

Frasse and the Peas of Kejick



THE MANUAL

About the Game

FRASSE AND THE PEAS OF KEJICK

Special Edition (Version 2.02)
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Thank you for playing my game! While I've tried to make the interface easy to use, some things may need explaining, and that's what this manual is for.

You may copy the game in unaltered form (just as you downloaded it from <http://www.trumgottist.com> – you may not package the game differently) and give to your friends and people who you want to make your friends. You may not sell it in any way without my permission. That includes CD-compilations and coverdiscs for magazines, but feel free to ask me for permission.

Good luck, and I hope you'll have fun!

Rikard Peterson



INTERACTING WITH THE GAME

When the game starts, you'll find yourself controlling a blue, hairy monster. His name is Frasse. Cute little fellow, isn't he? You control him with your mouse.

Move the cursor around the screen. You will soon notice that any areas or items of interest on the screen are tagged. This means that their names are displayed on screen whenever you point at them with the cursor.

Walking Around

To walk Frasse around the screen, move the cursor to the desired spot and click your left mouse button. Frasse will walk as near to that position as is practical. If you click on a tag Frasse will walk to that tag.

If you move the mouse over an exit, the cursor will change to a red arrow. If you click now, Frasse will exit that way. Click a second time on the exit if you don't want to wait for Frasse walking to it first.

Interaction with Tags

To interact with a tag, click and hold the left mouse button. A special action menu will pop up. To get Frasse to look at the item, move the cursor so that

the Eyes are activated and release the mouse button. To talk to or eat something, move over the Mouth before you release. To use or pick up something, move over the Hand and release.

(Should you not wish to hold the mouse button down, you can also release it quickly and click a second time to select the desired action.)

In some special occasions, there is only one possible action for a tag. In those cases the action menu will not pop up, and the appropriate action will take place as soon as you click.



Picking up / Using objects

Some objects can be picked up using the hand action described earlier. When that happens, an icon symbolising the object will flash in the upper right corner. To access those objects later, you will have to open Frasse's inventory. This is done by either clicking the inventory icon in the upper left corner of the screen, or by clicking the right mouse button. To use one of the objects in Frasse's inventory, pick it up with the Hand action. The cursor changes to that object. To use that object with another object, click the other object. If you want to use the object with something not in Frasse's inventory, first click somewhere on the screen where there is no tag to close the inventory screen, then click the object or person.

To put an object away, click the right mouse button.

Other controls

If the game gives you options on what to say to a character, choose by clicking the left mouse button. You can skip speech by pressing the right mouse button, or by pressing full stop on your keyboard.

The Escape key (usually abbreviated to Esc on your keyboard) brings up the main menu.



Figuring out what to do

Well, figuring out what to do is what the game is about, so I'm not going to spoil it by telling you here. But if you should happen to get stuck, all is not lost. There are ways to get help. One way is to ask someone who has played the game before for a hint. This can for example be done at **<http://www.adventuregamers.com/forums/>**

Or you can send me an e-mail, and I'll try to help. You can reach me at info@trumgottist.com



The Main Menu

You can open up the main menu by pressing the Escape (or F1) key on your keyboard. Alternatively, you can move your mouse to the top right corner to bring up a menu button and click on that.

From here, you can Save the game so you can continue playing later, Load a previously saved game, Quit playing or change some Options. Naturally, you can also go back to the game and continue playing. Click on the desired option.

Saving a Game

You may save your current game at any time, so as you can return and play from that exact same place. Click on Save in the main menu. A list of previously saved games will appear, as well as an empty slot for saving a fresh game. You may either rename an existing game by clicking on the description and typing in a new one, or you may create a new saved game by typing a new fresh description in the empty slot.

To save your game along with the description, you must then click on the OK icon (or press Enter on your keyboard).

Loading a Game

When you select this option, a window containing a list of previously saved games will appear. To load

one of these games, select it by clicking on its description, and then click on the OK icon.

To delete a saved game, select it (in the Load Game screen) and press Backspace on your keyboard.



Other Stuff

THE STARTUP MENU

Should you wish to run the game in a window rather than full screen, that is possible, just select that option at startup. You can also change that from within the game, by pressing Alt+Enter or Command+F (on Mac).

In the startup menu, you can also select the language of the text in the game. All spoken voices will remain in English.

VERSION HISTORY

2006-02-04 – Version 1.00 – First public release.

2006-02-10 – Version 1.01 – Some minor bugfixes.

2006-02-26 – Version 1.02 – Fixed a bug with the credits.

2006-04-22 – Version 1.03 – Version 1.02 was broken, with the first third of the game missing. That is now fixed.

2007-06-02 - Version 1.04 – Some minor language corrections, and a small bugfix related to the box in the first part of the game.

2010-05-09 - Version 2.00 - The Special Edition!
Uses an improved version of the SLUDGE engine, that now runs on both Mac OS X and Windows. Also improved on music and graphics, and added voices.

2010-07-09 - Version 2.01 - Fixed a bug related to saved games.

2011-03-19 - Version 2.02 - Upgraded the engine. This fixes some small bugs.

Credits

Design, Graphics, Music & the rest

Rikard Peterson

Beta Testing

”Matt Montford v. 3.2”

”Erimes”

Jacqueline A. Lott

Sam K. Ashwell

Fabien Samson

Daniël Brooks

Jonathan Blask

”JohnnyB”

Mike Rozak

Deirdra Kiai

Eric Forgeot

Stuart Young

Stephen Brown

Peter Sundling

”Michael”

”Triple Beam”

”Pollo Diablo”

Hungarian Translation

by Tiegelmán Dénés

Voices

Rikard Peterson

James Wetuski

James Hamer-Morton

”Refi-chan”

Melissa D. Johnson

Alison ”snowfender” H.

Tor E. Steiro

Eric Stephenson

Frasse

Tom Braider

Gurra

Houston

Jonfrey the Wizard

Ike A.

South-Going Zak

Huge Dog

The King

North-Going Zak

Laura Braider

Cassie

Tekla

Affe

The Bee

Elliott

The Herald

The Guards

The Troll

Blake Richards

Some graphics slightly stolen from

Deirdra Kiai The busy mouse cursor
(Taken from the Interview demo.)

Teeny Weeny Games The dragon dialogue icon
(Taken from the Discworld game.)

Some ideas stolen from

Romain Gaillard “When Tetris was God”
(An image found at <http://www.irtc.org/>)

L. J. Wischik “The Zaks”
(An idea for a game that never got made.
Yes, I now know that the Zaks were not
really made up by him, but I didn’t know
that when I made the game.)

ADDITIONAL THANKS

Tim Furnish
Creator of the Sludge engine
Without it, my game would have taken
even longer to make!
Also thanks for letting me make a Mac
version of your engine.

Jeff Paige, Deirdra Kiai and ”Kejero”
Thanks for sharing code.

The Beta Testers
You deserve an extra thanks.

You, the player of this game
Thanks for playing.