MACBETH

BY WILLIAM SHAKESPEARE

Edited from the original 1623 version
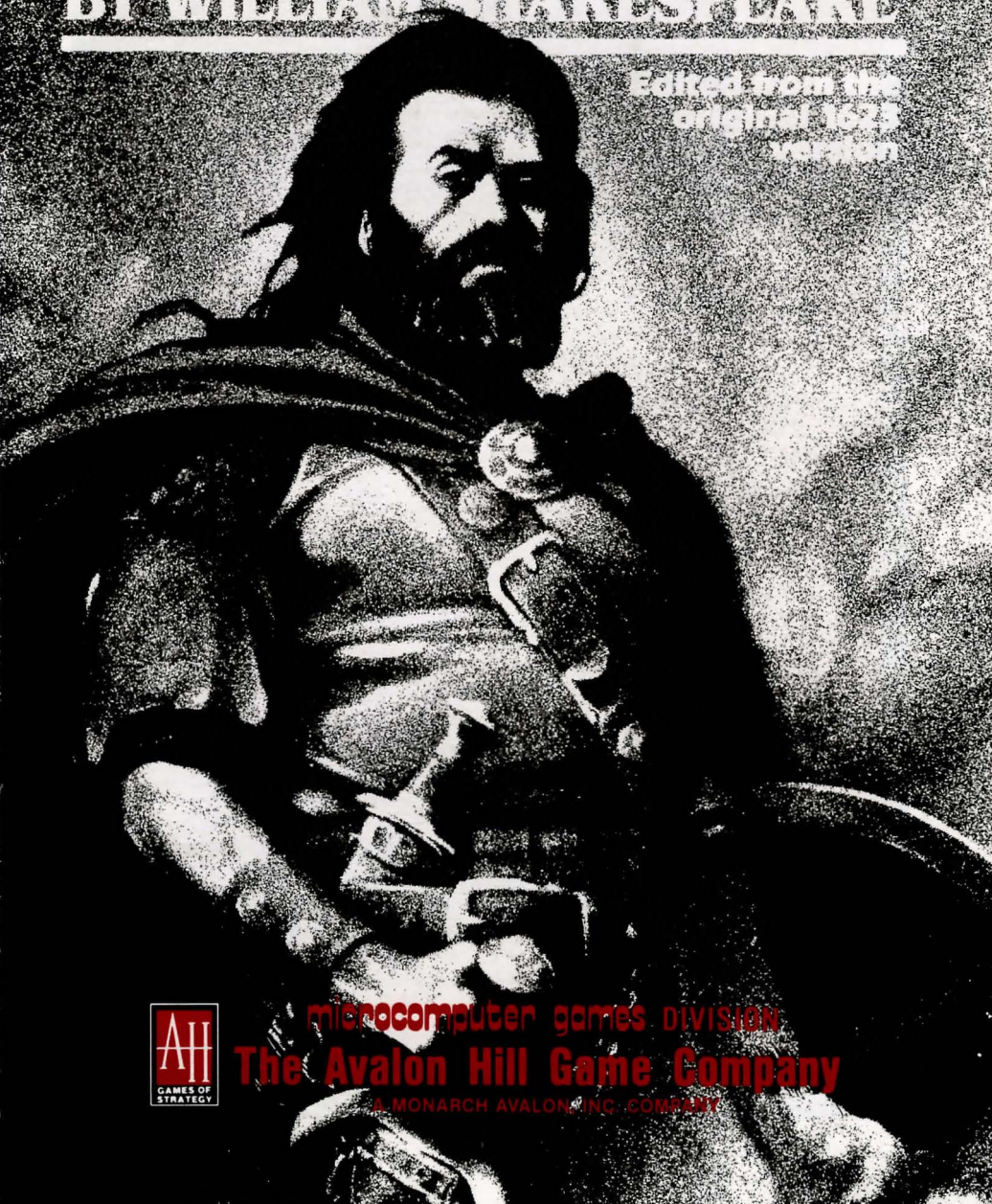
COMMODORE 64 LOADING INSTRUCTIONS

Turn on your computer. *Macbeth* consists of two floppy disks, labeled Disk #1 and Disk #2. There are four different adventures, and four interview programs, and they may be played in any order, with the exception of the fourth adventure, which should be played last. Insert Disk #1 into the drive, making sure that the side with the label is facing up. Type **LOAD"*",8,1** and press the Return key. A menu will appear instructing you in the proper way to load the game.

If there is a problem with loading, check the disk by loading the directory. This is a standard Commodore command performed by typing **LOAD"$",8**, pressing Return, then typing **LIST** and pressing Return.

If you can get a directory, but cannot load the program, your disk drive is too far out of alignment to read the disk. Test the game disk on other disk drives. If the problem continues, return the disk (only) with a note explaining the problem.

Light thickens, and the crow
makes wing to the rooky wood
— good things of day begin to droop and drowse,
whiles night's black agents to their preys do rouse . . .

Nothing is but what is not . . .

MACBETH™
The Computer Adventure

Macbeth is The Avalon Hill Game Company's Trademark
for its game of Shakespearean adventure

Shakespeare might turn in his grave at the bare idea of it, but *Macbeth* is the very stuff of microcomputer adventuring. Foreign invasions to be repulsed, insurrections to be quelled, a crown to be won, defended and lost; the action of *Macbeth* ebbs and flows like the sea. There is the tide of battles and the tide of human passions. At the heart of it all is a fierce and ambitious warrior who is susceptible to the seductive prophecies of sinister witches . . .

Whether you bought *Macbeth* just to play and enjoy four gripping Adventures; to get something lasting out of those long hours burning the midnight oil; or simply to learn more about the play, then you should leave your computer exhausted in the small hours of the morning. Our package is a new concept in software — four Adventures, each filling every available byte of the machine, four optional interview programs and a new version of Shakespeare's *Macbeth* designed for easier reading. We have brought together a rare combination of storylines, graphic effects and sound.

We've enjoyed our part of the adventuring — the dreaming up of ideas and the programming (though by the end we all looked like tea bags!). We hope you enjoy your part. Good luck!

The Team at Oxford Digital Enterprises

A WORD ABOUT THE CONTENTS

A lot happens in Shakespeare's play *Macbeth*. So much, in fact, that instead of offering you a single Adventure, we offer you four. Each is full-length and sharply different in tone, objectives, and layout. You'll have to keep your wits sharp to cope with the dangers associated with stealing a throne and defending it from all comers, especially in wild long-ago Scotland!

Each Adventure is loosely based on events in *Macbeth*. We've had to use a little poetic license to give you that extra dimension that's needed in an adventure. Often, you'll be involved in action which occurs "off-stage" in the play. For instance, although we don't see them on stage, you will fight some of Macbeth's battles first-hand. At other times, your fate might be slightly different from that of Shakespeare's doomed hero — if you're clever enough!

Even so, the broad direction of the action reflects the drama of the play, and the player will find scores of helpful clues in the playscript. Indeed, you will be unable to finish the game without it! In each Adventure, you will find yourself adopting the role of a character, venturing through many locations and performing many feats. Quick thinking will often get you out of tricky situations, but don't expect to solve any of the Adventures at the first attempt. We couldn't, and we wrote them! However, it's a fair game, not foul, designed to be contested fairly rather than box you in a dead end. You'll never find yourself "dying" at the arbitrary whim of a programmer who couldn't think of what to do next! In fact, it's only possible to be "killed" in the fourth adventure — and that's because we couldn't totally rewrite Shakespeare's ending!

Macbeth also contains four separate programs where you can take the role of Lord or Lady Macbeth and be psychoanalysed! To discover the motives and feelings of the daring Macbeth and bloody Lady Macbeth, this is the best way to

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do it. A warning, however, your interviewer can be rather short-tempered, and he'll soon discover if you're being untruthful! There are four different "sessions" available with the Bard, and in each, the "conversation" can follow many different courses, depending on your mood.

So, parallel with each Adventure, you can offer yourself up to the tender mercies of the psychiatrist. Often there's no right or wrong answer — the play's too alive with possibilities for that — but a many-branched tree of realistic responses, all grounded in the original text. In the dialogue between interviewer and player, angles which may escape the most alert reader are explored. This part of the package is designed to be useful to those who want or need to know a lot more about the play. So, while it's often light-hearted, it's very true to the spirit of *Macbeth*. It may not have the same appeal to the dedicated gamester as our four Adventures. If you leave it out, nothing will be lost from the atmosphere of the Adventures.

With our own edition of *Macbeth*, you have Shakespeare's text at your fingertips. We've gone back to the first printed version (1623) for this, presenting it in as straightforward and accessible a fashion as possible, but without changing Shakespeare's words. As an important bonus for those studying *Macbeth*, or for those curious to know more, we've included notes about the historical Macbeth, and about many different aspects of Shakespeare's play.

THE ADVENTURES

An adventure game is one in which the player explores a world in the role of a character, all the while performing acts bringing him or her closer to the ultimate goal. Obstacles are encountered and overcome by alertness, logic, flashes of inspiration, sheer doggedness, and of course, lateral thinking.

Here, the medium is the strange yet unstrange world of Shakespeare's *Macbeth*. Many solutions to the problems you will encounter, as well as clues that you may find on your travels, are embedded in the text of the play. It is up to the player to read the play and keep the text near at hand.

Interaction with the computer is achieved by using everyday English. The programs are equipped with "parsers" which can understand complex sentences such as "Ask the cook to quickly jump into the fire." Of course, many commands will be much simpler, such as "Take haggis," or "Eat pie." Sometimes you may have to rephrase the command to make it acceptable to the problem. When your command has been handled, it is automatically displayed in the top left corner of the screen. No action will be taken by the program if a certain word is not in its vocabulary. The first word not understood will be displayed in red so that you can see immediately where the problem lies. If the command is understood, it will either be impossible to accomplish, or the command will be accepted and acted upon. Either way, you'll find out at once. Veteran adventurers should be quite impressed by the speed of response — normally well under a second! The range of vocabulary varies from game to game, although each "parser" understands at least 35 verbs, 35 nouns, and 10 prepositions.

Useful commands include GO (UP/DOWN/NORTH/EAST/SOUTH/WEST), TAKE, OPEN, ASK, and TELL. Movement commands may be abbreviated to a single letter. If you are ever stuck, the HELP command may light the way. Sometimes, a clue will refer to a line number in the play. It will be written as Scene #, Line #. LOOK gives a description of the present location and INVENTORY (or I) lists all the objects you are carrying.

Here is a detailed breakdown of the sentence structure acceptable to the program. Except for directions, each command requires at least a verb and an object. The parts of speech should be arranged in the following sentence order: (Adverb) Verb (Adverb) (Article) Object (Adverb) (Preposition) (Article) (Indirect Object) (Preposition).

The vocabulary peculiar to each Adventure must be discovered through experimenting with those commands that seem natural at the time. There are relevant hints in the game notes that follow.

Additional Hints For Play

1. Choose the right word and type it out in full. Unlike some games which recognize only the first five or six letters of a word, the *Macbeth* parser looks at the entire word. Also, at a few points, the game is looking for a specific word that can be found in the play. If you are stuck, typing HELP will usually give enough information to find an answer.

2. Pay attention to the number of an object. If the description says that there are nuts on the table, and you're hungry, typing in GET NUT won't feed you, but GET NUTS will.

3. Most responses are divided into a description of the room or area, and whether any objects can be seen. Read each description carefully, for many times it contains a clue about rooms not normally accessible except when a certain object is being used. Some objects can also be found buried in the room's description.

ADVENTURE I (Scenes 1-4)
Brave Macbeth (well you deserve that name), . . . carved out your passage . . .

Early in the play, we learn a great deal about Macbeth's prowess as an invincible warrior. In this Adventure, you must don Macbeth's mantle and soil your hands with the blood of the enemy. You must either slay or outwit Scotland's greatest adversaries, and then discover a letter coded in genuine eleventh century runic script. In your travels, you should have gained enough knowledge to translate it, which incidentally, will be invaluable at the climax of the final adventure.

Because this is the first game, and we hope that many players will be first-time adventurers, it should be relatively easy for dedicated gamesters (armed with the text, that is!). If you are a complete novice, don't be discouraged if it all seems a bit alien at first. If in difficulty, use the HELP command — the responses really are helpful! In this Adventure, movement is done using the GO FORWARD (F) or GO BACKWARD (B) commands. You will meet some familiar animals near the start of the game — will you recognize them?

You'll find a newspaper early on. Take it with you because it occasionally provides an update according to your progress. What's more, it gives a simple, hot-off-the-press account of all those confusing battles as they happen. The graphics are well worth a glance. Keep an eye on them! If you wish to move swiftly through the locations, turn off the graphics by typing GRAPHOFF. GRAPHON restores them.

Warning: some of the action is blood-thirsty, but no more so than in the play itself.

ADVENTURE II (Scenes 5-11)
The raven himself is hoarse
that croaks the fatal entrance of Duncan
under my battlements.

You are Lady Macbeth. You have just learned that the king stays this night under your roof at Cawdor Castle. The witches have told Macbeth that one day he will be king. However, King Duncan has just named his successor, and it is not Macbeth, even though he has saved his country twice over. You can see only one solution — the king must die tonight. Such an opportunity may never arise again. Secretly, your husband would like to be king, but he is too full of the milk of human kindness to grasp the nearest way to the crown. So you must do your

utmost to clear the path. How will you accomplish this deed of direst cruelty? What weapons will you use? Can you persuade Macbeth to do the horrid act himself? The play holds many clues: if you can follow similar steps, then you may succeed.

But there's also a time limit, for the king stays only one night. So think quickly! You start in your chamber in the south wing of Cawdor Castle. The castle layout follows closely the plan of the real Cawdor Castle. The king will clatter up to the drawbridge in thirty minutes. By then, you should be ready to greet him at the entrance with a warm stirrup cup. Don't forget — the king can be crotchety after a long ride and you want him contented so that he sleeps well.

The first thing to do is to map out and explore the thirty-eight locations of the castle, while examining and locating necessary items. Herbs play a great role here, and the four found here are identified as one word: herb1, herb2, herb3 and herb4.

If you've been canny enough to please the king, he's sure to stay as planned. Oh! These domestic problems! Where will his retinue sleep? Then there's the banquet to organize. The King is expecting to eat within a quarter of an hour of his arrival. After the banquet you will have your one and only chance to persuade Macbeth to commit the crime. Have you found the spur to "prick the sides" of his intent? If he agrees, then you will have to prepare everything for him.

The banquet is ended and the castle is quiet. No one is abroad save servants tending the king and a few watchful thanes. Is the king asleep? How do you avoid meeting servants in the corridors and stairways? The key lies in the functions one, three, and five. Are there any secret passages? Can you avoid waking the household?

Above all, can you escape detection after the deed is done? Did you know that one of Duncan's retinue is a super-sleuth?

You have sixty minutes.

ADVENTURE III (Scenes 12-20)

Bubble, bubble, toil and trouble;
fire burn, and cauldron bubble.

This section contains some of the most visually gripping material of the play. Partly to reflect this, the third Adventure is almost entirely graphics-based. The witches are preparing a powerful spell which will help bind Macbeth to his destiny. As their helper, you must go out from the Gates of Acheron and find ten of the vital ingredients mentioned in the incantations of Scene 18. Know the list well! If the cauldron is hot enough, and if all the ingredients have been returned to the cauldron, then your mission will have been achieved. Your journey through the strange haunts of the Weird Sisters should prove interesting.

Instead of textual descriptions of each location, you will have to visually identify the contents of each location from the screen. How is your vocabulary? Often you will have to collect secondary objects to allow you to take possession of the ingredients that you require. Sometimes the objects are easily spotted; others are camouflaged in a subtle way, or hidden inside or behind others. There is a text window at the bottom of the screen. There will always be a response to your input — either graphically by modification of the screen, or textually in the window. In general, movement from scene to scene is effected by performing a certain action — e.g., "Climb mountain." Normal movement commands don't work.

The help statements are in the form of riddles, which will give clues to the unravelling of an object at that location. Any output text requiring more than two lines clears the high-resolution screen. This is restored upon pressing the Return key. Typing RETURN immediately transports the player back to Acheron.

ADVENTURE IV (Scenes 21-31)

They have tied me to a stake: I cannot fly,
but bear-like I must fight the course.

You are Macbeth, preparing to withstand a final siege at the beleaguered Dunsinane Castle. Your thanes have spurned you — even your soldiers are deserting to the side of Malcolm, son of the old king. Your wife cannot help: she is on the brink of suicide. You are racing against time and tide. The powerful forces of light and justice will begin their siege of the castle; how to ensure that they don't breach your defences immediately? How can you keep them at bay long enough to locate the castle's secret rooms? Can you find the Shakespeare-master and can you outwit him? Can you stave off a final challenge from the vengeance-seeking Macduff? Should you withstand the siege as an invincible warrior, then you will be victorious. And if you have also completed the other three Adventures successfully, then a treat will be in store for you.

But you have fifty minutes before Macduff comes to dispose of you. Now go and call for SEYTON!

YOU NAME IT, WE GAME IT . . .

The Avalon Hill Game Company is the world's largest publisher of a great variety of strategy board games of skill. We manufacture over 150 games; including wargames, sports strategy and statistical replay games, games of power politics, adventure and role-playing games, as well as fantasy and science fiction games. For complete information with pretty pictures, write the factory and ask for a *Complete Game Catalog*. Consult parts list for current price ($1.00).

ATTENTION COMMODORE 64 OWNERS:

If your copy of *Macbeth* has trouble loading, try this simple test: with the disk in the drive, type **LOAD"$",8** and press Return. When the cursor reappears, type LIST and press Return. If you can get a list of files, then the game disk is fine, but your disk drive is out of alignment just enough to prevent the game from loading.

QUESTIONS OF PLAY

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed *"complete"* in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.

IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all cables and connections are correct.

2. Re-read the section in your computer's manual that tells you how to load software. Try to load software again.

3. If possible, load another program from a tape or disk you know works on your computer. This will prove that your equipment works. Try once more to load your game.

4. The normal reason software will not load is tape recorder or disk drive head misalignment. Your computer may be able to save and load programs on its own disk drive, but be unable to read software made on a different disk drive for this reason. Be sure your heads are correctly aligned. Your local computer store or dealer can help you with this.

5. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load) to:

Microcomputer Games Division
The Avalon Hill Game Company
A Monarch Avalon, Inc. Company
4517 Harford Road
Baltimore, Maryland 21214

Defective software will be replaced.

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