Alan Saves Christmas

A Game By OneDollar Studios

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Introduction

“Its a letter from Santa Claus, sir. He says he's sorry but he won't be able to make Christmas this year...”

When the Ministry of Holidays receive a letter from Santa saying that he won't be delivering any presents, the departmental chief Mr Higgins sends his newest employee off to the North Pole to find out what's going on...

Alan Saves Christmas is a short graphical adventure game by OneDollar Studios in which you play the part of Alan, the employee in question, as you attempt to sort out Santa's cancellation.

Alan Saves Christmas was created in under 30 days for a Christmas themed competition on the forums of AGS, the program it was made in. It was mostly made by OneDollar, but borrows script modules and music from other sources.

I hope you enjoy my game!

OneDollar

Installing and setting up

To start playing, copy all the files out of the .zip archive into a folder somewhere on your computer (for example C:\Alan\)

If you downloaded the music pack, open the first part of it with a .rar file manager (such as WinRAR or 7Zip) and extract the music.vox file into the same folder

If you want to check or change the default settings, run the winsetup.exe file

To play the game run the ALANCMAS.exe file

Uninstalling

To remove Alan Saves Christmas from your system delete all of the files that came with the .zip archive from your computer.

If you also want to get rid of your save files and screenshots, find and delete the AlanSaves folder from your My Documents folder

Controls

Alan Saves Christmas is mainly controlled using the mouse...

Left Click
Walk to (when clicking on the ground)
Get (when clicking on an object that can be picked up)
Interact with (when clicking on an object that can be used)
Select item (when choosing an item from your inventory)
Use item on (when holding an item from your inventory)
Skip text (when someone is talking)

Right Click
Look at (when clicking on an object or inventory item)
Put away (when holding an inventory item)
Skip text (when someone is talking)

Inventory
To show the inventory, scroll your mouse to the top of the screen. Here you can choose items to use or look at what you're carrying. Click the button labelled 'O' to show the options screen from which you can save, load, restart and quit the game

Other shortcuts
Ctrl+Q – Quit game
F5 – Save game
F7 – Load game
F9 – Restart game
F12 – Take screenshot
Tab – Show inventory
Escape – Skip cutscene/dialogue
Space – Skip walk (jump to where you are walking to)

Credits

Alan Saves Christmas created by OneDollar

Based on the MAGS competition "The End of Christmas" by Paolo

Story, graphics and programming by OneDollar

Character Control module by Strazer

Credits module by SSH

Tested by mellowscholar, Phil and OzzyJ88

Music by Kevin MacLeod (incompetech.com):
Up on a Housetop
Deck the Halls
Professor and the Plant
Stratosphere
A Mission
Martian Cowbay

Music by Nicola Boschetti (nicolaboschetti.com) (freesologuitar.com)
Giochi di Luce

Created in Adventure Game Studio by Chris Jones

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MP3 player is almp3 v2.0.4, by Javier Gonzalez and the MPG123 team. It uses the mpg123 MP3 decoder, and again is distributed under the terms of the GNU Lesser General Public License version 2.1

All music included in this game is believed to have been released as free to use in non profit situations. If you own a piece of music in this game and believe it has been used illegally or unfairly, please contact the game author at onedollar@hotmail.co.uk

Feedback

If you have any comments, feedback or bugs to report please PM OneDollar on the AGS forums (www.bigbluecup.com/forums), or send an email to onedollar@hotmail.co.uk

If you require any hints or tips for this game, please check the AGS forums, or check my website (onedollarstudios.googlepages.com) to check for any walkthroughs