

User Documentation for 'The Echidna Menace'

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1 - Game licence

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1.1 - GPL Boilerplate

This documentation is part of The Echidna Menace

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2 - Game overview

You are a lemon trapped in the bottom of an Echidna nest. Your goal is to escape to the surface, but there are hazards and puzzles blocking your way out.

The echidnas have dug their nest into several floors, each with different challenges and risks. If you can make your way through all ten floors to the surface, you will surely receive your reward!

3 - Preparing the game

3.1 - Installation procedure, or why this is unnecessary

This game is already installed inside of a Linux environment on the USB stick. The easiest way to play the game is to enter this environment (see section 3.2).

As per the permissions granted in the GPL licence, you can copy the game and its resources freely.

In short, you may copy, install, distribute, modify etc the game as much as you want provided you identify all previous authors of the game and use a compatible (ie the same) licence.

3.2 - What is the game's environment

This game is distributed on a USB stick containing a Linux environment to play it.

This environment contains all necessary libraries to both run the game on any modern (i686 compatible) computer, regardless of its own internal setup.

Also provided on the USB stick is the game's source code and art assets. The programs used to create the compiled code and these assets are also installed and available to use on the USB stick.

Without manually compiling it yourself, you cannot play this game on Windows.

3.3 - Game requirements

The requirements for 'The Echidna Menace' are very low. Any computer made past the date 2000 should fulfill all of them.

- A monitor of at least 640x480 resolution and 256 colors
- A keyboard
- Any i686-compatible processor (earliest supported model: the Pentium 2)
- Ability to boot of USB sticks (nearly all post 2001 computers)
- A graphics card/integrated graphics chip capable of at least VESA output (modern computers have advanced way beyond VESA)
- 128MB of RAM
- An X11 environment (provided in the USB environment)
- SDL libraries (provided in the USB environment)
- Linux based operating system (provided in the USB environment)

At Fort Street High School, the best computers to boot the USB stick off are the black Lenovo 'Thinkcentre' boxes that inhabit all of the media room and most of the library. These computers have working USB booting support and do not have this feature passworded.

DER provided laptops (the 'year 9 laptop program') laptops are NOT compatible with this game, because their ability to boot off USB devices is password protected.

3.4 - How to get into the game environment

To get into this environment:

- 1) Make sure your computer is off
- 2) Insert the USB stick into your computer
- 3) Turn on your computer
- 4) Watch for a message such as 'F12 - boot options' or 'press enter to interrupt boot-up' in the first few seconds of your computer booting
- 5) Press this key or button on your keyboard while this message is on-screen

- 6) A menu may appear with an option to 'choose a (temporary) start-up device'. If not, go to step 7. If it does appear, select that menu entry with the arrow keys on your keyboard and hit enter.
- 7) You should now see a menu of computer storage devices. Use the arrow keys on your keyboard to select an entry with one of the following names:
 - "USB storage device"
 - "USB HDD"
 - "USB harddrive"
 - "USB disk"
 - "Sandisk"
 - "Cruzer Switch"
 - ...or similar, if none of the above are listed
- 8) With the entry selected, hit enter.
- 9) Wait a little while. You will be asked if you are using a normal computer or one using a school wall-mounted projector as its monitor.
- 10) Select one of the two options and hit enter.
- 11) Wait for the computer to start. You will automatically be logged into the environment.

The option to choose between a normal computer and one using a school projector is to overcome a bug with the school projectors. They report they can support a higher resolution than they actually can, leading to them staying permanently blank once the computer has booted in the USB environment if this workaround is not implemented.

The black box Lenovo 'Thinkcentre' computers at Fort Street High School require you to press 'enter' during bootup and then F12 to get to a list of boot options.

There is a bug in these computer's BIOS that stops them recognising the USB stick two times in a row. If the USB stick is not being listed during step (7) you can work around the bug by following these instructions:

- 1) Take the USB stick out
- 2) Press ctrl+alt+del, which will instantly reboot the computer
- 3) Press enter during start-up, as per the normal method (but without the USB stick in)
- 4) Once you are at any menu, re-insert the USB stick
- 5) Press ctrl+alt+del to reboot again
- 6) Follow instructions as per normal

3.5 - How to start the game once in the environment

On the bottom of your screen will be a row of icons. Click on the one with a picture of a lemon to start the game.

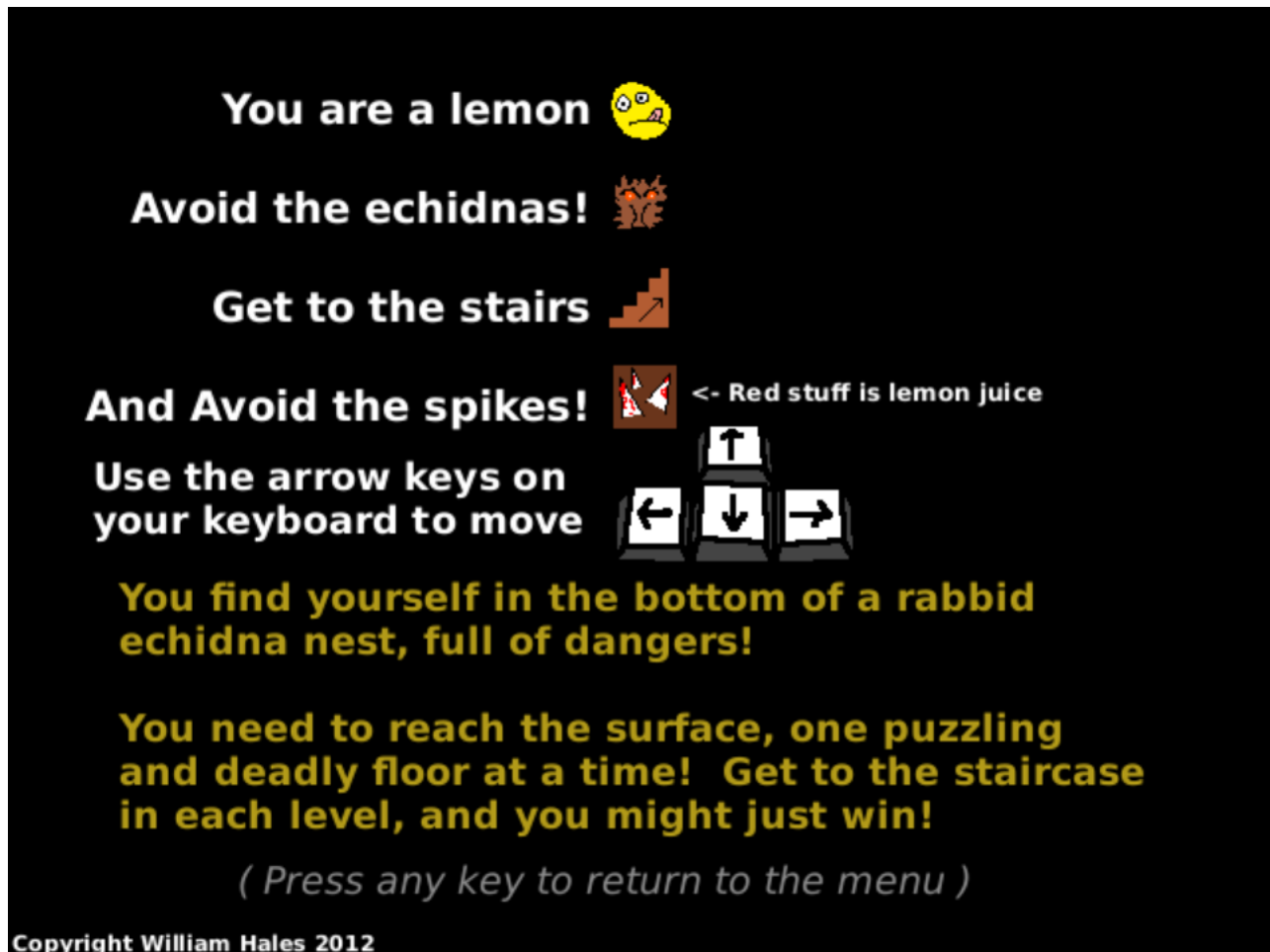
Alternatively click on the picture of a folder to open the file browser.

A window will appear containing the folders. Enter the folder called 'game'. Double click on the file called 'echidna_game' to start the game.

Press Q at any time in the game to quit.

4 - How to play the game

Press 'H' on your keyboard at any time during the game to access the following help screen:



Several key concepts of how to play the game are not described either in this help screen or this document. The levels of the game are designed to teach the player these concepts slowly.

Remember at all times: the game is completely possible to win, has no hidden features and you cannot get stuck. If you believe you have entered a situation where it is impossible to win a level, dying will reset the level back to its original setup and position.

5 - How to uninstall the game

If you have followed the instructions in this manual, the game will have remained on the USB stick, so shutting down and removing the USB stick will remove all traces of it from your computer.

If you have copied any game data files or folder to your computer, deleting these will remove the game from your computer.

This game leaves no hidden data, saved information or otherwise in your computer's secondary storage (eg harddrive) if run according to the instructions in this manual.