

System Syndrome

Who Wants To Be A Bourgeois?



MAGYAR & ENGLISH!

Only on SD2IEC!



Quiz játék Commodore Plus/4-re
Quiz game for Commodore Plus/4

Who Wants To Be A Bourgeois?

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FOREWORD

Hello! This game is a variant of "Who Wants to Be a Millionaire?" quiz show, that knows more than similar titles. You get a question and have to choose the correct answer from four choices.

This game has a time limit: the game is over, if clock runs out or choosing an incorrect answer.

The host is Johnny, the virtual demon from L.Mole's series. Johnny has it's own personality, it will comment on your guesses or note your performance, if you are idle too long.

Johnny won't be helpful (to put it mildly), so it's not worth to always trust him as well as your lifelines. But you will find out...

...and I am Verona from System Syndrome.

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STARTING

You can play this game using an emulator or the original machine with SD2IEC connected. There won't be an original floppy version, nor a D64 edition! It has practical reasons and why there are modern devices to replace unobtainable floppies and drives to not use them? I don't have neither a reliable drive nor reliable floppies.

After this short introduction, see the points.

How to use in emulators:

You have to copy "LTIB_compact" directory to C: drive, then run the emulator with "C:\LTIB_compact\yape_sd2iec\LTIB.lnk". After that you have to type in the command 'RUN', press RETURN and we are DONE.

```
COMMODORE BASIC V3.5 60671 BYTES FREE
READY.
DLOAD"LANGSEL"
SEARCHING FOR 0:LANGSEL
LOADING
READY.
RUN
```

How to use with SD2IEC:

Copy the attached "Multilanguage_SD2IEC" directory content to an SD-card, the type in the following command:

DLOAD"FIRSTLOAD" <Return>

If the file is loaded, then:

RUN <Return>

and the game is starting.

Err, no... Something else before that.

LANGUAGE:



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In this menu, we can select the language for the game. It will change not only the language of the game, but the questions will be loaded for that language as well. It is unnecessary to stay here long and listen to the music. There is nothing to see here as the saying goes. ;)

As you choose the language and confirm with <RETURN> button, then you will see the following picture on emulator:
(in case of SD2IEC it will be a black screen with flashing lines because a turbo loader is used.)



Please wait with patience, the game is loading. All right, if you watch this for 20 minutes, then you should check the screen instead, but if you watch that for 20 minutes, there is a problem. In this case, please send me an e-mail you find in the attached README file and we will try to do something about it...

TITLE:

If everything went well, something like this will greet you. (Except you was so smart to choose Hungarian for fun. In this case, get the other manual. You know, the Hungarian. Or LAPOZZ A 4. OLDALRA.)



If you are so kind you can read THAT (in game) manual, then I will describe how to handle the game and you can start to play. Or you can continue to read THIS manual and I can give you more detail about my game. If you wait for THAT manual, then Demo Mode will start to introduce you to the game. You can start it sooner, I will tell you... sorry, MAYBE I will tell you how. This maker's MANIA, that you must read all the healing texts!

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If you have successfully read the not too long text at the bottom of the screen, you immediately found out, that you have to press <SPACE> key. With this, you enter the main menu:



Here you can use START to play a normal, 10 question game. (Yes, here the normal has 10 questions, I don't care what was in the original game!)

With LOAD, you can choose your save file, if you have one. As you read this, I assume you don't have one and you are not that person, who will read the manual RETROSPECTIVELY!

Last option is SURVIVOR mode. In this mode you can play as long, as you can. Pity, it will continue with shuffling and repeating the old questions in a random order. If you think, it's not enough, I have attached an editor. Try it, how LONG it takes to create questions with all the blurb. That's why this release was delayed.

You can return to the main menu from START and LOAD submenu pressing the <ESC> key. You cannot return to the title screen...

START NORMAL GAME:

You can choose difficulty level in START menu.



NOVICE level: You start with 9 minutes, it is hard to upset Johnny and easy to quiet down. You can earn 3 minutes and 30 seconds at most in one round.

NORMAL level: You start with 6 minutes and Johnny has normal temper, slow to calm down. You can earn up to 2 minutes and 20 seconds.

BRUTAL level: You start with 1 minute and Johnny is easily provoked and difficult to reconcile. You can win 1 minute, if you are lucky.

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[Values of NORMAL level applies to SURVIVOR mode too.]

Well, now... What means reconciliation and annoying? As I said in the beginning, Johnny has personality and I'm not kidding. Every time something get displayed in the middle, scrolling bar, Johnny will get a little nervous. It will happen if you are guessing and ask for help or Johnny is talking to you, I mean it doesn't "talk", but paste in some text after 30 seconds of waiting as Johnny is a little impatient. However, you not just won extra time after every successful turn, but Johnny will win, too... Or we can say, it is swallowing sedative pills (or "I don't give a shit" pills, I don't care.) It means less calmness, if you are playing on harder difficulty and if you are guessing too much or ask for help.

After all, you can ask: Who cares about Johnny's mood? First of all: You. :) Johnny has three kind of mood. Beginning with the first, which is the calmest.



Johnny is normal



Johnny is grumpy



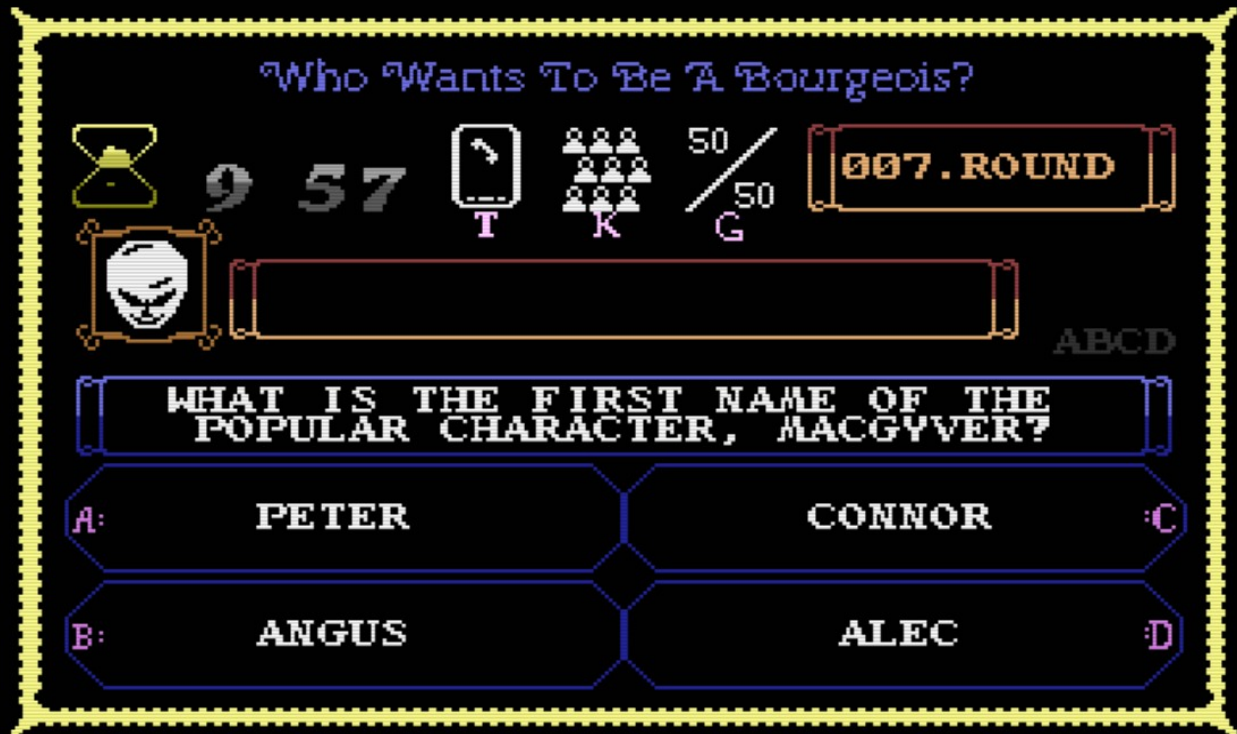
Johnny is angry

If Johnny is grumpy (2nd state), its answers will be rough to your guesses. If it's angry, Johnny won't answer to guesses and you don't have more help, also time will pass faster as the poor hourglass will go like this:



Changes are not final, with correct answers the situation can be remedied. Except you have GAME OVER screen, that cannot be restored.

Let's analyze this screen, what is it for:



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DISPLAY:

Hourglass:



Time is advance in normal speed, if it is in good shape. If the hourglass is broken, time will advance twice as fast. Changes depends on Johnny's mood.

Round number:

This stores you current round's number. If everything goes well, it will restart after 999... What? What should I tell about this?



Lifelines:



That's it! I can talk more about these! These three can help you. From left to right: Phone a Friend, Ask the Audience and 50/50 (or guess elimination).

If a lifeline's colour is white, you can activate it, if it is gray, you cannot use it anymore, but replenish if you start a new game. Yes, only then. You can activate them by pressing the corresponding key (T, K, G). Related to this:

Ask the audience:

By default this segment is gray and I would say, it's not important, but it is. When you ask the audience, this display will show you how votes comes from the audience (Johnny's friends from Hell) on the guesses.



I would say it is reliable, but it is up to 95% accuracy... I mean, about.

Manual

Game time:



This is the most important display. If it reaches Zero, GAME is OVER immediately.

When it is less than 20 seconds it starts to blink and music will change as well. You have special time for Relax Mode, that you can see here as well. But I will introduce this later.

Scroll-bar:

Every message will appear here: comments of Johnny, Relax Mode text, etc. (Currently there is 3 AM in the morning and I don't know if it's really there, etc. ... Er, sorry? Messages here are like running light advertising, running from right to left. The game is communicating with you here.



And the most important:

Question-Answer interface:



The game will ask a question here and you will find the possible answers here. You can refer to their letters. If you press A, B, C, D keys, the game will handle as a hint. Like you say to the host: "I am very touched by the 'A' answer..." and the host can say something about it, support or oppose your chosen answer. :) This is hinting or prediction. Johnny can response in scroll-bar. Every answer has 5 hint and another 5 when the mood is grumpy. If you won, turn to page 14!

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Where did we stop? Oh, yeah, so hinting goes like this. And what if you think, you know the answer? Then write down with proper grammar. :) No, instead, you should press the deemed or sympathetic letter along with the <Shift> button. The difference between a hint and final answer besides GAME OVER is: at hinting your answer will blink a couple, but using <Shift> button to force your final answer, the answer remain highlighted. Usually Johnny will make a remark - don't expect anything good - and we will see, if you managed to hit the correct answer.

When successful:



When it fails:



Johnny will disrespect you, if you hit the correct answer, maybe it will calm down a bit, you will earn extra game time and another round will start. If you fail, it is GAME OVER and hell is waiting for you...

During normal mode it will go for 10 rounds, in Survival Mode this will differ as I already mentioned. Oh, yeah, the game has endings. Yes, plural is right. Find them all. When you are bored, you can quit from the ending screen using <ESC> button any time and you come back to the title screen. Or your after-life... Oh and one more thing... If Johnny is singing, flee! It's not a song...

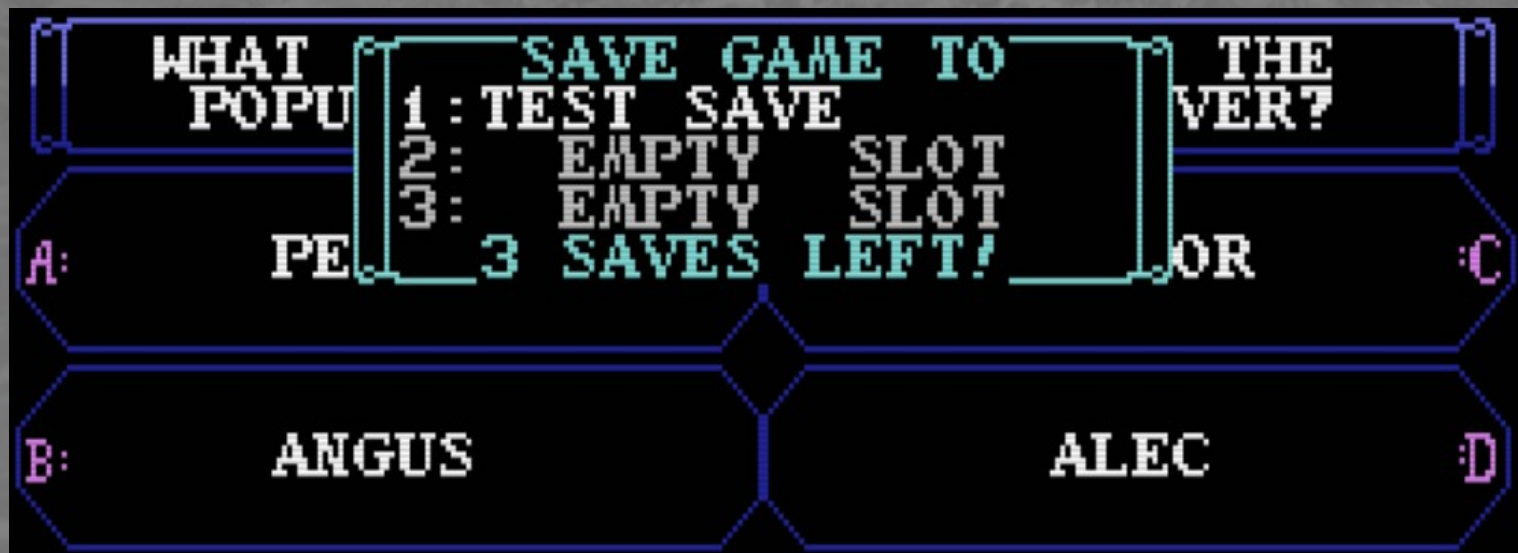
Unless you saved yourself? :)

SAVING AND LOADING:

During the game you can save your state (Using lifelines or have a final answer marked will prevent it, until the very next round.), you have to press <S> button. This will pause the game and you can see a similar window, like this:



You can navigate by <UP>, <DOWN> keys and confirm by <RETURN> key. Then you can name it:



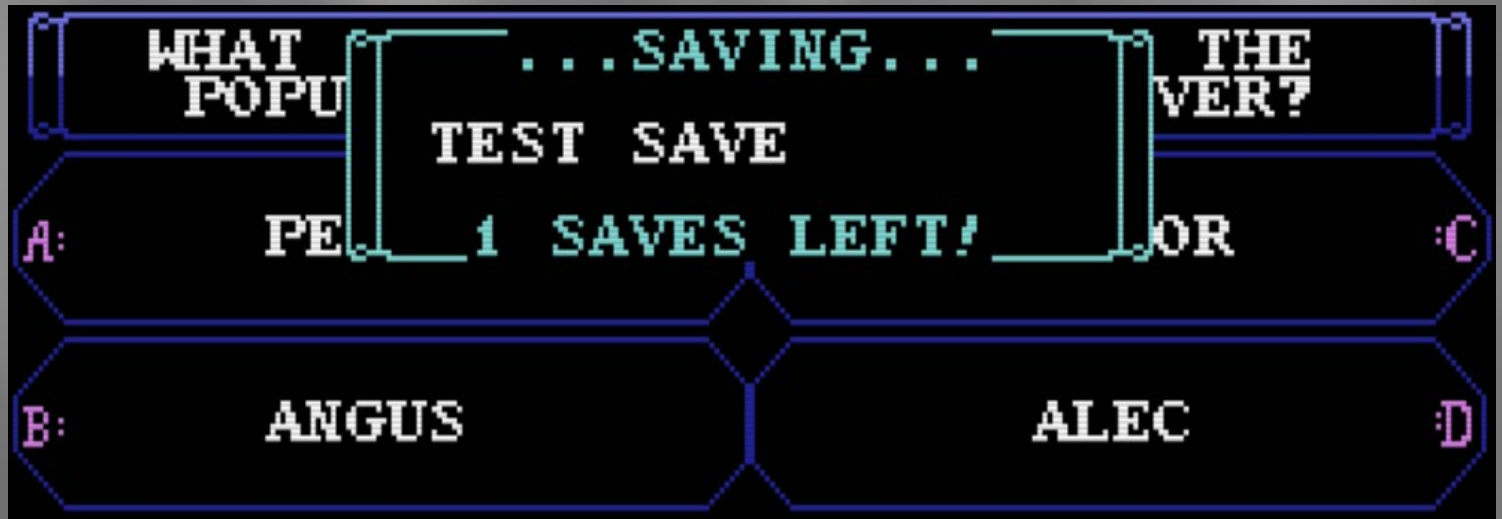
(You can check your available save counter for this game at the bottom of the window.)

You can use the following accented Hungarian letters:

Á = <SHIFT> + <A>	É = <SHIFT> + <E>	Í = <SHIFT> + <I>
Ó = <SHIFT> + <O>	Ö = <SHIFT> + <T>	Ő = <SHIFT> + <W>
Ü = <SHIFT> + <R>	Ű = <SHIFT> + <Q>	Ú = <SHIFT> + <U>

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If you have the name, you can save by pressing <RETURN>.

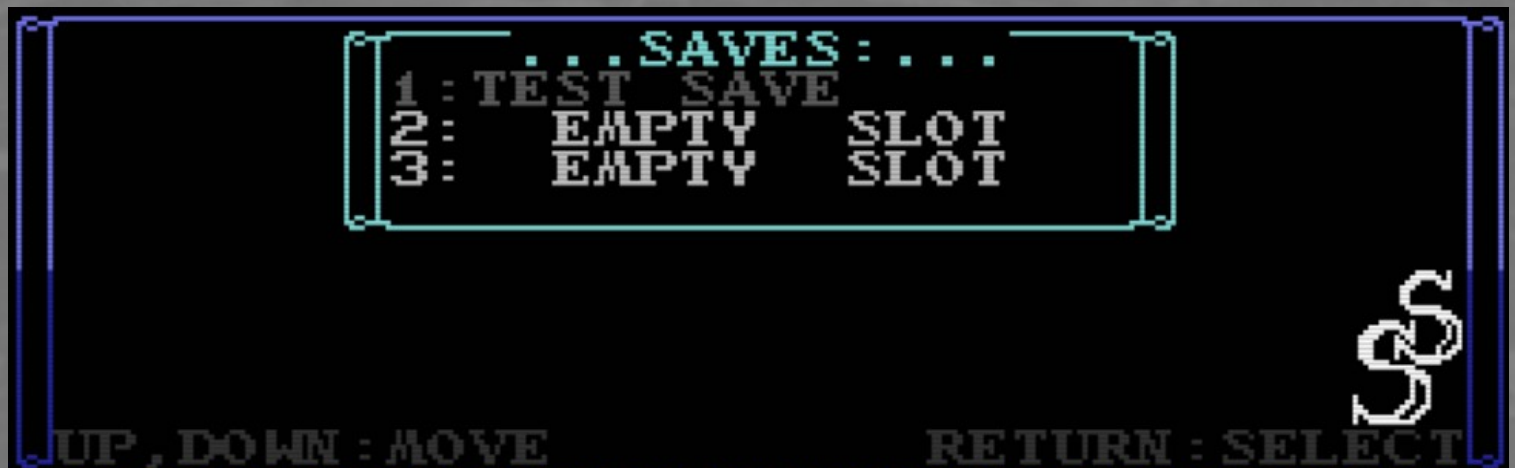


The window will disappear after this and the game continues.

I have to talk about this window: it is not Relax Mode nor Pause! Johnny has the same opinion: don't think this place will be good for a quick rest, while you are choosing a save slot or type in a name, just DON'T REST HERE!

If you wait here too much, without choosing a save slot or typing in a name, Johnny will make sure to get you discouraged! How? You will find out!

You can load the saved game, if you choose LOAD from the Main Menu. You can navigate using <UP>, <DOWN>, <RETURN> keys. Trust me, EVERYTHING will be saved!



There is not much left, I would like to say a few words about Relax Mode on the next page.

RELAX MODE:

If something important is happens during the game, like postman, period, police or immigration service arrived or diarrhea, you have the opportunity to pause the game. Relax Mode serves this purpose that can be toggled using <P> key.

Two things will reflect this change: First the hourglass wil change and you get this text:



You have 5 minutes special time for this mode. It won't replenish itself, but this pool will be stored during the game and you can use whenever you need. During this mode the hourglass will display how much time you have left for this mode. If special time is running out, the game will resume from Relax Mode and the game continues. Toggle this mode and running out of relax time doesn't have effect on your gameplay or Johnny's mood.

And one more thing: You can return from the game or Demo Mode to the Title Screen if you press <ESC> key, however this means you give up the game!

With this, that's the end of this small manual. I hope I did not leave anything out. (By the way, I almost sure...)
I wish Johnny to have fun and I wish you to survive, somehow...

See you in the next game: Verona

Who Wants To Be A Bourgeois?

...A cursed game. The creator is unknown, it's origins are long lost.

For those who dares to play with it, the stakes are high. This is not an ordinary game, it's an eternal curse embedded in code!

This time, the losing is not just a GAME OVER! But it's up to you, what will be the end...

Or maybe you just think that...

Be aware, you will be disappointed!

Let the game begin, and we will see, how the "game" ends this time!

System
Syndrome



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