

# Quondam

for the BBC Microcomputer Model B

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QUONDAM

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### Loading from cassette



To load and run the program place the cassette (fully rewound) in the cassette recorder, type

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CHAIN "QUONDAM"
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and press RETURN; the 'Searching' message should appear on the screen as you do this. Now press the PLAY button on the cassette recorder and wait for the program to load. The title page will load in less than one minute and the main program will take a further seven minutes to load. Once loaded, you will be asked whether you want to start from the initial position or from a saved position on cassette: select either 'I' or 'S' as prompted and press RETURN. Of course, the first time you play you will want to start from the initial position, so select 'I' and the game will start immediately.

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### Loading from disc



Place the 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

The game will start as soon as loading is complete.

*The disc can be used in drive 0 of either 40 or 80 track disc drives.*

Once loaded, you will be asked whether you want to start from the initial position or from a saved position on disc: select either 'I' or 'S' as prompted and press RETURN. Of course, the first time you play you will want to start from the initial position, so select 'I' and the game will start immediately.

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## Saving to cassette



During the course of the game you may wish to **SAVE** a game (for example, before trying something dangerous) with the intention of returning to it later. Simply type **SAVE** and press **RETURN**. You will then be prompted with the usual **RECORD then RETURN** message; at this point you should make sure you are at a suitable area on one of your cassettes.

You may **SAVE** a game as many times as you wish, but since it is always saved as a file called **INIT** you will need to keep a note of which recording is which.

When you want to start a game from one of these positions, first load the main program as usual, but select 'S' to start from a **SAVED** position. You will be asked to **Position the database file**. Place the appropriate cassette in the cassette recorder before pressing the **PLAY** button.

Should you **QUIT** or die you will be asked if you want another game. **Y** will return you to the start of the game; **N** will simply end.

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## Saving to disc



During the course of the game you may wish to **SAVE** a game (for example, before trying something dangerous) with the intention of returning to it later. Simply type **SAVE** and when you press **RETURN** you will be prompted to insert a suitable disc and type in a filename.

*Note: Do not try to **SAVE** to the disc supplied; use one of your own discs.*

You could call the files containing the saved positions **INIT1**, **INIT2**, **INIT3** and so on.

When you want to start a game from one of these positions, you can request the saved position instead of the initial position at the start of the program. You will again be prompted to insert the appropriate disc and supply a filename. The game will then start from that position.

Should you **QUIT** or die, you will be asked if you want another game. **Y** will put you back to the start of the game (ie a choice between the initial position and a **SAVED** file) while **N** will simply end.

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The object of this adventure is to find all the treasures and a safe place to deposit them. The computer is your eyes and hands; it will describe your immediate surroundings and any objects you might be able to use. It will also tell you what is happening around you. You must tell it, in return, what to do by typing in instructions.

Use commands of one or two words, in upper or lower case (typically a verb or a verb and object). The computer looks at the first four letters of any word you type, so that the command **NORTHEAST** must be typed in as **NE** to distinguish it from **NORTH** (or **N** – there are various abbreviations you will pick up as you play).

## Some general advice

Passages bend sometimes, so going north from one area doesn't necessarily bring you into the next area from the south. (You can try **BACK** or **B** if you're confused.) **EH?** means the computer didn't understand the first word you said; **I don't understand that!** usually means the second word wasn't understood. Some objects can have special properties, as you'll find out; some of them are a help and some a hindrance.

## Useful words

Part of the fun is finding out what words are understood! However, a short list of those you might not guess is given here:

To move in some direction, try something like **MOVE UP**, **CLIMB**, **GO SOUTH**, **WEST**, **IN**, **LEAVE**.

To pick up or drop a rock, try **GET ROCK** or **DROP ROCK**. **GET**, **TAKE** and **DROP** alone pick up or drop the first object the computer sees.

**ON** and **OFF** may be useful.

To get a full description of your immediate surroundings use **LOOK**.

To get a list of your possessions use **INV** (for inventory).

To stop altogether use **Q**, **QUIT** or **STOP**.

To save a game for later – and the computer won't let you do this sometimes for reasons only time will explain – use **SAVE**.

## Score

During the game you can display your score by typing **SCORE** and pressing **RETURN**. You can earn points by visiting risky areas, but most points are scored by depositing treasures in the 'safe place'. This place is accessible at various times, but needs thought. Beware of puns!

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