

## Brief documentation covering unscheduled visits to Camp 1.

Note: These instructions may only be accessed under the supervision of a security officer of The People's Mining Company, Corrections Department. Violations will be reported.

Thank you.

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## 1 §. The launcher

Start the game using the 'Camp1.exe' launcher in the game directory. This opens a menu with the options: 'Start game', 'Setup', 'Manual' and 'Cancel'.

## 2 §. Game setup

If everything works properly and you are uncomfortable with changing setup options, there is no need to open this window. If not, these are the options in the game setup:

**Graphics driver:** Which graphics driver the system should use to handle rendering (Direct3D is recommended for most newer systems).

**Graphics filter:** Helps running low-resolution games (such as Camp 1) on high-resolution monitors/screens. It can, for example, make the screen less blurry in fullscreen mode or increase the displayed size of the game in windowed mode.

**Run in a window:** Check this box to run the game in windowed mode. Note that this game will display a very small window if run without a graphics filter.

**Digital sound:** Choose your sound device or 'No Digital Sound' to disable sound altogether. Note that both music and sound can be turned off from within the game.

**Advanced:** Shows some advanced options (hidden by default) that players normally do not need to change.

### 2.1 Advanced options

**Use 85 Hz display:** This is only relevant for some older monitors.

**Side borders on widescreen monitors:** This is relevant for some monitors that can not handle this themselves.

**Force alternative letterbox resolution:** Relevant for screens that, for example, are stretching the image a lot.



**Maximum sprite cache:** Limits the amount of RAM the game will use for sprite cache. Low limit = slower game, high limit = faster game. Changing this will probably not affect this game at all.

**Run Winsetup:** Runs the AGS engine's default setup.

### 3 §. Gameplay

The gameplay is similar to the classic 1990:s adventure games but with a simplified, two-click interface. This leaves the player with the following options:

**Walk** - left click on an empty spot.

**Look at something** - right click.

**Pick up or interact with an object** - left click.

**Select inventory item** - left click.

**Deselect inventory item** - right click.

**Combine inventory items** - left click to select an item, then left click the second item.

#### 3.1 Mouse-over description text

Whenever the mouse pointer hovers something of interest, it displays a small description (fig 1).

Things that the player can interact with, pick up or look at are always indicated with such a description (although everything in the game is not useful).



fig 1.



## 4 §. Buttons & panels

The main interface (fig 2), at the bottom of the screen, holds the player's inventory (1) (which displays scrolling arrows (2) when its content becomes too large), a button for the game notes (3) and an options button (4).



fig 2.

### 4.1 Game notes panel

When something worth remembering happens throughout the game, the player character will take a note of it. These notes can be read for as long as they are 'relevant', by opening the 'notes' panel (fig 2:3). The 'notes' button will flash whenever something new is added to the notes.

### 4.2 Options panel

This panel holds all the options in the game, except for those handled by the external Setup (see 'Game setup'). The buttons 'Save game', 'Load game', 'Restart' and 'Quit' opens their own panels respectively.

'Resume' will close the options panel and continue the game.

'?' opens a gameplay quick help screen.

'Audio volume' is a volume slider.



**'Music'** turns music on or off (on by default).

**'Gui'** sets whether the main interface will show all the time or pop up on mouse-over.

**'Dialog'** sets whether or not character portraits will be shown during dialogs.

**'Gamma'** is a slider for increasing gamma (basically makes everything brighter). This is useful for darker screens and systems with dark gamma set up.

**'Speed'** slider controls the general game speed.

**'Default'** reverts all setup changes to their default settings.

### 4.3 Shortcut keys

**Tab / O** - Options panel

**Space bar** - Skip cutscenes or jump to the point where the player character is walking.

**N** - Game notes.

**F5** - Save game panel.

**F7** - Restore game panel.

**F9** - Restart game.

**Left / right arrow keys** - Scroll inventory (also: mouse wheel).

**F1 / H** - Help screen.



## 5 §. The Characters

Camp 1 trial drilling site is run by four convicts, within the care of The People's Mining Company, Corrections Department:



Inmate Korski, camp pilot and assisting technician (although he doesn't really know that much about technology of any kind). He is responsible for shipping supplies from passing interstellar freighters, to the camp. Korski is also the player character in the game.



Inmate Chen is the camp administrator although she also has some knowledge in geology. She has the overall on site responsibility and is therefore also the highest ranking inmate.



Inmate Adwa, the geologist, has a vital role in the drilling operation, although he has not been around for that long. Drilling has become a lot more methodical and scientific since he came along.



Inmate Parker is the camp's technician. She runs and repairs the machines, and makes sure noone touches her tools. She usually has a lot to do since things tend to either freeze, scorch or simply fall apart in the harsh weather conditions.



## 6 §. License & disclaimer

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