

Classic Quests

Classic Quests adventures include several novel features which will help to make your game more enjoyable.

CLUES

If you get stuck - for days, rather than hours - you may wish to open the sealed envelope which contains clues which may help you. However, by resisting temptation you can save yourself £2 on the next *Classic Quests* adventure that you buy! Just send the unopened envelope to *Classic Quests* with a cheque or postal order for £10.95 (tape) or £12.95 (disk). Don't forget to say which computer you own, and which game you are ordering.

INPUT

In an adventure game your role is to direct the computer (or some mythical adventurer) towards a goal. Type your instructions (no more than one line) in response to the > prompt. Up to the point when you press *RETURN* or *ENTER* you can edit the line using *DELETE* (and on some computers, the *INSERT* and *CURSOR LEFT/RIGHT* keys).

You can enter several commands on one line (separated by commas). If you press the *CURSOR DOWN* key the previous command line will be copied onto the current line - this is particularly useful when you have made a typing error.

OUTPUT

When you enter a command the computer will respond with the results of your actions - for example, when you enter a new location, a description of the 'room' will be given. Sometimes the text resulting from a command (or a series of commands separated by commas) will not fit onto the screen. In this case the first screenful will be displayed, with the prompt *MORE* on the bottom line; press the space bar to display the rest of the output. Throughout the game the top line of the screen shows the name of the current location, your score, and the number of moves taken.

THE PARSER

Although the parser in *Classic Quests* adventures is quite sophisticated, by human standards it is fairly stupid. If you can appreciate the way in which the parser works you will find it easier to communicate with the computer. Consider for example the following phrase:

PUT THE RED APPLE IN THE BUCKET

First the parser will check to see whether the two objects referred to (the RED APPLE and the BUCKET) are visible. Then since the player is attempting to manipulate the RED APPLE, the parser checks whether the player is actually carrying it (it is not necessary to be holding the BUCKET).

Next the parser will check that there is room in the BUCKET for the RED APPLE, because the BUCKET may be full, or the APPLE may be too large to fit. Finally, the RED APPLE will be put into the bucket.

The two THE's in the instruction are not essential to the syntax, and may be left out. It may be that there is more than one BUCKET, in which case you should prefix it with a distinguishing term such as METAL or WOODEN.

Only the first 6 letters of each word are checked by the parser - the rest are ignored. Some common commands can be abbreviated further, e.g. L for LOOK, or E for EAST.

COMMON RESPONSES

If the parser does not understand your instruction, or if there is some other defect in the instruction you will usually get one of the following messages, although there are others:

I don't understand that

The parser is unable to cope with the instruction

I can't see any object here

The object referred to cannot be found at the current location

Direct object missing

You have entered a verb which requires an object (such as TAKE), but no object is given

What should I do with the object?

You have entered an object without a verb. You can either reply with a clarifying instruction such as TAKE IT, or else ignore the message and do something completely different

Indirect object missing

You have entered an instruction which requires a second or indirect object, for example PUT THE TOAD IN when you should have said PUT THE TOAD IN THE HOLE

It is very dark in here

There is no daylight or other light to see by in this location, and you should therefore be very careful when moving around

I don't know the word drongo

This word is unknown to the game. Not all words used in room descriptions are understood by the parser

Which object do you mean?

There is more than one similar object, for example a RED DOOR, and a GREEN DOOR. Repeat your instruction giving a fuller description

DIRECTIONS

These are usually given as compass bearings, but with the addition of UP and DOWN, making 10 possible directions. The directions and their abbreviations are as follows: NORTH or N, SOUTH or S, EAST or E, WEST or W, NORTHEAST or NE, SOUTHEAST or SE, NORTHWEST or NW, SOUTHWEST or SW. UP and DOWN can be abbreviated to U and D respectively.

Sometimes the words EXIT and ENTER are relevant, and should be tried if you have trouble gaining access to something. The instruction ENTER normally needs to be followed by an object, for example ENTER DOOR.

The strange nature of the places in which adventures take place, and the propensity of tunnels and paths to twist and turn means that you cannot always expect to return to the place you started from by going in the opposite direction.

CONTAINERS

Some objects can contain other objects. Containers can have different capacities - for example, a carrier bag can hold more than a thimble - and different uses. Some are always open, such as a bucket, whilst others can be opened and closed (you may, of course, need a key). In order to see inside a container it must be open - unless it is transparent, for example a glass bottle. Of course, if you want to handle the objects in a container it must be open.

Containment can go down to any level, i.e. objects within objects within objects, but the adventure will only describe objects one level down, and therefore you will not be able to manipulate objects more than one level down. For example, you might put an apple in a bucket, then place the bucket in a trough: you would not be able to remove the apple from the bucket unless you removed the bucket from the trough.

DOORS

It is usual to open a door before trying to pass through the doorway, and it may well be necessary to unlock the door before you can open it. In this case you will need a key.

SCORING

Points are awarded at various stages during the game according to your success. Points may be awarded for finding certain objects, and for bringing certain objects to a particular place. Not all games involve the collection of objects, and in these games points are awarded for completing certain tasks, or solving problems.

USEFUL COMMANDS

The list below gives some frequently used commands:

AGAIN repeats the last command entered

BRIEF restricts the amount of text output so that generally full room descriptions are only given on the first entry to a particular location; this is the default

SUPERBRIEF restricts room descriptions to the name of the room and a list of any objects in the room

LOOK will give a detailed description of your surroundings even if **BRIEF** or **SUPERBRIEF** has previously been specified

VERBOSE will give full descriptions at all times

EXAMINE followed by the name of an object will sometimes provide you with vital extra information about the object

INVENTORY or **I** will list the objects that you are currently carrying

QUIT gives you the option of finishing the current game

SAVE will save the status of the game (see the next section for more details)

RESTORE will restore a previously saved game

SCORE will display your current score, and the number of moves completed, together with your 'rating'

WAIT allows time to pass, and can be useful in certain circumstances

HELP is worth trying if you are really stuck, although in most games no help is available

SAVING & RESTORING

It is likely to take you a considerable time to complete a *Classic Quests* adventure, and by using **SAVE** you can record your position in the game. **RESTORE** allows you to go back to the position that you have saved. For full instructions see the accompanying reference sheet which gives information specific to your computer.

Experienced adventurers usually save the game before undertaking any particular risky action. Then, in the event of your demise (or worse) you can go back to the previous position. *Classic Quests* adventures offer a unique 'memory save' in addition to the usual save to tape or disk; the instantaneous response of a save to, or restore from memory allows you to try out many different options in a short space of time.

MACROS

Four lines of instructions may be saved and recalled for use at any time. This is useful when a set of commands is repeated several times, or when one particular command is repeated very often. The keys used to save and recall macros differ between computers, so refer to the reference sheet for full details.

ASSUMED VERBS

Under certain conditions the parser will assume a verb when you enter only the name of an object. This occurs only when the previous input was of the form *verb object*, i.e. **LAMP** on its own when the previous command was **TAKE SWORD** would be equivalent to **TAKE LAMP**. Where there is no 'remembered' verb you will get the reply 'What should I do with the object'. The assumed verb feature is useful when you want to manipulate several objects (e.g. **TAKE**, **DROP** or **EXAMINE** them), for example:

TAKE LAMP, SWORD, BOOK, LUNCH