ENTHAR SEVEN
The Disc-Only Mega-Adventure
(c) Robico Software 1985/86

Story, textual description, puzzle construction and programming:
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BEST OVERALL ADVENTURE
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Enthar Seven is a disc-based, text-only adventure for the BBC B, B+
and Master and the Acorn Electron. The game, written entirely in machine
code, uses disc filing techniques to provide a massive adventure with
450 locations, about 80 objects, an extensive vocabulary and over 1200
messages. Most of the messages are stored on disc and these have been
compacted to approximately half their original length. When expanded,
this text amounts to over 130K!

TO PLAY:

If you have a 40 track system your Enthar Seven package will contain
a 'flippy' disc. The Program is stored on Side One, whilst the Database
is stored on Side Two. To access the desired side, simply insert the
disc with the side you wish to access facing upwards.

The 80 track package will contain one ordinary 80 track disc with the
Program and Database on the same side.

To start, insert the Program Side into DRIVE 0. Hold down the SHIFT
key and press BREAK. Release the BREAK key and then release SHIFT.

If you have a BBC version, you will be presented with a menu screen
from which you should select 'A' if you have a Model B or 'B' if you
have a B+ or Master.

With the Electron Version, the menu screen is by-passed.

Once the program has loaded, you will be asked to insert the Database
disc. With the 40 track system, remove the disc from DRIVE 0, turn
it so that the Database Disc label faces upwards, then re-insert it.
With the 80 track game, simply leave the disc in its original position.

SCROLLING TEXT:

Enthar Seven operates in 'paged mode'. This means that the screen does

not scroll automatically, but allows you to read text which fills more than one screen. If the cursor is flashing at the bottom of the screen, the prompt is not visible and both the caps and shift lock indicators are alight, press SHIFT to scroll the text and read the rest of the text.

ENTERING COMMANDS:

Enthar Seven has a command line interpreter which allows you to type, in upper or lower case, complete, unpunctuated sentences and multiple statements. The program analyses your command and acts on certain 'key' words.

From time to time the message "I need more information" may appear. This means that the computer understood part of your sentence, but needed an extra word or phrase to carry out the command. For example, GIVE HELMET would not be sufficient. The correct phrase might be GIVE THE HELMET TO THE MAN or GIVE THE MAN THE HELMET.

To enter multiple statements, simply leave a SPACE between each set of commands. Commas and full stops as used in our more recent games will not be accepted. For example, to go north and then west you could type GO NORTH AND THEN WEST or NORTH (space) WEST. Up to sixteen commands may be typed (if there is room!) on the same line.

Most words can be abbreviated (e.g. NORTH to N, GET to G, LOOK to L, SOUTHEAST to SE) which not only saves you typing, but also allows the vocabulary list to be accessed on disc more rapidly and so shortens response times. If in doubt, type the complete word!

Here are some possible commands to help you get started:

LIST POSSESSIONS	INVENTORY
SWITCH ON THE TORCH	EXTINGUISH TORCH
TURN THE TORCH OFF	SHINE TORCH
OPEN DOOR	CLOSE DOOR
LOOK AROUND	EXAMINE HELMET
LOOK AT THE CYLINDER	SEARCH
TAKE HELMET	WEAR HELMET
REMOVE THE HELMET	GET EVERYTHING
DROP ALL	INSERT CYLINDER INTO HELMET
GET CYLINDER FROM HELMET	JUMP

During play you may EXAMINE an object (1) and find it linked in some way to another object (2). To obtain the second object you must type: GET / TAKE / REMOVE / DETACH (object 2) FROM (object 1).

To KILL something, you must state exactly how you wish to do so. To take a hypothetical example, KILL MAN WITH SPEAR might become THROW SPEAR AT MAN.

The words IT and THEM act on the last object mentioned in the current line. For example LOOK AT THE HELMET THEN WEAR IT.

WHERE is useful if you can't recall WHERE you left an object. An exact location is not usually given, but a message covering a range of locations should be sufficient to jog your memory. Four types of response are generated by the command WHERE:

   i) "I'm not sure"
  ii) "Look around!"
 iii) "List your possessions!"
  iv) "In the ... (location range)."

To repeat the last command line, the first character you type must be an asterisk (*).

SYSTEM (@) COMMANDS:

Enthar Seven provides a set of System Commands which all begin with the '@' character and do not increment the move counter.

@BUFFLOAD	Load position from the memory buffer.
@BUFFSAVE	Save position to memory buffer.
@COLOUR	Colour display.
@MONO	Black and white display.

The above system commands are not available on the MODE 6 Electron version of Enthar Seven.

@COMMANDS	List some useful words.
@DRIVE?	Which disc drive is currently selected for @SAVE?
@DRIVE0	Selects drive zero for @SAVE and @RESTORE.
@DRIVE1	Selects drive one for @SAVE and @RESTORE.
@LOAD / @RESTORE	Restores a previous position from disc.
@RESTART / @QUIT	Restarts the game from the beginning.
@SAVE	Saves your current position to disc.

If you have a dual disc drive (0 and 1), your first instruction when playing should be @DRIVE1. This will allow you to @SAVE and @RESTORE without removing the Database Disc.

To abort @SAVE or @RESTORE press RETURN without entering a file name.

THE GAME:

You start the game seated in the Pilot's Chair of an Interplanetary Space Hopper which orbits a small planet called Enthar Seven. You must leave the hopper before its orbit decays and it spirals into oblivion! You will eventually arrive in the Command Centre on Enthar Seven and your task is to board an Escape Vessel and head once more for the freedom of the stars.

Enthar Seven was once an Earth Colony. Now, the colonists have departed, leaving their robot slaves and the native Entharians behind. Much of the planet has fallen into decay, but in some areas the robots have continued their mundane tasks, seemingly unaware that their masters have long since gone.

This, then, is where you find yourself. Not a bad place, really, but who would want to stay there for ever?

HINTS:

Make a map! All objects found on your travels have a purpose. There is no magic on Enthar Seven, but you are entering a world in some ways more advanced than our own. Read descriptions very carefully - they may contain clues.

ERRORS AND OMISSIONS:

Whilst every effort has been made to ensure that Enthar Seven is free from errors, programming 'bugs' and documentary omissions, Robico accept no liability for any of the same discovered, nor for any damage caused as a result of the same should they occur.

GUARANTEE:

Robico guarantees to replace any faulty discs returned within 30 days of the date of purchase of Enthar Seven provided that the fault has been caused by the normal, reasonable use of the disc. 'Fault' in this context refers to physical damage of the disc and not to errors and omissions as mentioned above. Please enclose proof of purchase.

NOTE:

Enthar Seven will not run with VIEW (copyright Acornsoft) inserted.