

RICK HANSON

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REVIEW COMMENT

"If you want to know how good an adventure can be, buy RICK HANSON and find out!" (A & B Computing)

"Good to see there are still a few programs around that make you envious of BBC owners!" (P. C. Weekly)

THE PROGRAM

Rick Hanson is a machine code, text only adventure for the BBC B with OS 1.2 or the Acorn Electron. The game has many problems to solve, characters to meet and objects to collect and examine as you journey through its 220 atmospherically described locations. The program has hundreds of messages which have been compacted to approximately half their original length, and when these are expanded there is almost 30K of text!

TO PLAY

If you have a cassette version, ensure that the tape filing system has been set using *TAPE. To load and run the game type CHAIN"" (RETURN).

With the disc version, insert the disc into DRIVE 0. Hold down the SHIFT key and press BREAK. Release the BREAK key and then release SHIFT.

ENTERING COMMANDS

RICK HANSON has an advanced command line interpreter which allows you to type, in upper or lower case, unpunctuated sentences and multiple statements. The program analyses your command and acts on certain 'key' words.

From time to time the message "I can't guess!" may appear. This means that the computer understood part of what you typed, but needed an extra word or phrase to carry out the command. For example, PAY BARTENDER would not be sufficient. The correct phrase might be PAY BARTENDER WITH COIN.

To enter multiple statements simply leave a SPACE between each set of commands. For example, to go NORTH and then WEST, you could type NORTH (SPACE) WEST on the same line.

Most words may be abbreviated, the abbreviation depending on their position in the vocabulary list. Keep your commands simple as it is usually the case that only two or three key words are required to carry out the desired action.

Here are some examples of command lines to help you during play. The objects' names have been changed so as not to spoil your enjoyment of the adventure.

GET THE FROG AND THE HAT
EXAMINE THE FROG
DROP THE HAT
THROW THE KNIFE
CLOSE THE DOOR LEADING IN
SHOOT AT THE FROG WITH THE RIFLE
WEAR THE HAT
TIE THE ROPE TO THE RIFLE
READ THE NOTE

TAKE EVERYTHING
EXAMINE HAT
DROP EVERYTHING
OPEN THE SOUTH DOOR
CLOSE THE DOOR WHICH LEADS NORTHWEST
KILL THE ANIMAL WITH THE KNIFE
TAKE OFF THE HAT
UNTIE THE RIFLE
FILL THE FLASK WITH THE WATER

INVENTORY or LIST will list your possessions.

LOOK gives a description of your surroundings.

QUIT restarts the game from the beginning.

HELP provides a list of common commands. Press a key to see the next word in the list.

MONO changes the text display to black & white. (BBC only)

COLOUR changes the text display to colour. (BBC only)

SAVE saves a game position to cassette or disc. This gives the prompt 'S:' after which you must type a file name of not more than seven letters. Figures are ignored.

RESTORE restores a previous position. This gives the prompt 'R:' after which you must type a file name as described in SAVE.

THE ELECTRON VERSION

The Electron version differs from the BBC game in the following ways: MONO and COLOUR have no effect. Also, the adventure runs in MODE 4 on the Electron and uses screen memory to store part of the program. We feel that this is an acceptable procedure since it has enabled us to provide Electron players with a version of RICK HANSON which has the same amount of textual description and the large scenario of the BBC game.

THE GAME

As RICK HANSON, special agent, you find yourself in a disused railway station at the start of another secret mission. What the mission is, you do not know, but you are sure it must be important because the Chief has assigned you to the case!

HINTS

Make a map. Remember that all the puzzles in this adventure have logical solutions and there is no 'magic'. Read descriptions and messages very carefully. Should you find yourself hopelessly stuck, simply write your query on a separate piece of paper, enclose it with your S.O.S. Help Card and a S.A.E. and post it to us for a prompt reply.