

Terrier

by Michael Seaholm

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1. Intro

In this game, you play as a dog who is looking for its owner. In the process, you must journey through the seven continents of the world and help each one's inhabitants in order to continue onward. Do you have what it takes to fulfill their wishes and return this faithful hound safely to its home?

2. Controls

Keys	Action
Arrow keys	Move around
R	Restart (after dying)
Alt + Enter	Toggle fullscreen mode
Escape Key	Exit game

3. Starting the Game

Double click on `Terror.exe` or `Terror_Color.exe` in the Terrier directory to start the game. You can freely switch between the two executables to run Terrier in black and white or color modes, respectively.

Upon starting Terrier, you should see the starting screen shown below:

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Start

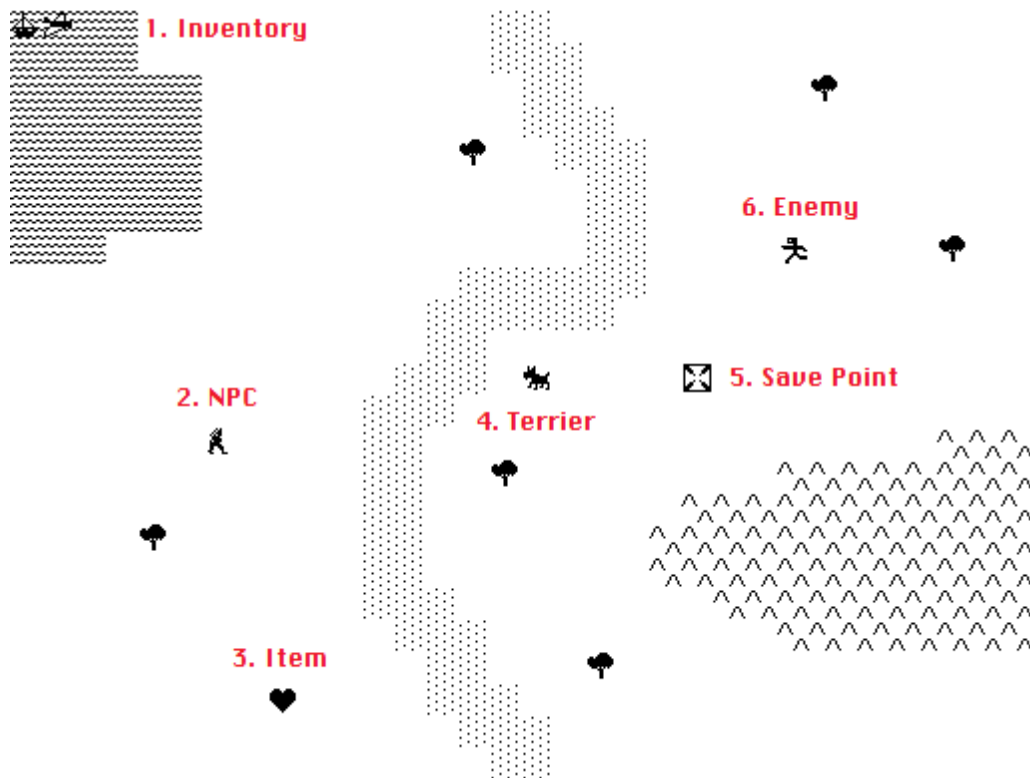
Continue

Click on Start to start a new game from the beginning. Throughout the course of the game, you can save your progress by stepping on various save points. When you see the text "Game saved." at the bottom of the screen, then you know that your progress has been successfully saved. You can resume from where you left off by clicking on Continue when you next start up the game.

Terrier only supports one save file at a time. This is kept under the directory `C:\Users\<>Username>\AppData\Local\Terrier`, which can be transferred if you wish to resume your game on another machine. If you choose the Start option and you already have a save file, your progress will be overwritten if you step on a save point.

4. Main Screen

Navigating through the world of Terrier involves interacting with and understanding the game screen. Each continent is divided into many such screens, which typically look something like this:



- 1. Inventory: Indicates what items you currently have.
- 2. NPC: An inhabitant of the current continent. It's your job to help them!
- 3. Item: Pick this up to add an item to your inventory.
- 4. Terrier: That's you!
- 5. Save Point: Step on this to save your current progress.
- 6. Enemy: Attacks you with melee or projectiles. Try to avoid them!

5. NPCs

Scattered across the continents are friendly (and sometimes unfriendly) inhabitants. It is up to you to help them with their problems. Perhaps in return they will help you in your quest to find your owner.



Maiden: A young woman searching for love.



Merchant: An industrious seller of wares.



Monk: A holy man meditating in an unceasing vigil.



Knight: A protector who wields a sword on behalf of others.



Ascetic: A hermit who has renounced material wealth.



Judge: An arbiter of justice in an inconstant world.



Beggar: A haggard elder surviving by the barest of threads.

6. Enemies

Not all of the creatures that you'll encounter are as neutral as its ordinary inhabitants. You will need to use quick moves and careful planning to avoid getting attacked by these more violent interlopers.



Robot: A mechanical being from outer space.



Eye: An all-seeing orb that emits deadly beams of light.



Dragon: A giant lizard that breathes fire.



Tripod: A swift and relentless hunting machine.



Torch: A tower that attacks with dancing flames.

7. Items

You will have access to certain items at various points in the game, which will help in furthering your overall progress. Here is just a small selection of the available items you may find.



Key: Used to open certain locked doors.



Heart: The symbolic embodiment of love.



Gold: A brick of precious metal.



Coffee: A hot beverage with an acquired taste.



Ship: A mode of conveyance made up of several parts.

8. Tips

- Sometimes, the solution to a puzzle can reveal itself when you enter the screen from a different vantage point.
- You are free to visit the continents in whatever order you wish. There is no set order for how to proceed throughout the game world. However, there are certain areas that are only accessible under certain conditions, such as traveling in a specific kind of vehicle.
- When you first move onto a new screen, take your time and examine your surroundings. You don't necessarily need to move right away unless something is actively coming toward you.
- You will run into not only puzzles, but also short action sequences which require good

reflexes. Try holding down the arrow keys to keep moving with minimal effort.

- To use an item on something in the game world, you don't need to press any specific button. Just walk into the object in question while the item is in your inventory and something will happen.
- Not every puzzle can be solved at first sight. If you get stuck, try playing the game again at a later point in time so that your brain has time to mull things over. The solution may then present itself when you least expect it.
- Beating the game will unlock a new mode. Try it out and see!

9. Troubleshooting

If you run into any issues while playing Terrier, please contact the author at michaelseaholm@gmail.com with a description of the error and the steps used to reproduce it. Attaching a screenshot of the error and a copy of the save file would facilitate the troubleshooting process.

10. Credits

Sprites were generally used as-is or adapted from the following Macintosh games: Burglar, Kids Works 2, Spacestation Pheta.

Sounds were generally used as-is from the following Macintosh games: Lost Crystal, Spacestation Pheta, World Builder.

Space background graphic was composited from the following original source image: Moon and Earth from the Mr. Wallpaper website.