

Bunny, Mayoress, Prostitute & Succubus (BMPS).

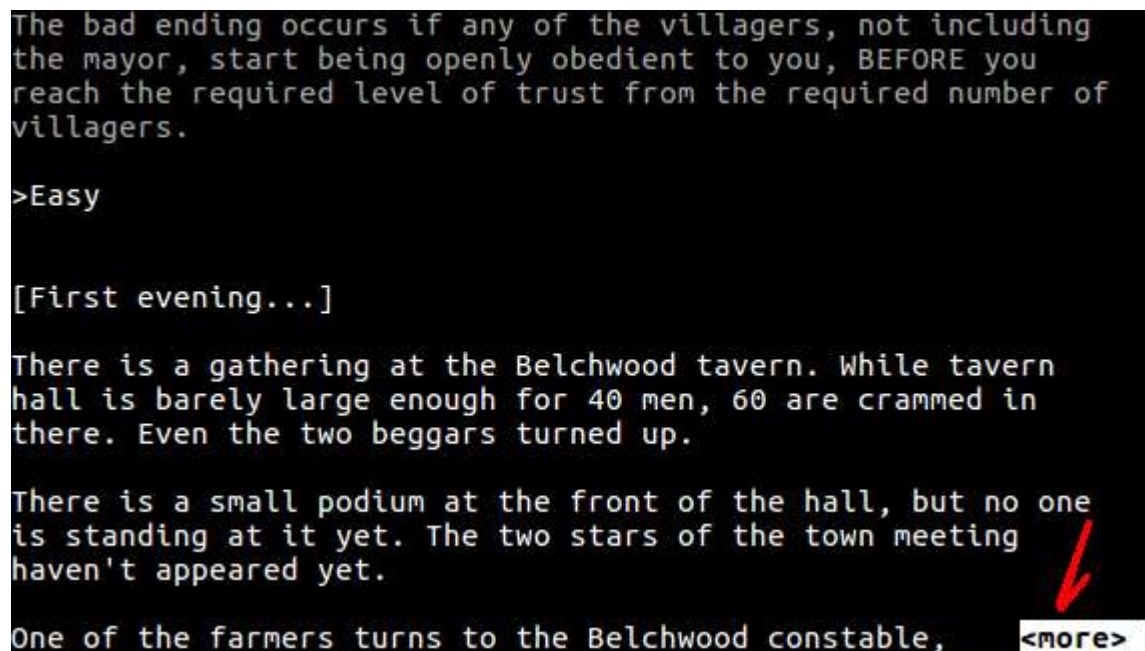
This is the "look... I am writing another help document" document.

The CURSES version of BMPS has a rather simple user interface. This interface consists of 3 modes.

## ::Text-scroll

This is where there is more text to be shown to the user than can fit in the screen window.

Note: you can resize the screen window at anytime.



The bad ending occurs if any of the villagers, not including the mayor, start being openly obedient to you, BEFORE you reach the required level of trust from the required number of villagers.

>Easy

[First evening...]

There is a gathering at the Belchwood tavern. While tavern hall is barely large enough for 40 men, 60 are crammed in there. Even the two beggars turned up.

There is a small podium at the front of the hall, but no one is standing at it yet. The two stars of the town meeting haven't appeared yet.

One of the farmers turns to the Belchwood constable, **<more>**

You can tell when you are in "text-scroll mode" by the inverted **<more>** in the bottom right corner of the window.

It should be noted that you can also "scroll up" into "dim text". The dimmed text is the previous actions/events that has happened. The game will only hold onto 64-kilobytes of previous text actions, so only the reasonably recent events/actions will be remembered.

And those events/actions are included in the save files, and restored when those files are loaded.

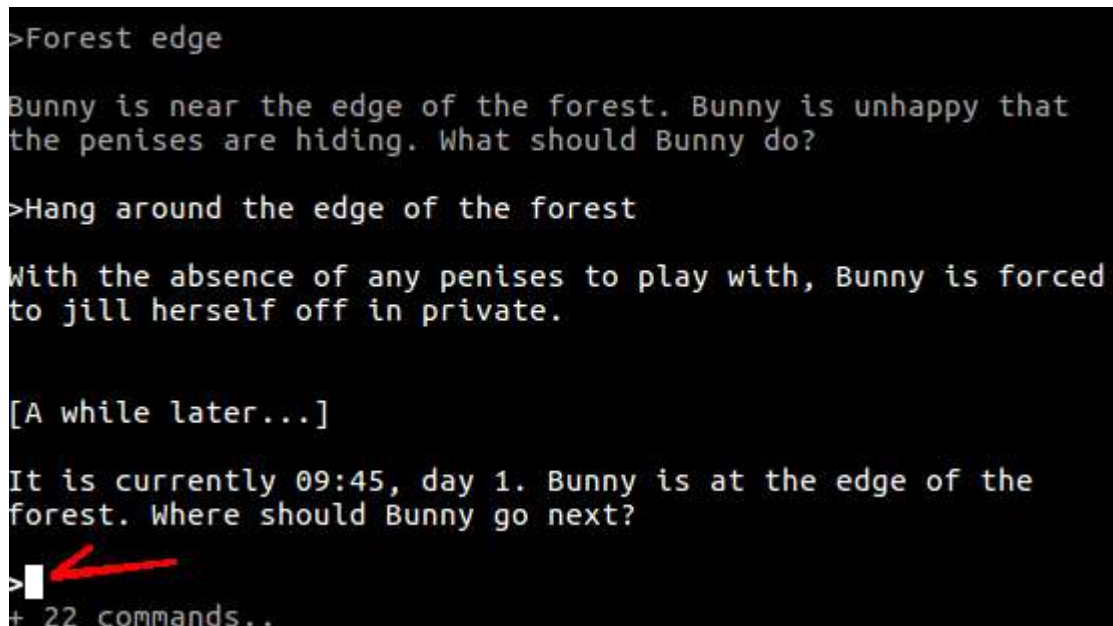
You can jump to the bottom of text using the "end" key, and to the top of the current text using the "home" key.

You can scroll the text up and down using the up and down arrow keys, as well as the page-up and page-down keys.

## ::Direct-input

This is the default command entry mode (unless you are using the -t command line switch when starting the program, in which case the default is "Arrow-selection")

You can tell when you are in "direct input mode" when the input caret (>) is bold. The other giveaway is the fact that the interface is telling you how many commands can match on this one action (in this example, there are 22).

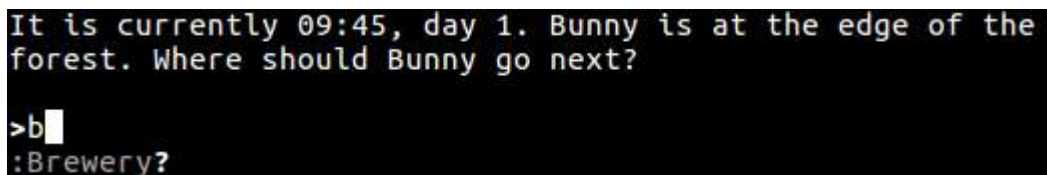


The screenshot shows a text-based game interface. The text is displayed in a monospaced font on a black background. The prompt is a bold white character '>'. The text reads: '>Forest edge', 'Bunny is near the edge of the forest. Bunny is unhappy that the penises are hiding. What should Bunny do?', '>Hang around the edge of the forest', 'With the absence of any penises to play with, Bunny is forced to jill herself off in private.', '[A while later...]', 'It is currently 09:45, day 1. Bunny is at the edge of the forest. Where should Bunny go next?', '>'. A red arrow points to the prompt '>'. At the bottom, it says '+ 22 commands..'. The prompt '>' is bold, indicating direct input mode.

One of the features of the interface is auto-complete. The above example is the base navigation, where the PC is allowed to select a destination.

You can either use tab (or down arrow) to change to arrow-selection, or if you already know a short cut character, you can type it.

An example of this is navigation, is to head to the brewery, which starts with a "b".



The screenshot shows the same text-based game interface as before. The text reads: 'It is currently 09:45, day 1. Bunny is at the edge of the forest. Where should Bunny go next?', '>b', ':Brewery?'. The prompt '>' is bold, indicating direct input mode. The text ':Brewery?' shows the auto-completion of the command 'b'.

The program asks below the entry prompt if "Brewery" is the action you want to take. Then you just press "Enter", and that is the action performed.

```
It is currently 09:45, day 1. Bunny is at the edge of the
forest. Where should Bunny go next?

>Brewery

Bunny is outside of the brewery. Bunny is bored, because there
are no cocks to play with. What should Bunny do?

>
+ 2 commands..
```

If there is more than one command that starts with those characters, then the program will tell you the potential matches in the status line below.

```
It is currently 10:30, day 1. Bunny is inside the brewery.
Where should Bunny go next?

>m
+ 3 commands..
```

This is useful when used with "Arrow-selection".

The "delete" and "backspace" keys can be used to erase characters. Left and right arrows both enable you to navigate into an entered command. But it is far easier to use "Arrow-selection", if not the auto-complete function to enter commands.

## ::Arrow-selection

This used to be called "Tab-selection" because the hot-key to get into and out of this is to use the tab key. Once in "Tab-selection" mode, the up-down and left-right arrow keys are used to select between the potential commands.

If no characters were entered in "Direct-input" mode, then the entire list will be there.

If some characters were entered in "Direct-input" mode, then only the commands that start with those characters will be there. For example:

```
It is currently 10:30, day 1. Bunny is inside the brewery.
Where should Bunny go next?

>Mayor's house
:command 1 of 3..
```

This is the interface showing that there are 3 possible actions (via the filter), and if we were to press "Enter" now, we will perform action 1 ("Mayor's house").

But there are another 2, and we can scroll through the list using the arrow keys.

```
It is currently 10:30, day 1. Bunny is inside the brewery.  
Where should Bunny go next?  
  
>Merchant's house  
:command 2 of 3..
```

Let's say (for this example) what Bunny really wanted to go is "Merchant's house". With this command shown, we press enter and..

```
It is currently 10:30, day 1. Bunny is inside the brewery.  
Where should Bunny go next?  
  
>Merchant's house  
  
Bunny is outside of the merchant's house. Bunny is unhappy  
that the penises are hiding. What should Bunny do?  
  
>  
+ 3 commands..
```

.. that is the action take (of course, there is another sub-action to select afterwards).

## ::Hot-keys

During the game, there are a couple of hot-key combinations that are useful.

Ctrl-S (holding down the Ctrl key, while pressing the S key), is used to access the save screen.

You can save at anytime during the game.

To load a save file (of which there are limit of 9), you need to go back to the main menu and access the "Load previous game" menu entry.

Ctrl-U will take you to the main menu inside the game.

Note: if you have not saved the game first, you will lose it.

Ctrl-C and Ctrl-Q will allow you to quit from the game program entirely.

Note: The same as Ctrl-U, if you have not saved the game, you will lose it.