Kingdom of Hamil

an adventure on disc for the BBC Microcomputer Model B

DISC

Loading instructions

Place the disc in the disc drive and close the hatch. The program is loaded by means of an 'AUTO-BOOT', and this is executed as follows:

1. Press SHIFT

2. While holding down SHIFT, press and release BREAK

3. Release SHIFT

The game will start as soon as loading is complete.

Note that it is not possible to catalogue or back-up this disc. The disc will work in drive 0 of either 40 or 80 track disc drives.

Once loaded, you will be asked whether you want to start from the initial position or from a saved position on disc: select either 'I' or 'S' as prompted and press RETURN. Of course, the first time you play you will want to start from the initial position, so select 'I' (still with the disc in the disc drive) and the game will start almost immediately.

During the course of the game you may wish to SAVE a game (for example, before trying something dangerous) with the intention of returning to it later. Simply type 'SAVE', (instead of 'NORTH' or 'GET' or whatever) and when you press RETURN you will be prompted to insert a suitable disc and type in a filename.

NOTE: Do not try to SAVE to the disc supplied; use one of your own discs.

You could call the files containing the saved positions 'INIT 1', 'INIT 2', 'INIT 3' and so on.

SAVEing puts the dynamic part of the database which attends to the general housekeeping (where you are, where objects are etc.) onto disc. On replaying you can then request the saved position instead of the initial position at the start of the program. You will again be prompted to insert the appropriate disc and supply a filename. The game will then start from that position. Should you QUIT or die, you will be asked if you want another game. 'Y' will put you back to the start of the game (i.e. a choice between the initial position and a SAVEd file) while 'N' will simply end. You won't be able to re-run the program after ending, by the way.

Playing the game

The game starts with a description of your immediate surroundings and any objects you might be able to use (try 'TAKE' or 'GET' followed by the name of the object). The computer becomes your eyes and hands. It will tell you what you can see and what is happening to you. You must tell it, in return, what to do (it prompts you with a colon).

Use commands of one or two words, in upper or lower case (typically a verb or a verb and object). The computer only looks at the first four letters of any word you type, so that the command 'NORTHEAST' must be typed in as 'NE' to distinguish it from 'NORTH' (or 'N' – there are various abbreviations you will pick up as you play). There is one exception to this four-letter rule: the final answer you give – and you'll be asked it when you have found all the treasure – MUST be answered in full, not two four-letter contractions.

Some general advice

Passages bend sometimes, so going north from one area doesn't necessarily bring you into the next area from the south. (You can try 'BACK' or 'b' if you're confused.) 'EH?' means the computer doesn't understand the first word you said; 'I don't understand that!' usually means the second word wasn't understood. Some objects can have special properties, as you'll find out; some of them are a help and some a hindrance.

Useful words

Part of the fun is finding out what words are understood! However, a short list of those you might not guess is given here:

To move in some direction, try something like 'MOVE UP', 'CLIMB', 'go south', 'west'.

To get or drop a whistle, try 'GET WHISTLE' or 'DROP WHIS'. 'GET', 'TAKE' and 'DROP' alone pick up or drop the first object the computer sees.

'On' and 'Off' may be useful.

To get a full description of your immediate surroundings use 'LOOK'.

To get a list of your possessions use 'INV' (for inventory).

To stop altogether use 'Q', 'QUIT' or 'STOP'.

To save a game for later – and the computer won't let you do this sometimes for reasons only time will explain – use 'SAVE'.

Score

During the game you can display your score by typing 'SCORE' and pressing RETURN. Depositing treasures in the vault of Castle Hamil will earn you points, as will visiting certain of the more harrowing areas. The maximum score is 250.