BA'GAMANE

DESIGNED AND IMPLEMENTED BY THE MISSING.

Comments, queries, and bug reports are welcome. Please send all correspondence via the means listed below.

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 When calling either of the above boards, notify the sysop via FEEDBACK that you are calling about PUSROCKET STUDIOS to gain access.

HARDWARE REQUIREMENTS:
MINIMUM: i486 or 100% compatible CPU, SVGA card capable of supporting 640x480, 256-color graphics, Windows 3.1+.
RECOMMENDED: i486 DX/2-66 or 100% compatible (or higher), VLB or PCI SVGA card with 1+ Meg (Windows acceleration recommended), Windows-compatible sound card with digital capabilities, Windows-compatible MIDI driver.
OPTIONAL: Joystick

THE STORY OF BA'GAMANE

 There are universes other than our own, alternate realities where the rules of logic and magic are set up differently. One of these universe may be the source of an evil that is the bane of all existences.
 This universe contains a world known as Rohadi. Its inhabitants are the Ba'sai, sorcerers and schemers of frightening ability. Their unchecked curiousity and savage unconcern of consequence led to their downfall. Through many centuries, the Ba'sai had cast untold numbers of spells, many with incredible power. This had the effect of subtly altering the very fabric of their universe's reality. The Ba'sai didn't care--they could, using their mastery of magic, roll with these changes unaffected. The Ba'sai did not know the devastation they caused to other weaker races throughout their universe...and it was likely that that they would have cared little had they known.
 The Ba'sai were marginally aware of Reality Gates, portals between alternate universes, since the occasional human would show up in Rohadi, seemingly from nowhere. These individuals,

properly and enthusiastically "trained", made excellent slaves--as did their children. For most of the time, however, the Ba'sai had more important things to worry about than Reality Gates, and devoted their energies elsewhere.

  This changed, though, when sorcerers from another dimension (The Gankath) created a gate that lead to Rohadi. While this "invasion" was peaceful (the Gankath distained aggression) and meant only as exploration, it put the Ba'sai into a frenzy. When they learned of their new, powerful neighbors, the Ba'sai race as a whole devoted their considerable arcane powers to learning more of dimensional travel. In the process, the Rohadian universe was warped beyond repair. The Dissolution was created.

 The Gankath fled, and destroyed their gate as they left, isolating their universe. Panicking, the Ba'sai tried to mend the warp--civil wars were even fought over the best means to accomplish this--but nothing worked. Finally, reality tore itself to shreads. The effects were magnitudes beyond catastrophic. In the end, every living creature in that universe was, at worst, rendered into oblivion. The more magical survived as mindless, ethreal undead. The Rohadian universe aged billions of years in mere centuries, then entered a period of chaotic entropy.

 It was here that The Dissolution began to seep through Reality Gates, threatening to infect the worlds beyond.

 No true Ba'sai escaped The Dissolution. Their innate magical natures prevented Reality Gate travel. Some escaped human slaves, who had methodically gleaned magical knowledge from their former captors, we able to flee to a neighboring world of dubious refuge. Also, one half-human Ba'sai Weaponmaster, Ba'sau, was also able to escape.

 On another world, these refugees were able to create a spell, known as The Raxymuster, that had a chance of destroying The Dissolution...but only if it was cast on Rohadi.

GAME PLAY

Upon starting, the game will cycle through title sequences. Pressing SPACE will send you to Ba'gamane's story. Pressing ESC takes you directly to the game's detail selection screen.
In the story screens, or any dialogue screen, firmly pressing SPACE will continue the story and/or dialogue. Pressing ESC skips all that and sends you to the detail selection screen (at the beginning of the game) or intro screens.
The detail selection screen allows you to choose the amount of background scrolling that appears in the game. If too high of a detail setting is chosen for the Windows speed of your platform, the game will run slowly. CPUs less than a DX/2-66 should choose the MINIMUM SETTING. DX-2/66 users should choose MEDIUM DETAIL. Users with powerful machines like a DX-4/100 or Pentium should use the MAXIMUM setting.
In the intro screens, waiting 20 seconds or pressing the left mouse button will take you into the game proper.

In the shareware version of the game, you will control Ba'Gamane as she makes her way through the Deathlands. The controls are as follows:

JOYSTICK LEFT/RIGHT or LEFT/RIGHT ARROW KEYS: moves Ba'gamane left or right.
JOYSTICK DOWN or DOWN ARROW KEY: makes Ba'gamane crouch.
JOYSTICK BUTTON 1 or SHIFT KEY: makes Ba'gamane jump.
JOYSTICK BUTTON 2 or CTRL KEY: makes Ba'gamane take a swing at her foes. (In the registered version, Ba'gamane will cast offensive spells.)

Ba'gamane's mission is to journey through the Deathlands, avoiding or destroying any obstacles in her path. Colliding with injurous objects causes her life level (displayed at the top left of the screen) to decrease. When her life bar decreases to its minimum, Ba'gamane's quest becomes a futile dream as she returns to her undead state.

Other important game functions can be chosen from the menu bar, which can be toggled by pressing F8, or by using the appropriate hotkeys (listed next to the menu option). Pressing F1 at

any time will pause the game and show this document.

JOYSTICK CONTROL: to use a joystick, it must be calibrated first. Upon installation of Ba'gamane to your hard drive, a joystick calibration program was written to your MAIN directory with the rest of your driver setup programs.

GAME COPYRIGHT
All Graphics and the Bagamane action-screen music are Copyright (C) Pusrocket Studios. This game is a DEMO of Pusrocket Software's upcoming release of BA'GAMANE. This file may be FREELY DISTRIBUTED, however, you may NOT alter it in any way. Please respect Pusrocket Studio's intellectual property and hard work by NOT using ANY of Ba'Gamane's audiovisuals for use in your own KNP (or any other application's) designs.

ABOUT THE AUTHOR:
 THE MISSING is 24 years old, with far-flung interests in art, music, and computers in general. He is currently earning his Associate's Degree (Computer Animation/Multimedia) at the Art Institute of Seattle. The head of PUSROCKET STUDIOS, he has changed focus from writing Text Adventures (using the venerable AGT system) to the total-expression system of KLIK N' PLAY. Bagamane is the largest game he has ever created, rendering all of the art and much of the music himself. JUMPGUY ENHANCED (the freeware version of JUMPGUY) is his first game using the KNP utility, and the ease in which it was done inspired him to go all-out for Bagamane.

ABOUT PUSROCKET STUDIOS:
 We are a group of people thrilled with the capability of the Klik N' Play system, committed to producing great Windows games. If you would like to contribute to our vision, or have comments or constructive criticism, please contact us!

TOOLS USED IN CREATING BAGAMANE

i486 DX/2-66, Lightspeed VLB (Tseng 4000/w32p) with 2M, SB16
Klik N' Play (Maxis/Europress)
3D Studio (Autodesk)
PC Paintbrush for Windows (ZSoft/WordPerfect Corp.)
SB16 Wave Studio (Creative Labs)
MIDI Studio for Windows (Midisoft)