The Ballad of Gumption

User Manual

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Table of Contents

Getting Started

Main Functions

Main Functions Continued...

Troubleshooting

FAQ

Contact Us

Getting Started

Overview

This document is for the technologically impaired, and helps users to combat the effects of such a crippling ineptitude. I joke, I joke. I kid, I kid. Anyway, this document should provide a basic understanding of the use of The Ballad of Gumption game.

Related Documentation

Along with this user manual, additional resources available to the user are the following:

- **Installation Guide**

The installation guide assists the user in installing the program to run on various operating systems.

- **Reference Manual**

The reference manual is a complete list of terms used in The Ballad of Gumption, as well as shortcuts.

Game Contents

Each version of the game come as a downloaded file, and is contained in a series of folders (Mac OSX stores those files in an app file). In the Windows version of the game, the app draws on files outside of the application file. So for stable use, it is advised to keep the application file inside of the folder and use an alias to access the application from elsewhere (like the desktop). Alongside the application, there is a readme file (which can also be accessed in game from the help option) and is advised to be accessed through a web browser, although a text-editor is sufficient.

If you wish to modify the game itself and you are experienced in modding, the files needed to modify, the game are available in the **game** folder from the root directory.

Requirements

The hardware and software requirements for The Ballad of Gumption can be found in the installation guide.
As for peripherals, the only one necessary to play is a mouse, either trackball or laser. A keyboard is recommended (for general computing), but is not a requirement to play this game. Although the theoretically the game can be played with a joystick, it has not been tested, and is not recommended.
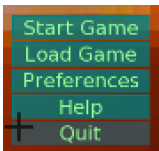
Main Functions

Main Menu

The following outlines all of the various functions available from the main menu:

- **Start Game**

Clicking Start Game will commence a new game from the first chapter.

- **Quit**

Clicking the Quit button will return the user to the desktop.

- **Load Game**
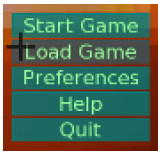
Clicking Load Game will open previous saves (only applicable if you have saved the game before).

Clicking the desired save file will load the user into that scene with all of their progress at the time of their save.
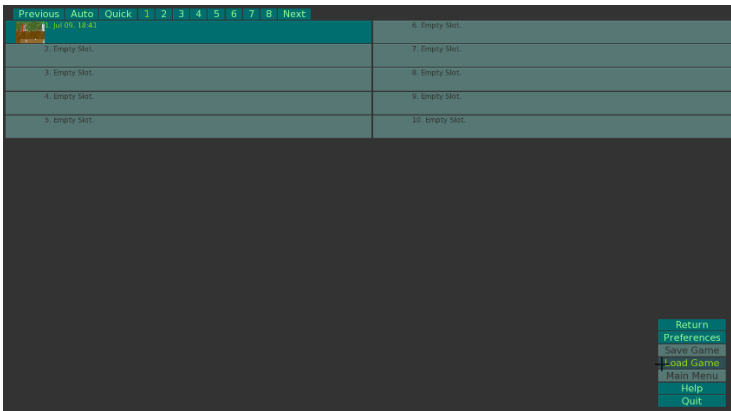
- **Help**

Clicking the help button will open the README.html in the systems default browser. It contains a number of shortcuts, as well as basic use of menus.

- **Preferences**

Clicking Preferences opens the options menu.
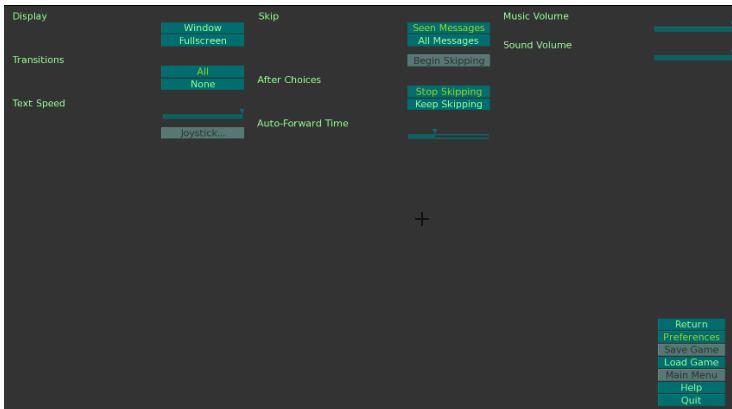
A number of preferences may be controlled from here including:
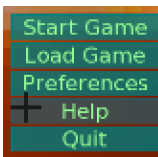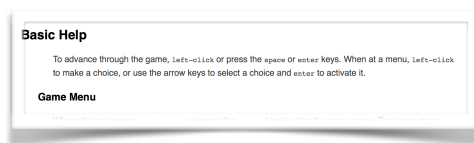
- **Display:** Switches between fullscreen and windowed mode.

- **Transitions:** Controls the display of transitions between game screens.

- **Text-Speed:** Controls the rate at which text displays. The further to the right this slider is, the faster the text will display. All the way to the right causes text to be shown instantly.

- **Joystick:** Lets you control the game using a joystick.

- **Skip:** Chooses between skipping messages that have been already seen (in any play through the game), and skipping all messages.

- **Music & Sound Volume:** Controls the volume of the Music and Sound effect.. The further to the right these are, the louder the volume.

Gameplay

The following is a brief description of how to play The Ballad of Gumption.

- **About the Genre**

Point & Click games are visual logic puzzles (more often than not illogical). The basic idea is to further the story by completing puzzles. The player has an inventory and uses various items and objects to complete puzzles.

- **Clicking on Things**

Items that increase in size as the mouse hovers over it are clickable. Clicking (with the last mouse button) will select it and that is the basic skill required to play The Ballad of Gumption.

- **Reading Things**

At this point, the game is only available in English. Instruction on the basic conventions of the English language can be found here: **http://www.gcflearnfree.org/reading**

The name above text onscreen indicates which character is speaking, and is reflected in the profile image shown next to it.

The player can progress through dialogue using either the left mouse button, or press the space or enter keys.

- **The Inventory**

The inventory panel at the top of the screen is a reflection of items that the player character, J-Mo has on hand.
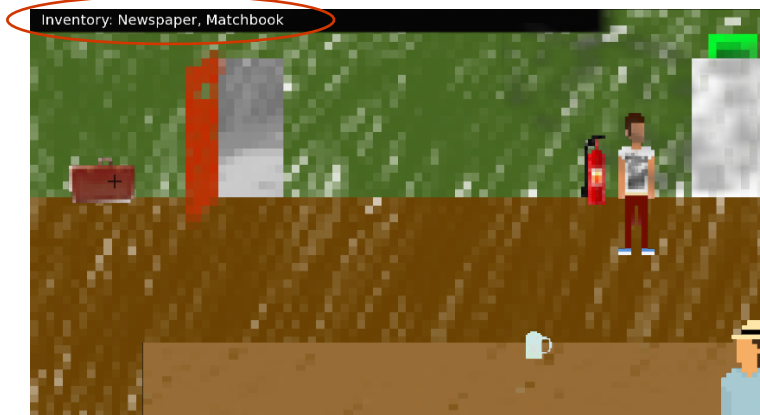
By clicking on various objects, J-Mo will automatically pick up certain items.

- **Using Items**

Sometimes when clicking on objects, the a menu will appear, prompting the player to use items from their inventory on the object.
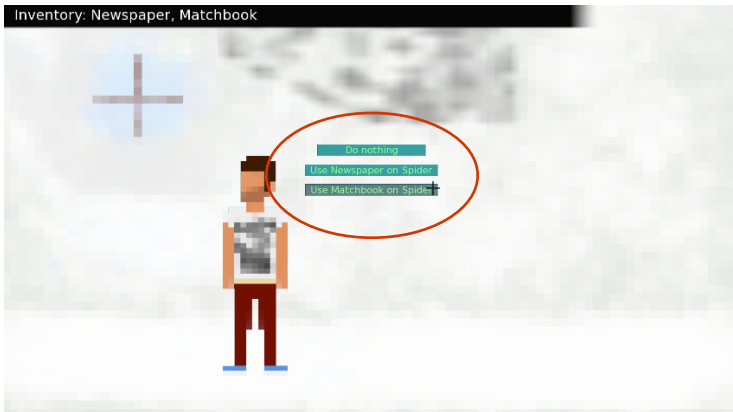
Clicking on one of the options will perform the described task, followed by the result. For instance, using a hammer on a nail would either result in the nail being hammered in, or sever injury, followed by copious litigation.

Strategy

If one finds themselves stuck in The Ballad of Gumption, recommended techniques include the following:

- Paying extra attention to detail, and looking for hints in the dialogue.

- Brute forcing puzzles (use every item on every object)

Troubleshooting

Start Issues

Please refer to page 12 of the Installation Guide for start issues.

Common Gameplay Issues

Sometimes objects do not respond immediately to input, and therefore, a second pass of the mouse over it may be required to select it.

Although not a bug, some players find that they enter the pause menu often at random times during play. This is most probably due to accidentally clicking the right mouse button, a shortcut for the pause screen.

Contrary to popular belief by players, the inventory is not in fact clickable at all, and is only a description of held items, not a functional inventory - using items is restricted to use on certain objects while inspecting them.

Save Game Issues

As there are currently no recorded saved game issues, any save-game issues encountered, should be reported via email the developer at the following email address:

jdmoallem@gmail.com

Frequently Asked Questions

How do I use a mouse?

Good question! Please refer to the following link:

https://www.google.com.au/#safe=off&q=how+to+use+a+mouse

I have another question that pertains to the use of a computer.

This is a short user manual, so to answer questions like that, a web browser is probably more appropriate. I recommend https://duckduckgo.com as a reliable and discrete search engine.

Why is there no sound coming from my computer?

Sound is a DLC feature of The Ballad of Gumption and comes bundled with Chapter 2 of the game, available at a later stage. So chill, and please enjoy what's there.

When is Half-Life 3 coming out?

https://twitter.com/ishl3outyet

On DLC

At Sudo-Code Software, we always believe downloadable content should be an optional part of the experience to enhance the game experience. The following may be made available (tentative listing) upon the release of Chapter 2.

- Sound assets

- Additional chapters 1-7

- NEW CHARACTERS!

- Online Multiplayer

- Bosses

Upon the release of DLC, patching instructions will be provided, and will most probably require the original game files to be present on the disk.

Contact Us

Contact Details

Sudo-Code Software can be contacted in the following ways:

Email: enquiries@sudo-code.com

Twitter: @J_Mo63

Website: http://sudo-code.com

Online Help

The following is a link to an instructional gameplay video for The Ballad of Gumption:

http://hippo.emanuelschool.nsw.edu.au:8080/Emanuel/Moallem.Jonathan/pic.html