TOP HAT

by



1 Options

In the Options section you can set such basic things like volume (Sound/Music/Other), game display style and key settings (see section below). These settings are saved in tophat.ini file.

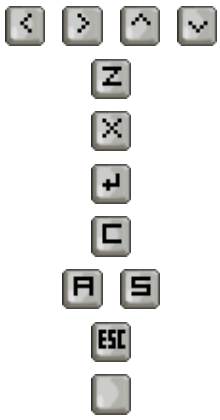
Pro tip

Did you try to modify fps value?

If you want to reset settings, use F10 in the main menu. Similiarly, F11 clears achievements progress and F12 deletes a savegame.

2 Controls

You can use keyboard or PC gamepad[1] for playing. You can change controls in game options, the standard controls are enumerated below:



movement
jump
shot
action
grenade
weapon change
pause
skip

The key config is stored in tophat.ini file. F9 creates a screenshot.

3 Troubleshooting

3.1 64bit systems

The game was written for 32bit systems (Windows XP Service Pack 2) but it can work with newer systems like Windows 8. For example, standard routine under Windows 8 with settings compatibility[2] should fix the problems.

In the worst case you will need Microsoft Compatibility Toolkit.

3.2 Sound

The game uses supersound.dll for sound playing. If you have some troubles with this library, you can try to use caster. Open tophat.ini and set in the game options section:

```
caster=1
```

[1] The other gamepads may also work, like Xbox one.
[2] Make sure you have turned DirectPlay service on.

3.3 Font

Game uses modified version of Visitor TT1 BRK font. If somehow this font does not appear in the game, install it manually – VisitorTT1BRKPL.ttf.

4 Custom language

Initially, the game provides two language versions – English and Polish, corresponding data are stored in the LANGUAGE directory. If you want to translate the game, use F8 key in the main menu and modify game strings. Use arrows[3] to move, TAB switches between two files: strings.ths, achvmts.ths and system.ths. F2 saves current language pack and F7 allows to jump to a specified line, HOME/END jumps to start/end respectively.

4.1 Tokens

In some cases there is a need to refer to button names or language code. The list below shows dynamic **tokens** being automatically replaced during the game.

[UP]	[DOWN]
[LEFT]	[RIGHT]
[ACTION]	[SHOOT]
[JUMP]	[GRENADE]
[ESCAPE]	[SKIP]
[CHANGE LEFT]	[CHANGE RIGHT]
[LANG]	

For example, with default settings, string:

```
Use [SHOOT] to shoot!
```

will be replaced with Use X to shoot!.

4.2 Finalising work

If you have managed to create own language pack, you can force using it in the game by starting the game with an additional parameter lg, where lg stands for used directory. For example

```
.\Top Hat.exe ru
```

At the end of work with strings, you might create credits.png or gameover.png.

> **Attention**
> Remember, we use UTF-8 encoding and Visitor TT1 BRK PL font, so some special characters may not appear.

[3] Editor controls are independent from game controls saved in tophat.ini.

5 Authors

As it can be guessed, the game was created by **N94 Games** studio consisting of two creators, **Nikodem "Nikas" Szewczyk** and **Mateusz "Jakim" Szymański**:

Graphics:	Nikodem Szewczyk
Level Design:	Nikodem Szewczyk
Programming:	Nikodem Szewczyk/Mateusz Szymaśki
Music/Sounds:	Mateusz Szymański
Story/Other:	Nikodem Szewczyk
Awesomeness:	you, dear players!

In fact, **Nikas** has worked a bit on sounds[4] and **Jakim** on graphics[5] and level design[6]. **Jakim** helped with code, following improvements are done by him:

- structure of game files with encrypting, config,
- sound playing, load-on-demand mechanism,
- achievements,
- language localisation system with an editor,
- joystick support,
- cheat system,
- "alter ego" quest,
- eye candies.

The rest, including:

- entire game mechanics,
- various enemies,
- boss fights,
- weapons, including freeze gun and platform gun,
- dynamic obstacles like rolling balls/gravity inverse,
- cutscenes,
- quests, puzzles with gates,
- particle based eye candies, parallax.

and much more was done by **Nikas**.

6 Requirements

The game needs `Windows XP` or `Windows Vista/Windows 7/Windows 8` (compatibility with `Windows XP` may be needed in some special cases). Used memory should not exceed 1 `GB`, this value is usually less than 650 `MB`.

[4] He used `SXFR` to create some sound effects.
[5] Blame him for achievement icons.
[6] Visit the second level of `???` world.

Minimum:

- OS: MicrosoftÂ® WindowsÂ® XP / Vista / 7
- Processor: 2.0 GHz processor
- Memory: 3 GB RAM
- Graphics: DirectX 8-compatible graphics card with at least 256MB of video memory
- Hard Drive: 150 MB available space

Additional Notes: Microsoft Xbox 360 Controller or Direct Input compatible controller.

7 Changelogs

What has been changed in the 1.2 version?

- added game difficulty modes,
- connected game achivements with **Steam** sySteam,
- added mouse input in the menu/editor,
- created custom languages system with an editor, PL version,
- renewed the file structure with encrypting,
- changed the music playing system with loading-on-demand,
- added ending cutscene,
- fixed minor bugs.

7.1 Credits

The special thanks goes to **Marius Utheim** and **tsg1zzn**, creators of used free sound dll libraries for Game Maker. Credit goes also to **IsmAvatar** for crypt.dll. **Piotr 'gnysek' Gnys** helped with the dialog system.

7.2 Helpful links

Helpful links:
http://n94games.com/
http://jakim.pl/

Contact us at n94games@gmail.com.