User Manual

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1. Introduction

Thank you for downloading Hunger developed by Tom Clark as a computer science major software project. Other people involved in the project, including my supervisor, are listed in the credits section of the game. This manual will tell you everything you need to know to play the game. I hope you enjoy playing the game as much as I enjoyed making it!

Story

Fondville is a peaceful place. It consists of an island just off the coast from the continent and main city. Few, if any, distinguishing features, flooding and job shortage have lead to its sharp decline. Today the population of Fondville is mere thousands, most of which reside in the main city. However, it is not the main city but the island to the west, where our story begins…

On the night of the 5th of June 2009 the Rot appeared. Where they came from is not known. What they are is not known. Why they are here is not known. All that is known is that they will stop at nothing to kill living people. In an effort to control the situation the government has ordered the 2 bridges connecting the island to the main city destroyed. The cable car in the Northern district of the island was left intact so any survivors could escape the abandoned island, based on the assumption that the Rot are to stupid to use it.

2. Getting started

Installing Hunger

Hunger can only be downloaded as a zipped file. You will need to double click the zipped file to open it and extract the installer before it can be run.

To install Hunger simply double click on the installer called "Install.exe" and follow the on-screen instructions.

Uninstalling Hunger

To uninstall the game:

1. Open the Start menu
2. Navigate to Programs
3. Expand the folder labelled Hunger
4. Select the option Uninstall.

Running Hunger

Once you have successfully installed Hunger navigate to the folder where it was installed. By default Hunger is installed in the Program Files folder on your hard disk.

Double click the Hunger icon to start playing. The installer will automatically create a shortcut to this on the desktop.

You can also run the game from the Start menu. To do this:

1. Open the Start menu
2. Navigate to Programs
3. Expand the folder labelled Hunger
4. Select the option Play Hunger.

Also available in the Start menu is this User Manual in Microsoft Word and PDF format.

3. Controls

Action	Key
Movement	
Move upwards	W or ↑
Move downwards	S or ↓
Move left	A or ←
Move right	D or →
"Unstick" character	Home
Sleep	R
Conversations	
Start/Continue/End conversation	E
Immediately end conversation and open in-game menu	Esc
Item use and Inventory	
Open or close inventory	I or F
Use item	Left-click on item
Others	
Open in-game menu	Esc
Open in game help	F1
Use button	Left-click on button
Take screenshot	F12
Toggle between windowed mode and fullscreen mode	F4

4. Main Menu

When you have started the game and it has loaded, the Main Menu will be displayed. This lets you start a new game (see section 5), load a saved game (see section 16 on page 12), get help on what to do next and about playing the game (see section 20 on page 13), view the credits of the game and who was involved in making it (see section 19 on page 13) and exit the game, returning to the operating system.

5. Starting a new game

From the Main Menu click the NEW GAME button with the left mouse button to start a new game of Hunger. The first area, Southern Fondville, is loaded and you are given control of the female skater in the middle of the screen. From here you must survive the mindless Rot, control your fear and keep your body healthy until you reach the cable car to safety in the third area, Northern Fondville. To progress through the first two areas look for roads leading north. Good luck!

6. Playing Hunger

 This is you, the playable character.

This is your health bar. If health gets low the screen will flash red periodically. If this gets to 0 you will die so try to keep it full. Your health will go down when you:

1. Collide with a Rot
2. Have a full thirst bar.
3. Have a full hunger bar.
4. Have an empty warmth bar.

To increase health, use a medkit or bandage. A solid green bar shows you are at maximum health and cannot increase it further.

This is your warmth bar. Warmth slowly goes down over time and if this gets to 0 you will start to lose health. Use a wood item to place a fire to increase it. You can also increase

warmth by standing near a fire barrel

SPEED:

This is your speed bar. Your speed will never decrease but once your fear bar (described later) has reached a high level your speed will slowly increase until the speed bar area is completely filled. The playable character will begin moving faster as well.

THIRST:

This is your thirst bar. Your thirst will steadily increase until the bar area is full. When this happens your health will go down rapidly so always keep thirst as low as possible. Drink a drink item to decrease thirst. Note that thirst cannot decrease below the level shown.

HUNGER:

This is your hunger bar. Your hunger will slowly increase over time until the bar area is full. When this happens your health will start to go down. You should keep hunger low to remain healthy. Eat a food item to decrease hunger. Note that hunger cannot decrease below the level shown.

FEAR:
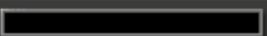
This is your fear bar. This slowly increases over time. It will also increase if you see Rot (see section 9 on page 9). If your fear reaches a high level you will start to hallucinate. If your fear fills the bar area with a solid yellow bar you will lose all control, move around randomly for a short time and immediately fall asleep wherever you end up. The only way to decrease fear is by sleeping but you do not want to sleep too often as you will not get the speed increase. Can you sacrifice your sanity for higher movement speed?

LIVES:
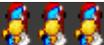
This shows how many lives you have left. Each time you die, by your health reaching 0 or if you are killed in your sleep, you lose a life. You have only three lives and which can never be replenished if lost. If you lose your last life (the last skater icon disappears) you will lose the game.

LOCATION: OUTSIDE

This shows your current location in that area of Fondville. If you are not inside a building the location text will display OUTSIDE. If you are inside a building (for example,   ) the

location text will change to UNBARRICADED. If you are inside a building and that building has been barricaded (see barricade item on page 8) the location text will change to BARRICADED.

DEATH RISK: HIGH

This represents the likelihood of your character dieing during her sleep. The text will change depending on the location you are in with OUTSIDE having a HIGH risk, UNBARRICADED having a LOW risk and BARRICADED having no risk or NONE. See section 11 on page 10 for more about sleeping.

7. Inventory

Throughout the game you will need to pick up items to stand any chance of survival. To pick up items simply move over them. If there is room in your inventory they will be picked and stored in your inventory. When your inventory becomes full a sound will play and 🔴 is displayed in the top-right of the screen. You must use or drop items before you can pick up any more.

Press I or F on the keyboard to open your inventory and display the cursor. You can still move your character while the inventory is open and the game is **not** paused. Left-click with the mouse cursor over an item to open its action menu. The action menu allows the clicked on item to be used or dropped by pointing to the desired action and left-clicking on it. All items are deleted when used. When items are dropped they are removed from inventory and placed near your character. You can re-collect dropped items later by moving over them. Some items have more options in their action menus. To close an items action menu click the CLOSE action in the menu or left-click on another item.

You can also left-click and hold down the mouse button to drag items around the inventory and change which slot they are stored in. Press I again to close the inventory. When your character dies the inventory will immediately be closed if it is open.

All collected items are retained when your character loses a life so you will not have to collect them again.

8. Items

Drink		Drink to decrease thirst
Food		Eat to decrease hunger
Medkit		Use to give a large increase to health
Bandage		Use to give a small increase to health
Barricade		Place to barricade a building so Rot cannot enter. Barricades can only be placed on spaces marked by . If a barricade cannot be placed a sound will play and the item will not be used. If the barricade was placed successfully the space will change to which Rot cannot pass.
Wood		2 uses: • Place Fire to place a fire nearby and increase warmth. Warmth will only increase while near a placed fire. Placed fires will eventually burnout. If a fire cannot be placed a sound will play and the item will not be used. • Use as spear to convert the wood into a wooden spear and use it. When you collide with Rot now you will kill them. The spear will break after hitting 4 Rot. Wood used as a spear cannot be placed as a fire.

9. Enemies

Apart from simple survival, the only enemies you will face are Rot.

Very little is known about Rot. What are they? Is "Rot" their true name? Where do they come from? Why do they relentlessly attack all living creatures? These are a few of the questions that need answering. From their movements Rot are thought to be stupid and slow but when approached they will move towards their prey until they can no longer see it or they kill it. For this reason Rot should be avoided wherever possible, making sure to keep a safe distance. It has been discovered that if Rot see prey they turn red and immediately give chase. As soon as they lose sight of their prey they lose the red colour. The reason for this colour change is unknown.

Rot are also capable of striking fear in the hearts of nearby people. If you get close to a Rot, providing you can see them, they darken and cause your fear to increase. Fortunately, darkened Rot cannot cause additional fear after this increase. When you move out of sight, darkened Rot will become normal again enabling them to cause fear.

If you collide with a Rot they will hurt you, unless you have a spear equipped as described for the wood item on page 8. Your health will decrease and the playable character will become partially invisible for a few seconds. While partially invisible you can still move normally but cannot be hit. The Rot will continue to chase you so it is advisable to find somewhere to hide until they give up.

10. Other survivors

On your journey across the island you will encounter other humans trying to survive the Rot. You can talk to these survivors to get survival advice.

When you get close to a survivor a yellow circle will appear around them. Press E on the keyboard to start a conversation. To continue the conversation press E again. If the survivor has no more to say the conversation will be ended when you pressed E.

If you want you can end a conversation immediately and open the in-game menu (see section 12 on page 11) by pressing Esc.

11. Sleeping
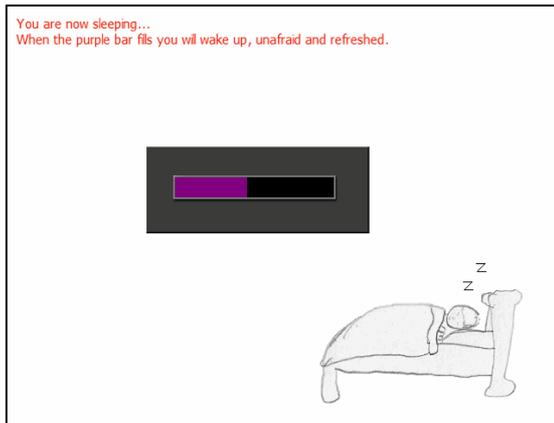
Pressing R on the keyboard will make the playable character sleep. Sleeping is important for your survival as it is the only way to reduce fear. You must choose where you sleep wisely as not everywhere is safe. The risk of being killed in your sleep is displayed in the DEATH RISK at the top of the screen (see page 7). Your current location is displayed in the LOCATION (see page 6). Changing location from outside to inside a building will lower the risk of being killed in your sleep. To ensure there is no chance of being killed during your sleep you must barricade the building. See the barricade item on page 8 for how to do this.

When a building is barricaded the LOCATION will change to BARRICADED and you can sleep without risk of death. Note that some buildings require more than one barricade item to be placed before they become barricaded. Such buildings have multiple spaces marked by

.

While sleeping you have no control of the playable character. Control will be restored when the purple bar fills the black area.

If you die during sleep a message will be displayed to explain this. Click OK to return to the game but with 1 life lost.

Provided you do not die during sleep, any placed barricades in that area will decay once you wake. They decay in stages depending on the number of times you have slept. After one sleep they remain unchanged and strong. After two sleeps they change to . After three sleeps they become weak and change to . When you wake from a fourth sleep any weak barricades collapse and will no longer keep out Rot. A sound will indicate one or more barricades have collapsed.

12. Pausing the game and the in-game menu

By pressing Esc on the keyboard during gameplay and while sleeping, you can pause the
game. This will display the in-game menu as shown below.
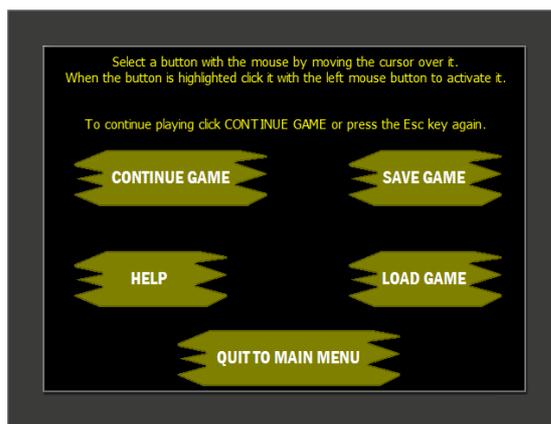
To unpause the game and continue playing simply press the Esc key again or left-click on the
CONTINUE GAME button. This menu also lets you save the current game (see section 13 on
page 11), get help on what to do next and about playing the game (see section 20 on page 13),
load a saved game (see section 16 on page 12), and quit the current game.

Clicking on QUIT TO MAIN MENU will display a question asking you to confirm if you
want to quit or not. If you click YES you will quit the current game and return to the main
menu (see section 4 on page 4). Any unsaved progress will be lost. If you clicked NO you
will be returned to the in-game menu from where you can continue the game.

13. Saving a game

You can save the current game to continue later by following these steps.

1. Press Esc on the keyboard to open the in-game menu.
2. Click SAVE GAME.
3. Enter a name for the saved game. If you do not wish to save the game type CANCEL.
4. If the name is invalid a message will be displayed. Click OK to repeat step 3 and
   enter a new name.
5. If a save game with that name already exists you will be prompted whether or not you
   wish to overwrite it. If it did not exist go to step 7.
6. If you click YES go to step 7. If you click NO you will have to repeat from step 3
   entering a new name.
7. The game has been saved and a conformation message will be displayed. The
   message displays the name game has been saved as. **Do not forget this name as you
   will need it to resume that game**. Click OK to continue.

14. The game over screen

When all your lives are lost, either from your health reaching 0 or dieing during sleep, you have lost the game. The game over screen will be displayed. This lets you return to the main menu of the game (see section 4 on page 4), load a saved game (see section 16 on page 12) and exit the game. You cannot continue a game ending in game over. To continue playing you must click RETURN TO MAIN MENU and then start a new game from the first area by clicking NEW GAME.

15. Exiting the game during gameplay

To exit the game during gameplay and return to the operating system follow these steps:

1. Open the in-game menu by pressing Esc on the keyboard.
2. Click QUIT TO MAIN MENU.
3. Click YES. If you click NO you will return to the in-game menu without exiting the game.
4. On the main menu click the EXIT button.

If you are playing the game in windowed mode you can also exit the game by clicking the X in the top-right corner. Click YES to exit or NO to continue playing.

16. Resuming a saved game

To continue a game you have saved, follow these steps from the main menu:

1. Click the LOAD GAME button.
2. Enter the name of the saved game you wish to load. If you do not wish to load a game type CANCEL.
3. Click OK.
4. If no save game with the entered name exists a message will be displayed and no game will be loaded. Click OK to return to the main menu.
5. If a save game with the name you entered exists in the "Save_games" folder, that game will be loaded. After clicking OK on a conformation message the in-game menu is shown (see section 12 on page 11). From here you can click CONTINUE GAME to continue playing the loaded game.

Alternatively, if you are already playing a game you can load a previous game by pressing Esc on the keyboard to open the in-game menu. Click LOAD GAME and follow the stages described above.

17. Taking screenshots

Press F12 at any point in the game to take a screenshot. A small picture of a camera will appear for a short time near the top right corner of the screen to show that the screenshot has been taken successfully. Screenshots are saved in bitmap files in the "Screenshots" folder contained in the folder Hunger was installed. If the "Screenshots" folder is accidentally deleted screenshots it will be re-created the next time the game is run. You can take as many screenshots as you like.

18. Deleting a saved game

All saved games are saved in the "Save_games" folder contained in the folder Hunger was installed. By default Hunger is installed in the Program Files folder on your hard disk. Simply find the file named

<name>.sav

where **<name>** is replaced by the name of the save game you want to delete, and delete it.

19. Viewing the game credits

To view who a list of people involved in creating Hunger click the CREDITS button on the main menu. To return to the main menu (described in section 4 on page 4) click the RETURN TO MAIN MENU button or press Esc on the keyboard.

20. Getting help

Clicking on a HELP button or pressing F1 while playing the game will open a help window giving a summary of this document. While the help window is open the game is paused. To continue playing close the window by pressing the X button in the top right corner of the window. If you still have questions you can e-mail them to the game's developer at tdc1@btinternet.com

21. The Hunger website

For more information about the game and how it was produced, please visit the Hunger website at: http://uk.geocities.com/tdc1@btinternet.com/Hunger/Hunger.html

22. Known problems

During a game it is possible for your character to become stuck on wall objects. If this happens press the **Home** key on the keyboard. This should nudge your character off the object but if you find you are still stuck change direction by pressing one of the movement controls and try again. Keep changing direction and pressing the **Home** key until you can move about freely.

If this does not work after several attempts you will have to exit the game and restart it. Any progress you have made will be lost.