

FSi's Alienation

Hello and thanks for downloading my new game - **Alienation**.

This is a game of a tough fate, it was supposed to be released last Christmas (that's 25th of December, 2006) but I was way too busy to finish it in time. Then I forgot about it for almost a year, and this autumn decided to release it this Christmas (that's 25th of December, 2007). Again I was too late, but I am releasing it now, 31st of December 2007. Consider it New Years gift from me¹. But enough of that rant, let's get to the game!

The Story.

Little Kate is abducted by evil alien from the planet Urb'Zul!
Help little Mike rescue her!

The Controls.

You know these - your typical Sierra-styled controls.

The only difference is a couple of buttons for switching between characters (yes, you can control both Mike and Kate in this game).

There's also an in-game menu (for saving game state, restoring game state, reading small in-game help message or returning to the main menu) and inventory screen.

The Comics.

There were supposed to be a little comics or pictures to show you the plot etc. But the artist I found (otherwise great fellow, ПРЕВЕДЪ!) was too busy studying to do anything else (unlike me, that's why you're able to read this now).

That's why there are small pieces of a crappy poetry here and there in the places where comics would've been. Most of them make no sense, and have very strange rhythmic and rhyming, just to warn you.

The Sequel.

There could be. At least, this one ends with a big fat cliffhanger, so I'll think of sequelization.

¹ As you may (or may not) know, most of Russians do not celebrate Christmas, at least not on 25th of December. Most of Russians celebrate new year's (which is 1st of January) and orthodox Christmas (which is 7th of January). But then again, which Russian would miss a good holiday to celebrate? That's why **some** persons celebrate catholic christmas, orthodox Christmas, new years and new years on julian calendar (which is 13th of January if I'm not mistaken), and probably Chinese new year (I don't know why do we skip Hanukkah, most likely because it doesn't include booze).

The Credits.

Ivan 'FSi' Firsov Story, scripting, graphics, lots of things.
Jake 'Bunnymilk' Milner Music².
Chris Jones Guess what³.

The Soundtrack.

Soundtrack credits:

01 Title	Alienation (Bunnymilk)
02 Intro/happy	Waltz of the Flowers (P. Tchaikovsky)
03 Intro/heavy	Move It! (mix by FSi)
04 Intro/piano	We Wish You A Merry Christmas
05 Game/Streets	Suburban Christmas (Bunnymilk)
06 Game/Mall	Christmas Shopping (Bunnymilk)
07 Game/Forest	Forest Snow (Bunnymilk)
08 Game/Saucer	Limitless Beeps (Bunnymilk)
09 Ending/Desolation	The Last Snowflake (Bunnymilk)
10 Ending/Happy	And the World Is Saved (Bunnymilk)

Soundtrack available via respective authors (or by ripping it from music.vox).

The License.

This game is licensed under Creative Commons Attribution-NonCommercial-ShareAlike 3.0 License,
<http://creativecommons.org/licenses/by-nc-sa/3.0/>

Which means you could do pretty darn anything with this game (except making profit).

² Soundtrack available via Bunnymilk.

³ Why, Adventure Game Studio engine, of course.