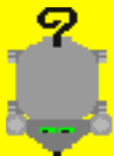


THE FARMER

INSTRUCTION BOOKLET



THE TABLE OF CONTENTS

To help you find your way around:

- 2 - The Table of Contents
- 3 - The Story
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- 5 - The Main Menu
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THE STORY

Once upon a time, there was a farmer (which is you) whose farm was overrun by mice. He (being you) set out to rid himself of these pestulous vermin, therein beginning the beginning of one of the greatest stories ever told:

THE FARMER!

Check out the next page for how to play the game...

THE GENERAL WARNINGS

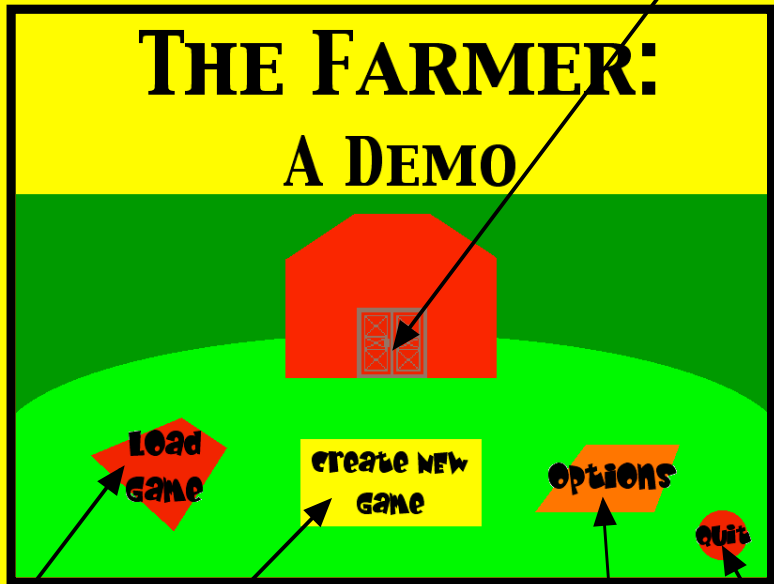
Pretty important

- DO NOT attempt to create a new game file by overwriting the game you have loaded. The program WILL crash. Sorry.
- The game never stops. Switching to another application will NOT pause the game. Pause the game during play with option-Esc to make sure your farmer is safe.

THE MAIN MENU

looks like this:

The Barn Door Button



The Load Game Button

The Create New Game Button

The Options Button

The Quit Button

THE MAIN MENU

cont.

- **The Load Game Button**

Opens a file browser and allows you to select a previously saved game file from your computer to load. Select your game and click "Open."

- **The Create New Game Button**

You must create a new game before playing. Pick a spot on your computer to save it (maybe the Documents folder) and remember where it is.

- **The Options Button**

Brings you to The Options Menu. See next page.

- **The Barn Door Button**

Once you have either loaded a saved game or created a new one, clicking the barn door will start you off on the last level you saved at.

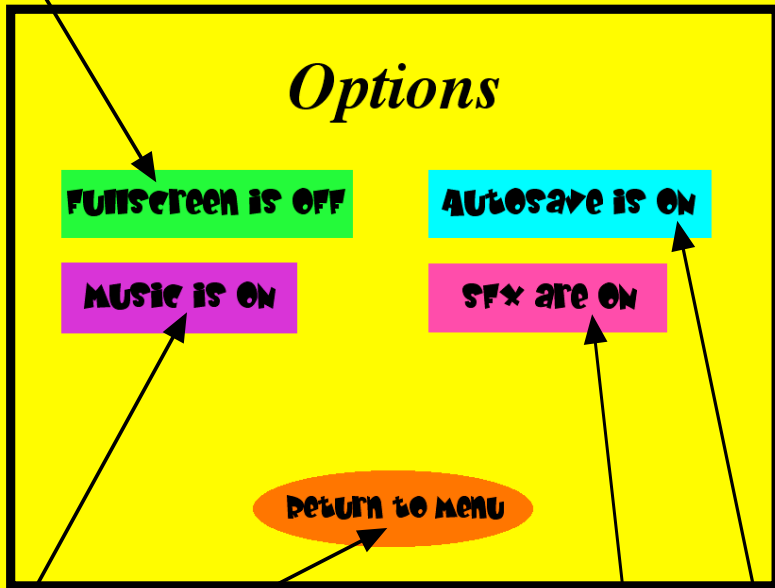
- **The Quit Button**

Double checks, then quits out of the game so you can do other things like laundry and chess.

THE OPTIONS MENU

looks like this:

Fullscreen
ON/OFF



Music
ON/OFF

The
Return to Menu
Button

Sound
Effects
ON/OFF

Autosave
ON/OFF

THE OPTIONS MENU

explained

- **The Fullscreen ON/OFF Button**

Press this button to change the graphics from window mode to fullscreen or vice versa. Changes take effect immediately.

- **The Autosave ON/OFF Button**

If ON, the game will automatically save at the beginning of each level. If OFF, it won't.

- **The Music ON/OFF Button**

Press this button to toggle the game background music.

- **The Sound Effect ON/OFF Button**

Press this button to toggle in-game sound effects and end-of-level, congratulations-you-made-it music.

- **The Return to Menu Button**

Brings you back to the Main Menu screen.

- **The Other Buttons**

What other buttons are there ?????

THE WAY TO ACTUALLY PLAY THE GAME

Controls

- **Mouse** - push buttons and other stuff
- **Arrow keys (Up, Down, Left & Right)** - move farmer
- **Spacebar** - use the active weapon
- **'B' key** - activate the farmer's pitchfork
- **'N' key** - activate the special weapon
- **Return** - push when prompted to advance through cutscenes

THE WAY TO ACTUALLY PLAY THE GAME

HEART: The Game Screen

Touch one to recover one heart. If you have full health already, you can't pick it up.

DOORS: These look different in each world. Go through open ones.

OTHER STUFF: Keep your eyes open.

FARMER: This is you.

MICE: Kill these.

WATER: Don't fall in.



THE WAY TO ACTUALLY PLAY THE GAME

The Toolbar

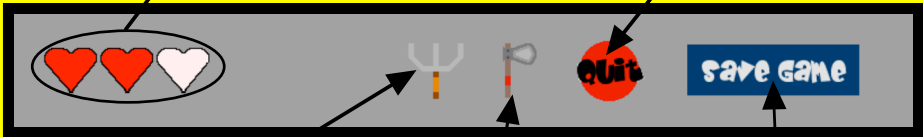
(at the bottom of the gameplay screen)

ROW OF HEARTS:

Each time a mouse touches you, you lose one. Lose all of them and you die and start from the beginning of the current area.

QUIT BUTTON:

Press to exit gameplay and return to the main menu. Keyboard shortcut is option-Q.



PITCHFORK:

Press this button to activate the pitchfork. Keyboard shortcut is 'B'.

SPECIAL WEAPON:

Press this button to activate the special weapon. Keyboard shortcut is 'N'.

SAVE BUTTON:

Press to save your progress. If you quit and load your game later, you will start at the beginning of the current area. Keyboard shortcut is option-S.

THE NOTES YOU WANT TO WRITE DOWN

(because this game is complicated)

THE NOTES WE WROTE DOWN

(in case you have nothing to write down)

- Mice are pretty stupid animals with tough hides.
- The farmer did not learn to swim until the beginning of some of his later adventures. We apologize for any trauma this may put our customers through.
- Just GO for it.
- Read the instructions. Not just this page.
- Finish what you started. Without dying.
- Beware of capes and things.
- Look both ways before you cross the street.
- Say "Please" and "Thank you."
- I've never been a purple cow...

THE PEOPLE WHO MADE THIS GAME

You can call these The Credits:

- The GAME DESIGNER, PRODUCER, STORY WRITER ... Alex Leone
- The PROGRAMMER ... Alex Leone
- The CONCEPT GRAPHICS DESIGNER ... Cecelia Leone
- The GRAPHICS DESIGNERS ... Alex Leone, Cecelia Leone
- The LEVEL DESIGNERS ... Benjamin Leone, Peter VanDusartz,
Tyler Metkowski, Louisa Leone, David Leone
- The ORIGINAL MUSIC WRITER AND ARRANGER ... Alex Leone
- The LEVEL BACKGROUND MUSIC SELECTORS ... The Leone Family
- The TESTERS ... Lots of people
- The SPECIAL THANKS go to ... Richard and Deanne Leone

THE LAST PAGE

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