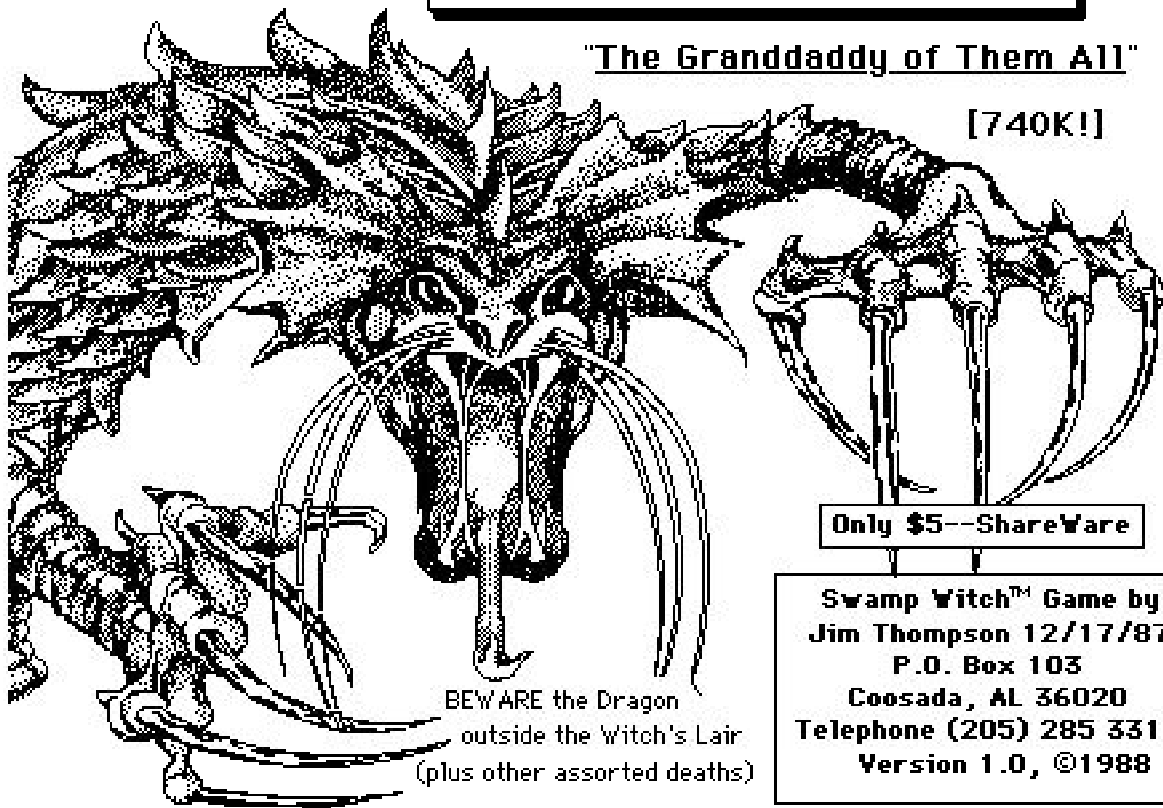


The Inside Poop About

SWAMP WITCH™

"The Granddaddy of Them All"

[740K!]



[NOTE: This document uses Geneva font, sizes 9 and 12]

Introduction

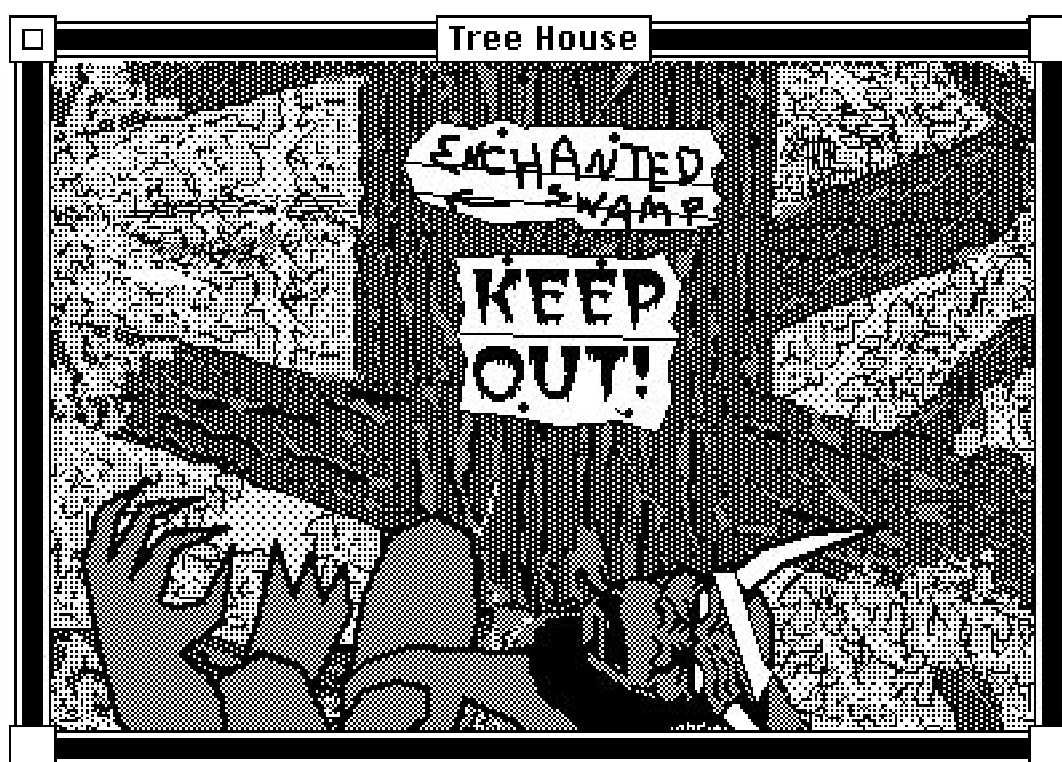
"Swamp Witch" is a high quality interactive adventure game with commercial quality graphics and sounds. Originally created for my two kids (ages 12 and 14) during the latter half of 1987, it has proven really quite funny and entertaining for many of my adult computer friends who are sophisticated Mac-game fanatics. Therefore I've decided to share it with the Mac Universe via the ShareWare concept.

All money collected for this game goes into a special account to help defer the cost of college for my two kids. After all, it was their game. (What's fair is fair.)

**ON THE PAGES WHICH FOLLOW,
SAMPLE SCENES FROM
SWAMP WITCH™
ARE DEPICTED.**



The opening screen can be personalized with YOUR kids' names and pictures (see p.8).



Gory? Afraid so...this scene depicts your "getting ahead" after killing a Swamp Devil in the treehouse prior to your descent into the swamp.

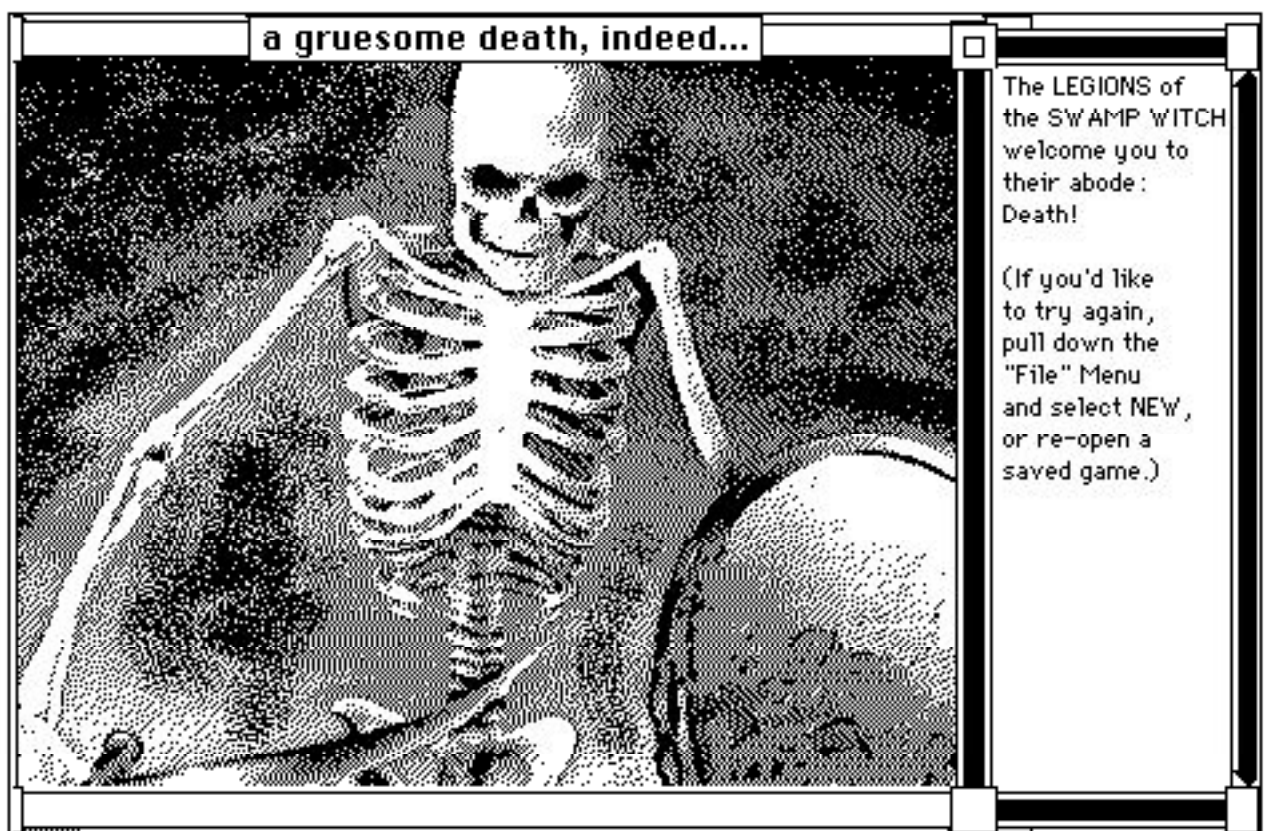
Although it is a bit gory and slightly "indelicate" in places, I'd not rate it higher than a "PG-13" in coarseness for the 10 through teen set. They like fantastic mysteries, gore, and magic, so here it is: FOR PRECOCIOUS KIDS AND ADULTS! TEE-HEE-HEE...

Game Description

First, the bad news...yes, it was created using "World Builder" software by Silicon Beach, but (the good news!) I chose not to follow their "monster interface" which to many, becomes dull too quickly. So unlike many World Builder games (with the familiar "swing fist/kick foot" redundant mentality), this game version is more similar to "Deja Vu" or "The Uninvited" in its "click on the object" interface and animation.

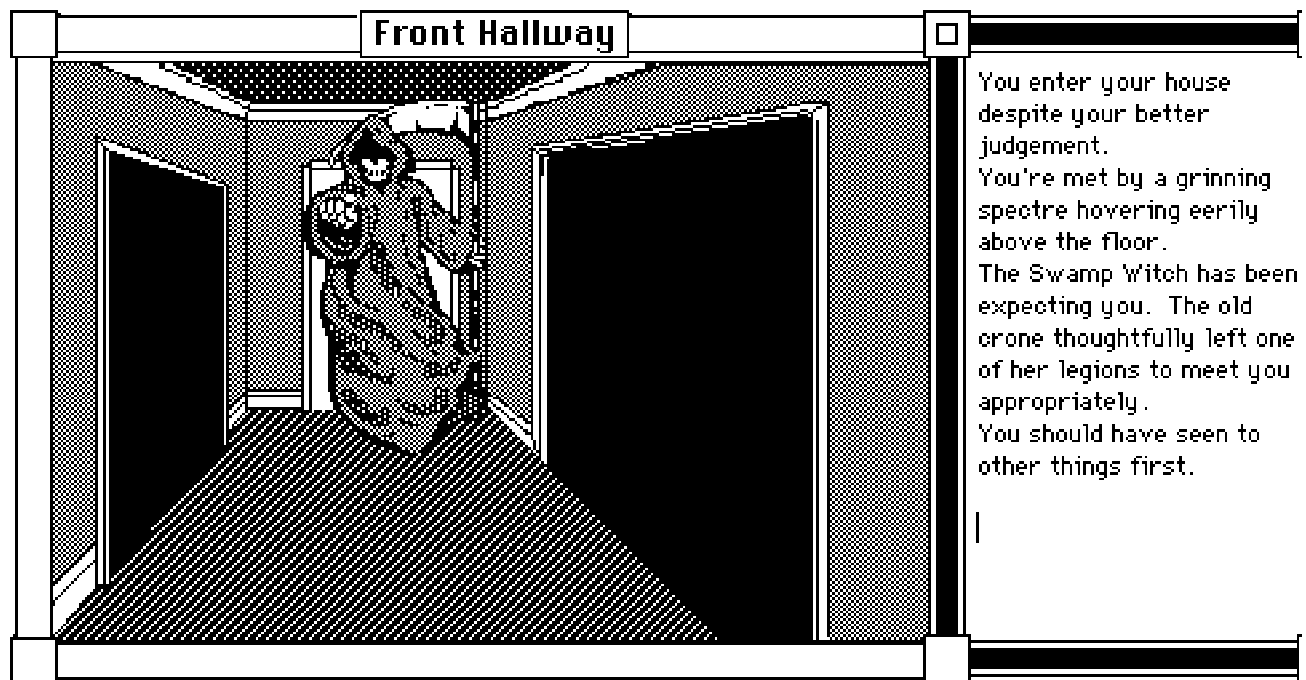
Except for the monster "cat," all of these "monsters" are programmed to react in unpredictable ways--all with devious yet logical solutions so in demand by us adventure game freaks. The monsters themselves range from the fantastic to the familiar, everyday (?) world of man-eating alligators, vicious dogs, killer rats, etc. I've purposefully tried to make the game "plausible" and "down to earth" enough to be realistic and give a false sense of security (especially early in the game), along with a big dose of the grotesque and fantastic in order to feed the imagination. I've tried to use my doctorate in education background (thanks, Mom and Dad) for the educational psychology and knowledge of what kids like for much of the gaming elements herein (for example, rescue your pets from the storage room and they follow you around during the adventure).

The first half of the game takes place in a formerly quiet neighborhood not unlike your own, then speeds "up a treehouse" into the "Enchanted Forest" and into the "Witch's Swamp." I made two versions: one where my daughter, Melissa, is the heroine (with her pictures and many personal references scattered through the adventure) and one likewise for my son, Tony. This copy is the latter (highlighting my son), but you or your child can quickly identify with him as though it followed the exploits of a nameless "Infocom" adventurer. All the graphics in this adventure depict real places in our neighborhood: the houses, the rooms, everything except, of course, monsters of the supernatural variety and the swamp locale.



This sample scene from Swamp Witch shows one of many new friends to "meat."

The object of the game, to rescue "your folks" from the malevolent Swamp Witch, is explained and expanded upon early in the story. Read the help screens and click on or search all the mailboxes (click on mailbox door) early in the story to obtain more background.



Game Components

After downloading and unpacking this huge baby (you say it's the largest program you've ever seen?--so I got carried away...!), you should have the following files:

Put On One 800 K Disk

(unless, of course, you have a hard drive):

Swamp Witch..... 740K

NOTE: This is the game application--to reside on a solitary 800K disk by itself (call the disk anything you like):

To Put on a Separate Disk

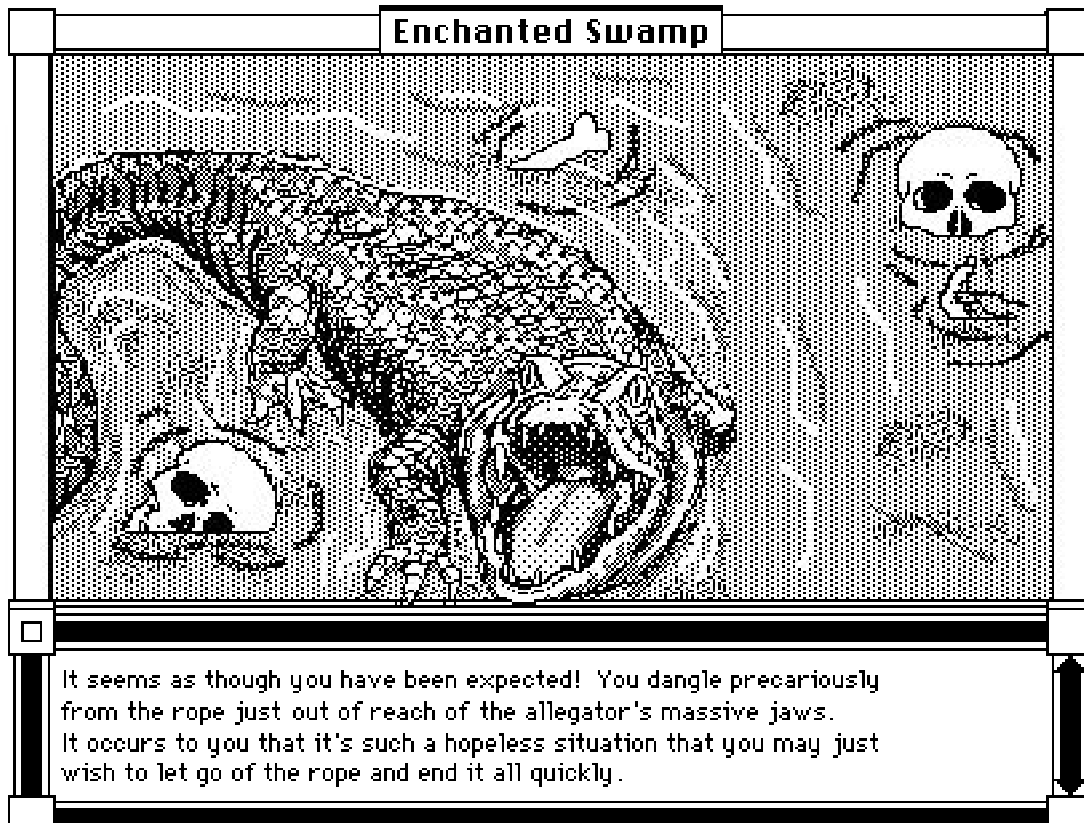
(For sounds, you must name this disk "Swamp Witch Stuff")

Swamp Witch Sounds (do not change the name of this file).....187K

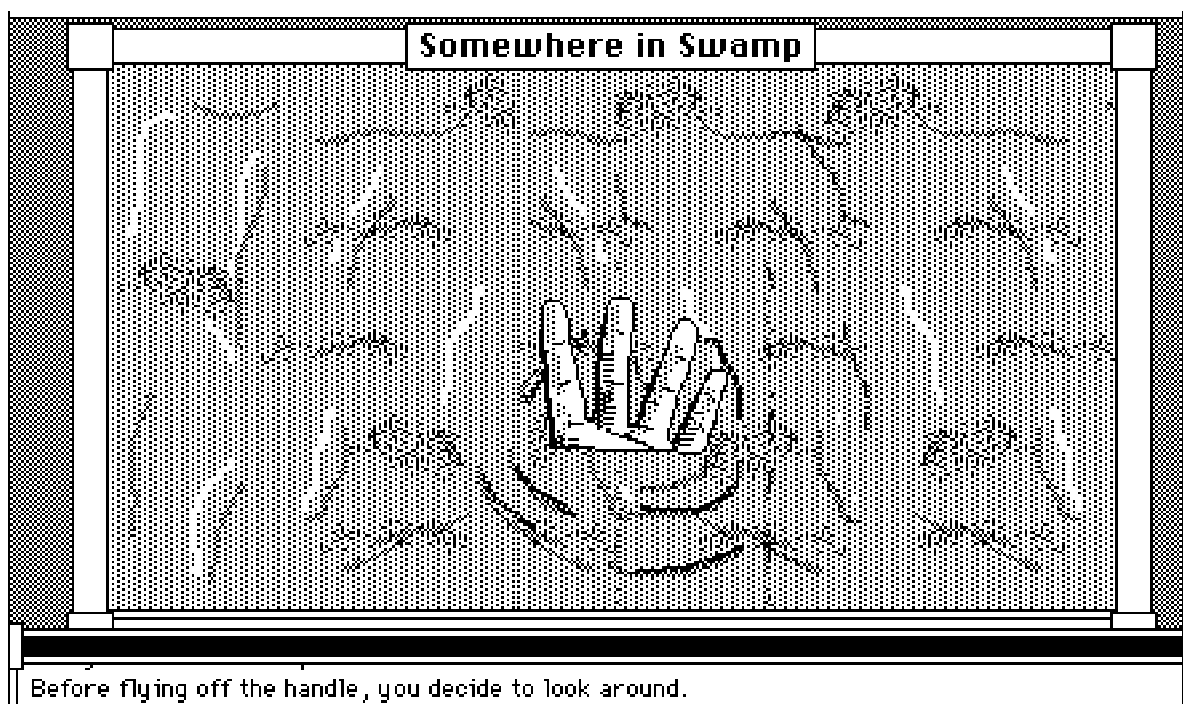
SW Map, Part 1 (MacPaint)..... 20K

SW Map, Part 2 (MacPaint)..... 9K

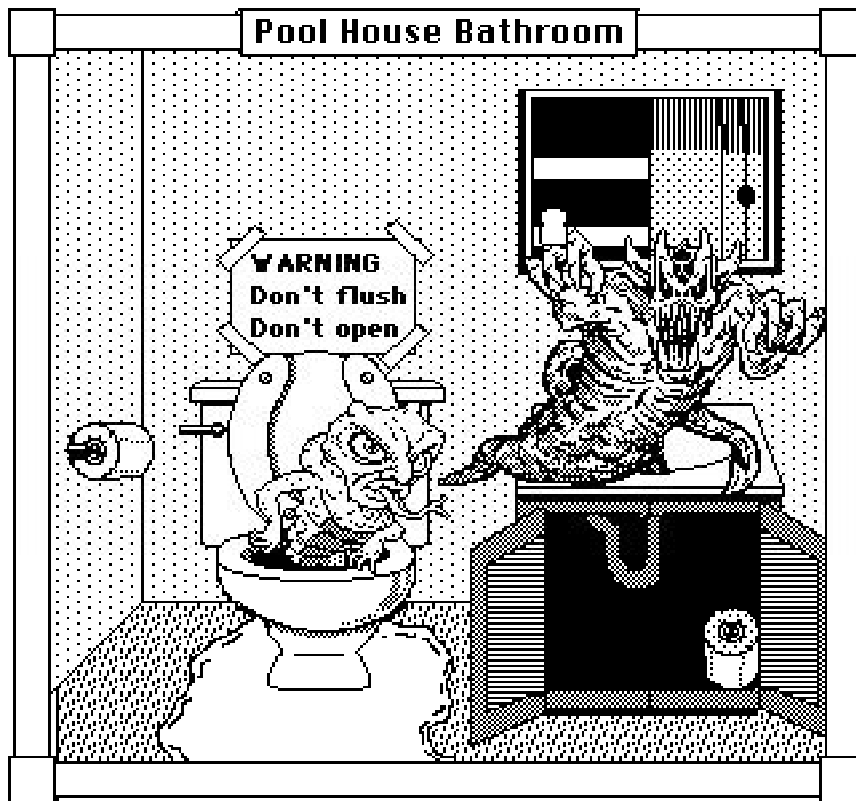
Quick Solution (MacWrite 4.7)..... 18K Read Me! (this file: in MacWrite 4.7).....170K



If you were able to download it, then unpack it, you'll be able to run it. The "Swamp Witch" program alone (without the maps, sounds, solution, etc.) is a HUGE program, and needs to reside on its own 800K disk by its lonesome. (Sorry...at least one 800 K drive is going to be necessary, unless you have a hard disk.)



NOTE: It's going to take at least a full two minutes for the program to open up, so don't be worried if you have to sit awhile and wait.



Dispicable bathroom habits or not, these toilet creatures can help you in your quest.

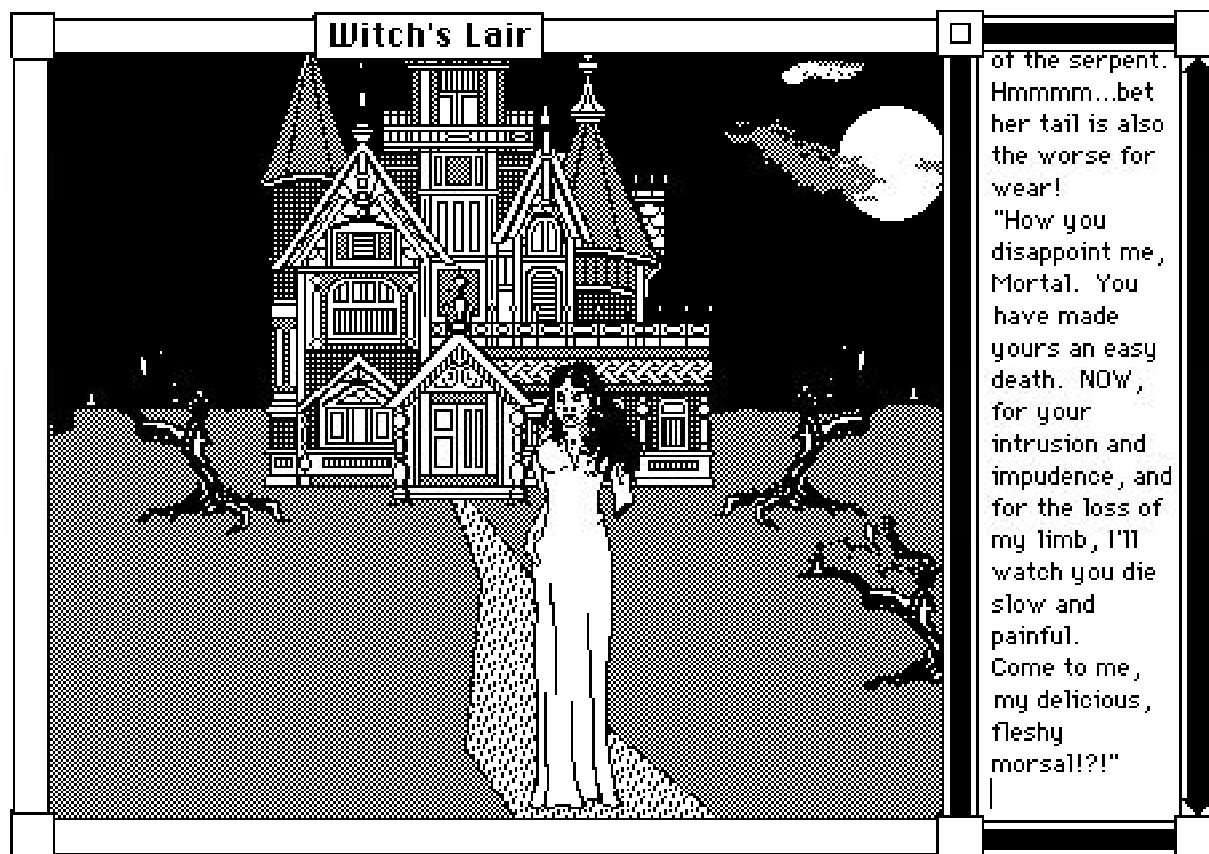
On a second disk (hopefully, also a double-sided one), put the remaining goodies (maps, Swamp Witch Sounds, solution, and, if you're not going to use a RAM disk, maybe your system folder.)

NOTE: I used a 500K RAM disk to create and run the program and never had any crashes.)

YOU MUST NAME THE DISK CONTAINING THE SWAMP WITCH SOUNDS "Swamp Witch Stuff" (without the quotation marks) in order for the program to find the sound library. The sounds really do add a lot to the game, so call me if you have problems configuring everything onto your system.

I have used a MacPlus, along with an 800K external drive, to create and play the game. Although I haven't tested it on anything but MacPluses and also on an external hard drive (a MacBottom, I believe), I would expect it to run on an enhanced 512K.

Please let me know what your experience is with other configurations. If there are problems, I'll try to solve them.



Your Cost for this ShareWare

**THIS GAME IS NOT FREE (IT'S \$5.00)--
IT'S SIMPLY ON A "TRY BEFORE YOU BUY" BASIS.**

I do realize that you've probably already spent some money in downloading this program (if you were long distance or if you downloaded from Genie, CompuServe, etc.). Nonetheless, I truly feel that this game is comparable to many commercial games costing \$50.00 and much more. Please do all you can to encourage the concept of ShareWare to grow and prosper.

If you have an affinity for interactive computer fiction, go ahead and try this superior game. I feel quite sure you and your children will enjoy it. If you don't like it, I'm sorry I disappointed you and wish you the best. Please feel free to pass it along to someone else (with all files intact).

If you do like it, please keep it honest and send \$5.00 or whatever you think it's been worth to:

Jim Thompson
P.O. Box 103
Coosada, AL 36020
Telephone (205) 285-3312 after 5 PM C.S.T.

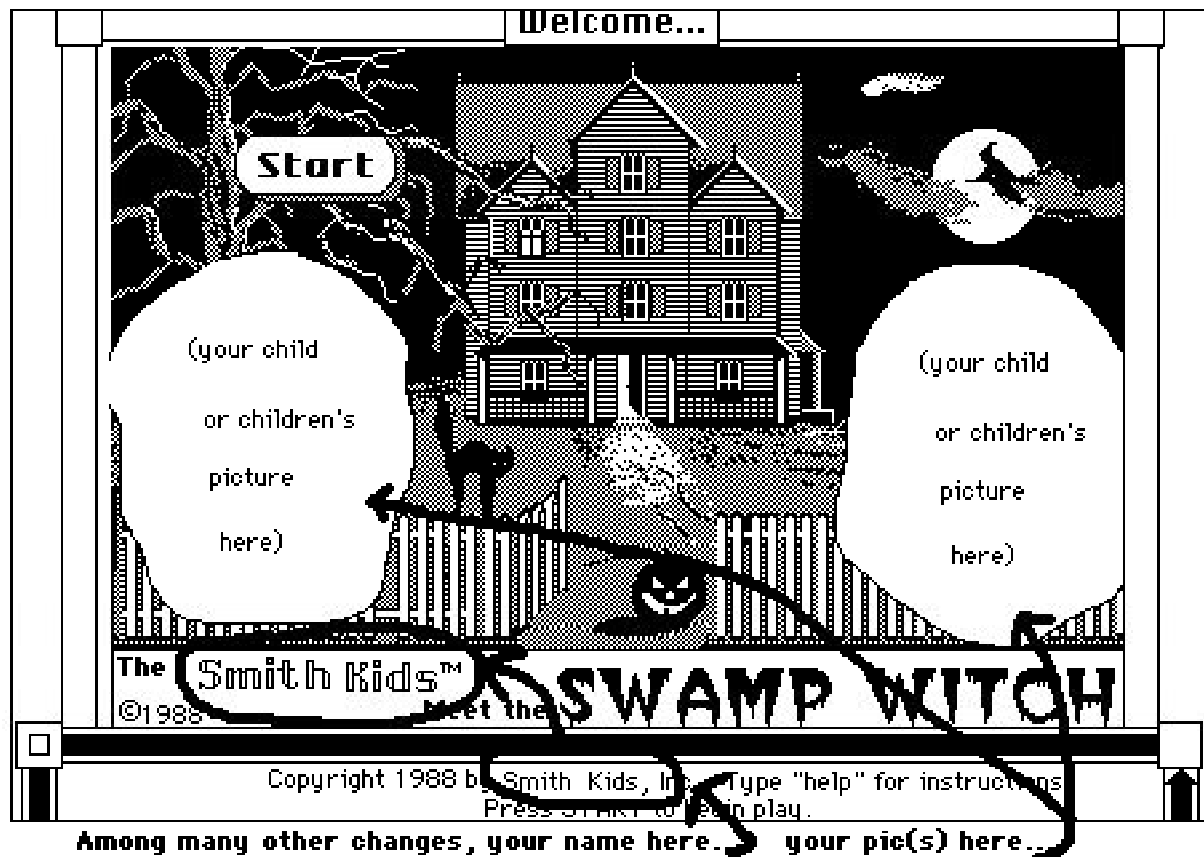
For this small token amount (deposited in a special account to defray future college expenses for my kids), I'm afraid that I can't promise you anything but good will and perhaps a notice of additional games which I may or may not create in the future, depending upon the popularity of this one. However, I can provide any help or game hints to a registered user, and registered or not, I'd love to receive your comments and suggestions.

An Offer to Customize YOUR OWN Swamp Witch™ Program

If you haven't tried to create your own interactive fiction with the "World Builder" program by Silicon Beach, then you may, indeed, wish to try it. Granted, it can get pretty hairy, but if you're into

programming or gaming at all, it's not hard to learn. It goes without saying that you need not create such an extensive program as this one. In fact, you may even be able to modify this one somewhat successfully.

On the other hand, if you think you lack the capabilities or equipment to design your own game, perhaps you'd like me to convert or customize this game for you, toward your own specifications.



_If you have children or grandchildren who you think would enjoy their own personalized version of this game (with THEIR names, pictures, personal references, etc. incorporated into the game in lieu of my son's), please call me at the phone number above and let's discuss it.



As in the "Welcome" scene, the end scene would reflect YOUR names, YOUR faces.

I'm estimating atypical cost of from \$75-\$125, depending upon how much customizing you desire. You would need to forward a \$25 deposit, along with some facial photographs of you, your wife, etc., and your child (to be digitized and then returned) and photographs and information regarding other personal data regarding his/her kind of neighborhood, pet's names, kinds of pets, your favorite university, name of your town, and so forth.



**Tony's dad held hostage
by the Swamp Witch.**

Upon contacting me, I would indicate in detailed fashion what to send, depending upon the kind of customizing you are willing to pay for. Of course, the opening story line of the story would all be altered to fit your child (he/she, however, will be visiting a different neighborhood (other than your own) and will rescue the people of your choice.)

But first, a few cautions. Please be aware that I am a one-man show, and I reserve the right NOT TO ACCEPT SUCH REQUESTS depending upon my own schedules and personal life (not to mention equipment failure--I have two MacPlus's but only one video camera and digitizer.) However, I do love money and glory, and will work to complete any previously negotiated work on time, or will refund your entire deposit, no questions asked. Likewise, if you didn't like the work, as indicated above, I will refund your entire payment (minus the deposit)--no questions asked (short of ascertaining your criticisms--I learn from my mistakes!)

This would entail considerable work, and I would begin work only after I received enough requests to make it worth my while, and then only after I prepared a new story "shell." (The story code will be injected using a "search and change" feature. Digitizing and substituting the art will take more time.) Do not mail me any deposit until you first call me to see where things are, and leaving me your name/telephone number. I don't want any legal hassles, and don't want to spend a fortune in stamps sending everyone's check back. I would accept no more work (at one time) than I could conceive of doing within a 30-day turnover.

Allow me to reiterate some main points (do you get the feeling that I'm not too sure I want to DO this?) After accepting your job, and if I later determined that your job could not be completed on time or could not be accomplished according to my own high standards of quality, I will return your deposit (and of course, materials) WITH NO FURTHER LIABILITY. (In other words, "I've changed my mind, here's ALL your money back, now please leave me alone.") If the project is completed within the agreed upon time frame, and if you mail me the balance of the negotiated price, I will mail you your customized game, with me keeping a back-up for 30 days (in case problems arise). If you are then unsatisfied with the finished product, I will return your complete payment MINUS THE DEPOSIT.

This arrangement depends, of course, upon the mutual trust of both parties. "I'm willing to trust you if you've willing to trust me." The main thing is that I want a doorway to back out of (i.e., refunding all your money, including the deposit) if I change my mind on competing your particular job. I do have other responsibilities and a family. If you change your mind after I've begun the project, or if you are unpleased with the results, I return everything to you EXCEPT the deposit. (I'll try not to say that again...I only want to be CLEAR!)

At any rate, thank you very much. Hope you can avoid the Swamp Witch's cauldron, and can pass it along to your friends.

Art Credits:

Although I customized and designed much of the art in Swamp Witch, I owe much gratitude to the makers of Deja Vu and The Uninvited (MicroMind), the ShareWare game "Radical Castle," the makers of "Legacy," "Mac the Knife, Vol. 1 and 3," "Art Portfolio," "MacPic," "Clip Art, Vol. 1," "Click Art," "Card Shoppe," "VideoWorks," others which I've probably forgotten about, and, finally, countless public domain clip art sets, all from which I "lifted" art in the spirit of desperation. (At the time, I did not expect to offer it to Shareware. Naturally, I welcome and expect other floundering computer artists to do the same with "Swamp Witch." Use "WorldBuilder" to explore my game and borrow art/ideas from it as you wish.)

Most of all, I wish to credit Silicon Beach for their EXCELLENT and TRUSTWORTHY bargain program, "WorldBuilder." In creating this game, thanks to them, I truly was able to create a personal, escapist universe for me and my children which yielded hours and hours of unparalleled fun.

Sincerely,



Jim Thompson

December 17, 1987