

Hodj 'n' Podj Manual

SEM -- Version 1.0 -- 8/14/94

SEM -- Version 2.0 -- 8/16/94

SEM -- Version 3.0 -- 8/16/94

SEM -- Version 3.1 -- 8/20/94

LDC -- Version 3.2 -- 8/22/94

LDC -- Version 3.3 -- 8/31/94

LDC -- Version 3.4 -- 9/08/94

SEM -- Version 4.0 -- 9/18/94

SEM -- Version 5.0 -- 9/23/94

LDC -- Version 5.1 -- 9/26/94

SEM -- Version 6.0 -- 9/26/94

LDC -- Version 7.4 -- 10/4/94

SEM -- Version 7.5 -- 10/12/94

Introduction

Hodj 'n' Podj is really two games in one. It's a board game for one or two people that takes an hour or two to play. It's also a collection of 19 mini-games, any of which can be played for five minutes or five hours.

The first thing you will see is a menu of options, hereafter referred to grandiosely as The Main Menu. From there, you can view an introductory movie that relates how Prince Hodj and Prince Podj came to search for two kidnapped princesses, Mish and Mosh. (If you want to leave in mid-movie, just hit your ESC key.)

From The Main Menu, you can also choose to play the board game, play mini-games, or start a Grand Tour. These are all explained later in this manual. You can also restore a partially-completed board game, or just quit and return to Windows.

Installation

The following installation instructions assume that you are familiar with Windows.

Minimum Hardware Requirements:

386/33 Mhz processor

4MB RAM plus a 4MB swap file

640x480 Super VGA monitor & graphics card, with 256 colors

CD-ROM drive with minimum of 150KB/sec transfer rate

8-bit Windows-compatible sound card

MS-DOS 5.0 or higher, Windows 3.1

7 MB available hard disk space

Recommended Configuration:

For best results, use a 486 CPU running at 33Mhz or faster, with 8 MB of RAM and 12 MB available hard disk space. Set your Super VGA monitor & graphics card for 640 x 480 pixel resolution and 256 colors with "small fonts". A Windows compatible joystick and driver will be useful for a few of the mini-games.

A. Installing *Hodj 'n' Podj* from CD-ROM

- 1 Place CD in drive, printed side up, and make sure Windows is running.
- 2 Select **Run** from the Program Manager's **File** menu. In the text input field, type the drive letter for your CD, and the name of the Boffo Setup program, e.g.:

D:\HODJPODJ\SETUP

then click **OK**, and follow the on-screen instructions.

There are four installation options. Which option you choose depends on how much hard disk space you have available for *Hodj 'n' Podj*.

The "healthy" option will probably be ideal for most configurations. This will require about 12MB of available disk space.

If your disk space is limited, you can try the "thin" option, which will require only 7MB.

The "gaunt" option requires less than 1MB, but may run slowly, depending on the speed of your CD drive.

If your computer is blessed with more disk space than you know what to do with, the "plump" option is just for you. It may take up to an hour for this installation option to copy all the required files.

- 3 The setup program will ask you in which directory you'd like to install the game. The default is C:\HODJPODJ.
- 4 It will take a few minutes (or longer, depending on the option selected) to copy

the necessary files from the CD to your hard drive. When the *Hodj 'n' Podj* icon (a Boffo logo) appears in the Games program group, you're ready to play. Just double-click on the *Hodj 'n' Podj* icon.

B. Installing Video for Windows:

Hodj 'n' Podj includes animated movie sequences that require Video for Windows (VFW). If you have used other multi-media software, you may already have VFW installed on your system. If you don't already have VFW, installed you can install it from the Hodj 'n' Podj CD. (The CD includes version 1.1 of VFW.)

As above, select **Run** from the Program Manager's **File** menu. In the text input field, type the drive letter for your CD, and the name of the Video for Windows installation program, e.g.:

D:\HODJPODJ\VFWDK\DISK1\SETUP

then click **OK**.

Note: If Video for Windows is not installed on your system, you may get the following Windows error message when you start Hodj 'n' Podj:

"Cannot determine file type from extension".

C. Video Setup

For best results, you should set Windows video to 640 x 480 screen resolution with 256 colors. You should also select "small fonts".

With most video cards, this is done by double clicking on your Windows Setup icon, which is usually found in the Main folder. Once you have opened the Windows Setup window, go to the Options menu and select "Change System Settings". This opens another window. The first item in this window is "Display". Click on the arrow at the right side of the display line; this will open a menu of display options. Search this menu for an option which is 640x480 with 256 colors and small fonts. Double-click it to select that video driver.

If the video driver is already loaded onto your computer's hard drive, all you will have to do at this point is restart Windows. If not, you will have to search for the appropriate floppy disk that came with your computer (or with your video card, if you purchased it separately). Put this disk in your floppy drive and follow the instructions on the screen. Finally, restart Windows.

Some video cards come with a special software program for changing video display settings. This will usually be started by an icon bearing the same name as your video

card, such as ATI, Orchid, Hercules, etc. If you locate such an icon, double-click it, select the 640x480 screen resolution and 256 colors, then click "small fonts", and then click the OK button. You will have to restart Windows for the change to take effect.

If you play *Hodj 'n' Podj* with your screen resolution set to a greater resolution than 640x480, the game will only fill part of your screen, which make it more difficult to see small details.

If you play *Hodj 'n' Podj* with your display set to more than 256 colors, the mini-game called Beacon will not run at all, and you may have problems running the opening and closing movies.

If you play *Hodj 'n' Podj* with your video display set to use large fonts, the text on certain option buttons will be misaligned.

D. Sound & Music

Since audio information in *Hodj 'n' Podj* is an important element of the game play, the game requires a Windows compatible sound card.

If you have an appropriate sound card, and you have installed it according to the manufacturers instructions, you should be able to hear the voices and sound effects in *Hodj 'n' Podj*.

Even if you installed the sound card correctly, you still may not hear the music in *Hodj 'n' Podj*. A likely reason: *Hodj 'n' Podj* uses MIDI music. When sound cards are installed for Windows, the installation program will select a MIDI setup for you. Usually the manufacturer chooses a MIDI setup which best displays the capabilities of the sound card. Some manufacturers may not do this as well as others. (MIDI is a worldwide communication standard that is used in Multimedia computers to communicate Music between programs such as *Hodj 'n' Podj* and sound cards.)

When your sound card was installed, it may have been set to receive MIDI data on only 4 MIDI communication channels. This is called the BASE MIDI setting. *Hodj 'n' Podj* requires the EXTENDED MIDI setting. This section shows you how to make sure that EXTENDED MIDI is the MIDI setting on your machine.

- 1 Make sure that there are no programs running that use MIDI. The MIDI Mapper will not accept any changes you make unless you exit any program that might be using the Windows MIDI Mapper.
- 2 Go to the Control Panel. (The Control Panel should be in the MAIN application group in your Windows Program Manager.)
- 3 Click on the Midi Mapper icon.
- 4 Look at the "Name" of the map currently selected.

- 5 If you have a Media Vision, Creative Labs, or Microsoft sound card select one of the following names:

Media Vision: The "ProAudio" family of sound cards should have a name similar to: "MVI OPL3 FM" or "Extended FM" selected.

Creative Labs: The "SoundBlaster" family of sound cards should have a name similar to: "SB___ Ext FM" selected. For example, SBPro Ext FM ; SB16 Ext FM.

Microsoft: The Windows Sound System sound card conforms to the Windows 3.1 MIDI standard and will require no adjustment in the MIDI Mapper if the sound card installation has been successful.

(If the "Name" does not resemble any of the following skip to step 8 to see how to set up the MIDI Mapper no matter what sound card you have.)

- 6 You can look at the list of available "names" by clicking on the arrow to the right of the "name" currently selected. You can choose a different "name" from the list that appears by clicking on it.
- 7 If you are unsure whether you have chosen the correct "name" you can follow the steps 8,9 & 10 to check if the "name" you have selected is the correct one - no matter what sound card you have.
- 8 Click on Edit. The 16 channel display of Source, Destination, Port Name, and Patch Map Name will appear.
- 9 Find Source Channel 10 (in the first column). Alongside this in the 'Destination' column the value should be 16. If this is not the case you can change it by clicking on the value that is currently set and changing it to 16.
- 10 In the Port Name column the name that is seen will depend on the sound card. Media Vision and Creative Labs sound cards often use a port name that mentions "Voyetra", "FM", "Synth", "OPL3" or "SuperSapi". You should not choose a port name that refers to MIDI output.

The Board Game

When playing the board game, you control Hodj. A second player can control Podj. If you are playing alone, the computer will be perfectly happy to control your opponent. Both Hodj and Podj start the game at the Castle in the center of the Kingdom of Po-Porree.

Goal of the Game. Your goal is to be the first to locate the kidnapped princesses, Mish and Mosh, and return them to the Castle. You will reach this goal by playing mini-games at various points around the kingdom. As a result of your success in these games, you will collect the information, items, and money that you need to locate and rescue the princesses.

The Setup. After selecting "Start a New Board Game" from The Main Menu, you will see the board game setup scroll. Click to select a 1-player or a 2-player game. (Remember, in a 1-player game, the computer will play Podj.)

The board game can be played at an easy, medium, or hard level. The difficulty setting will determine the speed and/or difficulty of the mini-games you encounter within the board game. Furthermore, in a 2-player game, the difficulty level can be set independently for Hodj and for Podj. Therefore, if the player controlling Hodj is a very good player, and the player controlling Podj is fairly inexperienced, set Hodj's level to Hard and Podj's level to Easy, in order to maintain a level playing field.

If, instead, you are playing a 1-player game, you must determine how tough an opponent you want the computer-controlled Podj to be. A tough opponent will finish the game more quickly; an unskilled opponent will take longer to finish the quest.

You can play a short, medium, or long version of the board game. A short game should take around 30 minutes; a medium game should take about an hour; and a long game should take about 2 hours. A two-person game will last a bit longer; also, if you are just learning to play *Hodj 'n' Podj*, you will probably take longer to play.

To win a short game, you will need 1 object and 2 pieces of information. In the medium game, you will need 2 objects and 5 pieces of information. In the long game, you will need 3 objects and 8 pieces of information.

The first time you play, we recommend that you play a short, easy game.

Moving Around. At the beginning of your turn, a spinner determines the maximum number of furlongs you can move during your turn. A blue spinner indicates Hodj's turn; a red spinner indicates Podj's turn. When the spinner vanishes, this number then appears in the furlong counter in upper right corner of the board.

To move around, just click on a spot on the roadway, or click on a destination such as the

Barbershop or the Amphitheatre. For best results, click close to the center of the road spot or destination. Your character will determine the best route to that spot, and walk towards it. The furlong counter keeps track of how much further you can move this turn. If you reach the road spot that you clicked on and still have furlongs left, you can click further along the road and keep moving. Your turn ends when you run out of furlongs or when you enter a destination location.

To browse beyond the edge of the map, you can click the right mouse button near the edge of the screen to scroll the map in that direction. Or, for a Vacation Get-Away Special, right-click on the border along the top of the screen to change your view to the glacier area in northwestern Po-Porree. At any point, you can type "H" to recenter the map around Hodj, or "P" to recenter the map around Podj.

You can also move around by boat. There are three boat docks: one near the castle, one upstream from the castle near the waterfall, and one downstream from the castle near the river delta. To use a boat, just enter the appropriate boat dock. If you are lucky, the boat will immediately carry you to another dock; if you are unlucky, you'll have to wait another turn or two to ride the boat.

There is a skycar which can carry you between Pasteesh and Mistle-Laney Park. To use the skycar, just enter one of the terminal buildings. It costs 5 crowns to ride the skycar.

The Oasis and the Aerie act as somewhat unpredictable short cuts. (The Aerie can be reached by clicking on the mining car track which leaves from the southwestern corner of Pasteesh.)

The road in the glacier area (in the northwestern corner of Po-Porree) is connected to the rest of the road system via a tunnel under the mountains. Just click on the road there, and Hodj or Podj will automatically use the tunnel.

Finally, there is a secret passage between the roads near the Witch's Hovel and the Woodcutter's Cottage. Try to find it!

Playing Mini-Games. There are 19 games-within-a-game available all across Po-Porree. To play these mini-games, just enter the corresponding location.

Each mini-game takes a minute or two to play. If you do well, you will receive objects, crowns, or information. You will need these three things to complete your quest.

Refer to the section of the manual entitled "The Mini-Games" to learn more about how to play mini-games. Refer to Appendix A for a list of the 19 mini-games, where you play them, and what you get for doing well at them.

To discourage replaying the same mini-game over and over, any mini-game will remain "closed" until you've played at least three other mini-games.

Before beginning to play the board game, some players prefer to play the various mini-games in "stand-alone" mode, as a training ground before tackling the board game. For more details, see the next section, entitled "The Mini-Games."

Getting Information. If you do well in one of the 6 games that provide information, you will be told to look in your clue book. These are the small blue and red booklets that came inside your CD "jewel case" along with this manual. If you are playing Hodj, the blue cluebook is yours; if you are playing Podj, use the red cluebook.

Your clue will show between 1 and 8 pictures of bats, fish, butterflies, turtles, snails, owls, ants, or jellyfish. Look up the corresponding animal and number in your cluebook.

Example: you are controlling Hodj, you do well at Garfunkel, and Leopold gives you information. You see a scroll which contains 5 snails. Open the blue cluebook and look for the picture of 5 snails. The accompanying text reads, "Mish and Mosh are being held at Mermaid Rock." If you are playing against another (human) player, be sure not to share this information; only *you* have earned it!

At times, the information you receive will direct you to speak to someone else, such as the farmer or the postmaster. In that case, travel to the associated location and you will receive additional information... provided that you have enough crowns to pay for it. The four non-game locations where information is provided are: the Country Mansion, the Post Office, the Farm House, and the Woodcutter's Cottage.

Note that once you have all the pieces of information you need to rescue Mish and Mosh, you will no longer be able to play any of the mini-games which provide information.

The Shops. In most cases, the items you receive by winning mini-games will not be the items you need to rescue Mish and Mosh. Therefore, you must often sell unwanted items, and purchase needed items.

Objects can be purchased from either the General Store in Po-Porree City, or the Black Market northeast of Mount Krakkanukkul. Upon entering one of these shops, the available wares will be displayed. Move your cursor over any object to learn its name and price; click on any item to buy it.

Unwanted items can be sold at the Pawn Shop, which is located in Pasteesh. Upon entering the Pawn Shop, your inventory will be displayed. Move your cursor over an object to learn its name and how much you can sell it for; click on any item to sell it.

The Zoomed-Out View. There is a small picture of a magnifying glass at the top of the board, just to the right of the scroll. Click on it (or type "M") to see a map of the entire kingdom at once. This will help you to get your bearings, and to see the relative positions of Hodj and Podj. You may do this as often as you like with no penalty. When you are done perusing this map, click the OK button near the bottom of the screen.

Inventory. There is a small picture of a hobo's carry-all, just to the right of the scroll. Click on it to see what you're carrying (or type an "I").

At the beginning of the game, you have nothing but your log and a pile of gold crowns. As you win items from playing mini-games, or buy them from the shops, they will be added to your inventory.

When you're done looking at your inventory, just click the OK button to return to the board.

Your Log. One of the items in your inventory is your log. It is a record of all the information you have received during the game. To review your log, open your inventory scroll by clicking on the hobo's carry-all at the top of the screen. Then click on the log, which is the scroll with a ribbon around it; it should be the first item in your inventory.

Any information you've received will then be displayed, one piece of information per "page". You can page up and down through all the items by clicking on the upper and lower curls of the scroll.

You can read the information, or you can click on the picture of the character to hear it spoken. When you are done perusing your log, just click the OK button to return to the inventory scroll.

Rescuing Mish and Mosh. Once you know where Mish and Mosh are, and you have all the items you need to rescue them, go to that location. The kidnapers will flee, and you will be left with Mish and Mosh. If the characters at this location tell you to buzz off, it means that you haven't learned enough yet, or you're in the wrong place, or you don't have the necessary objects.

The Challenge. When one prince has rescued Mish and Mosh, but has not yet returned to the Castle, the other prince has a chance to intercept him. To do this, he must land on the same space as the prince who has the princesses.

When this happens, a Challenge is issued to the prince who has Mish and Mosh. The challenged prince may select any mini-game. Both players then play this mini-game; if the challenging prince bests his brother, he takes the princesses and continues on toward the castle. (NOTE: The challenging prince goes first. If he loses certain win-or-lose mini-games, such as Battlefish, he no longer has any chance to best the challenged prince. Therefore, there is no need for the challenged prince to play the mini-game.)

For easier comparison, scores in the Challenge are normalized to 100. A detailed explanation of these scores can be found in Appendix B.

The prince who has just lost Mish and Mosh can, of course, attempt to win them back with another Challenge.

Winning the Board Game. The first player to enter the Castle along with Mish and Mosh wins the game.

Sound and Music. You can turn sound effects or music off (or back on again). You can also adjust the volume level. To make these changes, click on the scroll in the top-center of the board. Click the Options button. Make the appropriate adjustments; they will take effect when you return to the board game.

Quitting the Board Game. To quit the board game before finishing it, click on the scroll in the top-center of the board. Click the Return to Main Menu button. You will be given the opportunity to save your board game.

The Mini-Games

To play any of the mini-games independently from the board game ("stand-alone mode"), go to The Main Menu (which appears as soon as you start *Hodj 'n' Podj*, or which appears whenever you quit playing the board game). Click the button labelled "Play Mini-Games Stand-Alone".

You will then see the entire Kingdom of Po-Porree. As you move your mouse cursor over a mini-game location, a blue box will appear around the picture of the location, and a blue message at the bottom of the screen will tell you which mini-game may be played there. Simply click the mouse to begin that mini-game. Click on the Castle or on the button at the bottom of the screen to return to The Main Menu.

A list of the 19 mini-games and the location where each can be played is found in Appendix A.

Rules. To learn the rules for any mini-game, click on the scroll in the top-center of the screen, and then click the Rules button on the resulting menu. You can page up and down through the rules scroll by clicking on the upper or lower curl of the scroll. Click the OK button to return to the game. As a shortcut, you can also hit the "F1" key on your keyboard to view the rules.

Quitting. To quit any mini-game, click on the scroll in the top-center of the screen, and then click the Quit button on the resulting menu. This will take you back to the map of Po-Porree. You can then select another mini-game or you can return to The Main Menu.

Right Mouse Button. The right mouse button is useful in many of the mini-games. Refer to the rules scroll for the particular mini-game (or just try it out).

Pausing. To pause any of the mini-games that have real-time action, click on the scroll in the top-center of the screen. As long as the scroll-menu is open, the game will be paused. Click the Return to Game button to continue playing. Some games can also be paused by clicking the right mouse button.

Options. Note that when you play mini-games in stand-alone mode, you can control a wide variety of options and settings to control the length, speed, and difficulty of most mini-games. To change settings for a mini-game, click on the scroll in the top-center of the screen, and then click the Options button on the resulting menu.

New Game. To start the mini-game over, or to start a new game once you have finished playing a mini-game, click on the scroll in the top-center of the screen, and click the New Game button on the resulting menu. As a short cut, you can also click on the name of the game in the upper left corner of the screen.

Sound and Music. Sound effects and music can be turned on and off while playing

mini-games in stand-alone mode. In addition, you can control the volume level. To make these changes, click on the scroll in the top-center of the screen, and click on the Audio Effects button. Make the desired adjustments; these will take effect as soon as you return to the game.

Easter Eggs. Many of the mini-games have little video and audio surprises hidden around the picture. Try clicking on various things in the backgrounds.

The Grand Tour

The Grand Tour is a competition which allows you to play 18 mini-games in a row (all the mini-games except Poker). You will receive a cumulative Grand Score, and compete for a spot on the Top Ten Scores list.

To play The Grand Tour, go to The Main Menu (which appears as soon as you begin playing *Hodj 'n' Podj*, or which appears whenever you quit playing the board game). Click the Take the Grand Tour button.

The Grand Tour can be played by one or two players. If you are taking the Grand Tour by yourself, click "Count me out" under Podj's options. You will have a choice of taking an easy, medium, or hard Grand Tour. This will give you the same difficulty levels for each mini-game that you would get playing the board game in easy, medium, or hard difficulty levels. If two players are taking the Grand Tour, you may choose different difficulty levels for each player.

You can also choose to play The Grand Tour in alphabetical order (starting with Archeroids and ending with Word Search), in geographic order (in a spiral from Life to Garfunkel), or in random order.

Once you have made these selections, click the "Play" button to begin the first game of the Tour. In a two-person tour, the second player will play a mini-game right after the first person plays it. The scroll appears after every mini-game, showing the growing score (or, in a two-player Tour, scores).

During the Grand Tour, each mini-game will give you a score between 0 and 100 points. For a detailed explanation of these scores, please refer to Appendix B.

The best possible score in the Grand Tour is 1800 points. After completing the Tour, if your score represents a Top Ten score, you'll be able to enter your name in The Grand Tour Top Ten Scoreboard.

Please Write!

We are extraordinarily anxious to hear your comments about *Hodj 'n' Podj*. In fact, we're distraught. Perhaps we should eat more figs. But, really. We'd love to hear from you. What did you like? What didn't you like? Why? Were parts of the game too easy? Too hard? Frustrating? Find any bugs? Have any great ideas for mini-games?

Your comments will help us to make small improvements in future versions of *Hodj 'n' Podj*; you'll be helping us to make follow-up games even better; and you'll be giving us a great excuse to drop all pretense of work and read your thoughts.

By royal decree, you are ordered to write to:

Boffo Games, Inc.
10 Concord Crossing, Suite 310
Concord, MA 01724
Attn: King Medlee

Appendix A: Mini-Game List

<u>Game Name</u>	<u>Game Location</u>	<u>Region of Po-Poree</u>	<u>Board Game Result</u>
Archeroids	Tournament Field	Mistle-Laney Park	information
Art Parts	Artist's Cottage	Cape Chuckle	information
Barbershop Quintet	Barbershop	Po-Porree City	items
Battlefish	Fish Market	Patshwerque	items
Beacon	Lighthouse	Cape Chuckle	crowns
Cryptograms	Crypt	the O'Banter Estate	crowns
Dam Furry Animals	Beaver Dam	north of Po-Porree City	crowns
Fuge	Ferris Wheel	Mistle-Laney Park	crowns
Garfunkel	Amphitheatre	west of Po-Porree City	information
TH GESNG GAM	Corral	Old MacJumble's Farm	crowns
Life	Temple	north of the Lake of Levity	information
Mankala	Inn	Patshwerque	information
Maze o' Doom	Mine	Pasteesh	items
No Vacancy	Boarding House	Pasteesh	information
Pack-Rat	Hedge Maze	Mistle-Laney Park	items
Peggleboz	Tavern	Patshwerque	crowns
Poker	Sheriff's Office	Pasteesh	crowns
Riddles	Ancient Ruin	east of Po-Porree City	items
Word Search	Barn	Old MacJumble's Farm	items

Appendix B: Challenge/Grand Tour Scoring

During a Challenge, and during The Grand Tour, mini-games will give you a score between 0 and 100 points. Here's how that number is determined for each mini-game:

Archeroids - 100 if you shoot every enemy archer; otherwise 0
Art Parts - 100 if you completely solve the picture; otherwise 0
Barbershop Quintet - the number of cards placed on the foundation, as a percentage of 62
Battlefish - 100 if you win, otherwise 0
Beacon - the percentage of the picture cleared, times 2
Cryptograms - your score (2 points per letter plus a bonus of approximately 50 points for solving it)
Dam Furry Animals - the number of beavers whacked, as a percentage of 60
Fuge - your score (1 point per brick plus a 5 point bonus for removing all bricks), as a percentage of 53
*Garfunkel - the longest sequence, times 4.
TH GESNG GAM - your score (average of all three phrases), times 1.5
Life - your score (average number of villages per year), times 2.5
Mankala - 100 if you win, otherwise 0
Maze o' Doom - 100 if you escape, otherwise 0
No Vacancy - the total value of the doors you closed, as a percentage of 45
**Pack-Rat - your score, as a percentage of the maximum possible score for that level (in Easy mode, 2373 points; in Medium mode, 14280 points; in Hard mode, 28584 points). Consult the rules for Pack-Rat to see how the maximum score can be achieved.
Peggleboz - your score, times 4. Read the Peggleboz rules to see how the score is determined.
Poker - Poker is not included in the Grand Tour. In the Challenge, Poker results are not normalized to the "0 to 100" scale; your Challenge score is simply the increase in your number of crowns.
Riddles - 100 for solving the riddle, otherwise 0
Word Search - number of words found, times 4

* Note that while playing Garfunkel as part of the Grand Tour, the blue ribbon which indicates that Leopold has been satisfied will appear on the sign. Ignore it. It has no meaning when taking the Grand Tour.

** Note that while playing Pack-Rat as part of the Grand Tour, the balloons which indicates that the park management has been satisfied will appear in the corner. Ignore them. They have no meaning when taking the Grand Tour.

Appendix C: Technical Stuff

Performance

For snappiest performance, don't run any other applications while playing *Hodj 'n' Podj*.

If you have less than 8MB of RAM, make sure to use virtual memory. Virtual memory comes with Windows, and is probably already turned on on your system. You can view or change your virtual memory settings as follows:

- 1 Open the Control Panel (this is in the Main program group in the Program Manager).
- 2 Double-click on the icon labelled "386 Enhanced".
- 3 Click on the button labelled "Virtual Memory". Under the heading "Swapfile settings", you will see the Size, and type of your virtual memory swapfile. The type should be "Permanent", and the size should be at least 4000 KB. If these are your settings, you are all set. If you need to change the size or type, continue to step 4.
- 4 Click on the button labelled "Change".
- 5 Click on the arrow at the right side of the "type" box; this will open a menu of options. Double-click on "Permanent" to create a permanent swap file.
- 6 In the "new size" box enter 4096, for a 4MB swap file, or 8192 for 8MB. (Windows may adjust the value you enter. Do not be alarmed, it's just their way...)
- 7 Click the "OK" button.
- 8 Windows will ask if you are sure you want to make these changes. Click "Yes".
- 9 You will be told that you have to restart Windows for your changes to take affect. Go ahead and click on the "Restart Windows" button.
- 10 That's it. Not so hard, really.

We recommend a permanent swap file of at least 4MB. Use 8MB if you have enough disk space. We recommend using a swap file on any system, but especially if you have limited RAM.

Turning on disk caching, such as Smartdrive will improve your performance, however this will also reduce the memory available for *Hodj 'n' Podj*. If you have only 4MB, don't set Smartdrive for more than 512KB. Smartdrive comes with DOS and Windows. It is controlled by a command in your AUTOEXEC.BAT file. Refer to the documentation that came with your computer if you need more information about Smartdrive.

Compatibility

Don't run any applications (such as a clock) which force their windows to be "always on top". These applications may cause display problems.

There is a bug in the Microsoft multimedia drivers, which may cause certain systems to hang while playing *Hodj 'n' Podj*. If you experience this problem, turn off Music in the game. (You can turn off Music by clicking on the scroll button at the top of any *Hodj 'n' Podj* screen, and then choosing "Audio Settings".) This should eliminate the problem.

The *Hodj 'n' Podj* fairy tale is a Windows AVI movie. Certain video card drivers may have trouble displaying this file. This will not keep you from playing the board game, or any of the mini-games. If you cannot display the movie, make sure you have the latest driver software from your video card manufacturer.

Troubleshooting

Problem: The game crashes or hangs.

Solution:

1. Turn off music (click on the scroll button, and select "Audio Options") You can also turn off *Hodj 'n' Podj* music by editing the **hodjpodj.ini** file in your \ windows directory. Put the following line: **music = 0** in the section labelled [meta]
2. Make sure you have a virtual memory swap file. We recommend a permanent swap file, of at least 4Mb (8Mb is better).

Problem: You do not hear any music in *Hodj 'n' Podj*, or the musicians in Garfunkel aren't playing music.

Solution:

1. Check the installation of your sound card.
2. Check the setup of your "midi mapper" (refer to "Sound & Music" in the installation section of this manual.)

Problem: When you start the game, or try to "View the Fairy Tale", you get an error message from Windows that says: "Cannot determine file type from extension".

Solution:

1. Install Video for Windows, as explained in the Installation section of this manual.

Problem: Your screen saver starts while you are trying to view the *Hodj 'n' Podj* fairy tale. (The fairy tale runs for 5 minutes.)

Solution:

1. Turn off your screen saver, or change the settings, to require more than five minutes of inactivity.
2. Move your mouse. Your screen saver should turn off, and the movie will still be playing.

Appendix D: Credits

Designer

Steve Meretzky

Producer

Leo DaCosta

Programming

Technical Services	Ledge Multimedia:
Software Architect	Dave Scheifler
Technical Advisor	Michael Edge
Boffo Engineers	Gordon Buchin
	Josquin S. Corrales
	Christopher Lee
	Barbara Roman
	Brian Weed
	John Xenakis
Ledge Engineers	Nish Kamat
	Barbara Shipley
WORM-Master Dude	Paul Day
Network and Moral Support	Dan Flagg

Art

Kinetic Arts:	
Board Game Art	Tanya Isaacson
Art for Mini-Games	Cindy Kovalck, Peter Calabria, John Carbone, Tanya Isaacson
Animations	Peter Calabria, William Bobos

Music

John Bucchino

Sound

Audio Producer	Karl E. Held
Casting	Karl E. Held and donald case casting
Recording Facilities	Back Pocket Studios:
Studio Manager	Jim Doherty
Engineers	Joe Arlotta, Gerry Volkorsz
Assitant Engineer	Leonard Hospidor
Sound Effect Editing	Peter Francovilla, Ari Frankel
Post-Production Services	Pacific Coast Sound Works
Sound Effects	Steve Meretzky, Brian Weed

Cast

Narrator Jeremy Behrens
 Additional Voices Corinne Orr, Allen Lewis Rickman,
 Debora Rabbai, Chris Dollard, Michael
 LaPorte, Harry R. Fleebish, Peter Lengs,
 Harry Sloane, Freddie Larson, Gil Tatum,
 Lydia Flint

Movie

Written by Steve Meretzky
 Realisation Ledge Multimedia
 Executive Producer Michael Edge
 Producer/Art Director Les D. Nelken
 Head Artist/Animator Dave Holman
 Artist/Animator Alex Weissman
 Intern Artist/Animator Colin Thompson
 Audio/Video Engineer Erik Stein

Lead Tester

Patricia Pizer

Testing

"Hollywood" Dave Anderson
 Pete (Dave's Little Brother)
 Steve Berez
 Tomas Bok
 Stephen Bossi
 Cathy Briasco
 Anton Chernoff
 Peggy Chernoff
 Joe Comeau
 Carolyn Corbeil
 Dan Flagg
 Stu Galley
 Lisa Granick
 Gordon Haff
 Michelle Handelman
 Chuck Hatem
 Sean House
 Ed Hunter
 Donna Maderer
 Valerie Markt
 Linda McMahon
 Jerry Mroz
 Jeanne Munson
 Dan Ottenheimer

Jon Palace
Sarabeth Parda
Elizabeth "Mermaid" Rock
Vaughn Rokosz
Grace Rokosz
David Scarbro
Bill Short
Andrea Snader
Larry Stewart
Pace Willisson
Wendy Willisson

Additional Compatibility Testing
Bug Busters, PCTest Corporation

Packaging and Marketing

Marketing Supervision Alan Thygesen
Senior Product Marketing Mgr Stacy Lamiero
Title Screen Design Terry Soo Hoo

Boffo Logo Design
Gayle Syska

Legal Services
Shapiro, Israel & Weiner: Gene Landy

Executive Producer
Linda Rich

Business Affairs
Darlene de Monfried

Special Thanks To
Stan Cornyn
Elizabeth Murdoch
Jerry Hesketh
Mike Dornbrook
Paul Kohler
Katie Bolich