

Werewolves and Wanderer

Version 1.0

<http://www.whitesaber.com>

Starting the Game & System Requirements

Run the game by double clicking on the WAW.exe icon.

A modern PC (Pentium or higher) running Windows XP or later is required.

Concepts

This is a Graphical Interactive Fiction game. You, as the player, read a story narrative and interact with it by selecting from options presented to you.

The goal is to work your way through the narrative until you reach the end of it. At the beginning of the game you are put into a situation and must work through it for the remainder of the game.

There is only one level to complete in this game.

Game Introduction

"Werewolves and Wanderer" is based upon a game of the same title as written by Tim Hartnell. It is from his book, "Creating Adventure Games on Your Computer," written in 1983. The game was originally programmed in BASIC, and the book is available online at atariarchives.org. Although this game is based upon Tim Hartnell's book, alterations to the game, including a new Graphic User Interface, have been made along with some bug fixes that were discovered.

The Story

This Adventure, WEREWOLVES AND WANDERER (where you are the wanderer, and the werewolves and other unsavory creatures inhabit the imaginary environment you are about to visit), takes place within an ancient, abandoned, stone castle.

You read about the castle in a faded letter you found in a trunk left to you by your grandfather. Unfortunately, you could only find the second page of the letter, so you are not sure of the full story. However, from the page remaining, you understand the castle was abandoned centuries ago after a curse was placed on the inhabitants by an old witch who had been evicted during a particularly harsh thunderstorm. The king's wife was ailing, and he (wrongly, as it turned out) blamed the witch for his wife's illness. He thought by throwing the witch out, her malignant influence on his wife would cease. This did not happen, and his wife became more and more ill, and finally died.

Her last days were not peaceful. The old woman's curse brought a reign of terror to the castle, as many odd creatures and ghosts took up residence within the castle. Finally, the king and his court could stand it no more, and they fled from their former home, never to be heard of again.

The creatures invoked by the witch stayed on, and are living there still. You are about to enter their realm...

And so your adventure begins...

Controls and Controlling

The story narrative is presented in the left window pane. A story related graphic is presented on the top right while your interactive choices are presented below the graphic.

Read the narrative on the left then use the mouse and left click an option on the right. The results of your selection will be written within the narrative on the left.

Scoring

Scoring is calculated at the end of the adventure.

Points	Item
30	For each monster defeated
x2	For each treasure piece in inventory
1	For each food piece in inventory
65	Sword
95	Axe
85	Fur cloak

Game Features & Hints

Monster and treasure placement is random. It changes between games as well as during gameplay. So what seems as an empty room one time may not be empty the next time it is entered. After all, it is a magical castle.

There are a few traps and one-time events that happen in the adventure. Such features are reset for the next adventure through the castle.

Saving and Loading Games

The saving and loading of games is not available. Gameplay is rather short, so a save game feature was left out.

Comments & Feedback

Your comments are needed! Please send them to david@whitesaber.com. If you are interested in additional levels, then please also express your interest. You may also use the Contact Us form on the website to leave comments.

Credits

Game Design & Concept by Tim Hartnell. Additional programming and modifications by David Roland (david@whitesaber.com).

Other Games Available

The following games are also available. Browse to Whitesaber.com to obtain more information about them, to receive free game updates, and to receive info on current developments.

The DreadKnot Factor (Arcade)

The UF Option (Arcade)
Solar Sailor (Edutainment)
The Six Villages of Reuben (Real Time Strategy)
Professor Pryor: Mansion Mystery (3D Discovery)
Galilee Merchant (Strategy)
Jevhy: Discovery at the Mountain Cliffs (Adventure)
The Package (Adventure/Puzzle)
Werewolves and Wanderer (Adventure)

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Version Update Information

Version 1.0

- Game released.

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