

Welcome to A Day with Michael

I made this game for my son, Michael, for Christmas 2005... of course he didn't get the completed version. Who knew that AGS games were this time consuming to create?

I didn't make this game to be difficult. I made it to be fun for my son with lots of stuff that he likes.

I also made it to learn how AGS works since I was looking for a program to make a virtual tour of my theater. AGS fits the bill perfectly.

I hope you enjoy the game. Steve

1. You start at the bridge of tomorrow.
You can look at just about everything.
You might want to check your inventory.

2. The stream.
Look at everything.

3. Dino. Are we hungry?

4. The Christmas Trees.
Yes. They talk.

5. The Yellow wood.
Again you can look at just about everything.
Check out the charming little cabin.

6. Some cabin!
Look at everything.

7. Dining Room
Look at everything.

8. Kitchen
Look at everything. Need anything?

9. Upstairs
Look at everything. Some things do things.

10. Bedroom
Look at everything. Maybe you need it. Maybe you don't.

11. Back Downstairs -- The Library

Look at everything. Some things do things.

12. The Portal

Look at everything. Talk to Ruthinea

13. The Temple

Temple 1... Careful!

Temple 2... Keep moving

Temple Courtyard... Keep moving

14. Left Temple

Keep going deeper into the temple to the Glyph Room. There are a bunch of glyphs on the wall. You can look at them and the description will come up. If you 'point' with the pointer, the translation will come up. Time to learn some basic Egyptian.

15. Back out of the Left Temple and go to the Right Temple.

The Hieroglyph courtyard.

There are more glyphs on the wall.

Again, look and the description and Point will provide the translation.

Learn... learn... learn.

16. Behind the first pillar in the Glyph Courtyard there is a passage to the Camel Room. Look at everything... You can touch things too.

17. Behind the second pillar is a passage to the Treasure Room.

You can look at just about everything.

There are three items on the front counter.

Be careful!

***Spoiler below

18. Down the Left Corridor there is a little Indiana Jones Cut Room.

19. Down the Middle Corridor you'll find the Big Ball Cut Room.

20. Down the Right Corridor you're back to the Glyph Courtyard.

21. Go to the end of the Courtyard and turn left behind the wall.

It will take you to the Temple of Isis. Look around.

***There are spoilers at the bottom if you can't figure stuff out.

22. Now on to your quest.

Three offerings from a Druid Tree.

A kiss from either fowl or fish.

A BLESSED gift from you to me.

Wrapped on the moon in silver dish.

23. The only trees worth talking to, you've already met.
Go back to the trees.

24. Two will give you their offering willingly, one will prove a little more difficult.

25. You've already met the fish. Were you really friendly to him?

26. You've seen birds or bird like things in a couple places.
See if they'll give you a kiss.

27. The Blessed Gift is tougher. It's there though.

28. How to get to the moon?
You've already seen the silver dish (bowl) Did you pick it up?

29. Back to the portal.
If you went to the temple, you've seen the past... or is this the future

30. The Archway.
You're going to need a passcode. Did you talk to Ruthinea.
Maybe she needs a little coaxing. What do you think she would like?
***Spoiler Below

31. Off to the moon.
Take a little walk.

32. On the moon.
Look at everything.

33. On the moon -- Left
Talk to the old man. He'll let you use his boat if you've got food.
*** Spoiler below.

34. Off to Art Lake
Look at everything.

35. Art Lake 2
Look at everything.

36. Escher House
The bird! Talk away.

37. The Last Supper
Take a right after the Escher house and you'll be at the last supper.

Well, if you're going to put your offering together, this is the place to do it.

***Spoiler below.

38. Starbucks Hell

Go up the stairs and you'll be at Starbucks at the AGS get together.

You can look at just about everything.

You can talk to Chris Jones.

Get your free coffee.

39. Back to the last supper... take a right and you're back with Isis.

Give her the offering and Whoa!

40. Honeymoon Cut Scene. The pictures are of Michael and Ruth's honeymoon in Europe.

41. Roll the Credits thanks to SSH

I hope you enjoyed the game.

Spoilers

At the bridge:

You can get rid of your golden key here since it's absolutely worthless...

However, you will lose 5 points and never get a full score.

Go to the left after the bridge for 5 points

At the stream: Talk to the fish for 5 points

Take the Deinonychus Drumstick. You'll need it later.

Take the silver bowl in the dining room.

Take the bun in the kitchen. The second time, take the wedding knife.

Upstairs in the bedroom: Take the flowers.

Ruthinea will tell you the passcode if you give them to her. You'll have to put them on the table.

In the library, find the lever. This will take you to the portal.

Also, if you look at the book on the table, you will get 5 points

for reading about my son, Michael. The artwork in the book

is a self portrait he made out of 36 layers of hand painted plexiglass.

At the temple of Karnak...

In the camel room... pet the camel and get 5 points from PETA.

Get the glyph tiles from the snake charmers basket.

After you've tried the Hieroglyph table with Isis you're going to be missing a glyph tile. Go back and check the basket.

If you go to the Hieroglyph room after the rats, bats and spiders and press the Eye of Horus everything will light up. This will also enable the translation to light up when you're reading the Table with Isis.

At Druid Tree Three, you're going to need the silver bowl and the Wedding Cake knife. Use the knife on the tree and then catch the sap with the bowl. You can also try the Holy Grail but you'll need that later.

On the moon, you can give the old man the drumstick AND the bun. This will give you 7 points. If you don't you won't get full score.

At the last supper, you can give Jesus the bowl with the sap, shit and butt fungus and go on but if you give him his Grail back he'll tell you about the coffee house up the way. He'll also give you a whole bunch of points.

That's about it. Again, I hope you enjoy the game.
If you have any questions you can post them on the AGS Forum at <http://www.adventuregamestudio.co.uk/>

Special thanks to Chris Jones for creating this wonderful game engine

and to

Ashen "Nik" for the Passcode module and all his advice and Words Of Wisdom

and to

SSH for the Yes/No, Credits and Save/Reload Game Modules

and

All my love to Michael, Ruth and Ann

HIEROGLYPHS



A 
B 
C 
D 
E 
F 
G 
H 
I 
J 
K 
L 
M 
N 
O 
P 
Q 
R 
S 
T 
U 
V 
W 
X 
Y 
Z 

I made this simplified Hieroglyph alphabet for the game to aid in the translation and to help you keep track of what was what. Plus I've always been interested in learning glyphs.

There are many more phoenetic symbols but since most players would have to hunt and peck for them on their keyboard or wouldn't know the associated ALT keys to get the character, I limited the number of "vowel and consonant" sounds to the bare minimum.

Glyphs were originally pictographs but when Egypt started trading with other countries and foreign dignitaries became involved, they needed a way to record their names, hence the phoenetic glyph.

It was amazing to me how similar the glyph alphabet is to the english alphabet in that many of the glyphs are the sound of the letter we presently have.

Our letter C is represented by the glyph for "Cup".

F is Viper

G is Jar

K is Cup

L is Lion

N is water... What! The Nile!

Q is cup

T is taco. Just kidding. It's the symbol for Thoth... or the TH sound.

V is viper

Most of the ah and oo sounds as well as the a and o sounds are symbolized by the quail chick. In actuality, their are many more symbols for these sounds but it would have been a nightmare assigning them to a 26 letter alphabet.

You will probably also notice that the Egyptians did not use double consonants since one would suffice. So, there is no double ff, ss, dd, bb etc. Also, it probably made it alot easier on the stone carvers.

I also put this glyph set in here so you could see what your name looked like in hieroglyphs. Plus, it's really easy to swear in Hieroglyphs!

Have fun!

Steve