Mush -   Version 3.0

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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 presented to the people who have played these role playing games long before Windows was ever imagined.

This game is dedicated to John Schultheiss, for the adventure mentor he has been to me for many years.   Yeah...   Fang in '94!
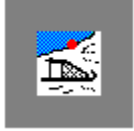
I hope you enjoy the adventure!

StoneAge Software

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Timothy W. Stone, President

Background: The Story Begins...

You wake with a start.   You get out of the strange bed you were lying in, and walk over to the window to see what the day has brought.   It's still dark, but you can see that it is cold outside.   Extremely cold!

The cold hasn't stopped all the people outside your window in the street below from getting about their hurried and excited tasks.   Its race day, and you're not the only one with a dog team here in town to claim to be the best musher.

You shake your head to wake up, and run your hands through your hair as if that will help you think straight, and get all the things done before you register for today's race.   Its daylight outside in the high arctic   - just like all day yesterday and all day tomorrow.   It's not completely bright outside, but the sun is low against the horizon as winter quickly approaches.   You sure won't need any flashlights on this trip, and none of those heavy batteries, either!   That makes you smile.

"Lets see... dogs... food... ammunition (to keep the bears away and for something to hunt with)... uhhh...", you say to yourself making a mental note of all the things that really must be done this morning and failing miserably.
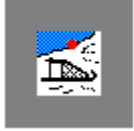
"Cold and bad weather is what makes this dog race through the white expanses of mountains and tundra the challenge its put up to be.".   At least that's what the local papers have been saying all week.

Peering through the curtains in your room, you survey the small town, which has swelled many times in size overnight.   You were very fortunate to get a room it seems, and your dogs were lucky to get a warm stall.   The General Store is directly across the street, and next to that to the north is the County Clerk's Office where race registration takes place.   The livery stable is right next door to your hotel.

You open the door to your room, and head down the hall to the stairs.   Going down the stairs, you meet another large man with a broad smile on his face. "Great day for a mush!", he says to you, as he bounds up the stairs.

"I agree.", you add, but he's already gone.   At the bottom of the stairs is where your day begins.

Good Luck, and enjoy the scenery - its the best in the world.

Playing The Game: Object Of The Game

This game is a race against the clock.

This game is fashioned after the Iditarod dog race that is run in Alaska, USA every year in early March.

The player starts inside the the Yukon Hotel, and is tasked with collecting the supplies it takes to get to the finish line.   The finish line is marked on the map below in the lower right hand corner.

You'll need food for yourself and for your dogs.   You'll need to pick some supplies up for yourself - at $20 per item.   You should have brought these things along with you, but it's too late to do anything about that now.

You'll need to rest along the way, because you cannot complete the course in less than two days.   If you do - there's something wrong with my algorithm (but I regress).
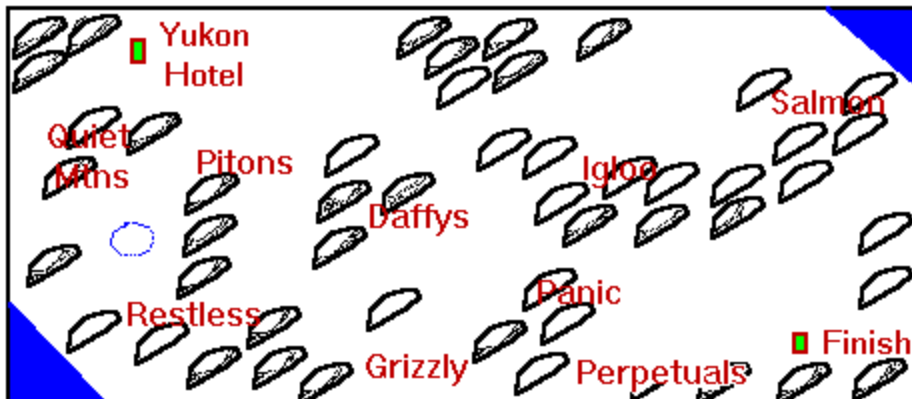
The lowest time accumulated after all the players have crossed the finish line is the winner.   Generally the more rugged the terrain the more time it takes to cross that stretch of race course.   Of course the principal is fairly simple, but that's just the way things go.

There are variety of obstacles which lie in wait for you to encounter.   The types of encounters you experience will be similar to those you would expect on such an adventure.   Remember - ignoring the problem does not make it go away.

Playing The Game: Game Windows

There are 9 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, and 3 being shown modally.   These windows are where the commands are issued to play the game, or the game progress is monitored.   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.

These are the Windows

Top Level MDI Window
Status   Player Status
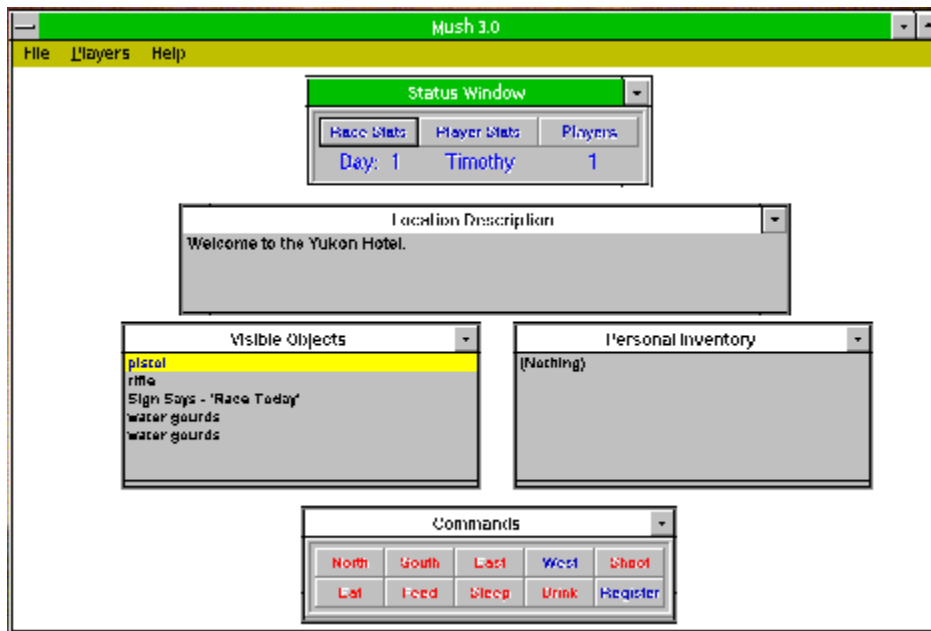Visible Objects   Race Status
Inventory   Player Name Entry
Location
Command Bank

**Mush's Top Level Multiple Document Interface (MDI) Window**

This is the initial screen that the player sees, after you've made it through the Shareware/Registered license file check.   Although this view is 1/2 scale, it is not intended to show detail, but to identify the difference between the top level MDI Window, and it's Child Windows (the Status Window, the Location Description Window, The Visible Objects Window, The Player Inventory Window, and the Command Window) are visible.   The menues visible in the upper left of the form are part of the MDI form, and so is all the white background space visible behind the MDI Children Windows. Enough lessons on Windows semantics... enjoy the game.
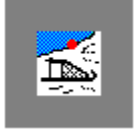
Click on the graphic where you see the hand for identification of the basic game Window components.
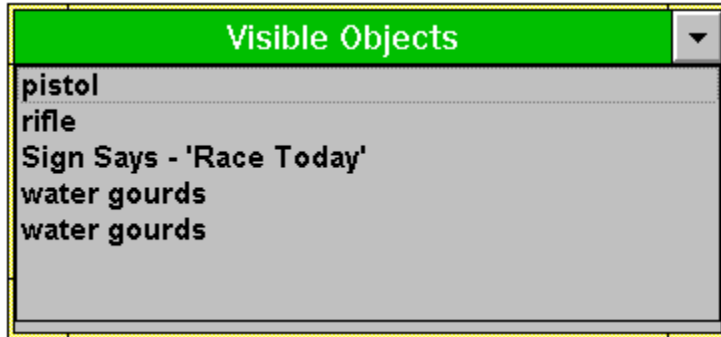
The Game Status Window
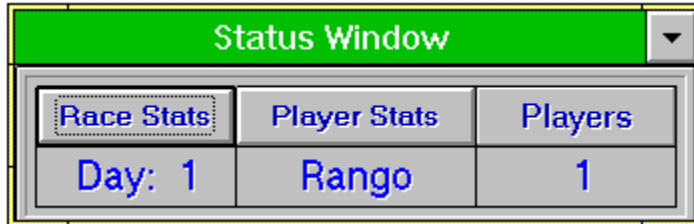
Both the **Race Status Window** and the **Player Status Window** may be displayed from this Window.   Specific information about the race or the current player may be observed using these Windows.

The Visible Objects Window

Visible Objects ▼
pistol
rifle
Sign Says - 'Race Today'
water gourds
water gourds

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

To pick up and object just double click on the object within the Visible Objects Window. To drop an object just double-click on the object within the **Personal Inventory Window**.

The Personal Inventory Window

| Personal Inventory	▼

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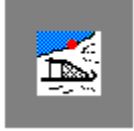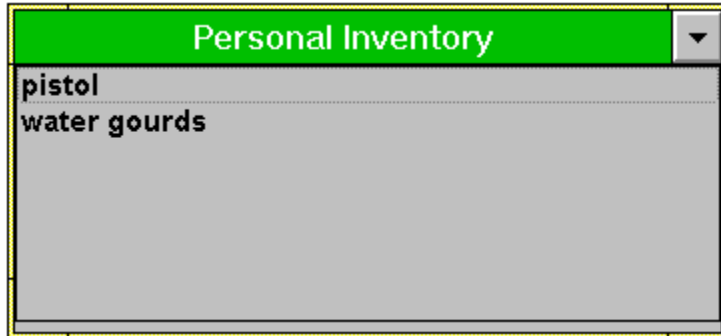
This window lists all of the objects that a player is currently holding.   There is a limit to the number of objects which may be held at one time.

To drop an object just double-click on the object within the Personal Inventory Window. To pick up and object just double click on the object within the **Visible Objects Window**

The Location Description Window

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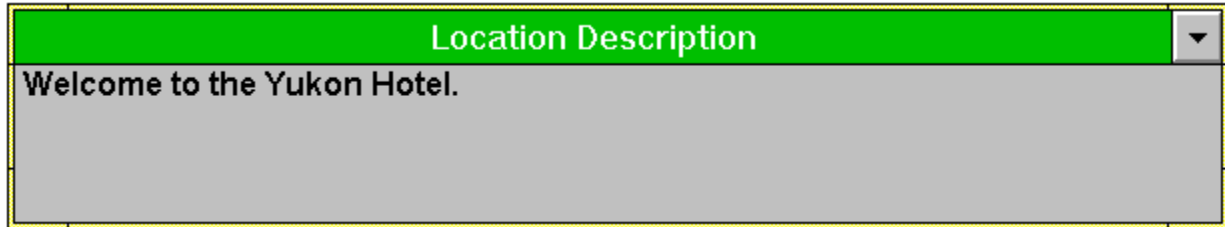
This window displays what the player currently sees regarding their surroundings. Objects displayed in this window are not available to be retrieved by the player, but are merely observations made at the current game location.   No further information on a location is available beyond what is displayed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

The Command Bank Window

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.

There are no 'get' or 'drop' key as in previous StoneAge Adventures.   To pick something up just double-click on the object in the **Visible Objects Window**

Playing The Game: Menus

There are only three menus available to the user.

These menus are on the top level MDI Window.

Click on the menu type for more information.

File
Player
Help

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
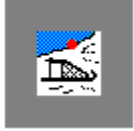
Player Scenarios and Naming

The following Player Menu options are available:

1 Player	-	Set the number of players to 1, and shows as being checked
2 Players	-	Set the number of players to 2, and shows as being checked
Set Player Names	-	Display the **Player Name Entry Form** for make a Player Name Change

The following Help options are available:

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:

north
south
east
west
eat
drink
shoot
register
sleep
feed

Player Status Window

Player Status

Player Name:	Rango
Protection Status:	Un-Armed
Cash In Your Pocket:	$ 100

Inv Count:	0	**Bullets Left:**	0
Inv Limit:	13	**Dogs:**	0
Turns Used:	0	**Efficiency:**	0 %
Beers Left:	0		
Drinks Left:	0		

Back To The Game

This window is displayed if the Player Status command button is clicked in the Status Window.   Detailed Information about the player, and their dogs is displayed in this Window.   Click on any control on the graphic for more specifics.

Race Status Window

This window is displayed if the Race Status command button is clicked in the Status Window.   Detailed Information about the race times for the current player, is displayed in this Window.

Click on any control on the graphic for more specifics

Player Name Entry Window

Enter The Player Name(s)

| Player 1 | Timothy |
| Player 2 | Jordan |

☒ Do Not Display On Startup

Accept / Commit

Cancel / Ignore

This window is displayed if the Set Player Name Menu item is   selected from the main MDI Window.   Places to enter the player name(s) reside in this Window as well as a check box which allows the user to bypass seeing this Window on game startup.

This Window will always be displayed at startup unless the 'Don't Display on Startup' box is checked.

Click on any control on the graphic for more specifics.

This button displays a screen which outlines the game and race time used by the current player.

This button displays a screen which provides a detailed outline of the player statistics up to the current point in the game.

This label displays the current 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 command allows the player to acquire nutrition.

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

This command is available when the player has the required gun and bullets.

This command registers the player for the race, and starts the race clock.

This command allows the player to get some shut-eye, which is required for this race.   Be aware - you should never leave yourself unprotected when sleeping.

This command allows the player to feed their dogs - who have really done all the work in this race.

This form displays detailed information about the player, statistics, and counter information.

This label displays the name of the current player.   If no name is assigned via the Name Entry Window, 'Player 1' and 'Player 2' will assigned.   To change or view the current Player Name settings, just select 'Set Player Names...' from the Players Menu on the top level MDI Form.

This label indicates whether or not the current player is armed.   A player is only allowed to possess either the rifle or the pistol, and is limited to 6 bullets.   If both of these criteria are met, the player is deemed to be 'armed'.

This label indicates how many dollars the current player has in their possession.   Each player starts with $100.   Each article purchased in the General Store costs $20 cash. If the player finds that they have overspent and cannot register because of lack of funds - items may be redeemed (no questions asked at any time) back at the General Store.

This label indicates what your current inventory count is. The current revision of Mush does not account for mass; merely the number of items possessed.

This label displays the maximum number of objects the current player may possess. The current limit is 13 items.   The current revision of Mush does not account for mass; merely the number of items possessed.

This label indicates the number of turns used during the course of the game.

This label displays the number of beers that a player has left.   If the player is a purist, and doesn't believe that beer should have any place within this game, there is no penalty for letting sleeping beers lie.

This label indicates how many drinks of water the player has left in their water gourds.

This label displays the number of dogs alive and working as your team.

This label indicates the percentage of efficiency.   The formula is 10% for each dog you're using, and up to 10% each for the shape of you and your dogs relative to sleep, nutrition and hydration.   Fully efficient play is indicated by an efficiency rating of 100%. Any deficit below the 100% is proportioned as an increased time being accumulated to each turn.   An 80% efficiency translates to a 120% time usage for a given turn... a 60% efficiency translates to a 140% time usage, and so on...

This command button returns the player to the game.

This message says, "Sorry You're Quitting", but it could just as easily say, "You've completed the Race!!".   Here's where game exit condition messages are displayed to the player.

This label displays how many days, hours and minutes of game time has elapsed.

This label displays how many days, hours and minutes of race time has elapsed.

This command button unloads the Player Status form, and returns the player to the game.

This command button unloads the Player Status form, and returns the player to the game.

This label indicates how many bullets the player has.

This Window allows the player to update the player name(s).

This label indicates the name of Player #1.

This label indicates the name of Player #2.

This check box should be checked to bypass the display of the Player Name Entry Form on game startup.

This command button archives the player(s) names into the mush.ini file, and uses the names when playing when playing single or multiple player.

This command button resets both names in both the game, and the mush.ini file..

This is the application name, and designates that you have an official [StoneAge Software](#) product..

These are the standard Windows 3.1 (TM)   Minimizer/Maximizer command buttons..

These are the Mush Game Menus..

This the Game Status Window...

This is the Location Description Window..

This is the Mush Visible Objects Window..

This is the Mush Player Inventory Window..

This is the Mush Command Bank..

This is the MDI form   itself.   If a player wants to miniumize the Mush Game to an Icon, this is the Window to minimize.   This is the Window with the menu selections.

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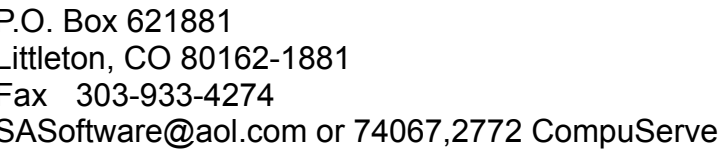
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