

FORGETM

PC Reference Card

Contents

Your *Forge – Chapter One* package should contain the following:

- Executable file: *Forge – Chapter One.exe*
- Setup file: *winsetup.exe*
- Config files: *r.dat; g.dat; s.dat; acsetup.cfg*
- Audio files: *music.vox; speech.vox*
- ~~Some Plates of Schematics~~
- One *Schematics Reference Card*
- One *Rewards Reference Card*
- ~~One User's Manual~~
- ~~One Forge Audio Drama~~

Getting Started

NOTE: *We recommend that you first spend a minute to remember the times when it was wise to make backup copies of games before playing them.*

You can play *Forge – Chapter One* from a hard disk drive or a floppy disk drive.

To play *Forge – Chapter One* from a floppy drive, you first need to find a diskette where you can store about 300Mb.

Good luck on your endless quest.

To play *Forge – Chapter One* from a hard-disk, you just need to launch “*Forge – Chapter One.exe*” (or “*winsetup.exe*” to change the settings). If you're reading this manual, as a matter of fact, it means you've already installed the game somewhere.

Requirements

- A PC with less than 20 years of life.
- Windows (95 or newer) or any Linux distribution, using Wine.

For a complete experience you also need a pointing device. Keyboard mode is supported, but, trust me, it's even less entertaining than reading this manual. Also, Rewards won't be available if you choose Keyboard mode.

Reinstalling / uninstalling

Attention! If you installed the game on a partition and / or directory where you don't have writing privileges (e.g. in *C:\Program Files*), despite the warning clearly stated in the installer, then you won't be able to save your games and to receive unlocked content. If you try to save a game or unlock a reward, the results will be unpredictable and catastrophic, including (but not limited to): pestilence, famine, core meltdown, nuclear winters, and ultimately, destruction of the Pattern of Reality.

To save your conscience from the burden of human extinction, just uninstall the game and reinstall it in a more fitting directory.

Uninstalling the game: why would you? But if you really want to, just launch the uninstaller. By default, your saved games, the config files and all the unlocked content will be spared from annihilation.

In case you decide to re-install the game later, you will be given the option to keep the old files or overwrite them with brand new ones. Choose wisely.

If you completely want to wipe out the installation, however, just delete the folder and all its contents. Some of Chaos' minions might escape destruction all the same, by hiding in registers and other cryptic places that tend to be crowded by corpses and waste (especially if you're a Windows user).

Setting Preferences

When launched, “*winsetup.exe*” will select the best settings for our machine. So, unless your PC identical to ours, it's recommended that you fine tune all the options according to your machine, instead.

Graphics settings

Resolution: this one just displays the current resolution. You cannot set the resolution directly, but you can change it by fiddling with other settings.

Run in a window[...]: want to be distracted by other (pointless) events happening on your screen while you play the game? Check this box, then.

Graphics Driver: you can choose either “*DirectDraw 5*” or “*Direct3D 9*”. Please don't select the latter just because 9 is higher than 5 and / or because “hey, 3D is cool!”. The choice depends on your hardware and software, and in case you don't know which one is the best for you, just leave the default driver. This game doesn't need hardware acceleration to run smoothly, anyway.

Graphics filter: the nearest-neighbour filter simply rescales the resolution using a multiplier (2x, 3x, 4x) and doesn't affect the overall looks. It just fattens the pixels, basically.

The Hq2x and Hq3x filters are 32-bit filters; this game is 16-bit, so you should select one of those filters only in case you really want to admire a parade of psychedelic colors, pixelated fluorescent monsters, and other similar aberrations. The same thing might happen if you play the game with 16-bit filters and a reasonable amount of LSD, though, so be warned.

Use 85 Hz display[...]: LCD? LED? Who needs those? Radiations (and onions) are a panacea for your eyes.

Seriously speaking, most modern monitors have a maximum frequency of 75Hz or lower; checking this box will attempt to display the game at 85Hz, which might make refreshing smoother if your monitor supports it, or make it explode if it doesn't. Use with caution.

Force alternate letterbox res: this game has been developed with 16:10 proportions. In case you have a 4:3 display,

and you desperately want to play fullscreen without seeing black bars on the top and the bottom of your screen, this setting will “stretch” the game to fit the monitor perfectly. We don't recommend this choice, as stretched images don't look as good as native ones.

However, if you're running a very old Wine version in a Linux environment, checking this box might fix some display issues.

Smooth scaled sprites: smoothing is a process that makes a scaled sprite look a bit more anti-aliased, but more blurred at the same time. This effect doesn't fit well in a pixel-art game, as that technique doesn't make any use of filters, and favors precision and neatness over smoothness.

Scaling is rarely used in the game, anyway, so checking this box is unrecommended.

Sound options

Digital sound & MIDI music: there is no quick explanation for any of these options, so the best thing to do is to keep the default choices and only fiddle with the other ones in case the sound stutters.

Use digital music pack: you should really keep this box checked, or there won't be any sound or music in the game.

Use speech pack: speech can be turned off in-game, so please keep this box checked as well.

Language

Game language: currently there are no translations available for *Forge – Chapter One* but there will be several in the full game, and you'll be able to selected them from the list.

Replay

Run replay: forget it's there. Please do.

Advanced

Maximum size: with this feature you can change the maximum amount of RAM that the game will use. Adjusting this is usually unnecessary, but feel free to select the highest amount available in the vain hope that the game will be more responsive. On the other hand, if you have a very old PC, selecting a smaller amount won't probably solve your issues. Give Loom a go, if that is the case.

Standard Controls

Most actions in the game can be performed by using a pointing device (e.g. a mouse):

	Main GUI	Name and thumbnail of hovered hotspot
	Grid GUI	Schematic outline (except Expert Mode)
	Other GUIs	"What's this?"
	Main GUI	Select hotspot (1 st click) Interact (2 nd click)
	Frame GUI	Interact (same as 2 nd click)
	Grid GUI	Normal Schematics / Symmetrical Schematics
	Confirm. GUIs	Confirm the highlighted choice
	Other GUIs	Click button / slider
	Grid GUI	Reversed Schematics / Symmetrical Schematics
	Other GUIs	Click button

"Keyboard Mode" Controls

If you choose the "Keyboard Mode" in the Difficulty Selection Screen, then you will be able to control the cursor with either the arrow keys or the keypad:



Keypad is the recommended choice, since drawing some schematics requires diagonal movements. Left CTRL and Right CTRL are alternatives to left-click and right-click, respectively, **but only to draw schematics**. Keyboard Mode is designed for owners of a slightly defective pointing device that would make drawing schematics unpleasant, and not for those who don't have a pointing device at all. There is no way to make the character interact with the environment and navigating through most interfaces without using a mouse or a similar device.

Function keys and Keyboard shortcuts

	During the game	Skip cutscenes and dialogues
	Elsewhere	Close the currently active GUI
 OR  + 	Everywhere	Open the Save Confirmation GUI
 OR  + 	Everywhere	Open the Load Confirmation GUI
	Everywhere	Open the Restart Confirmation GUI
 + 	Everywhere	Open the Quit Confirmation GUI
	Everywhere	Pause / Unpause the game
	Save and Load GUIs	Save and Load the selected game, respectively
	Confirmation GUIs	Confirm the highlighted choice
 / 	Confirmation GUIs	Answer "Yes" or "No", respectively
 	Rewards Section	Two alternative ways of playing the corresponding notes (K is "high C")

Forge: Chapter One - Credits

PROJECT LEADING

Gabriele “Abisso” Nannetti
Duke Davidson

ORIGINAL CONCEPT

Brian Moriarty
Duke Davidson
Gabriele “Abisso” Nannetti

STORYWRITING

Duke Davidson

ADDITIONAL STORYWRITING

Gabriele “Abisso” Nannetti

PUZZLES PLANNING

Duke Davidson
Gabriele “Abisso” Nannetti

CODING

Gabriele “Abisso” Nannetti

MAIN BACKGROUND ART

[Matthew “Yeti” Walkden](#)

ADDITIONAL BACKGROUND ART

[Matteo “Peach” Pescarin](#)

[Peter Crafts](#)

Master Pixelmold
Gabriele “Abisso” Nannetti

MAIN ANIMATIONS

[Carl “Argyle” Douglas](#)

ADDITIONAL ANIMATIONS

Gabriele “Abisso” Nannetti
[Samizé](#)
[Kai “Kaio” Ortmann](#)
[Chris “Chrispy” Henderson](#)
[Corby LaCroix](#)

MAIN SPRITES

[Carl “Argyle” Douglas](#)

ADDITIONAL SPRITES

Gabriele “Abisso” Nannetti
Christian Göhring
[Samizé](#)
Joshua Astorian

ADDITIONAL SPRITES

Lorne T Whiting
[Adam “Adcrusher” Bing](#)
Master Pixelmold

GUI CONCEPT AND MECHANICS

Gabriele “Abisso” Nannetti

GUI ART

[Ian “Nvision” MacLean](#)

[Tayoko](#)

Charles Craft

[K.Derken](#)

Hannah Skarnofsk

MAIN SOUNDTRACKJamison “ComposerCub” Alderson:

Forge's Main Theme
 Miners' garden
 Vineyard
 Afterlife
 Blacksmiths' Haven
 Caverns
 Penumbra's home
 Tram Station
 Sableshaft's Crossroads
 Sableshaft's streets
 Magnates' Plateau
 Darkness to Light

Adam Lofthouse AS:

YOUNGER GUARD
 ACCUSED CITIZEN

Felecia Angelle AS:

OLD LADY
 PRINCESS STERLING

David J. Dixon AS:

HEPHAESTUS
 BRIX

Killian Poplyk AS:

GARDENER

ADDITIONAL TRACKSJon “Bosa” Babb:

Tapestries
 Forge Intro
 Fresh Firewine

Ashley Alyse:

A Dangerous Situation
 Rushing

Patrick M. Seymour AS:

TRAM MINER #2

Marlene55M AS:

QUEEN SILICA

Some random bulldog AS:

THE MOLE

Paride “PomicStone” Semeraro:

Blacksmiths' Graveyard

AUDIO / SFX EDITING

Gabriele “Abisso” Nannetti

VOICE ACTINGDylan Jones AS:

RUSTY NAILBENDER

Edwyn Tiong AS:

PROF. PENUMBRA
 EVIL DEAD ONE
 KING EMERY
 EDGEWISE
 BEARDED GUARD
 BOOKBINDER
 TRAM MINER #1

SFX BASE TRACKS

Mostly found on freesound.org as Public
 Domain

BETA-TESTING

Polykarp “Zerointerno” Rediskin

SELMIAK

Toby “Wonkyth” Walker

Alex IDY

Bert “Bounce” Beutner

Guillermo “Abandoviewer” Arellano

Duncan Ramsay
 Robert "NatsFan" Carlson
 Darkhar
 Arjak
 Scott "LordPyrex" Lancaster
[Ramón Soriano](#)
[Adam "Gerbel" Lofthouse](#)
 Gabriele "Abisso" Nannetti

DONATIONS

sorted by name, as people are more
 important than money

Ada Knitter 5USD
 Adam Lipski 10USD
 Alex Ramsd 10EUR
 Alfred S. 10USD
 Amanda Yazdani 10EUR
 Amy Watson 20EUR
 Andreas Kuzma 10EUR
 Bounce 15USD
 Bradley Allen 5USD
 Chaos 5USD
 Chris Renau 10EUR
 Christian Kupper 10USD
 Cristopher Walden 100EUR
 Daniel Hayes 25EUR
 Dirk Kotte 15EUR
 Eberhard Flux 15USD
 Emily Phelan 35USD
 Gerald Müller-Bruhnke 25USD
 Grizzly 20USD
 James Avery 40USD
 Jaroslav Meloun 15EUR
 Joseph Lindell 15EUR
 Kaelyn O'Brien 50EUR
 Kathryn Watts 10EUR
 Kim Hall 5EUR
 Leon Aderhold 10EUR
 Martin Johann Konrad 25USD
 Martin Stochl 3EUR
 Martin Vendl 10EUR
 Micheal Nöbauer 12EUR

Papalexopoulos Apostolis 7USD
 Richard Lin 5EUR
 Robert Ruchhöft 20USD
 Samuel Listopad II 15EUR
 Scott Lancaster 30USD
 Simone Besurga 4EUR
 Stephen Allman 10EUR
 Thorsten Schlömer 10EUR
 Tobias Walker 150EUR
 Tyson Valcalda 30USD
 Unai Garcia 15USD
 Uri Chachick 40EUR
 Vincenzo Moggia 5USD

SPECIAL THANKS TO

Kaelyn O' Brian
 ZMA Stawska – Estme
 Sara Nelson
 Juditangelo Splinterson
 Marlene55M
 Andrea Menga
 Giada Borraro
 Martin "Battybuddy" Gray
 Protagora
 Meredith Day
 Master Pixelmold

VERY SPECIAL THANKS TO

Brian Moriarty
 Chris Jones
 Toby "Wonkyth" Walker
 Alex IDV
 Manuel Martínez de Pinillos
 Carl Douglas

SOFTWARE USED

This game has been assembled in a virtualized
 WinXP mounted on Kubuntu 10.10 with
 VirtualBox, using:

[Adventure Game Studio 3.1.2 SP1](#)

BROUGHT TO YOU BYWebsite: www.forgegame.comEmail: info@forgegame.com***QUILL O' THE WISP TEAM***

ABISSO - PROJECT LEADER, SCRIPTER

[SELMIAK](#) - WEBMASTER, WEBDESIGNER

We're currently looking for competent and dedicated people to join the team. Pixel-artists and animators are especially welcome. In case you're interested, please send an email to:

info@quillothewisp.com

Please note that 99% of the people involved in the project have worked FOR FREE, and many even invested money, instead of earning it. Progress has certainly been slow and the game might not be of a quality comparable to higher budget projects: but it's literally imbued with passion.

Your drive and enthusiasm have been the fuel of this ragtag army, so far. Please continue to support us, and, together, we will overcome any Shadow and let Forge see the light of day.

-Gabriele "Abisso" Nannetti

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Disney

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Gabriele "Abisso" Nannetti and their respective authors

Only pixelated animals were harmed during the making of this game.

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