

002e9988-1

COLLABORATORS

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Chapter 1

002e9988-1

1.1 "

OLAF LONGHAIR, PART ONE

~START-UP~INSTRUCTIONS~

~WELCOME~TO~950~A.D.!~~

~PLAYING~THE~GAME~~~~~~

~SAVING~AND~LOADING~~~~

~KEYBOARD~REFERENCE~~~~

~HINTS~&~TIPS~~~~~~

~THE~GRAAL~LANGUAGE~~~~

Another amazing Amiga product by Performance Software

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1.2 START-UP INSTRUCTIONS

START-UP INSTRUCTIONS

General Requirements

The game requires about 1MB of free RAM to run, which means your machine must have at least 1,5MB to begin with.

Testing has been done on ECS (A600) and AGA (A1200) machines with Workbench 2.05 and 3.0, with and without fast RAM. I do not guarantee that it works well with older versions of Workbench.

The recommended equipment is a standard A1200 or better - on older machines, things are a bit sluggish. Of course, we are all also aware of how nice it is to have a hard drive :-)

Floppy disk users:

1. Start (=boot) Workbench.
2. Make sure you have a blank, formatted diskette ready to save games in progress.
3. Insert game disk A. Double-click the disk icon, then double-click the Olaf 1 icon to load the game.

Hard disk users:

1. Copy all files from all diskettes into the same drawer on your hard disk. Make sure the FONTS: drawer on disk A is copied properly including all its contents. Don't be worried if some of the files appear on more than one diskette - they're duplicated to minimize disk swapping. (That's the kind of friendly guy I am!)
2. Open your hard disk drawer and double-click on the Olaf 1 icon to start the game.
3. When playing from hard disk, saved games will be stored in the same drawer as the game itself.

NOTE! Known bug!!!

Well, it is not a very big one - more of an irritating fact, really. At least on some machines, you cannot set a warning sound in the Workbench Prefs, if you wish to play Olaf 1. Something in large, compiled AMOS Pro programs seems to trigger the Workbench warning beep all the time, which is very annoying.

The solution is simple enough - just open the Workbench Sound Prefs and turn off the sound.

Trouble-shooting

Olaf has been tested with various peripherals connected to the machines, without any significant problems. If the program works all right, then don't bother with any of this!

On the other hand, if you experience paranormal activity, try the following:

- * Re-boot! Olaf is happier when started in a "clean machine".
- * Turn off commodities that may cause trouble: Screen blankers, mouse blankers, clocks, application launchers...

* Turn off hardware extensions: accelerator boards, PCMCIA equipment, etc.

1.3 WELCOME TO 950 A.D.!

WELCOME TO 950 A.D.!

The Vikings were a truly adventurous breed. So what could be more natural than casting a Viking as the big hero of a computer adventure? Nothing. And so we did!

Our hero is Olaf Longhair - a rather short and rather fat Viking from just outside the town of Birka in the Baltic Sea. Like many fellow countrymen, he has steered his longship eastwards on the Russian rivers to find fame and fortune in the Middle East.

However, as our story opens, Olaf finds himself alone in the town of Constantinople (Miklagård to the Vikings). The ultimate goal of the completed adventure is to find your way back to Sweden. The aim of the game in the demo is simply to find out where to go from Constantinople and then find some way to do so!

If you have played any of the now classic adventures, such as the Indy games or Monkey Island, you should soon come to grips with how the game works.

1.4 PLAYING THE GAME

PLAYING THE GAME

The Basics

The screen is divided into two main parts: The upper part is the scene area, and the lower part is the command area.

You guide Olaf through the game world by giving him commands. Commands are constructed by combining one of the nine available verbs, shown in the command area, with one or two objects. Objects are found in the inventory (to the right of the command verbs in the scene area) and in the scene area - whenever you move the mouse cursor over an object in the scene area, its name appears above the cursor.

By clicking a verb or an object with the left mouse button, you "transfer" it to the sentence box at the very top of the command area. You may click the verbs and objects in any order. If a certain verb and object combination requires that you select a second object on which to operate, a preposition (connecting word) is shown in the command area, and the game does not try to act on the sentence until a second object has been clicked. For example, if you click the verb "USE" and then the object "SMALL KNIFE" (which is in the inventory from the very start of the game), the sentence box reads "USE SMALL KNIFE ON" and waits for you to click on the object on which to use the small knife.

When a sentence is complete, it is highlighted, and the mouse cursor temporarily disappears while the system acts on the command. When it is time for you to take control again, the sentence is erased, and the cursor re-appears.

Note: When there are more than six objects in the inventory, arrows appear next to it. The inventory list can be scrolled up or down by clicking on the arrows with the left mouse button.

Walking about

If you wish to move Olaf to another place in the room, point to the desired spot with the cursor and click the right mouse button. Olaf walks to the closest possible point.

Some locations are so big you can't see all of them at the same time. If you make Olaf walk close to the edge of the screen, the "camera" will automatically follow him, revealing more of the background scenery (if there is any).

Making an Exit

Apart from the objects in the scene area, there are also one or more exits from each location ("room") in the game. When you move the cursor over an exit, a text appears above the cursor specifying where it leads. (The colour of the exit names are not the same as for the object names, so it is easy to tell them apart.)

Just click with the left mouse button on an exit to make Olaf use it.

Talking with people

You will spend lots of time talking with other people you encounter in the game. Usually, a conversation is started by using the command "TALK TO object" (where the object would normally be a person:-) . Sometimes, another command or walking into a particular spot also makes you engage in a conversation.

Talking with people is easy: The ordinary command area disappears and is replaced with a dialogue area, where all lines available to Olaf are shown.

Click the left mouse button on a line, watch Olaf speak it, and await the response. Usually, each time you get a response, the set of available lines changes. If there are more than four alternatives available, arrows appear next to the list of lines. The list can then be scrolled by clicking the arrows with the left mouse button.

Cutscenes

At some stages, the game goes into a fully automatic mode requiring no input from you. You will be treated to short animated scenes telling part of the story and setting the scene for things to come. Such scenes are called

cutscenes. During most of them, a movie camera icon is shown instead of the nine command verbs in the command area.

When you have played a certain part of the game a couple of times, you may wish to skip these cutscenes, since they are always the same. In most cases, you can do this by pressing the [Esc] key. Some cutscenes actually consist of a number of consecutive cutscenes, so you may have to press [Esc] several times to skip to the part you wish to go to.

1.5 SAVING AND LOADING GAMES

SAVING AND LOADING GAMES

You can only save and load games while Olaf is waiting for a command (and not during dialogues or cutscenes).

Press the S or L key. The save/load screen pops up to cover the command area. (If you play from floppy, a requester appears in between asking you to insert the disk to use for saved games - follow the on-screen prompts.)

There are six numbered positions or "slots" into which game positions can be saved. Click on one of the six numbered buttons to choose a slot. To save a game, type a suitable description (up to 30 characters) in the description field to the right of the "slot buttons". Then click the "Save" button.

To load a game, click on one of the six "slot buttons". If there is a saved game in that slot, its description appears in the description field. Then click the "Load" button.

The "Cancel" button takes away the save/load screen again, without either loading or saving anything.

1.6 KEYBOARD REFERENCE

KEYBOARD REFERENCE

Keys

M	Turns music and sound effects off or on
.	Instantly ends most pauses and text displays in the scene area
[Esc]	Bypass a cutscene
I	Increase speed with which "sentences" are displayed in the scene area
D	Decrease the speed with which "sentences" are displayed in the scene area
S or L	Brings up the save/load game screen

V Shows version information (mainly for debugging)

F Shows free memory information (mainly for debugging)

Q Quit the game

[Help] Shows a keyboard reference like this one

THE MOUSE

Left button Select an object, exit or dialogue line,
or move to the mouse cursor position.

Right button During pauses and sentence display,
the button can be used instead for the full stop (.) key.

1.7 HINTS & TIPS

HINTS AND TIPS

- * Pick up everything you can get your hand on. Sooner or later, chances are you will need it.
- * You must often talk to the same character several times to get all the information available. Things you observe or other conversations may give you new dialogue alternatives when talking to others.
- * When you get stuck, try to think about all the objects you have and have seen, and think about new ways to combine them. Search through all accessible locations again to see if you have missed any objects.
- * Look at everything closely. Close examination often reveal astonishing things, and may also give you additional material for dialogues with other characters.
- * It is very hard to get Olaf killed. Don't be afraid to experiment!

1.8 THE GRAAL LANGUAGE

The GRAAL Language

In the process of making this game, a whole new language has been constructed. Based upon Amos Professional, the Graphic Adventure Authoring Language - GRAAL for short - only needs standard ASCII text files, IFF picture files, Protracker sound files and raw or IFF sample files to produce the results you see in "Olaf".

You can join in the fun, too - by using the on-line GRAAL reference and tutorial supplied with this package.

[Click here to see the GRAAL~on-line~reference~manual.](#)
