Welcome to Boon Hill read me!

This Read Me is for Welcome To Boon Hill 1.0.2 the second commercial build.

Boon Hill is a 'game' for your personal computer. A graveyard simulator for you to enjoy or not enjoy at your leisure. This read me file should have all the information to need to get the game running.

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1. Instillation

To run Boon Hill:
- Unzip the file into a folder on your computer
- Double click the Boon Hill.exe
- Choose resolution, windowed or not, and click play
- Enjoy Boon Hill

2. Controls:
-Arrow keys and WASD move and navigate windows
-Space Bar selects/examines/skips text
-F key drops a flower at a gravestone (You only get three flowers per game)
-Shift key lets you run.
-Esc opens up the menu.

3. System Requirements:
OS: Windows XP+, Mac OS X 10.7+
Graphics card: DX9 (shader model 2.0) capabilities; generally everything made since 2004 should work.
CPU: SSE2 instruction set support.

4. Changes from 1.0.0
-Moonwalking bug should be fixed. Putting down flowers should work as expected now.
-Crows fly right as well as left.
-Controls tightened up.

5. Notes on known bugs:

Known Issues for 1.0.0:
Wrong text - Asian graves don't display properly. The characters displayed are actually gibberish. This is not intentional and should be fixed in a future patch.
Invisible Wall - There is at least one instance of a hit box that represents nothing on the map. Just a space you can't walk on in the middle of nowhere. This will also be fixed in a future patch.
Leaving the Graveyard grounds - There is a way to exit the map. It doesn't break anything and I think it's kind of funny. So I'll probably leave it in even in future patches.

6. FAQ:
Here are some answers to common questions I get on the internet about Boon Hill.

Q: Boon Hill is not a game.
A: That is not a question.

Q: What's up with the weird goth girl?
A: I 'unno. What do you think is up with her?

Q: The game isn't displaying right on my machine.
A: Did you try a different resolution? Sometimes that helps.

Q: The game won't start for me.
A: Did you check the basic requirements? It should run on most Mac and PC machines but Unity does have some minimums. If your machine meets the specs but still won't run the game please send an e-mail to boonhill@14hoursproductions.com and in the e-mail list the specs of your computer and the exact reaction it has to trying to run the game. Hopefully we'll be able to fix the problem in future patches.

Q: Why are there no sound FX for footsteps?
A: All the ones I tried really annoyed me.

Q: Why do the crows not make any sound.
A: Same reason.

Q: Kill yourself!
A: What? Why?!
Q: You know why.
A: You have me there.

Q: Is it really just a game where you walk around and read gravestones?
A: Yes.
Q: Seriously, there's no secret dungeon with a key and a boss?

A: Yes.
Q: are you suuuuuuuuure? I heard someone say there was.
A: They're lying to you.
Q: I'll find it. I wish you hadn't hidden it so well, that stuff sounds fun!
A: It doesn't exist! Er... i guess enjoy looking?
Q: HA! I found it. Man this bit is awesome.
A: ...okay, look. There is no such part in the game. You're lying.
Q: I love the skeleton boss. How'd oyu think of the coconut thing?
A: Please leave me alone.
Q: You're the best game dev ever!
A: Look, just leave me alone.
Q: I'm going to bite your face!
A: I HATE YOU!

Q: Why do you hate games and gaming and are trying to destroy gaming culture with non games you monster?
A: I uh... really like games and think they're an interesting and beautiful form of expression that can do things that no other medium can. Thanks to the inter activity for example, Boon Hill is a different experience for each player. the exact order of the graves. Do they go left or right. It seems static but there's something snow flake like about every player and every play through. I am one of many people trying to push the boundaries of what a game is because I love the medium so much.
Q: That's dumb. You're dumb.
A: I am very much outflanked by your witticism sir or madam.

Q: Did you really try and have native American graves in your game?
A: Yes. I asked some members of the tribe that would have been located as close to the 'historical' location of Boon Hill as possible if it would be okay. They politely informed me that it would not be okay. I thanked them for their time.
Q: Doesn't that upset you?
A: Not really.

Q: What inspired this game?
A: A book called the Spoon River Anthology. Look it up. It's pretty good. A bit artsy for some, but I enjoy it a lot. Obviously.

Q: How come you took three years to make the game?
A: Because I'm stupid.
Q: NO, really?
A: Really. There are many reasons. Development time. Changing programmers. Using Unity over Game Maker or RPG Maker. Having to work full time to be able to eat. It's a good thing the project was scoped down as much as it was or I'd probably have only

finished in like ten years.
Q: I could have made it in like three weeks.
A: Good. You're much more talented than I am.
Q: I'm going to bite your face!
A: Oh god, it's you again. How did you find me?
Q: I HAVE THE RABIES! AHAHGAHAHAHAHAH!!!1!RAAABIIIES!
A: Why are you all so scary?!

Q: Is boon hill based on a real place?
A: Yes.
Q: What place?
A: Oh, you know. That graveyard near where you live. The weird one. The one that makes no sense. Remember that thing that you always thought was cool? Yeah, that's why I did that bit in boon hill.

Q: Do you think you're better than me?
A: ...no.
Q: Good. Cause you're not.
A: Glad we agree.

Q: So, you're a pretentious douche bag.
A: Not a question.
Q: So, you're a pretentious douchebaaaag?
A: ...no?
Q: Don't answer a question with a question.
A: ...leave me alone.

Q: Why should I care about Boon Hill?
A: The same reason you care about anything. You hear the idea and you think maybe there's some kind of emotional reaction waiting for you in the product. I think there is. If you're reading this you probably think there is too. I hope we're both right.

Thank you for purchasing Welcome to Boon Hill. Send any thoughts comments love or hate to boonhill@14hoursproductions.com