

Ye Adventurer's Guide Book

Welcome to the fascinating world of computerised adventures in which you can sally forth to take on fabulous quests for riches beyond your wildest dreams and, above all, excitement. Yet fear not but be bold and no harm will befall you for here is distilled the wisdom of many who have gone before you and if you follow their advice you may also achieve success.

In this little discourse the examples of typical adventure commands are shown in **bold print** but alas, they are mere examples and will not be of direct help in your present quest.

If this indeed be your first such quest, may we humbly direct your attention in the first instance to the chapter entitled 'ForYe Uninitiated'.

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For Ye Uninitiated

In an adventure you control a 'puppet' or alter ego who must obey your every command, as far as this is possible and allowed by the rules of the 'world' in which (s)he is bound. Before long you will feel part of that world yourself and this will help you to identify with your puppet and visualise the difficult situations in which you will place him or her.

Your puppet will describe his or her immediate surroundings and any possibly useful objects that are visible nearby.

Obvious exits will also be listed so you will usually be able to tell which directions your puppet may move. Movement commands consist of words or phrases such as **go north** or just **north** or even the simple **n**. Most commands can be abbreviated to just a few letters, but beware of confusion.

Here is a list of some other useful commands (not all will be available in every game - check the individual game instructions):

- | | |
|------------------|--|
| Inventory | lists the objects carried by your puppet |
| Look | repeats the description of the current location. |
| Save | saves the current position to disc so you can resume the game later. |
| Restore | restores a saved game. |
| RAMSave | (or RSave) similar to Save but saves in the RAM memory and is lost when you quit the game, RAMSave again or switch off the |

computer.

RAMLoad (or **RLoad**) restores the last **RAMSave**'d position.

Quit exits from the game, after confirmation.

Help may offer some helpful comments.

Score some games give points for completing certain tasks, collecting treasure and so on. **Score** may also give you some idea of how much (or little) progress you have made to date.

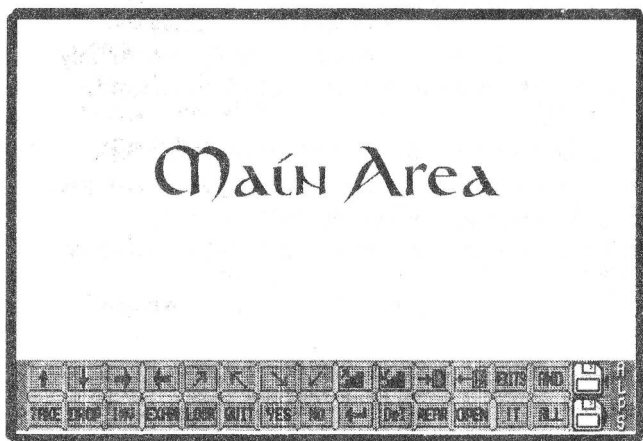
The rest of the vocabulary depends on the individual game and part of the fun of playing an adventure is finding out what it does and doesn't understand. Generally, you can rely on most games to understand at least the following words:

north, south, east, west, northeast (ne), southeast (se), northwest (nw), southwest (sw), up, down, enter (in), exit (out), open, close, lock, unlock, examine, search, inventory, look, take, drop, wear, score, help, push, pull.

Getting Started

Locate the correct disc, insert it into drive 0 and click the :0 drive icon. Double click the game's icon in the Filer window to start it.

After the loading screen has cleared you will see that the screen consists of a *main area* occupying most of the top with a small *icon panel* along the bottom edge:



In the main area, the computer will give you a detailed *description* of your surroundings and may also display a graphical illustration. Read these descriptions and study the pictures carefully - there are often useful hints and clues contained in them. Sometimes the computer will mention

objects that you will be able to take. Often these will be useful later in the game. It will also tell you what *directions* you are able to move in, from your current location. The icons at the left hand end of the upper row provide all the movement commands.

To tell the computer what you want to do you enter a *command*, for example **Take the air tank**.

If you are fairly new to adventures it may be wise to stick to simple, single commands until you get used to the idea. Later, when you are sure what you are doing, you can string a whole series of commands together, such as **Open the green door and go north then give the screwdriver to the droid**. (These are just examples: they don't necessarily occur in an actual game.)

The computer will prompt you for a command, for example by asking:

What now?

>

The > prompt shows the start of your *command line*. You can *type* commands on this line, pressing **Return** to tell the computer to act on them but you'll probably find it much easier to use the icons at the bottom of the screen. If you click on one of them it will add some words to your command line. You can add to the command by clicking on other words in the text *anywhere* on the screen and finish the

command by clicking the **Adjust** (right-hand) mouse button. As an example, if the computer describes a location and mentions a 'green door' that you want to open, you could click on the *OPEN* icon. This will add the word *open* to your command line. If you then click on the words *green door* in the computer's description, these will be added to the command line, to make the complete command *open green door*. A final click with the mouse's **Adjust** button will instruct the computer to carry out the command.

The parser used in these games also knows about the words *all, everything, but, it, and, then* and *them*. This allows it to understand commands such as

take all but the snake

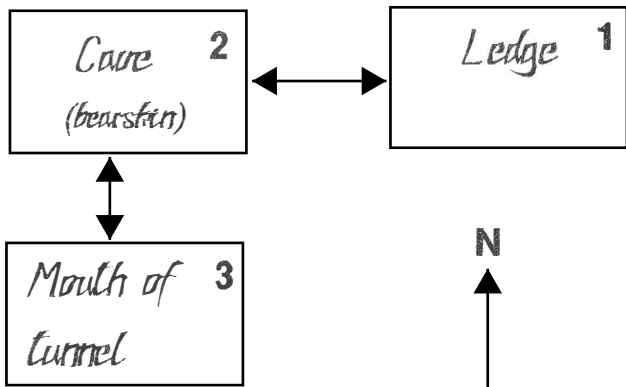
open the green book and read it then drop everything

open the blue box and the red sack then examine them

General Hints

For specific hints on a given game, consult the clue sheet provided, either on disc or as a leaflet available separately.

You will find it helpful to *draw a map* as you explore the locations. One method is to take several, large sheets of paper and start by drawing a box with a brief description of your current location and add arrows to indicate the directions of each exit. As you explore each of these directions, add further boxes to your map and record the location of any objects that you come across:



An alternative to drawing a map is to make a numbered list of each location as you explore and include the destination location numbers and any other interesting information:

Loc no	Description	N	S	E	W	U	D	Comment
1	Ledge	-	-	-	2	-	-	
2	Cave	-	3	1	-	-	-	bearskin
3	tunnel mouth	2	?	-	-	-	-	need a light?

Examine objects as this often provides a clue to their use or you may find another object concealed within. Garments often have pockets which may contain all sorts of useful items.

Search wherever you can and note that **Search** and **Examine** are **not** always synonymous. Generally you tend to

examine things and **search places** and **people**.

Other creatures you meet may be there to help or hinder your progress. In either case there is always a way to placate, avoid, or dispose of them. Try bribery (**Give money to guard**); try using an object to tempt the creature away (**Throw meat** to distract a ravenous guard dog) and so on.

If something you are trying to do fails but is almost correct, generally you will be given some encouragement. For example *"You try with all your strength to turn the key in the lock and it seems to be about to open with a grinding noise when... the key snaps!"* This may be indicating that you've got the correct key but that you need to **Oil the lock**. On the other hand *"Even with all your strength you cannot turn the key in the lock."* would hint that you haven't got the correct key for this particular lock.

You may be able to move around quite freely at first but at some stage you will come across a locked door, dilapidated bridge, obstreperous guard, poisonous snake or some other equally obvious bar to further progress. Rest assured that, somewhere in the locations you have explored (providing you have done it thoroughly), is the solution to the puzzle. This may simply consist of finding a key to the locked door or a more complex *chain* of events may be involved: *you need the cheese to bait the mousetrap to catch the mouse to feed to the snake which then becomes drowsy enough to let you pass!* Each step is quite simple but, to solve the puzzle, they must all be accomplished, and in the correct order.