



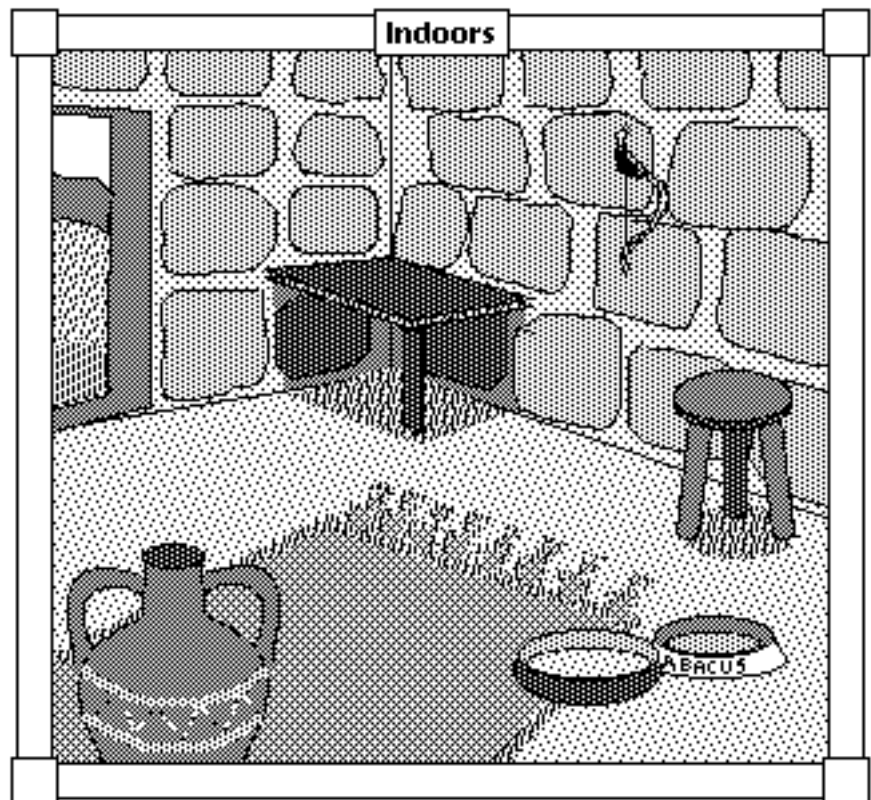
Hello and welcome to the strange and wonderful world of Little Pythagoras. In this game, you will assume the role of a young Pythagoras and try to solve the many puzzles and problems that are a part of his everyday life.

You start the game just as his day begins, in the hut he built on the small island that he inhabits. Your first task is to try and hunt down some breakfast.

Gameplay

In Little Pythagoras, as with other World Builder games, the screen is divided into two windows: The graphics window, and the text window.

This is the graphics window. It displays the action of the game from Pythagoras' perspective, and allows the player to interact graphically with the environment.



In the graphics window, you can click on most objects to interact with them. You can pick up objects, gain information about an object, or otherwise manipulate it by simply pointing and clicking on it.

This is the text window. All the commands for the game are entered here. Descriptions of scenes, information about what is going on in the game, and dialogue are all displayed here.





Commands

There are a number of text commands that are used to interact with the gaming environment:

North moves Pythagoras one scene north.

South moves Pythagoras one scene south.

East moves Pythagoras one scene east.

West moves Pythagoras one scene west.

Enter is used to enter a building or other structure.

Exit is used to exit a building or other structure.

Help will provide a diagram or other assistance for the current puzzle. Some puzzles have no help. There is no penalty for using the help command

Inventory allows you to see what items you are currently carrying.

Drop followed by the name of an object removes that item from your inventory.

Get followed by the name of an object is used to pick up items and add them to your inventory.

Status will display Pythagoras' current status.

Sometimes the program will ask you to enter the answer to a puzzle. In this case, the program will tell you the format in which you should answer the puzzle. Usually, it is best to enter numbers by digits instead of words. (I.E. "56" instead of "fifty-six")

Hints and Tips

In general, you can use the Help command to get some tip on the puzzle you are currently trying to solve, however, there are a few useful formulas to help you with some of the problems.

Useful Geometric Formulas

The Pythagorean Theorem:

$A^2 + B^2 = H^2$, Where A and B are two adjacent side of a right triangle, and H is the hypotenuse (The side opposite the right angle).

Area of a triangle:

Area = $1/2 B \times H$: Where B is the base of a triangle, and H is the height.

Area of a rectangle:

Area= $W \times H$: Where W is the width of the rectangle and H is the height.

General Hints

Always read the text, it can contain important clues.

If you don't know what to do next, chances are you didn't read the text. Try going back to your house or going to the hunting grounds.

Save Early, Save Often

In theory, it should be impossible to get completely stuck in this game, try going back to places where you met people. Perhaps you weren't finished with a particular problem.

Register the game! That way you get all of the answers to all of the puzzles, plus a step by step layout of how to solve them.

Credits

Writer, Programmer, Artist, Director
Kenneth Moodie

Playtesting
Kenneth Moodie
Jeffrey Waller

Please Don't Sue Me (Sounds)
Ray Dunakin (Consider yourself honorarily registered)
They Might Be Giants
The Dead Milkmen
Morrisey & Clive Langer
Kenneth Moodie

Mathematical Inspiration
Karen Vincent
Kevin Drinkard

Special Thanks
Silicon Beach Software
World Builders Worldwide

Viva La World Builder!

Registration

Please support shareware. Little Pythagoras is only \$5. Please make out checks to Kenneth Moodie and mail them to:

Kenneth Moodie
172 Plateau Ave.
Santa Cruz CA
95060

When you register, you get a special package in the mail containing step-by-step solutions to all of the puzzles in the game, and a warm place in my heart, and the satisfaction of knowing that you are supporting a poor struggling student.

Even if you can't afford to pay, drop me a line telling me any questions, comments, observations, criticisms, and especially bug reports that you might have concerning the game. I certainly am familiar with financial difficulties.

Kenneth Moodie
vdu02457@sjsuvm1.sjsu.edu