

DOGGADAY



For Windows 95

BOMICO
ENTERTAINMENT SOFTWARE

<http://www.bomico.de>

AN ADVENTURE



DogDay

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Windows 95 User's Manual

"You are a dog. You have been so all your life. Good Luck!"



Asylum Says

You are about to be deeply immersed into the adventure called DogDay. DogDay is a dynamic 3D setting offering an abundance of sensible interaction and is teeming with mental challenge. This is so real your friends may have to stop you from chasing cats and drinking from the toilet bowl.



Pay attention to what you hear and what you see, because there will be clues to help you in solving these true to life puzzles. Your real life experience, common sense logic, and information that you gather along the way is all you will need to solve any of the puzzles.

Unlike some adventure games, DogDay is always possible to solve. You can never die and no matter what happens, there is always a solution, so please don't give up! Use that dogged tenacity we're sure you have locked away. We sincerely hope you enjoy DogDay.

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The Story

Dogday is set in a bleak, oppressive society run by a corrupt totalitarian regime under the rule of the all-powerful Chegga. The few fortunate enough to be part of Chegga's elite enjoy a life of privilege at the expense of the masses.



Efficient and ruthless security forces support the regime constantly patrolling the streets, arresting anyone who commits even the most trivial offence.

Criticising, or even questioning the activities of Chegga or his cronies is an extremely dangerous activity. Dissidents are dealt with in various ways, none of them pleasant. They are often arrested on falsified charges, found guilty at a government-run show trial and imprisoned without hope of release. Other times they meet with fatal accidents soon after gaining the government's attention. More often they simply vanish.

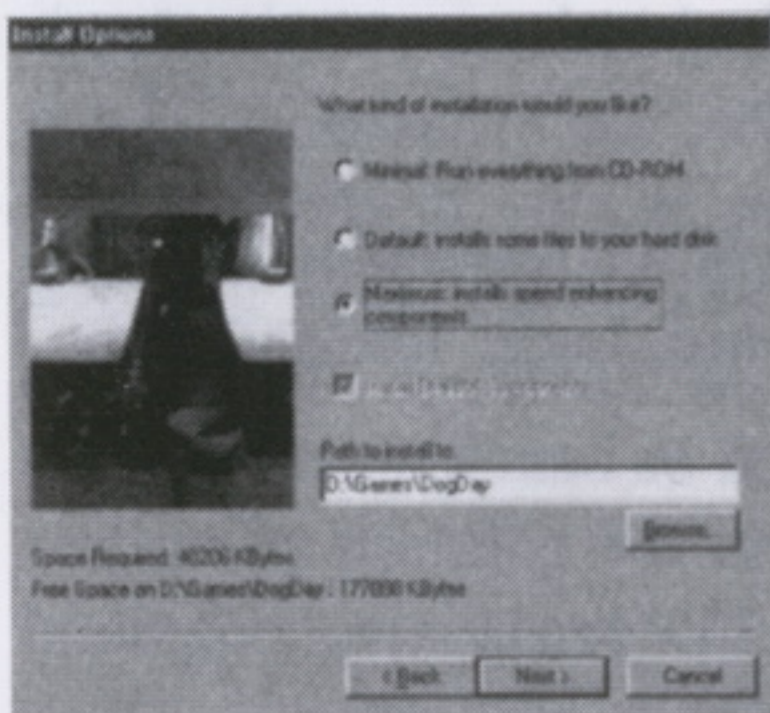
Like all good totalitarian leaders, Chegga controls the media, so that the public is fed a less than objective account of political matters. The only major threat to the regime's control is the shadowy underground organisation known as CATS (Coalition Against Totalitarian Society).

Installation



- DogDay should install itself automatically when you insert the CD-ROM for the first time.
- To install DogDay manually, choose Run... from the Start Menu and type x:\setup\setup.exe where x is the letter corresponding to your CD-ROM drive.
- DogDay does not need to copy itself to the hard disk, as it runs directly from the CD. DogDay does, however, need to make sure that an appropriate version of DirectX is installed (which is checked during installation), and create a directory for you to save your games. You need

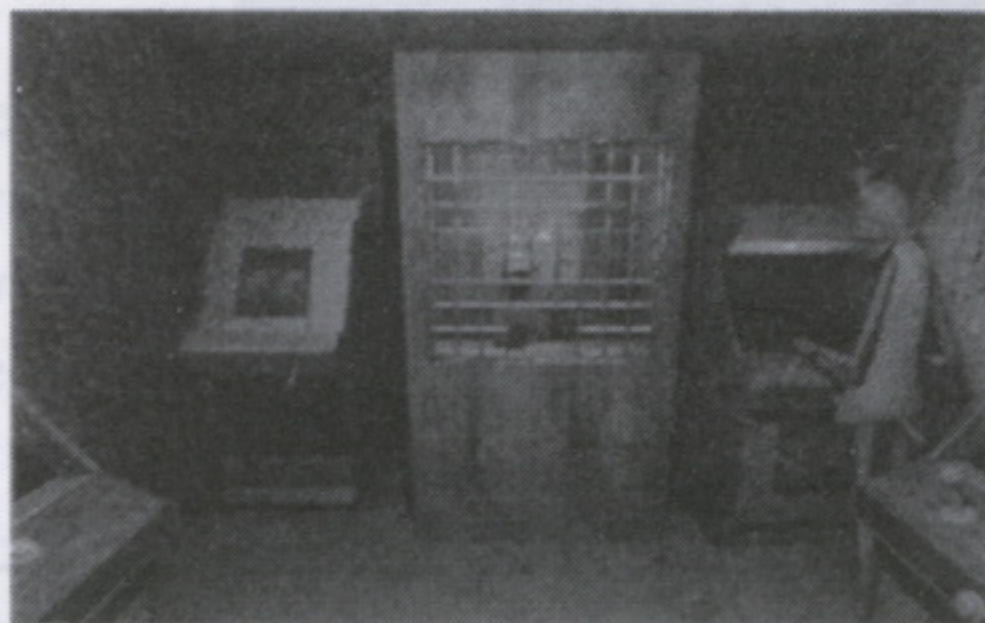
less than 40kb of hard disk space to install DogDay itself. DirectX will require up to 4Mb of hard disk space if not already installed. Make sure you are running in at least 256 colors.



- Improved performance may be achieved by choosing either medium or full installation.

The Objective

Your objective is to make contact with CATS and provide them with the means to expose the true nature of government activities. You must then flee the city to avoid sharing the fate of so many brave dissidents before you.



Playing the Game

Moving Around

Click the mouse where you want to go, the cursor will change shape to help you. At various times you may be able to go forward, back, left and right depending on where you are within DogDay.

Using Screen Objects

Clicking an object in the display area will activate it or add it to your inventory. Some objects and some locations are inaccessible, indicating that they are unimportant, but be careful, sometimes objects may appear unusable because you are trying to use them in an illogical way.

Using Inventory Objects

Drag the object from the inventory to an appropriate place on screen to attempt to use it there.

Have Fun

If you get stuck for ideas, calm yourself, think about what you already know and what you would really do in that situation. Think about related items or similar experiences. Don't do anything rash, instead think about your family and friends or about the fun you have had sending yourself mad so far. If this doesn't help, consider using the online hint section by pressing F1, or ask one of your friends if they know what to do. Intelligent persistence will succeed eventually.



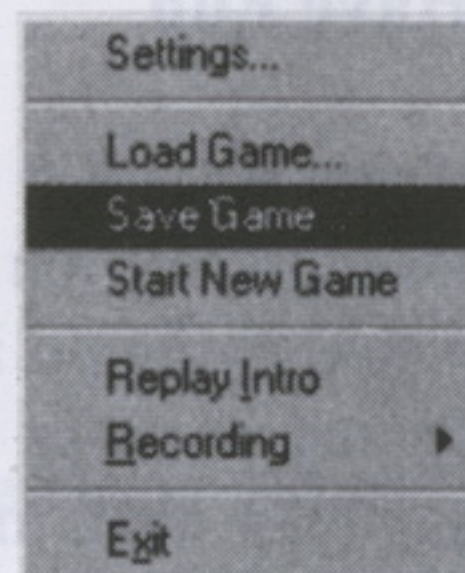
Context Menu



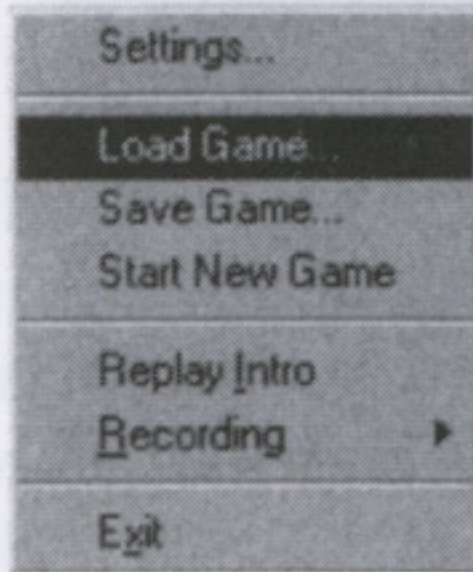
DogDay has been designed to operate entirely intuitively. This includes using the Windows 95 interface standard of right clicking a mouse button to bring up a context menu. When you right click on the DogDay window, a menu will appear. From this menu, you can save or load a game, start a new game, replay the intro sequence, record or playback a section of gameplay, or change any of the DogDay settings.

Saving Games

You never know when the next electricity blackout will occur or when somebody will accidentally pull out the power cable. You can save the game by pressing the Ctrl and S keys simultaneously, or by clicking the right mouse button on the DogDay window and choosing Save Game.



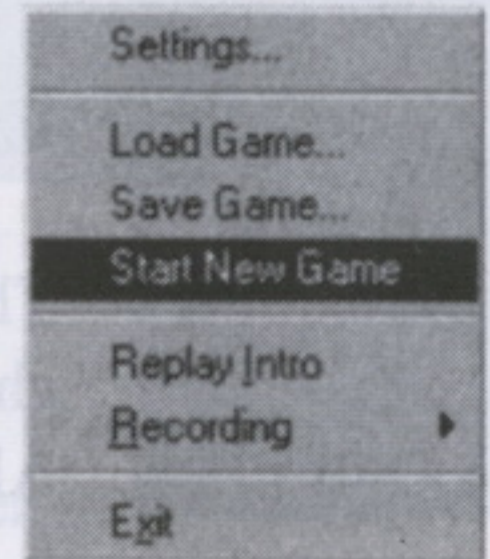
Loading Games



You can reload a saved game by pressing the Ctrl and L keys or by choosing Load from the right-click menu. It is also wise to save the game just after completing a difficult puzzle. DogDay imposes no limit on the number of different games you can save.

Starting a New Game

You can start a new game at any time by selecting this option. **Warning!** The current game will be aborted, so make sure you have saved your game (if desired) prior to selecting this.

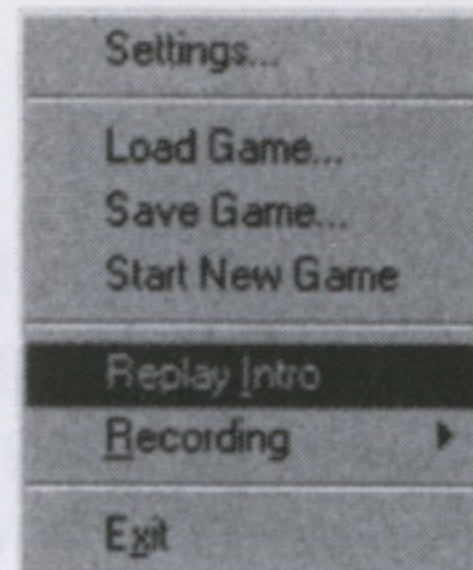


Online Help

Online hints are available during the game by pressing F1 key.

Replay Intro

You can replay the intro sequence at any time by selecting this option.

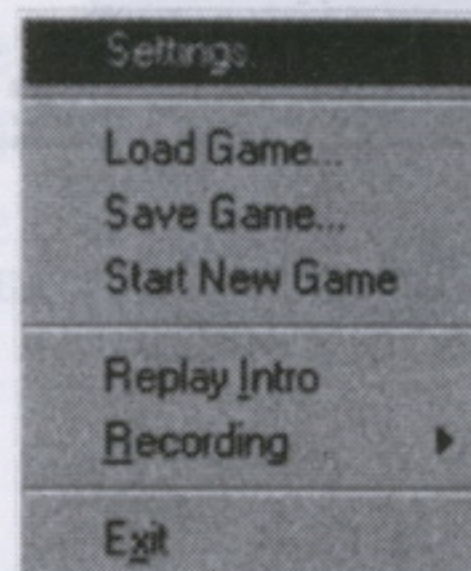


Exiting

There are many different ways to exit DogDay. Apart from choosing exit from the right-click menu, you may also press Alt-F4.

Settings

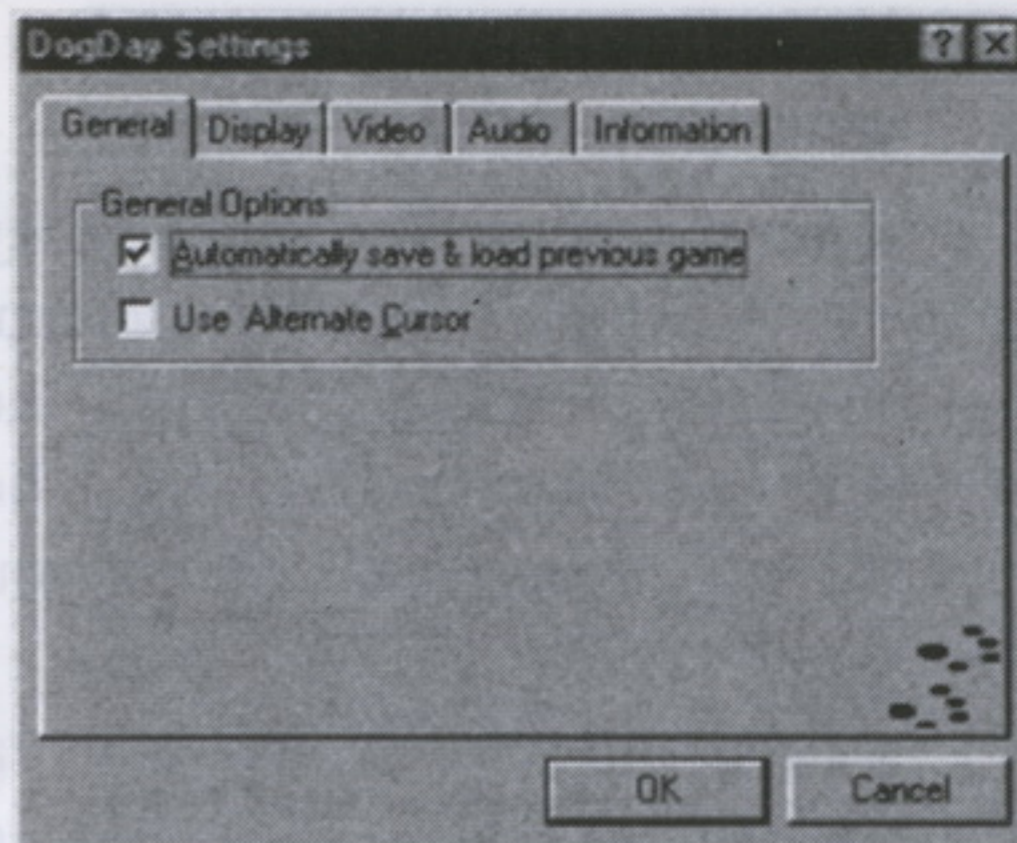
These settings are for Display, Animation, Audio and a setting for whether you want games to autoload. Here is what each setting does in detail.



General

■ Automatically save & load previous game

When you exit from DogDay, you will be asked if you want to save your current situation as the default game. If you do save a default game, this setting will allow you to automatically continue that game upon starting DogDay.



■ Use Alternate Cursor

Select this option if the standard cursors show any display problems.

Display

■ Full Screen

This allows you to set the DogDay window to occupy the entire screen. If you choose full screen mode, the previous screen mode will be automatically restored when you decide to exit DogDay.

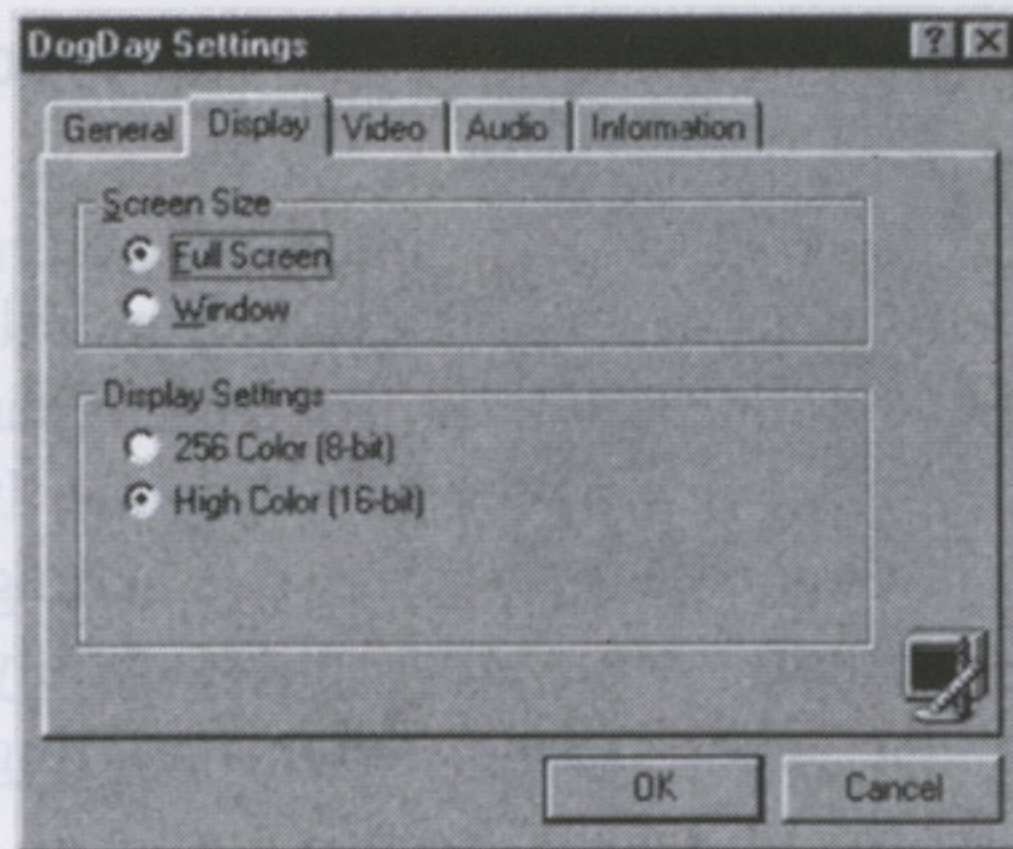
■ Window

The opposite to full screen mode is windowed mode, where DogDay plays in a normal window. When you choose to play in a window, DogDay uses the current screen mode, and hence the Display Settings options are turned off. Make sure you are in either 256 color (8 bit) or hi-color (16 bit) display mode before you begin.

Alt-ENTER will also switch between full screen and windowed mode.

■ Color depth

You can change the number of bits per pixel with the radio buttons shown on the dialog box. A greater number will make the images clearer, but may be slower, especially for full screen animations. A lower number will give the image less quality, but may increase the game's speed.

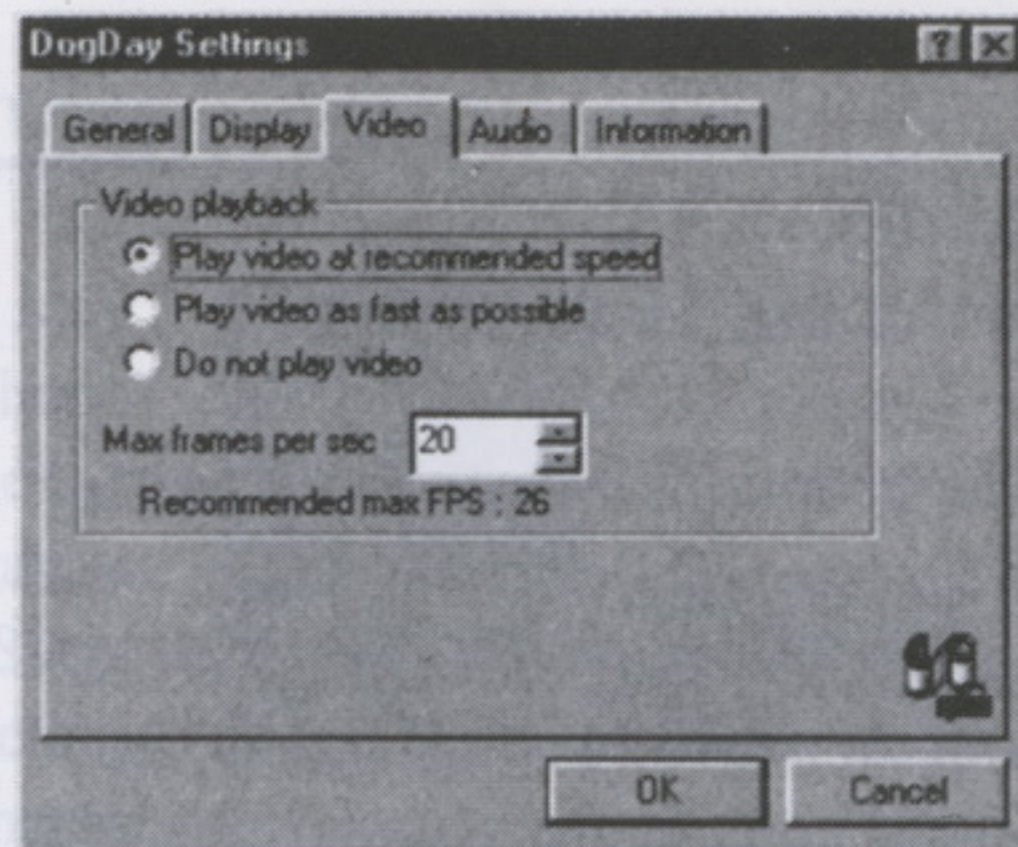


Video

- **Play Video at Recommended Speed**
- **Play Video as Fast as Possible**
- **Do Not Play Video**

These options control how animations are played. If your machine achieves a

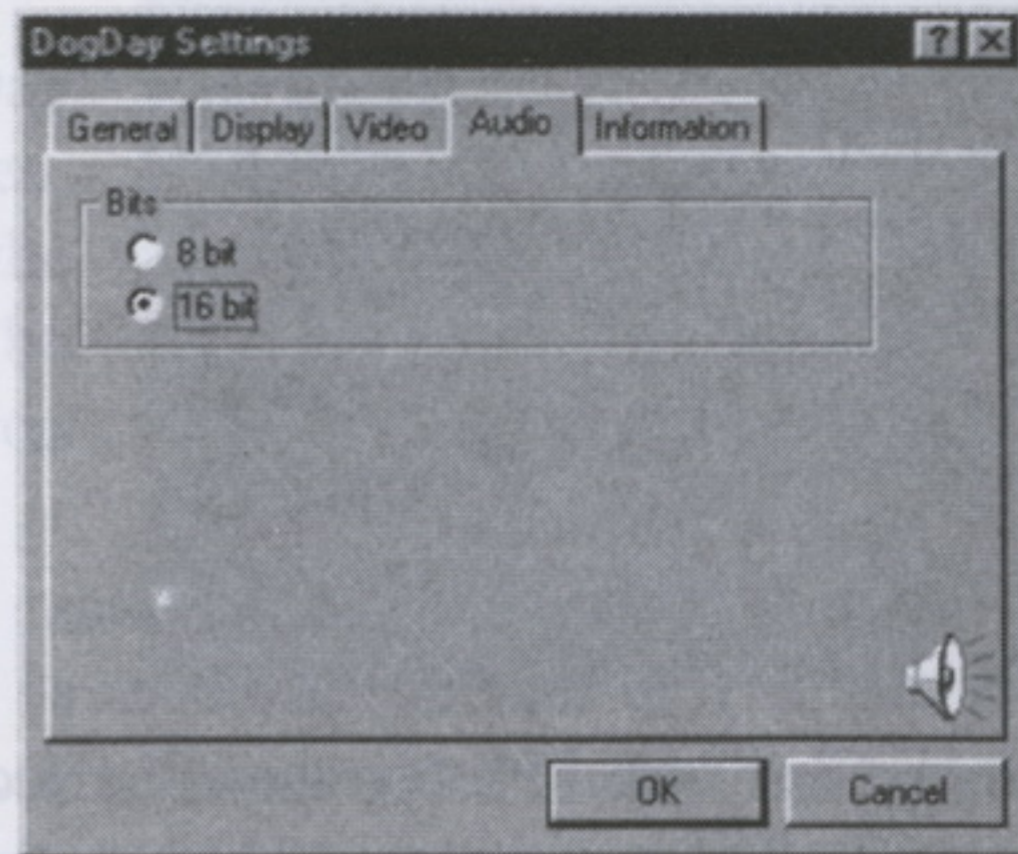
Recommended max FPS (Frames Per Second) less than 8 you may experience better gameplay by choosing "Do not play video". Sometimes selecting Play Video as Fast as Possible can help in these situations. You should make sure that no other application is running while playing DogDay for best performance.



Audio

■ 8 bit, 16 bit

These options affect how DogDay plays sound effects within the game. DogDay imitates real life sounds in a sophisticated way. Sound coming from your right will sound as if they are coming from your right. Sound mixing quality will be affected by choosing 16 bit (best quality) or 8 bit (lesser quality).



Information

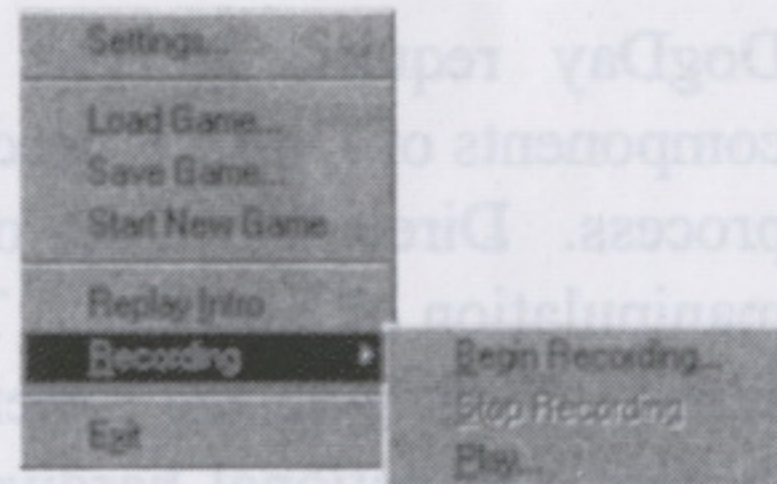
This displays information about DogDay.

Technical Support

Technical support is provided free of charge by Impact Interactive Publishing, See the 'How to Contact Impact Interactive Publishing' Section.

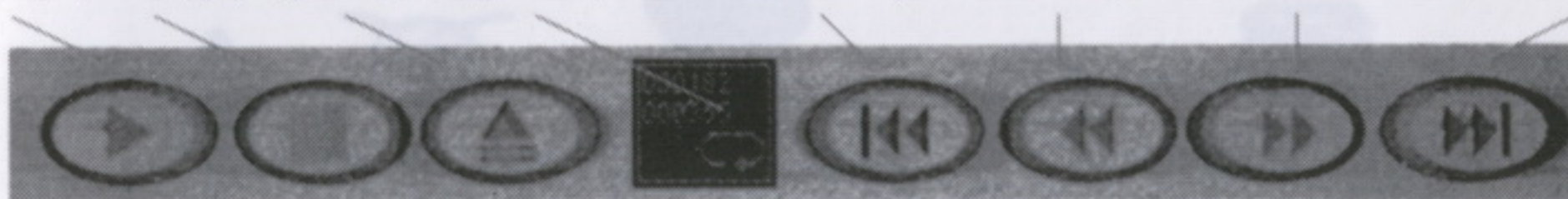
Recording Your Own Movies

At almost any time during DogDay, you may start recording your moves as you make them. Select Recording->Begin... from the right-click menu and choose a name for your epic drama. To stop recording, select Recording->Stop. You can view a recording by selecting Recording->Play... and then selecting the name of the prerecorded recording that you wish to play back.



The playback controls from left to right are:

Play | Stop | Eject | Repeat | Go to Start | Rewind | Fast Forward | Go to End



Viewing prerecorded recordings does NOT change the state of the game. That is, when you have finished watching, you find yourself back where you were before you played the movie. Obviously though, RECORDING your own movie DOES affect the state of the game.

Technical Notes:

DogDay requires DirectX 2 or later to run. DogDay will determine which components of DirectX need to be installed as part of the complete installation process. DirectX is a set of device drivers from Microsoft that allow direct manipulation of hardware. They have been used in DogDay to provide greater speed. Even with the benefit of DirectX, DogDay pushes the boundaries of current conventional hardware. Running other programs while also running DogDay will adversely affect performance and should be avoided. Performance will also be affected by the speed of your CD-ROM drive, processor speed and video display speed.

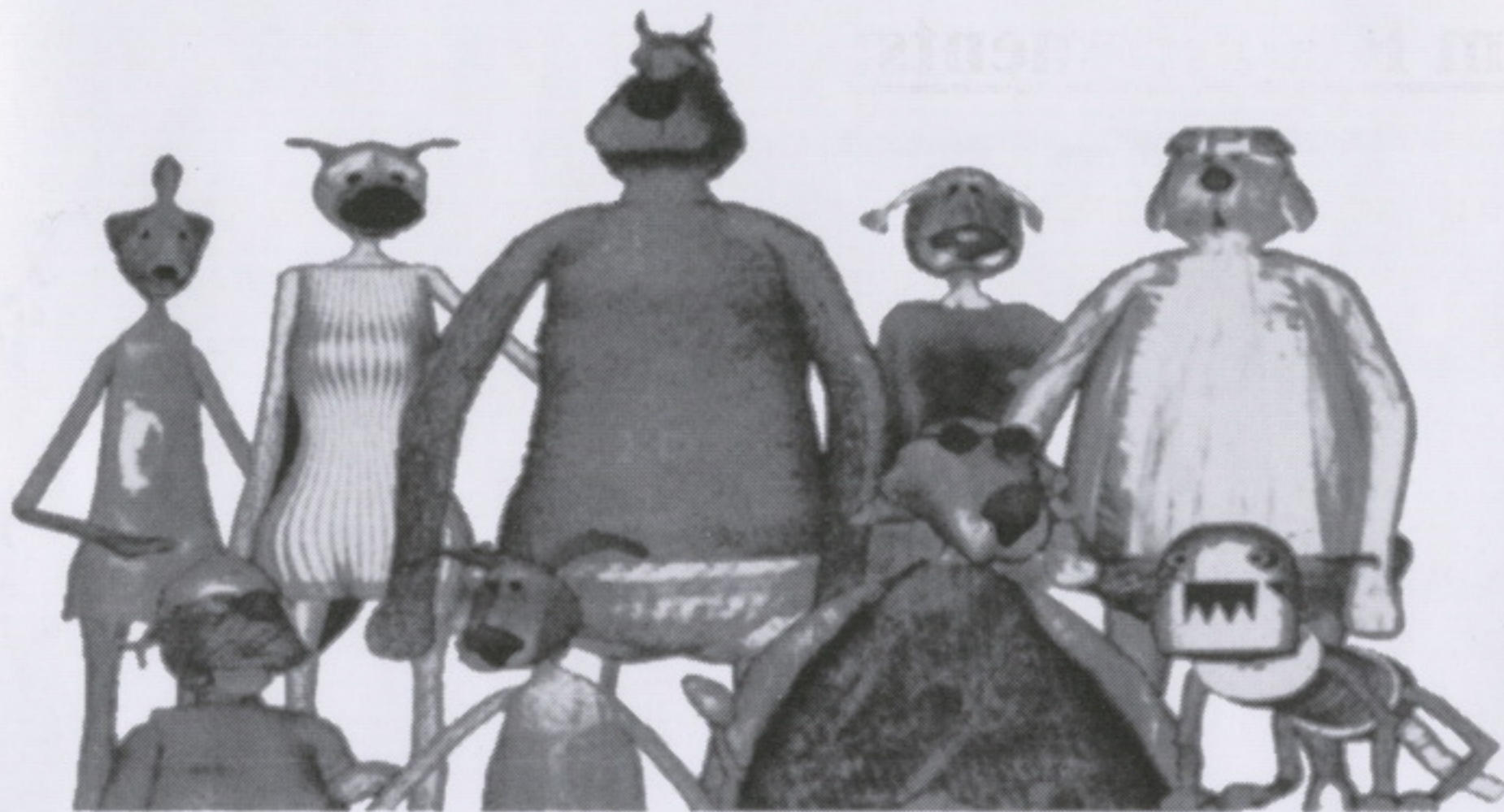
System Requirements:

- IBM PC or 100% compatible
- 486DX/2 66MHz processor or higher (Pentium recommended)
- 8MB RAM (16MB recommended)
- Windows 95
- Super VGA Graphics card (640 x 480 x 256 colors) or better
- Windows 95 Compatible Sound Card
- CD-ROM drive (quad speed or faster recommended)
- Windows 95 compatible mouse or pointing device

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DogDay Development Team:

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