

===== TSMC DEMO USER MANUAL =====

June 15th, 2015

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Welcome to the "The Secret of Middle City" official demo.

This game is an "old-style" graphic adventure inspired by the 80ies and 90ies "point 'n click" videogames which uses a peculiar italian-style humor and visuals.

The story unfolds in a typical North American mountain town and sees the main character strive among mysteries and false leads in order to solve a case of presumed homicide.

The present demo represents the first chapter of the complete game. The demo allows you to move your very first steps inside Middle City and, by interacting with some of the citizens, allows you to learn the basics of the game and how to deal with the Inventory Manager.

The full game sports over 50 locations that the player will have to visit and 60 plus non-playing characters he will have to deal with before shedding light on the plot and finally be able to solve the case.

The present software has been compiled using Hollywood 6.0 release (copyright Andreas Falkenhahn).

Happy adventure!

GDG ENTERTAINMENT development team

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**\*\* Installation: \*\***

- AmigaOS4.x / MorphOS / Windows versions:

The compressed archive contains the directories "Data" (graphic assets), "Sound" (musics and enviromental effects), the executable file, the "tiff.hwp" plug-in (necessary to handle TIFF images), the "avcodec.hwp" plug-in (necessary to reproduce MP3 files), the "oggvorbis.hwp" plug-in (necessary to play enviromental SFX) and the standing documentation.

To start playing, just click on the executable.

PAY ATTENTION: the archive is not self-extracting: please unpack it before launching the executable.

- MacOS\_X (intel/PPC) version :

All graphics, sound assets, the "oggvorbis.hwp" and the "avcodec.hwp" plug-in are included in the relevant sub-directories. TIFF related plugin is not necessary with this version of the software.

To start playing, just click on the executable.

PAY ATTENTION: the archive is not self-extracting: please unpack it before launching the executable.

**\*\* Software uninstall: \*\***

- All versions:

The present software does not affect system directories or registry keys. To uninstall it, just cancel the game directory.

**\*\* How to play: \*\***

Once the game has been launched and after the initial titles, Main Menu will be accessible.

Inside the Main Menu, the following entries are available:

- START: Starts a new game. Previous game data will be erased, if presents;
- CONTINUE: Loads saved data (if they exists) and continues the game. This option is disabled in the demo;
- OPTIONS: Selects preferred language (Italian, English, French);

- CREDITS: Shows ending credits;
- SKIP INTRO: Disables game intro playback;
- QUIT GAME: Stops the game and exits. It is indeed possible to quit the game at anytime by pressing "CTRL-C".

Inside the game, icons have the following meaning:

Left column:

- SAVE: Saves the current game status. This option is disabled in the demo;
- MAIN MENU: Saves the game and returns to main menu. Only return to main menu in the demo;
- AUTO ON/OFF: Enables/disables automatic dialogs playback. Only available for "standard" dialogs, (no questions selection).

Right column:

- "Map" icon: click on the icon to display Middle City map;
- "Toolbox" icon: click to access the Inventory Manager;
- SKIP DIALOG: enables dialogs skip.

PLEASE NOTE that the above features will not work when a dialog is in place. Select the desired features between dialogs.

"Map" and "Toolbox" icons are disabled during the first minutes of gameplay. An on-screen message will advise user as soon as they are available.

Inventory Manager operations:

Once an object has been collected, its icon will be displayed inside the inventory.

Click on the icon to select an object. Once selected, objects can be used/given by pressing "GIVE/USE" button. The upper part of the inventory holds two slots. Only the first one is available for "GIVE/USE" operations. If an object has been selected by mistake, just click on its icon on the upper slot to remove it.

If two objects can be combined together, first select the appropriate icons, then click on "COMBINE" button.

Most objects can be given, used or combined only in specific locations. If the user action does not seem to work, keep experimenting in different places. Exploration and experimentation are the keys for success in order to discover the secret of Middle City.

The game can be played either on fullscreen or windowed mode. Despite of your initial selection, you can switch from fullscreen to windowed mode (and viceversa) at anytime by pressing "ALT-RETURN" (or "RT AMIGA-RETURN" on Amiga-like versions). Please consider that the "window closing widget" will remain active if windowed mode is selected. Use the appropriate icons to save the game, since it will not be automatically saved if the closing widget is accidentally pressed.

## **\*\* Troubleshooting \*\***

The game has been successfully tested on the following systems without particular problems.

- AmigaOS4.1.x on MotherBoard Sam440flex with 512Mb RAM and on-board Radeon 64Mb;
- AmigaOS4.1.x on MotherBoard A1XE G4, 512Mb RAM;
- AmigaOS4.1 FE (Final Edition) on Sam440EP (The Red One), Radeon 9250 128, RAM 512 Mo;
- MorphOS on Pegasos II Motherboard/MacMini;
- MacOS\_X (intel chipset) both real and emulated;
- Windows XP, both real and emulated;
- Windows 7 (Professional, Ultimate, Enterprise);
- Windows 8.1;
- Android 4.2 (only reported for future developments).

Benchmark tests performed on various platforms indicate that RAM memory occupancy at runtime is contained around 50MB. From a hardware standpoint there are therefore no particular minimum system specifications that can hamper usage of this product.

From a Operating System point of view, the following limitations apply:

- Windows versions require at least Windows 2000;
- Mac Intel versions require at least Mac OS 10.6 (Snow Leopard);
- Mac PowerPC versions require at least Mac OS 10.4 (Tiger).

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