

**GAMES
MINIPACK ONE**

**JINXTER
MEMORY MAGIC
WHITE MAGIC**

Playing Jinxter and Corruption on an Archimedes

Loading

To load the adventure, simply double-click on the game's icon from the desktop. To run successfully, the game will need 160k of screen memory, 192k of module space and 512k for the program itself.

Before running the game, open the 'tasks' window from the 'A' icon in the bottom left of the screen and make sure that the bar labeled 'Next' is at least 512k, the bar labeled 'Screen memory' is at least 160k and the bar labeled 'Module area' is at least 192k. If necessary, move the other bars such as 'Font cache', the left button of the mouse.

If another program such as Edit or ArcPaint is running, then you will probably need to quit from it to regain the memory that it is using and you may need to reset the machine as these programs can load modules into the module area which do not get removed when they quit.

Before starting the game, a picture will be displayed and some music will play. To start playing the game, press the space bar.

Screen layout

Once loaded, you will notice that the screen is split into three sections. The top line contains the following information :-

The top left is the name of the room you are currently in. In 'Corruption', the top right shows the current time and in 'Jinxter', the first figure on the right is your score and the second is the number of moves you have made.

The second section is the Graphics window, which is where the pictures are displayed.

Below the picture are the titles of four menus. These can be activated in the following fashion :-

Move the mouse over the menu title you wish to pull down.

Click once on the left or middle mouse button.

Select the command you require using the mouse.

Click once. The command will now be typed into the input line for you.

The graphics window can be set as high or low as you wish by moving the mouse to the menu bar, holding down the right hand mouse button and moving the mouse up or down.

The third section is the text window, where your commands and the game's responses are displayed.

Talking to the program

To communicate with the program, simply type in a sentence describing what you want to do. When the game is waiting for a command, a '>' prompt and a block cursor are displayed. Once you have typed your command, press the 'Return' key.

Editing your commands

The following allow you to edit the current line :-

Move left one character	Left arrow
Move right one character	Right arrow
Move left one word	Up arrow
Move right one word	Down arrow
Delete one character to the left	Ctrl-Left arrow or Backspace or Delete
Delete one character to the right	Ctrl-Right arrow
Delete one word to the left	Ctrl-Up arrow
Delete one word to the right	Ctrl-Down arrow

Re-editing your last command

If you discover you have made a small typing error on your last line, pressing the Esc key will bring it back for editing.

More

When a response from the game has too many lines to display on the screen at once, the message '<MORE>' appears at the bottom of the screen. Pressing any key will allow the game to continue. You may also move the Graphics window up or down at this point as described above.

Save

This command enables you to save your current position in the game. To use this command, you will need a formatted disk (unless you have a hard disk drive). When prompted for a file name, insert the formatted disk and type the path name of the file which you wish to save the position into. If you do not supply a full path name then the position will be saved in your current directory (see the description of the 'DIR' command in your user guide). It is recommended that you give your saved game disk a descriptive name (using the 'Name disk' option from the menu on the floppy disk icon of the desktop) and use this name when saving positions (e.g. ':savegames.save1').

Restore

To reload a previously saved position type 'RESTORE'. As with 'SAVE', you should type the full name of the position which you wish to load (e.g. ':save games.save1'). Don't forget to put the game disk back into the disk drive after loading a saved game.

Printer on (Printer off)

You can record your game on paper by use of this command which turns the printer on (and off). Please ensure that your printer is switched on and connected to the computer before using this feature.

Graphics on (Graphics off)

If you prefer to play the game without the pictures being displayed, they can be disabled with 'GRAPHICS OFF'. They can be re-enabled with 'GRAPHICS ON'.

Installing on a hard disk.

First put the game disk in the floppy drive and open a window onto it by clicking on the floppy disk icon on the desktop. Then open the directory on the hard disk which you wish to put the game into and simply drag the game icon from the floppy disk window to the directory on the hard disk using the left mouse button.

Playing the games

INTRODUCTION

What is an adventure game? Think of it as something like a novel - except that you are the lead character. The computer presents you with part of the story, then gives you the opportunity to decide what you want to do next. You'll know when that moment has come because you'll see the "prompt" appear on the screen. It looks like this:

>
When you see the prompt, it's time to tell the computer what you want to do next. You do this by typing plain English. The game understands an awful lot, but not everything; the best way to make your instructions clear is to imagine that they are preceded by the "invisible" phrase "Now I want to...", followed by whatever it is you want to do. After you've "made your move", press the RETURN or ENTER key on your computer; the game will then evaluate your instructions and proceed accordingly.

Your aim is to win the game. What that involves, and how best to go about it, is up to you to discover as you play. All we're going to say right now is that you'll need all your wits and determination.

GAME COMMANDS

You can get a long way with simple, two-word commands like GET BRIEFCASE. (The game will respond with something like "You have now got the briefcase.") But to do more complex things, you'll need more complex commands. Let's go through some of these. Imagine we're playing an espionage adventure perhaps you decide you want to

>GO INTO MR. HARGREAVES' OFFICE.

You can move around the game by GOing to a particular place or in a particular direction. The directions you can use are NORTH, SOUTH, EAST and WEST, and possibly NORTHEAST, SOUTHEAST, SOUTHWEST, NORTHWEST, UP, DOWN, IN and OUT. (Of course, not all of these directions are available at every point in the game; there may just be one way into and out of Mr. Hargreaves' office, for example.)

Thus the simplest way to move about the game is to say, for instance, GO NORTH, or just NORTH or N for short. (See the section on abbreviations for more details of short commands.) Mr. Hargreaves' office is in darkness, so you decide to

>SWITCH ON MY TORCH.

The game recognizes the possessive pronouns, MY, HIS and HER. These are useful to make it clear which item you're referring to; for example, if Mr Hargreaves' secretary turns up unexpectedly, you might

>PUT THE POISON PILL INTO HER COFFEE CUP.

You don't want to accidentally poison your own coffee! Having dealt with the secretary, it's time to go about some serious espionage.

>OPEN THE DESK'S TOP DRAWER WITH THE MASTER KEY AND LOOK INSIDE IT.

This is a combination of two simpler commands: OPEN THE DESK'S TOP DRAWER WITH THE MASTER KEY and LOOK INSIDE IT. The game understands multiple commands; you can string them together with AND, a comma, THEN or just a full stop. For example, PICK UP THE CODE BOOK AND READ IT or GET THE BOOK THEN READ IT or just GET BOOK. READ IT do precisely the same thing. But back to Hargreaves' dastardly top drawer...

>GET THE TOP SECRET FOLDER AND THE SLIP OF PAPER FROM IT.

You can save time (game and real) by doing things more efficiently. For instance the commands GET MY GUN and GET THE TRUTH DRUG then GET THE CAMERA take three moves, whereas the same operation can be performed in just one turn with GET THE DRUG, CAMERA AND MY GUN. In Corruption, each turn is one minute of game time, so it's wise not to waste time when you're in a hurry; not so of Jinxter, but luck can run out quickly in that game. Well... we've got the slip of paper. What now?

>READ THE SLIP OF PAPER

In Corruption, you will need to prove to the game that you have found out an important fact, by actually finding it out in each game. Suppose, for example, that the combination of the safe is written on the slip of paper. Corruption will only acknowledge that you know the combination if you READ THE SLIP OF PAPER. The fact that you might have found out the combination whilst playing the game on a previous occasion is immaterial. Imagine that each time you restart a new game, in your role in the plot you know nothing.

>OPEN THE FOLDER AND READ EVERYTHING THAT IS IN IT.

Most of the time, objects that contain things, such as folders, desk drawers and files, have to be open before you can refer to things inside them. In the above example, the game will not automatically open the file to let you read the contents. (If it did, you would be getting a free move!) the game recognizes the collective terms ALL or EVERYTHING and deals with them according to what it thinks you are trying to do. If you walk into a room you will be told about the things which are lying about, easily visible. Tell the game to GET ALL at that point will just get those things. If you have dropped something, that, too, will be lying around, so GET ALL will get that, as well. But there may be things hidden in cupboards. To get those, you first have to OPEN THE CUPBOARD then GET ALL FROM THE CUPBOARD. It can get complicated; the game will understand sentences like PUT EVERYTHING IN THE ENVELOPE IN THE BRIEFCASE IN THE CABINET, but you might find it clearer to say PUT THE CONTENTS OF THE ENVELOPE IN THE BRIEFCASE INTO THE CABINET. Having done that, you might want to

>REMOVE THE BLUEPRINTS FROM IT AND PUT THEM ON THE DESK.

When it is necessary to have long commands it is convenient to use pronouns whenever possible; that is, IT, THEM, HIM and HER. This can save you having to type long-winded sentences. Remember, though, IT may not always be what you expect. The usual rule is that the pronouns refer to the item or items involved in your previous command, not the last item mentioned by the game. There are some circumstances, though, where events in the game may affect the pronouns. For example, an important character walking into the room will be made the subject of the pronoun HIM or HER.

>GET THE FAKE BLUEPRINTS FROM MY JACKET POCKET AND PUT THEM INTO THE FOLDER.

Since you can move things around the game, you may end up with several things of the same name in the same place. In the example above there are now blueprints on the desk and some more blueprints which you took from your jacket pocket. If you just typed LOOK AT THE BLUEPRINTS the game would be unsure which set of blueprints you were talking about, and so it would ask you "Which ones, the real blueprints or the fake blueprints?", to which you can respond THE REAL BLUEPRINTS, or THE REAL ONES, or just REAL. Maybe you had not realized there were two of a kind and may want to see both; then respond with BOTH. If you don't care, just type ANY.

>GET THE REAL BLUEPRINTS FROM THE DESK.

This is being extra-sure! You could have got away with saying GET THE REAL BLUEPRINTS or GET THE BLUEPRINTS FROM THE DESK; in either case, it was clear precisely which set you meant.

>LOOK BEHIND THE COMPANY PICTURE.

Sometimes objects are not evident until you search for them.

>USE THE COMBINATION ON THE SLIP OF PAPER TO OPEN THE COMPANY SAFE.

USE is a way of phrasing a command the other way around. You can USE something to do something. For example, USE THE MASTER KEY TO OPEN THE DESK DRAWER is the same as OPEN THE DESK DRAWER WITH THE MASTER KEY.

>PUT ALL FROM THE SAFE EXCEPT THE LEDGERS AND THE RECEIPTS INTO MY BRIEFCASE.

If you are dealing with a large number of objects, it's often easier to say what you don't want, rather than typing a whole list of items that you do want. Suppose the safe contained many objects you want, like gold, silver, jewellery, money and blackmail letters, but also contained valueless ledgers and receipts. Typing GET ALL FROM THE SAFE EXCEPT THE LEDGERS AND RECEIPTS is handier than GET THE GOLD, SILVER, JEWELLERY, MONEY AND THE BLACKMAIL LETTERS THAT ARE IN THE SAFE.

TALKING TO PEOPLE

In Corruption you have to pass on information to others, as well as collect it yourself. Corruption has been designed around two major channels of communication: ASK

and TELL. You'll need to do both a lot, but there's little point in making efforts to communicate with characters in other ways. If you want to get information from a character, "ASK [someone] ABOUT [something]" - for example,
>ASK THE MI5 MAN ABOUT THE POLISH SPY.

The things you ASK about do not have to be solid objects, eg. you can ASK THE SPY ABOUT ESPIONAGE.

The other channel for communication is TELL. This is more subtle than ASK, since although it takes the same form it left up to the game to decide precisely what information you reveal. For example, READ THE SLIP OF PAPER finds out the combination to the safe; so if you:

>TELL MI5 MAN ABOUT THE SLIP OF PAPER.

The game will work out what you know about the slip of paper and pass it on. In this case the game may respond: "You tell the MI5 man that the safe combination is four left, three right and six left."

You might find out numerous pieces of information about a particular object; in this case, each time you TELL about that object, the game divulges another piece of information until you've told all you know. It is important that you really do know about the object, since otherwise the game is not convinced and refuses to say anything. In the above, if you had not read the slip of paper but had still said TELL THE MI5 MAN ABOUT THE SLIP OF PAPER, the game replies: "But you don't know anything about the slip of paper." (Of course you may know that it exists and was in Mr. Hargreaves' desk drawer, but the game does not consider that significant enough to interest anyone else in the story.)

OTHER COMMANDS

Corruption is based on information. Jinxter has puzzles based upon the manipulation of objects, Corruption instead has a complicated web of who-knows-what and who-goes-where, -when and -how. You score points for the information you manage to find.

Waiting

The Corruption clock displays the current time in the top right hand corner of the screen. This clock advances one minute for each game turn, and in that time each of the many characters in the story have a turn to go about their business. You can use the command WAIT UNTIL to speed the progress of the plot. The syntax is "Wait until [time]" - for example, WAIT UNTIL 2:30. (A time of day is expressed as hour:minute, on a 12-hour clock.) As you wait, the clock in the top corner advances rapidly to the desired time. Nearby events can sometimes interrupt a WAIT command, so if some special event happens, Corruption lets you change your mind and do something else, or carry on waiting. (Note that you can only WAIT for 15 or 30 minutes, unless you are unusually patient...)

Following People

Using the FOLLOW command, you can follow characters in Corruption providing you are physically able to move in the right directions. When following someone, the prompt changes from the normal '>' prompt to '(following [name])>', where [name] is the person you are following. While following people, each turn takes a full move, even if the character you are following is stationary. This is because you are effectively waiting for them. If you press the return key while the follow prompt is displayed, the game will advance one minute and you will move one step after the person you are tailing. Any other command terminates the follow mode in favour of your new instruction - but beware; you might lose sight of the person you are following.

SPECIAL COMMANDS

To make things easier, a number of special single word commands exist to alleviate typing.

INVENTORY This command gives you a list of objects that you are carrying. It also describes any clothes you are wearing.

AGAIN Sometimes an action needs to be repeated, AGAIN recalls the previous command typed. This is especially useful to continue waiting after an interruption.

SCORE shows you how well you are doing. In Corruption the score is based on how much you have found out. You do not necessarily need a full score to win the game.

VERBOSE/BRIEF/NORMAL These three commands alter the amount of descriptive text displayed when moving from location to location.

In VERBOSE mode the room description is always displayed even if you have been through the room before. (This mode is recommended for beginners).

BRIEF, however, is the opposite; you only get the name of the room - no description. The only way to force a description is by typing LOOK on its own.

NORMAL, is the default, displaying the room description the first time you enter a room, but not for subsequent visits.

QUIT When you wish to stop playing, QUIT finishes your game. You are given a choice of whether to restart a fresh game or to exit the program. Restart forgets the game you are currently playing and starts again.

ABBREVIATIONS

Some words are used frequently enough to justify a single or double letter abbreviation:

get	G	drop	DR
inventory	I	look	L
examine	EX or X	with	WI
pronouns	PN	from	GF
north	N	east	E
south	S	west	W
northeast	NE	northwest	NW
southeast	SE	southwest	SW
up	U	down	D
out	O		

ADVICE FOR BEGINNERS

If you have never played an adventure game before, please remember that there are limitations in what you can say and do. If you are having difficulty trying to express to the machine what you want to do, try saying it another way - the game possesses a large but nevertheless limited vocabulary. Observe the following helpful tips:

1. Get to know your way about the game. You will not be able to visit all the locations at first; some may be discovered later, as the plot unfolds. Even if you have a map in the packaging, draw up a more detailed one marking the locations of important items for future reference

2. Try to EXAMINE as much as possible. Some clues are more subtle than others.

3. Before playing, make sure you have a formatted blank disk handy to save games on. Save the game frequently, especially if you wish to try out something reckless. Saving the game does not cost a move, so in places where timing may be essential save a copy of the game at the start of the problem, just in case you make a mess of it.

4. Try to find out what people are up to in the game; you can FOLLOW them, or just hang around to see what they do. Try ASK-ing them about each other to find out what their point of view is. If they do something unusual or interesting, make a note of the time and location so that you will be able to catch them again.

Good Luck!

Jinxter Charms

Five charms are available in Jinxter for making spells. These are:

Doodah	Fire-engine	Makes it rain.
Thingy	Dragon	Makes the sun shine.
Oojimy	Walrus	Freezes things.
Watchercallit	Unicorn	Makes things return to you.
Doofer	Pelican	Makes things come to life.

To use these spells: whilst carrying the relevant charm, use the charms name.

Cypheric Hints

How to use this section

The Cypheric Hint section lets you get hints for Corruption and Jinxter without seeing the answers to questions you do not wish to know.

If you can't solve a puzzle, or if you just do not know what to do next, scan the list of questions until you find one which resembles your problem. Then, at the prompt, type:

>HINT

The computer will respond with:

Please enter your hint:

At this point you type in the letters between '<' and '>'. The computer will then decode your hint. If you have not typed in the correct letters the computer will respond: Sorry, please try that one again.

A "+" sign after the answer means there's more to come. Please type in the next hint.

The first hint is usually a gentle nudge in the right direction. The last hint may be the complete solution to your problem.

Cypheric Hints for Corruption

Who is the list of early bookings for? Who wants the pension fund results? Who needs the information on the Busey deal? <RA AK HD AT YT KS YB KT YR KA PY KC HE BC><RA AK HR AF HQ KQ YY RH GH AY HS KS PT RC PK CK RA PR RK PB RC PE RB GB YM KR YM KG HT EG>

The Serious Fraud Office want a disk. Where is it? My partnership agreement is missing. What happened to it? Mr. Rogers asks Mrs. Stubbs to write a cheque. What's that about? <RA CG GY AH YH RY PM RE GE CM GK AY HG AQ HK CK GC RC PG KR YM KG HG YM RB YQ AR YR GH AY GG CR GG AK YP AP HG AY GC CM PC RC><RA PY RG YP RK PC RK PM CM YP CT YQ CQ PQ RM PK RA GA KC GA KM GM KM HK MD><RA AY HG AH HY KY PH RF PQ CQ GF CA HH AP HE AA GA CR PR RK PM RF GF CG HP CA PA RP PD RY YH KP YS RT YM AK AM><RA AK HD AR GH RH YY KG YQ KG PK CK HS AY GG RG CM HB KH HH YR KS YD RF YF KC YE RQ PY RG YR AR GG AY HD CE PE GS CC HK AC YM CA><RA CK GQ CG HG AE HH AB YB GQ CF GS AB GM CP HG CF PF RB YM KR YB AB PM AB YB HK AQ HR AC HF AA YA GY CS GD CB PH YD>

In the board meeting, why can't I vote? Why does Mr. Rogers go alone to see the Serious Fraud Office? Why won't Mr. Hughes let me in to his meetings? <RA AK HD AT YT KK YC KK PA RT PG RA YP AP HY CA GR RR YR RG PF KB YT RS PB CH HF><RA CC GE CQ PQ KE YG KY PQ CQ GM AB HS KS PT RB PK RE PH RB PE CE GF CD GP AH GY RY YQ KK PC CE HG><RA AG HE AF GM RS YF AF GM CY GP AG YG RK YK KR YH KP HP AC HK CA HG AY HG AT YT RA PE KM PB CB GS CD HF CS PS RQ PK KH GT DG><RA AT HH CP PP RQ PM KD YT KG HA CK PK RH PP RH PB CB GK CS HF CM GE CC GB CH GC RC PT RB YF KQ HQ CY GS AB PG HP><RA CD RR AH RY CG RT GT PB HD KD CB RA CR PR GC PF GC YP AS RT>

What does Mr. Rogers do in the cubicle? What am I looking for in Mr. Hamil's flat? What was Rod Seyton's involvement with the Busey deal? <RA CF GC AR YR RY PM RQ YE AE GH CT HD KD PB RA PT RG PD CY PF><RA CD RP CD RG GG PH HY KY CH RF CQ PQ GS PK HA PK GS PP GK YG AT EP><RA AK HD AT YT KM YP RA YK KC PP RS GS CK HG KG YH AH HR AM HK CA GC CB GH CP HC KS HS AC HF AC HM KM YP KS PF RG PP RH GH CE HQ KR QP><RA CY GG CC GF AD HT KT AK GH RB GB YM KR YY KG PR KH HH AY HS AB GQ RR PS>

The security guard won't let me in to the computer room, why? I can't find Mr. Rogers. Where did he go? What happened to Rod Seyton? <RA CB GS RM YT AT HB KB YM RE YD RR GR CB GT CG PT HG><RA CT PT RS PY RD GQ AE YE KK YM KR PY CY GG CF HM AY HG CR PQ YR>

Why won't Mrs. Stubbs let me use the phone? Why won't Miss Jenkins let me use her phone? Mrs. Stubbs won't let me look at the transaction file, why? <RA AK HD AS GT RF YS AS HR AA GY RY PB RG PR CQ KR><RA AR GH CP PP KM YR RA YY AY GY CS HM AE GS RP GP PY KC YM AM HY AG GR RR YC KF HF AM HR KR YD RB GH BH><RA CK GQ RQ PY KH HH CE GA AR GG AK HC AS HQ KQ PD RK PC RE GE AD HK AC YC KB PQ RR GY AH YH RY PM RE YS KB HH PH>

Jinxter Hints

How do I get off the bus? <RAAK GHAE YERS PKRM PSRK PMRS GSAT HCAK YKKH YPKE YPAS DS>

Where do I get off the bus? <RACC HRKR PCRT PDCD GECA HYCA GRCH HYKY PCKR YMRM GKHD >> RACM HECD HBKB YDKP HPAY GCRC YBKG PYCY GPAC HKKK PARE PPRG GTQR >> RAAK GPCD PDKE PQRK YKRG GGCC HPAD HCKC PRRS PBCB HQCE GFAD GBRB PGRC GCAR HSAB YBKY YSRB YMKK YCRB GHCH >

How do I get past the bull? <RACC HYAT YTKB HBCF GGCK GRAG PDCD GKCC PHKR HRAK YKKT YBKH HHAT HEKE PQRP PHCH GRCT GHAY HMKK HY>> RAAT HHCP PKRB PKCK HGAY HGKG PRRA PKCK HPAQ HFAA YART PHKP HPCC GKCR GTCA HPAH YHKF YCRH GHCP GYAC GBRB PCKR HRAD GERC FC>> RAAT HHCP PPRB PHRT YFAF GTCC GAAK YKRA PBRB YKAK GGCH HERR GFDD >> RAPD RRPFRQGG ABHA AEGB CCGE CBPB RTGT AQHF AMYM RBPT RFGF AMHR KRYK AKHH CPGE CPPS MS>> RACT PTKM PEKE PERA YPKH HHYE AEHD APGH CMGF RPFM KBYG RGGG AFHC CKPK RRGR AHGP CCHR ATHD KDYK KSYR RGGT DS>

How do I get past the barbed-wire fence? <RACT HSKM PTCT GBRB PART PFRH GHAG GYCP GECH HYCQ PQRS PBRH PRRA HMKM YQAQ HBCS HTKT YBKM YRRP PHCH HYAM HEKE PSRB YQRE GCER >> RACK GQCR PYKH HHAP GQAQ HFAS GTRT PBRH YEAE HDCT HSCT GACF GTRT YQKF YPKY PARQ YBAB HFCD GPCF PFRP PHCB YK>> RACG GYAH YHKG HGAA GYCQ HQKQ YKKY HYCQ GKAC GPAA HRAT HEKE YFKA YKAK HDAP HEAQ YQKK YMAM GFCG GACB HDKY SH>> RACC PCRH PGKR YCKK YMKE PSKF HFCF HDAP GGCY GCAR HDAP HSKS PMRP PERP GPAA GRCP GRCD GECM PKSF >

How do I see in the dark? <RACF GCAR YRRP PHKK PSCS HMAE HPAE YPAP KMHM CTGC CFHQ AGHP KP YM KGYH KCYB KHYP ASBT>> RACG GHCQ GFRF YFKG YYAY HQCB PBRT GTAM GFAD HSAP HKAC YCKD YRRS YTRD YFKQ GCRM YD>> RAYT KHPP CPGA CRHG CPGY CQGR CTHA KAYK KQYR AYGH RHYC KAYFRMGM CFGC AKHH AMHE KEYG KYYF RFPG RTPF KSHP QP>> RACD GRAH GYCG GTRR GRCK PKRH PEKS YTAT HAAF YFRM PYRG GGCR HACPGQRQ PYKC HCCH GTAQ GECG PDSY>> RAYK RPPD CDGR CQPQ KEYG KYHY AMHQ ARHC KEHE YHRR PQCD HBKB YCRR HMF D >> RACD GRAH GYCG GTRT YSKY HYCH GFCQ PQRH PGRA YAKT YDAY DK>

How do I catch a mouse? <RAAT HHCP PPRQ PMKD YTAT GSCY PYKC YKRA GACC PCKR PGRH YHAB YH>> RAAT HHCP PKRB PKCK GMCE GMC F PFKS YYKE YMAM HBAT HACK PMFM >> RACP GQCF GQAB HSKS YKRG GGCH PHKK YQKE YMKK PACG HKKK YYKP PRRM YERS PKKA YRAR HQAY HAA YHFAQ YRCC >> RAAA HCCR GDCT GGCK GCRC PBKQ HQAM YMRD PRKG PPKH YPAS DR>

How do I open Xam's mailbox? <RACT PFRP GPAA GRAG HYKY PQRK YCAH HMAH YHRC PAKY YEAE GQCK PKKA YBKC PYCY

GSCP GHRB MM>< RAAP GGAR HKAM HSAB YBRD PKRS PPRK YGAG HEAF GFAF HQAR YRKD YYAY GHCF GQRQ PPRH PGKP HPAD HMKM PFRH PPCP GFCC GDCT GGAP YSQS >< RACK GQCR PYKH HHAK GHCP GYCT PTKS YRKA HAAS HYCG GQCE YRAR HECM HTCS PSRF PHRG PTRF PQCQ GYAH YHKG HGAQ HYCH HYAF HQKR SR>< RAAG HHCK GTRT YSKR YAAA GACD GSAF GMCP GARA PQRF YGAT EC>

Why does the mad gardener run away with the sack? < RAAP HDCT GGCP HAKA YDKR YFKQ HQAP HHKH YFKQ YMRB PDCD HRAM GERE PDRP PFRG PTRF HCES >< RAAG HECH PHRY PSRP GKAA YART PHKP HPCA HRCG HGCR GDAE HMKM YGKY HYCR GDAB HAKA YCKE HKHH >< RA YR KQYM KKYM KRPA RFPB RBPD CDGT CGHP CCGA CFGS CBYG TE>< RACB GSRS YSRE PARY PPRC PSKK HKAA HTAS YSKD HDCF HQAR HQAF GDRD PFRQ PBRT YDRE PMCM HPAD GTRT GYMK >< RAPF RQPD RAPR RHYY KGYP APGG CEGM RMYB RSPP RSPB KMPT CGQT >< RACE GHCM PMRP YAAA HCKC PHRT PGRP PHKK YYRG PQCQ GGAY HACY GQCB GTCG HPKS EQ>

How do I get the oil? < RACT HSKS YTKH YPRA PFCT HSKS YFRQ YEAE HFAA GTRT PARP PHCH HCAB GDCK PKRT PDCY FY>< RAAG HHCY GGAR YRKD PECE GFCA PARR YSRS PDRY PHRE PCRH GHCR GMCG GBCD GRAC GBRK GEES >< RAPR KHPH RPPA RTPB RKPB KCHF CHGF CQGR RRPD KBHE CDPD REPA RDPB CHSK >< RACK GQCR PYKH HHAK HCKC YRKA YFRS PBAY YYKG PEKE YFKA YKAK GSCY HGCR PRRS PYKA YTRP PDRY YCAE QG>< RACH HKAC HKCF GQRQ YEKG YYAY GCCF GYAG GPCM GRCQ PRSE >

How do I repair the canoe? < RACC PCRS PKKA PKRB PSCS HFCM GPCR GPRP PFRG PARB YDAD HBAG YGRP PQRF GFAM GBCC GYCT PGGR >< RACE HSKS PSRB YMKY YPRP YAAA HCKC YSKD PFRT PDKF HFAD GTCG GAKE YE>< RAAT HHCP HCKC YGKY YGRP GPCF GEAH YHKT YQKC YKKG PPCE PERS YBRD GDAB HAAR YRKG PYRD PQCQ HDAP HSKM PFCA MY>< RAAA GRAC YCRR PSRB GBCM HEAC HHKH YEKC HCCR GSCB PBKQ YKKG YDAD HPCC PCKK PGRY GYCP PPRF PCKK PGRY GDYK >

How do I get past the mound of dirt? < RACP GDCC GKRK PQRG GTRT PRRM PRKH YPKS HSCB HBKT SR>< RACT PFRP GPAA GRAG HYKY PQRK YCAC HYAP HSKS PMRR YGKM HMCP GDAT GQRQ YDKS PKCK GQAF GMRM PRRP GPAG HEAH GRRR PMRK PCCE EG>< RAAK HDAR GHRH PEKD HDAS YSRM PYRS PCRK GKCM GEAB YBKQ YMKK HKAQ HSKS PMRR YGKM PTCG SS>< RACR GBAB GDAR YRRC PTRD GDCE GFCA PARE PTCT HFAC GPCF HSKS YYKD PBRG GGAP HQAF YFKP YDRT PGRP GPCD GMRM PFRG YRRC GESQ >

How do I reach the chandelier? < RAAA HRCG GECF HFCS PSKK YQRF GTAQ HFKF YAKE PQCQ HMCE GHAY HGKG PCKC YBRD PTRS GSAT HHKH PYRM PPKA HACK GRAH HSKP DP>< RACT HSKM PTCT GGCB PBKS PFRQ GQCS GBCS GCCB GHCC PCRQ PQRK PSRR PARK GMYK >< RAAG HEAF GMRM PFRG GCAB HGCV PYRG YERE PMRT YSCY PYGP RPPR RTPH RTPS CSGY CKPK RSPT RDPS KFGC AS>< RACH GMCR GMCF PFKM YYKG HGAQ HYAA GYCP HCCB PHCS CR>< RAAT HHCP PKRB PKCK GYCG GRCC PCKB YGRY GYCC GACF PFKS PMRP PFCF GEAS HYCG GTCG PPSR >

What do I do in the bakery? < RACR GBAB HKAQ GYRY YQKK PCKP PARR PTRE GEAM GTCD GMAE HPAE GHRB AH>< RACC HPAH YHRE PAKR HRCA HAKA PKRQ GQAE HGAY YYKB YGKR GMDB >< RAAK HDAT GQCF PTKM HMAK HQKQ YPKY PARS GSCK GMRM PQKB YPKM YKKB HEKE YHRR GRAC HTAD GFCQ YKSM >< RACC HYAT YTRS PRRR GACY GPCB GSAE YEKT YHRK GKAA HBAS YSKG YBKM HKYH >

What do I do in the bakery kitchen? < RAAK HDAT GQCF PTKM HMCT GHCV GFAM HYAQ HRAY YRKR PCKP PMCM HDAS HCCK GRCG GQCF PFRM PRKY YDAD GBGA GRAG HYKD KA>< RAAT HHCP PPRF PEKH HHAH HECT GDRD YBKG HGCK GSCQ HEKE YFAF HBAS GMRM PPRG PYRP YAAF MB>< RAYP KMYE RTPD CDHB AAHR KRYP KEYA RRYG ATYR >

How do I get back out past the baker? < RACY GPCB GSRS YTKC YKAK HHCK GCCA GKRB GBCT HMKM YYKG HGAH GRCF GQCE PEKH YTRD GDAB HGKT AG>< RACK GQCR PYKH HHAK HRAF HQKQ PERG PYCY GAAH HGAH HYKY YPRA GACB GSRS PDKE YKCC YRAR GDCP HHKH PYRS GPEG >< RAAK HDAT GQCF PTKM HMCT GHCV GFRF YSRS PDKF YQAQ GTCH GTCK PKRS PPCP HGAE HMKM YBKT YKQ YRKY HYCH GECC PEYS >< RACY GPCB GSRS YTKC YKAK HGAE HFCD GCRC YHKE PQRP GPAG HEAM YMKB PMRE PFRM GKS B >

How do I get rid of the postmistress? < RAAK HDAT GQCF PFRE YSKB HBAH HTKT PSKM YRAR GYCP HMCT PTRB PMRR YARK GKAA HBAC GYRD GGKT >< RAAG HYAF HYKF HFAE HDCB HSAD HAAD GRRR YCKT YDRF PQCQ GMAB HSKP YE>< RACP GDCC GKRK PQRG GTRT YTRD YBAB HTKT PMRR PHRS GSCK GMRM PPKG HTDQ >< RAAG HEAF GMRS YFAF GSCA GCCS GCRS GSCQ HFCD HFCC PGRH PBRD GDAE GQCY GKCY YSFQ >< RAAA GRAC YCRR PSRB GBAQ HKAG HDKD YRKQ HQCE GGCY PYRA PRRT PRCR GMAB YBRQ PPRD YQAQ GECG GYRT YC>< RAYA KEPD KBYR KDPE KQPT RDYE RDGD ABHA ARYR KBYG RYYC KKH M KB>

How do I crack the safe? < RAAT HHCP PPRS PBRS PTCT HSAH YYKM YQKR YCKS YBAB HCCR PRRH PTKQ PTRD PEKQ YGRF GARQ AG>< RACC HPAH YHRE PAKR HRAY HGCP HGAF HAAG YGKH YMKH HHCY GMCP HAKA YKQ PDRY HSYC >< RAAT HHCP PKRB PKCK GGCQ GKCG GDRD YBKA YTRM GMCR GQCF PYCY GQCS PSKK YQRF GTAQ HFKF PTRR YPKH HBHF >< RAAK HDAT GARA YPKY PQCQ GKCM GERE PGRH YRAR HDAY HKAB GSCB GHCR GARA PCKR HRCC GTCD PDKB YGRG HDKG CE>< RAYP KGPP CPGY AAHR KRPC RTPD KRHR CGGF CTGC ARPM YM>

How do I put out the fire? < RACK GQRQ CYPY RMPQ KSYB ABGD CPPP KAPA RRPT RRGR CDHB KBYG RYYH CTAT >< RAAA HRCG GECF HFCS PSKM YEAB GMCE PERH PBCB GFCC HPKP YYAY HCAF HYAH YHRR YRKA YDKA GEPE >< RACH HKAC HKCF GQRQ PYKH HBSD >

How do I get into the clockmaker's shop? < RAAK GHAE YEKK YMKR YHKS YKYM YSAS HYAD YDRB PARR GRCC GFCC HPKS KR>< RACB GTAE HMKM YQAQ HGAB HGAD YDRB PAKY YSRB PERG GGAP HQAF YFRT PARF PMRR YYAD TY>< RAAA HRCG GECF HFCS PSKK YQRF GFAS HRAM GECP GGRG YPKQ PTRH YCAC GBCG HYCA PAKG YKQ YDKK PACA GCAP HDCT GGCP YDAY >< RAAK HSAH HTAG HAKA YTRM GMCP GFAF HCCP HGAH HBCD PYCY RPPR KCYK RHGH CGGQ CGPQ CABY >< RAPB RSGS CKHG KGYH AHHR ATHH ARHF APHY ATHD CFPA FK>< RACQ GRCM GTCY PYRS PPCP HGAE HMKM YFKC YFRD GDAB HAAR HQKQ PERG YRKM PSCS PHDH >< RAYP KDYC KKPA RBPC REPB CBGT ASYS RTPC RKGK CBGT CKHK KMKD >

How do I reach the girder? < RACT HSKM PTCT GBRB PMRP YGAG HBAF YFKE HEAD HAAT HKAH YBRY >< RAAA HRCG GECF HFCS PSRD GDCA GCCR GCCK HHKH PCR F YQKG YPAP HQAF HYCY YSHR >

How do I climb the ladder? < RACF GCAH YMAM HPAR YRKD PBCB HEAM GBCS PSKB PBKQ YYKH YPAP HGAB GECC PSCS GACC HBAM HEKE YHRY GYAR HMCE GPCG PDQF >< RAPB RSPC KCHE KECQ GPCH GBRB PTRF PERH PBCK PKRT PBKC YPKH HHAB HGCP PSEC >< RAAA HRCG GECF HFCS PSKK YQRF GFAS HRAM GECP GGRG YPKQ YYKD YGAG HBAH YHKG HGAE HHAC HTAD GFRF PYRG YCKK YBCG CQ>< RACG GYAH YHKT YGAG GPCQ GFRF YSRT PHRT PRCT PTKS YRKA YFAF GGCB HSKS YFKE YCAC GPCH GGCK GDRY PM>

What do I do with the weathermen? < RACB GGCQ GERE PARF GYRY PPKC YKAK GSCY HGKG PCKC PPRH GHCG GRCM HECQ PQKE YGKF PSAY FH>< RACC PCRY PMRQ PRRY PGCG GFCA PAKK YDKT HTCF GQCM HFAH HPCC PCR D PSKK HKCA GCCM GERE YHKT PDCD GFAG YGRK YCRP YPRC PBKQ YFAA DF>< RACC PCKY YMKR PGKP HPCA HAAR HTAR YRKM YDAD GFCE GHCB PBRP PDRQ PPKG HGAE HMAH GHRB CA>< RACB GGCQ GERE PARF GFAM HRKR YKAK GPCH GGAP HQAF GDCC GACF PFRE PCCR GRCH GFCE GCCH GPRP YGKE YMAM GSCB GTAS HRAA GYRD CD>

What do I do with the cloud?< RACT GERE YQKP YHRK PCCC HHAP GCKK PKRM PPRS PBCK PKCE YS>< RAYT KHPP CKGA RAYA RYPS
REPF RDPK KTHT AYHD APGK RKYP KQYF RDPT CTHA AEGM RSPT CTGQ CFPA DM>< RACP GDCC GKRK PQRR GTRT YTRD
YBAB GQCK GTCD PDRA PTRE PMCM GPCS HTAH YHRY PMRE GEAD HRCC HKAR GCCB GGCT PGGR>< RACC GECH GQCM HFAQ
YQKY PHCB PM>< RACH GTAQ YQKM HMCB GSAT GDAF HAKA YMKR PAKY YDKT PACD PDRE PARE PPCP GMAF YFKM YRRY
PDCY DA>

How do I get the train ticket?< RAAT HHCP PKRB PKCK GMCE GMCF PFKM PSRY GYCK GCAP HKCG PTCT PYGY>< RACY GGRG PKRR
YGKY YKRC PSCS HTAC HFCQ GDCK PBCB HDAK HCCP GHRH CGKR AAYA KEYC KSPK CKHA ABGM CEGM RKYD>< RAAK HDAR
GHRH PTRG PYCY HRAD HAAD YDKA YRKK YAAA GTCH HPKP YYAY HEAM GBAM GPRP PGRH PBRQ PFCA KF>< RAAT HHCP PKRB
PKCK GMCE GMCF PFKM YRAR HGAY YYKE YARY PGCG GYCD HBAS GEAQ HMAP HSAK HMAS YPRS>< RACY HGCK GECH GBCE
PERH YRAR HQAK GARA PCRS PCRF YTKD YBAB YRAR YFPA>< RAPB RGYA KRPP RHYK ABYB HCKC YRKM PERS YTAT GSCR
GKAA YARG PFRY PFCF HSCT GHAH YHRE PAKR HQRE >

Why do I keep fallin^s off the train roof?< RAAA HRCG GECF HFCS PSRK PYCY HQAK GCRC YHKP PCRK GKCS GPAA HTAS
HBKB PDRK PCCC HRCG GHCE GCKF SD>< RACH GGAR HAKS YTKH YYKR YDKY YRAR HDCE PERF GFAD HRCH GSAK
YKKH PPKA YTKG YYRC YYAD KA>< RACK GQRQ PYKH HHAM HEAB HTAR HTCA PACB HEAM HHAM
YMKQ YGKM YRRH YYAQ YGAG HFCM PSKF HFAB HTCQ PQKB YTKF YMRB GHRM >

How do I catch the train?< RACT GERE YHKT PDCQ HTAD YDRS YBKC YYKT HRKR PDRP YHAH HQAM GPRP PTKD PEKQ
HQAQ HGAD HTKT YARK GMTH>< RAAK GHAE YERS YBKH YBKC YEKB HBAT HECQ GFAD YDKR PCCE FE>

How do I cross the precipice to the castle?< RACT HSKS YAKC PBCB GMCE PERF GFCB GKCS GMCY HHHK YTKF HEAT HBAH
HRCD PACA GYAG GPRP PMKF HFAT HDCB HQKQ PTRD YERM PHKY PCCE KT>< RACC PCRQ YCKK YRRC PTCT GHCA
PARD PRRP PHCM PMRQ GQCH HECQ GPCM GTCB GKRE PC>< RAPH RGPB KRPC CCPD CDHB AAHC CRPY KCHC AAHD
AAYA KTPS CSHT ABHP AHGR RQSR>< RAAP HYAH HYAF HQKQ PFKF HYKY YPKS YTAT GACE HMKS PERM GMAB
HSAD HBCC PCKR YMAM HSAY YDEB>< RACC GECH GQCM HFAQ YQRE PGRY GYAG HTAA HPAD GFCA PFQD >

How do I get past the gaoler?< RAAK GHCP GYCH PHKC YARY PQRG YFAA AH>< RAAA HRCG GECF HFCS PSKT YCKK PHRP
GKAG YGRK PQRH PPKG YEKH YBKE HEAF HBAG HBCD YPRS >

How do I get out of the cell?< RAAT HHCP PPRS PBRP PTCT HSAY YYKM YQRE PDRK GKCR GQRQ PFKS YFKE PERM GCAC
>< RAYA KDYS KPGB RBPC KRHY CCPC RGPB RGPP CPGR CMHB KBPD RKPQ KFYT KCPR CQYE>< RACR HHAR HKCK
GCRC PBKQ HQCY GSAB GMRM PBKS PERC PBRH PCCC GRCA HPAM GBCS PPKS>< RAAK HDAT GQCF PTKM HMAK
HQKQ PERH PQRF GFCB GGAR YRKC YKKB YTRA GFRF CCHP KPYM RTGT ASHR AAGY CGYB MH>< RAAR GHCP
PPKG YEKM HMAT HBAH HYAF HQKQ PERA GACY HGCR GQRQ YEKG YYAY GACE HEAM YKKB >

How do I open the dome?< RACT HSKM PTCT GKCR GYCY GBRK GKCH HPCG PGRT PHKY HYAQ HRKR PCRT PDCD GCAB
GQAE HHAR HKAB YBRQ PFRA YPKH HBCM>< RACT HSKM YHKM HMAQ HGAQ YQKM YFKM HMCE HEKE YHKA
HACT GHAP YPRG PERH PBRP GPCY GACE HMCF PFRG YPAS MR>< RAAT HHCP PPRS PBRP PTCT HSAY YYKK YQRT
PKCK GRRR PBRT PFRG PKCK HGCH HPAY GACR PQBP >

Why do I keep going through the wrong door?< RACY GGCK GRAA GPCH PHKE YARR GRAY HGCR GACF PTKS HSAC GKCG
GDAR YRKA YFKC PKRP PQCR GE>

Why does the witch always catch me when I walk into her chamber?< RACY GGCK GRAA GPCH PHKR YSKB HBCE GFAS YS^{KK}
YMAM GFCH GPRP YCKF YCKD HYPH>< RAAP HQAF YFKA YRKA YKRG GGAP HDKD YFKQ HQAK HGAK GCAC HBAS
HTKT YDKA PPRH YCKT YDRF PQCR FT>< RAAH HGCK GGAY HQAR HYKY CMGQ CHPH RQPY RRPS KTHT ACHK
ABGB RHFH >

How do I kill the witch?< RAAK HDAT YTKF PMKF POKT YDAD HRCH PHKP YSKF YQRT YSKD YRQK HRYC>< RAAT
HHCP PKRB PKCK GMCE GMCF PFRE PPRE GEAH HTCD HFKF YSKR YKRH PQCR DQ>< RAAK HDAS GTRF YSAS
HDAA HDKD PRRM YEAB GMCE PERB PGRF PARG GGAP HDKD YQKF PMCK CK>

I've finished the game but I don't have a full score, why?< RAAT HHCP PPRF PEKH HHAH HECT GDRD PCRB YQRB PSRT
GTCB PBKB PSKG PSRC PKCK HGAB HRAA GGCE GMAB HSKP MG>

MEMORY MAGIC

INSTRUCTIONS

1) To load "Memory Magic" - double click left mouse button on the red Icon !MemMagic. You will then see a green title screen which remains present for around 23 seconds whilst the rest of the programme loads. There then follows a blue screen containing details of Cambridge International Software, which after a few seconds becomes partially overlaid with two boxes, one full of credits and the other for you to enter your name. From this point the game should prompt you sufficiently itself.

2) Input of all answers is on a white rectangle which moves down the list of numbers in each level. On pressing RTN, if you have a correct answer the text will remain black, if you have a wrong answer it will turn red. If all answers in a current level are correct, the last press of RTN will take you to the next level. Even if one answer is wrong, pressing RTN will show the missing object (s) before going to the score table with the press of a key. Should you make a mistake early in any level, although you cannot then go onto the next level without first starting again, **it is worth typing in your remaining answers as each correct one adds to a stored roll of honour.**

There is only one attempt allowed for each answer and you cannot go back for retries. Through years of programming Acorn computers I have come to realise that a problem with people who are not computer buffs' is that they commonly hold keys down for too long. Within this software I have therefore implemented two features which should assist this. Because switching off the key facility may inhibit or frustrate some users, I have included a measure which is implemented by default as repeating once released. Obviously best though, is to switch off the key repeat completely with key 'O' whilst one of the two selection menus is displayed.

3) You are strongly advised to a) read the list of objects that appear in the programme b) start with 'L' for large size as this gives you the name and correct spelling. When you have mastered the programme at this level you can go on to the harder 'S' level. You have been warned.

4) If you are successful in completing with no mistakes, the top level either in 'Small' or 'Large' mode there is a small reward by the way of your name being set within an ever-changing pattern design. (This could be a lie because no-one has ever got that far yet. *Ed.*)

FOOTNOTE TO INSTRUCTIONS

Whenever the scoreboard displays there is also a red framed panel at the bottom giving options. To play again without the need to enter your name just press 'S' or 'L'. You still however, begin at level 1 and with a score of zero.

This software uses 510 K Sprite memory. Therefore it is essential on a 1 Mb to completely reset your machine before other software can be used. CTRL/BRK obviously does this but from within this software pressing 'Q' has an identical effect. e.g. if your machine is configured to start up from desktop, pressing 'Q' will leave the programme and return you to that as well as resetting the memory.

SPELLING DETAIL SHEET

Computers are notorious for being fairly inflexible with type-in answers (and this programme is no exception). To help you here is a list of the words used in the answers. Keep it handy when playing the programme.

IF YOU BECOME FAMILIAR WITH THESE BEFORE YOU START TO PLAY YOU WILL FIND THE GAME JUST AS HARD!

YOU WILL SEE AND HAVE TO TYPE IN

ARROW

CRICKET BAT

SCISSORS

ROAD SIGN

SPANNER

BED

CUBE

LIGHT BULB

FLAG

MUG

BIBLE

CROSS

CRICKET BALL

DOOR

SPOON

BUTTERFLY

GLASSES

BUTTON

FLOWER

DRINK

HEART

EGG

TELEVISION

BOOK

FEATHER

BALLOONS

FISH

SAUCEPAN

GATE

WINDOW

BOOT

DICE

UMBRELLA

TRAFFIC LIGHTS

BELL

TOOTHBRUSH

STEERING WHEEL

KITE

YACHT

PLUG

HAND

MICROPHONE

DUSTBIN

MILK BOTTLE

MALLET

NECKLACE

BLACKBOARD

CLOCK

PAINT ROLLER

CARD

PENCIL

DISK

SUITCASE

CHEST OF DRAWERS

SOCKET

SHOWER JET

CASSETTE

CHAIR

BEACON

RUGBY BALL

WHITE MAGIC

Welcome Adventurer to the game of White Magic written by John Whigham. Prepare yourself for the quest. Use numbers 1 to 0 to select the level and press space to begin Press I for a look at some of the terrors which await you only the best will survive.

the four characters are:-

KALDOR the leprechaun

This skilled archer has little in the way of strength or armour but has two unique magical gifts Firstly, his ability to run like the wind can prove very useful to avoid hoards of enemies and to save precious time. Secondly, he alone can leap over otherwise insurmountable mighty tree trunks .

MANDRAKE the enchanter

A 200-year-old exponent of the art of White Magic who can cast potions of great strength weakening all adversaries opposing him. He can also hurl deadly fireballs with great accuracy but has little armour and is severely weakened if he attempts hand to hand combat.He alone can cross the magic pentagrams blocking vital passageways.

CHEYSUL the titan

This huge being has incredible strength and a massive axe, allowing him to quickly annihilate all foes in his path. His great strength enables him alone to push gigantic casks out of his way. but he only has limited magical powers making his use of potions.

MORIANA the warrior

Moriana is a fearless warrior, what she lacks in brute strength is easily compensated by her body armour and sculpture shield. This is complemented by a razor-edged sword which makes her highly effective in hand-to-hand combat. She alone can hack down the rank vines that can hinder progress.

White Magic - Where good embodies bad and fantasy becomes reality. It is all just a dream.

CONTROLS

Z = LEFT
X =RIGHT
" = UP
? = DOWN
Return = fire
P = USE POTION

1 = LEPRECHAUN
2 = ENCHANTER
3 = TITAN
4 = WARRIOR

S = SOUND ON
Q = SOUND OFF
E + ESC = QUIT GAME

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Jinxter © Magnetic Scrolls 1989

Memory Magic © CIS 1990

White Magic © The Fourth Dimension 1988

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