


Quest for the Blue Potato


Bekah (pronounced /beck-uh/) is off to meet her friend [Doctor Oakroot](#) for lunch, but finds him slumped over his desk with a poison dart in his neck. Following a note Doc wrote just before losing consciousness, she sets out to find a blue potato - to use to draw out the poison - in an underworld adventure involving time travel, talking plants and animals, and even a linguistically challenged flying pig.


Features a guest appearance by [Shane Speal, King of the Cigar Box Guitar](#) and pressed flower art (in some backgrounds in the deep underworld) by [Rebekah](#).


Game Play. *Quest for the Blue Potato* is a 2D point and click graphic adventure game. Generally you do things by moving the mouse cursor to something on the screen you want to affect and clicking it. The action is mostly pretty intuitive.

There are 4 basic mouse cursors, Look, Walk, Touch, and Talk. You can change the cursor by right clicking or by accessing the pop-up GUI at the top of the screen. (See below).

 **Look:** The Look cursor is used to get more information about an object, character, or place. Much of this is just fun stuff, but sometimes this is how you get critical information and some inventory items are activated by looking at them.

 **Walk:** When you click with the Walk cursor, Bekah will walk to where you clicked (or as close as she can get given whatever obstacles may be there).

 **Touch:** What happens when you touch something depends on what it is. Clicking on a portable object causes you to pick it up (it goes into your inventory). Clicking a door may open it (if it's not locked). Clicking a ladder, hole in the ground etc. will cause you to climb, crawl in, etc.

 **Talk:** Click on a character to start a conversation. You can talk to animals and some plants in this game. If you don't get anything useful from a conversation, come back and try again after you do some things... some conversations are dependent on events elsewhere in the game.

In addition to the basic cursors, you can use an inventory item to click on things. Generally this means use that inventory item on that thing. Clicking the bad guy with a gun would mean to shoot him (doesn't happen in this game – Bekah is non-violent). Clicking a well with a bucket might mean fill the bucket with water. You can select an inventory item as the cursor on the inventory screen.

Pop-up GUI. If you move the mouse to the top of the screen, a Graphic User Interface will pop up. Fairly obvious icons allow you to select a cursor, go into your inventory, save the game, load a saved game, or exit the game.

Inventory. You can pick up various items in the game. These are mostly things you will need to progress through the game. When you open your inventory from the pop-up GUI, you will see everything you've picked up. You can select an item to use as a cursor or click the eye symbol and then an item to look at that item. Some items are activated by looking at them.

You can also use one item to click another to use one on the other or combine them in some way.

Messages and Dialog. When characters talk, text appears near the character. Bekah's speech is yellow. Other characters use various contrasting colors. Speech stays on the screen for a few seconds to give you time to read it and then disappears.

In a dialog, various choices for what Bekah should say next will be offered at the bottom of the screen... just click the option you want.

There are also narration messages... these appear in a box in the middle of the screen and stay on the screen (and pause the game) until you hit a key or click the mouse.

Score. You can score up to 100 points. The main purpose of the score is to let you know whether you've seen everything in the game. Most of the score is for things you have to do to progress. There are about 10 points of non-essential stuff. If you don't get a perfect score, the closing credits will list everything you missed.

Licenses.

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Music by David Alexander Smith, II provided by Sunny Side Down Music and Sunny Side Down Records.

Shane Speal endorses John Pearse Strings and appears courtesy of Insurrection Records.

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Note: Version 1 of Quest for the Blue Potato does not use mp3 or ogg, but a future version might.