let the adventurer use a small amount of logic and imagination to solve the obstacles within this game.   This game is dedicated to the people who have played these role playing games long before Windows was ever imagined.

This game (as are all of my games) is dedicated to my wife, Heather.

I hope you enjoy the adventure!

StoneAge Software
P.O. Box 621881
Littleton, Colorado 80162-1881
Timothy W. Stone, President

Background: The Story Begins...

A large dust storm was swelling over the desert.   It is 1846 and Sheriff Rango stands in his office upstairs from the Assay Office and looks out the window It's obvious that today is a day to stay inside and out of all that wind and dust.

As Sheriff Rango looked out the window he surveys the peaceful streets of Goldtown.   Goldtown is a sleepy town nestled up next to the San Juan mountains of Colorado.   How rich and beautiful those peaks are, and with the desert of dunes so close to the mountains, Goldtown is situated in a beautiful place.

Sheriff Rango can see the General Store across the street.   There seems to be a lot of activity over there today.   The Sheriff wonders if someone might have struck some paydirt, or thought they knew where some was.   But then... they would have come into the Assay Office, for sure, and no one had done that yet this morning.

Goldtown didn't get its name from a mere dream.   There's gold in the dirt that people walk on when they walk down mainstreet.   Of course, there was no vein of gold there, just gold dust fallen from the pockets of drunken miners.   But those miners have gold in their pockets. All those mines which hauled heavy loads of ore to the surface from deep inside the earth have to have men to do the dirty work.   It is hard work but the pay's darn good.   Heck, any pay is good these days, and its honest work.

The Frontier Deli, and the saloon run down the west side of Main Street with the General Store across from the Assay Office, and the hotel across from the saloon.   The only livery stable in town is right east of town from Min Street.

Some men are good in this town, and some are better left alone.   A fiend today may be any enemy tomorrow.   But then there's always two sides to every conflict, right?

There's a lot of treasure out there to collect.   That's what this game is all about.   Good Luck!!

Playing The Game: Object Of The Game

This game is a role playing game which requires the player to lead a character through a series of obstacles to achieve a predetermined ending.   It may or may be not be obvious as to the route to success.   There is no specific order for most obstacles.   The inability to correctly maneuver through these obstacles may have varying effects.   There is an element of chance to all confrontations, but the rule is that a player must have somthing to attack with, and something to defend against an opponent's onslaught.   There are **treasures** spread through this game.   These are worth points toward success as well, but you cannot carry them all around with you.   How to collect full points is available through the course of this adventure.

There is an Online Help program for your unfamiliarities from the Help Menu.

Playing The Game: Game Windows

There are 5 major windows which are involved in this game.   Each window serves a different purpose.   The 'controlling' window is a Multiple Document Interface (MDI) window, with the other 5 game windows being MDI Children.   These windows are where the commands are issued to play the game.   Each window is automatically displayed when the game is started, and is present throughout the game.   Each window may be minimized at any time.   Click on the window type for more information.

Status
Visible Objects
Inventory
Location
Command Bank

The Game Status Window

The Status Window displays the statistics related to the game at the current moment.   If you want further information on the current **points**, how many turns you have used, or what your carry limit is, just click on the applicable command button.

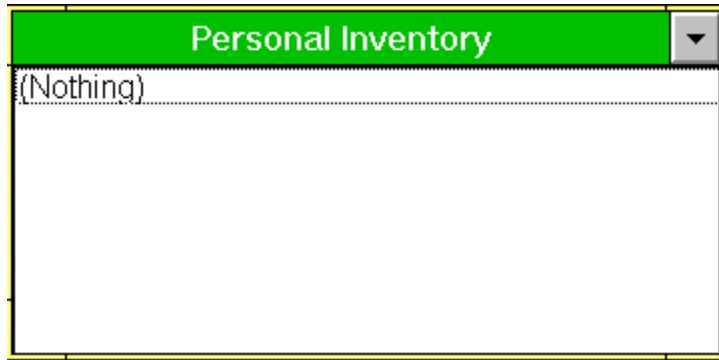**The Visible Objects**

Visible Objects	▼
Leather Hip Pouch	
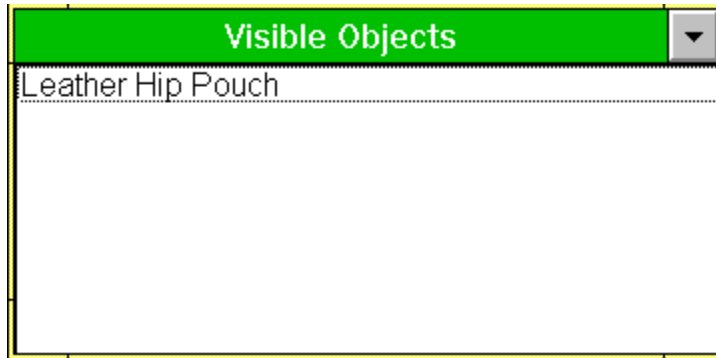
The Visible Objects Window displays objects that the player is observing while they are at that location.   This is the window from which objects will be picked up from, and deposited when objects are dropped by the player.
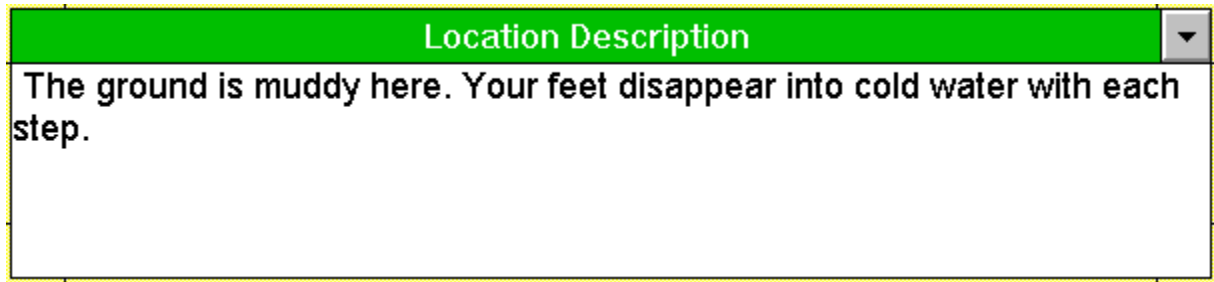
The Personal Inventory Window

Personal Inventory

(Nothing)

This window lists all of the objects that a player is currently holding.   There is a limit to the number of objects which may be held at one time.

 The Location Window

Location Description ▾

The ground is muddy here. Your feet disappear into cold water with each step.

This window displays what the player currently sees regarding their surroundings.   Objects displayed in this window are not available to be retrieved by the player, but are merely observations made at the current game location.   No further information on a location is available beyond what is displayed in this window.

The Command Bank Window

Goldrush, USA - Command Bank								
North	South	East	West	Up	Down	Open	Unlock	Shoot
Enter	Get	Drop	Trap	Read	Drink	Eat	Dig	Light

This window contains the command buttons for movement or other actions.   Most commands are only available at differing times throughout the game.   If a command is not available, it will be displayed as any other disabled command button within Windows.   In this example, the commands with the black text are enabled, and the buttons with the red text are disabled.   Click on the command button for more information on that command.

Playing The Game: Menus

There are only two menus available to the user.   These menus are on the Status Window.
Click on the menu type for more information.

File
Help

Menus - File Menu

The following File Menu options are available:

New   -   Start a new game an initialize all game variables
Open   -   Start from a game already saved to disk
Save   -   Save the current game to a file which already exists
Fast Exit   -   Exit the game immediately - do not stop go - do not collect $200.
Exit   -   Exit the Game and check your game status

Menus - Help Menu

Contents   -   Calls this Help program.
About...   -   A dab of   ---   StoneAge Software   --- self promotion is in order.

Playing The Game: Available Game Commands

The following commands are available for this game:

light	**dig**
read	**enter**
north	**shoot**
south	**trap**
east	**unlock**
west	**get**
up	**drop**
down	**drink**
open	**eat**

Playing The Game: Hints

Most of the characters which appear to be bad - are bad.   Some of the creatures need to be dealt with and others do not.   Some should be avoided altogether.   Some (but not all) of the obstacles are listed below.

The Soldier who will not let you pass - he has a drinking problem.

The Deli Owner is not going to freely give up his cash cache.

The Outlaws will hassle you because you have done nothing wrong.   When you break the law - you will become their confidant.

There is some element of luck.   Good or Bad.   Having the right weapon or solution does not always inherently solve the obstacle.

Status Window - 'Score' Button

This button displays a screen which has a list box containing all of the prizes the player has collected, and their value points.

Status Window - 'Turns' Button

This button will tell you how many turns you have used during the current game.

Status Window - 'Inventory' Button

This button displays the number of objects held by the player and what their object carrying limit is.

This command will ignite the appropriate object - if both the object and something to light it with are both being held.

This command allows the player to read a book, or other object being held by the player.

This command moves the player to the north one move.

This command moves the player to the south one move.

This command moves the player to the east one move.

This command moves the player to the west one move.

This comman moves the player to the up.

This command moves the player to the down.

This command allows the player to open an object that requires it.

This command allows the player to dig, as along as they posses something to dig with.

This command allows the player to move into a building or entrance.   Double-clicking on an object to be entered will accomplish the same thing.

This command allows the user to pick something up that is visible in the Visible Objects Window..

This command allows the player to drop an item.   Any item dropped will appear in the Visible Objects window..

This command allows the player to acquire nutrition.

This command permits the player to take a cool drink of water.

This command allows the player to catch the beaver, if all other preparations have been properly made.

This command shoots the gun in the players possession.   You are only allowed 6 shots during the course of the game.

This command allows the player to unlock an object that is currently locked.

Playing The Game: Points

This game has 16 objects which have point values assigned to their possession or current location.   These objects are encountered as you travel through this game and are identified by being prefaced and suffixed by a star (*) as in * Cigars *.

3 Bars Of Gold	(100 points)	Silver Knife With Scabbard	(10 points)
Gold Dust	(25 points)	Beaver	(30 points)
Several Stacks Of US Currency	(50 points)	Colorado Columbines	(5 points)
Cigars	(5 points)	Quartz Crystal	(10 points)
Map	(135 points)	Old Chest	(20 points)
Small, Polished Redwood Box	(10 points)	Silver Dollars	(20 points)
Pocket Watch	(25 points)	Hawken Rifle	(10 points)
Gold Nugget	(25 points)	Golden Belt Buckle	(20 points)

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	International Orders, add $8.00 US		8.00
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	Colorado residents add 4.8% sales tax		
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