Philosopher's Quest

An Adventure on cassette for the Acorn Electron

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Contents

QUEST
INIT

Loading instructions

To load and run the program place the cassette (fully rewound) in the cassette recorder, type

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CHAIN "QUEST"
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and press RETURN; the 'Searching' message should appear on the screen as you do this. Now press the PLAY button on the cassette recorder and wait for the program to load. The title page will load in less than one minute and the main program will take a further four minutes to load. Once loaded you will be prompted to 'Position the database file'. This refers to the dynamic part of the database which attends to the general housekeeping (where you are, where the objects are etc). This file is called 'INIT' and the starting version is provided just after 'QUEST' on the cassette. So to load 'INIT', simply leave the cassette playing. Once 'INIT' is loaded in (loading takes about 15 seconds) the game will start.

Should you decide to SAVE a game, with the intention of returning to it later, you will be prompted to find a suitable area on one of your cassettes followed by the usual 'RECORD then RETURN' message. This will put the dynamic part of the database on to cassette, called 'INIT' again, so you'll need to keep track of which SAVE is where. If you restart on one of these (separately saved) games, you should load this instead of the original 'INIT' file.

Should you QUIT or die, you'll be asked if you want another game. 'Y' will require you to reload whichever 'INIT' you wish to supply. 'N' will simply end.

The game starts with a description of your immediate surroundings, and a choice of objects which you can take with you (use 'TAKE' followed by the

name of the object) on your quest. Choose carefully, before setting off with a command such as 'WEST' if you want to try going west, or 'NE' to go to the northeast.

The computer becomes your eyes and hands. It will tell you what you can see and what is happening around you. You must tell it, in return, what to do (it prompts you with a colon). Use commands of one or two words.

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 go).

Some general advice

Tunnels bend sometimes, so going north from one room doesn't necessarily involve entering the next room from the south.

Most areas are not lit, and moving in the dark is rather dangerous, so you'll need a light source. Some objects (and treasures!) can have special priorities, as you'll find out: some of them are a help and some a hindrance. Nothing in the game is a red herring so read all the text carefully for clues to other puzzles.

Eating and drinking are not allowed by order. 'EH?' means the computer doesn't understand and you should try saying something else.

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, SOUTH, RUN.
To get or drop a book, for example, try 'GET BOOK', 'TAKE BOOK', 'DROP BOOK' etc. GET, TAKE, and DROP alone pick up or drop the first object the computer sees.
To get a full description of the room you are in, use 'LOOK'.
To get a list of your possessions use INV (inventory).
ON and OFF may be useful (hint).
To stop altogether use 'Q', 'QUIT' or 'STOP'.
To SAVE a game for later, use 'SAVE'. (See above)

Score

During the game you can display your score at any time by entering 'SCORE' and pressing RETURN. Finding treasures will earn you points as will depositing them in the shop, and you will gradually discover other ways of gaining points – there may be some surprises here!

The maximum score is 250; consider yourself a philosopher if you score over 200!

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