

Gilbert

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COLLABORATORS

	TITLE : Gilbert		
ACTION	NAME	DATE	SIGNATURE
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REVISION HISTORY

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Chapter 1

Gilbert

1.1 Gilbert Goodmate and The Mushroom Of Phungoria

Gilbert Goodmate and The Mushroom of Phungoria

Welcome to this early demo of the adventure game Gilbert Goodmate And The Mushroom of Phungoria developed by Prelusion and published by Alive Mediasoft Ltd.

Disclaimer	- Legal information
Installation	- How to install
Requirements	- Requirements to run the game
Features	- Features
User interface	- The keyboard and mouse controls
The story	- The story of the adventure
Prelusion	- About Prelusion
Contact PLN	- How to contact Prelusion
Contact Alive	- How to contact Alive Mediasoft Limited
Release	- When and where the full game will be available

1.2 Disclaimer

Disclaimer

Everything in this package (the code, pictures, animations, music, data, documentation and anything else) is © Copyright 1997/98 Alive Mediasoft Limited and Prelusion, all rights reserved.

You are not allowed to modify the contents of this archive in any way. You are not allowed to add or remove files to/from this package. You may freely distribute this archive, as long as it remains unmodified. This package (or any part of it) may not be sold in any form.

By using this software it is understood that you accept using it at your own

risk. Alive Medisoft Limited or Prelusion are not to be held responsible for ANY kind of damage caused by this software.

1.3 Installation

Installation

No installation needed. Simply extract all files (like you obviously have done already ;) to an empty directory and run the executable from there.

If you get tired of watching the dialogue between Gilbert, Louise and Sam at the start of the demo, you can turn this off before you start the demo by setting the tool type 'Intro' to 'Off' (Icons-Information-Tooltypes in the Workbench menu).

1.4 Requirements

Requirements

Gilbert Goodmate requires

- o MC68000+ processor
- o OS 1.3+
- o 2 MB RAM (at least 1 MB Chip)
- o Harddrive & CD ROM drive
- o Keyboard & Mouse

Gilbert Goodmate utilizes (if available)

- o AA chipset
- o Faster processor
- o Extra Chip mem
- o Fast mem

This demo requires the same as the final game (except a CD ROM drive). Although this demo will run from floppy, we really recommend you install it on the Harddrive.

1.5 Features

Features

Main features:

- o 35-40 beautifully handdrawn locations.
 - o 15-20 protracker modules.
 - o At least 4000 frames of animation.
-

(Gilbert himself is made up of over 200 frames).

- o Digitized speech for every character appearing in the game.
- o A very intuitive user-interface.
- o Inventory close-ups of certain objects.
- o A really entertaining storyline.

This demo features:

- o 2 rooms.
- o 2 songs.
- o 400+ animation frames.

Not implemented in demo:

- o The ability to talk to other characters.
- o Speech and Sound effects.
- o Load/Save functions.

Please note that this early demo is just a work-in-progress. It's purpose is solely to show some functions and features of the game. There may still be some bugs or unpolished animations. Also, the code is far from optimized.

1.6 User interface

User interface

At the bottom of this page is a quick summary which mostly is enough to get going. If you still have problems controlling the game after reading that, you may want to come back and read the whole page.

Control overview

Moving around:

Click the LEFT mouse button anywhere on the screen and Gilbert will WALK TO the nearest point.

The Action Menu:

Pressing the RIGHT mouse button while pointing at an object will bring up the ACTION MENU. It contains various commands depending on the object being clicked on. Position the mouse over a desired action and press any mouse button to make Gilbert perform it. Pressing any mouse button outside the menu will cancel the action.

The inventory:

Examine objects:

Click the LEFT mouse button on an object in your inventory to look at it.

Using objects:

Clicking the RIGHT mouse button on an object will highlight the border. Now, click LEFT mouse button on any other object, in inventory or on the main screen, to use the two objects together.

Note! On some objects a right click will perform a special action. For example, right clicking on an envelope might open it instead of using it with something else.

Quick Summary

Action	Target	ReAction
Left Mouse Click	- Main Screen - Inventory	- Walks to the nearest point - "Look at" object under mouse
Right Mouse Click	- Objects onscreen - Inventory	- Brings up the menu - "Use" object

Additional Keys

F10	- Switch between PAL/NTSC
Esc	- Quit game

If you get tired of watching the dialogue between Gilbert, Louise and Sam at the start of the demo, you can turn this off before you start the demo by setting the tool type 'Intro' to 'Off' (Icons-Information-Tooltypes in the Workbench menu).

1.7 The Story

The story

Many years ago a brave hero saved the land from unavoidable destruction by killing the evil wizard with the help of a gigantic mushroom.

Nowadays the mushroom is kept in a museum in the city of Phungoria. The citizens take turns guarding and preserving the mushroom from year to year. Every summer a big mushroom-festival is being held, when the people celebrate the ancient victory. During this ceremony a new citizen is elected to take the huge responsibility of keeping the mushroom safe and in good shape until next year's festival.

For nearly a year now, Gilbert's grandfather has been taking care of the mushroom. But one week prior to the festival, someone steals the mushroom. Everyone blames the grandfather for not being able to do his duty properly. The king throws him in jail and prepares to have him executed during the festival.

The only way to save his grandfather is for Gilbert to find the stolen mushroom before the end of the week...

1.8 Prelusion

About Prelusion

Prelusion consists of the following five members

- o Mike Hiltunen, 22
Programmer - studying for computer programming engineer.
- o David Engdahl, 21
Musician - studying for computer programming engineer.
- o Daniel Nilsson, 21
Graphic artist - studying for computer science engineer.
- o Per Hemmingsson, 21
Graphic artist - studying english.
- o Joel Ygberg, 22
Script organizer & programming assistant - studying leadership.

Additional staff on this project

- o Tobias Andersson, 18
Graphic artist - studying graphic arts.

Prelusion was founded on January 1st, 1996, in a little town called Ostersund in the north of Sweden.
The creation of Gilbert Goodmate is our first major project.

1.9 Contact PLN

Contact Prelusion

If you enjoyed this demo, please encourage us by sending an e-mail.
If you have any bug-reports, ideas, complaints, questions or anything else concerning the game, please send us an e-mail then too (see adress below)!

(If you have any questions concerning the release of Gilbert Goodmate, please read the Release section or contact Alive Mediasoft)

You can contact Prelusion the following ways

- o Postal Adress

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- o WWW

<http://home1.swipnet.se/~w-10215>

1.10 Contact Alive

Contact Alive Mediasoft Limited

You can contact Alive Mediasoft Limited the following ways
(Please do NOT contact Alive concerning bug-reports, contact Prelusion)

- o Postal Address

Andrew Reed
Alive Mediasoft Limited
38 Westminster Court
Eleanor Way
Waltham Cross
Hertfordshire
EN8 7SH
England
- o Phone/Fax

+44 (0) 1992 718990
- o E-mail

andy@alive.demon.co.uk
- o WWW

www.alive.demon.co.uk

1.11 Release

When and where the full game will be available

Gilbert Goodmate will be available in the autumn of 1998 at £29-99.
A more playable demo will be available nearer to release.

Special Pre-release order price of £27 (10% discount).
Only for orders placed with Alive Mail Order (see below).

Gilbert Goodmate can be bought from the following places:

- o Alive Mediasoft Mail Order
P.O. Box 940
Kirkby-in-Ashfield,
Nottingham,
NG17 7FA
England.

Tel/fax : +44 (0) 1623 467579

- o Special Reserve Club Magazine
P.O. Box 847,
Harlow,
CM21 9PH

Tel: +44 (0) 1279 600204
Fax: +44 (0) 1279 726842

- o Amiga Soft
Ahlgade 47 C
4300 Holbaek
Denmark

Tel: +45 59 451004
Fax: +45 59 445162

If your local Amiga shop does not sell Gilbert Goodmate tell them to contact,
or you are a retail outlet wishing to sell Gilbert Goodmate or any of Alive
Mediasoft's Games Contact Alive Mediasoft