Acheton

for the BBC Microcomputer Model B

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Loading instructions

With 40 track disc drive

Place the Program disc in the disc drive. The program is loaded by means of an 'AUTO-BOOT', and this is executed as follows:

1. Press SHIFT

2. While holding down SHIFT, press and release BREAK

3. Release SHIFT

4. Close the hatch

As soon as loading is complete, insert the Database disc and press the Space Bar to start the game.

With 80 track disc drive

Before the program can be used, the contents of the Database disc must be reconfigured on to a formatted 80 track disc and part of the Program disc must be reconfigured on to a second formatted disc. To do this place the Program disc in the disc drive, type

*CONFIG

and press RETURN; read the message that appears on the screen and press the Space Bar. The message 'put Program disc in Drive 0 <SPACE>' will be displayed. As the Program disc is already in the drive, press the Space Bar and the message 'put Formatted disc in Drive 0 <SPACE>' will be displayed. You should now place your formatted disc in the disc drive and press the Space Bar. This sequence will be repeated a number of times.

When the program has finished copying part of the Program disc on to your disc, the message 'put Database disc in Drive 0 <SPACE>' will be displayed. At this point, your own disc will be in the disc drive and so you should remove and label it. Throughout the rest of this booklet, this disc will be referred to as the 80 track Hints disc.

You should now place the Database disc in the disc drive and press the Space Bar; the message 'put Formatted disc in Drive 0 <SPACE>' will be displayed. Place a second formatted disc in the disc drive and press the Space Bar. Again, the sequence will be repeated a number of times until the disc has been completely copied. This new disc is the 80 track Database disc.

Place the Program disc in the disc drive. The program is loaded by means of an 'AUTO-BOOT', and this is executed as follows:

1. Press SHIFT

2. While holding down SHIFT, press and release BREAK

3. Release SHIFT

4. Close the hatch

As soon as loading is complete, insert the 80 track Database disc and press the Space Bar to start the game.

Once the game has started, the screen is split into two parts. The top part of the screen does not scroll and displays a short description of your current location together with your score. Detailed descriptions of locations and responses to commands are displayed in the bottom part of the screen. This bottom part does scroll but does not allow the beginning of a message to disappear off the screen before it is read. If the prompt is not visible and the cursor is flashing at the bottom of the screen, make sure you have read what has so far been displayed and press the SHIFT key to see the rest of the message.

The program makes some use of colour – this can be switched off with the command NOCOL and switched on with the command COL.

The computer becomes your eyes and hands. It will tell you what you can see and what is happening around you. In return you must tell it what to do by giving it instructions, usually consisting of a verb or a verb and an object.

To move in a direction, try GO NORTH, south, NORTHWEST, SE, UP, down. Passages bend sometimes, so going north from one location doesn't necessarily bring you into the next location from the south. If you get confused, you can try BACK to retrace your steps. The command LOOK will give you a full description of your surroundings. To see a list of the things you are carrying, use INV (for inventory).

You can pick up or drop objects using the TAKE and DROP commands. Some examples are:

TAKE BOTTLE
DROP BOTTLE

TAKE ALL   (pick up everything you can see)
DROP ALL   (drop everything you are carrying)
TAKE   (pick up the first thing you can see)
DROP   (drop the first item in your inventory)
TAKE ALL BUT LAMP AND BOTTLE
DROP ALL BUT KEYS

Several commands can be input at one time, separated by ';', ':', 'and', 'then' or ','. The responses to the multiple commands will appear on the screen one after another with a blank line after each one.

The object of the game is to explore as much of the mysterious world of Acheton as possible, collecting all the treasure you can find and carrying it to a safe place. There are over 350 locations to explore and about 150 objects to find. The maximum score is 1000 points and you score points for putting treasure in the right place, solving puzzles and reaching places that are difficult to get to. You also get a small score for seeing a treasure and this is one way of telling which objects are treasures. It is also possible to lose points under some circumstances.

If you are able to make enough progress, you will be able to get through to the Master's section of the game. You will only be allowed in when you have successfully completed a substantial part of the adventure and once inside the Master's section there is no going back!

To save your game position to disc, use the command SAVE. You will be prompted to insert a disc to hold the saved position and to give a name for the saved file. Make sure that you insert the disc to hold the file before you press the RETURN key after typing the filename. When the file has been saved, insert the Database disc or 80 track Database disc and press the Space Bar to restart the game.

To load a saved game position, use the command RESTORE. You will be prompted to insert the disc holding the saved position and to give the name of the file you wish to load. When you have inserted the disc, type the filename and press RETURN. When the file has been loaded, insert the Database disc or 80 track Database disc and press the Space Bar to restart the game.

Acheton is by no means an easy adventure and a list of hints and answers has been included. Look up your question on the list provided in the envelope and note the hint number it has been given. To see the hint, load the program as usual but users with 40 track drives should leave the Program disc in the drive while the Space Bar is pressed and users with 80 track drives should insert the 80 track Hints disc before pressing the Space Bar. You will then be prompted to give the hint number. If you are in any doubt as to which of two hints to look up, it is suggested that you choose the hint with the lower number.