Robico Software

RICK HANSON

for the Atari XL/XE

With Disc Drive

RICK HANSON
The First Part of the Rick Hanson Trilogy
(c) Robico Software 1986

Story, textual description and puzzle construction:
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Atari XL/XE Version programmed by:
Nick Gregory

Rick Hanson is a disc-based, text-only adventure for the Atari XL/XE range of computers. As Rick Hanson, Special Agent, your mission is to assassinate the evil General Garantz and save the world from the final holocaust!

The original game - a cassette-based BBC / Electron version - has received brilliant reviews and was voted "BEST ELECTRON ADVENTURE" and joint "BEST BBC CASSETTE-BASED ADVENTURE" in the 1986 Adventure Awards from A & B Computing magazine. (Another Robico game, Enthar Seven, won "BEST OVERALL ADVENTURE").

The Atari version of Rick Hanson is even better than the original! It has 230 atmospherically described locations, about 70K of text, more objects, more problems, a larger vocabulary and uses a more advanced parser. Quite simply, it's brilliant!

Rick Hanson is the first part of the Rick Hanson Trilogy. Look out for parts II and III, called Project Thesius and Myorem respectively.

TO PLAY:

Insert the disc into DRIVE 1. Switch on the computer. A title screen will now appear while the game is loading. Press the START key to begin playing. The game itself regularly checks that the correct disc is inserted in DRIVE 1, and if not, you will have to press START again, this time with the disc inserted. This feature prevents errors and ensures smoother game play.

SCROLLING TEXT:

Rick Hanson contains so much detailed text that it is not always possible to fit everything onto the screen at once! If this happens, the display will pause with the prompt 'MORE...' and will wait until you press a key on the keyboard before continuing with the remainder of the message.

ENTERING COMMANDS:

Rick Hanson features a sophisticated parser which allows you to type, in upper or lower case, in both normal or inverse letters, full sentences and multiple statements. The program analyses your commands and acts on certain 'key' words.

The interpreter allows 'described objects' to be used in all Robico adventure games. For example, a game may contain more than one book, say the red book, the green book and the yellow book. Sentences such as: PICK UP ALL THE BOOKS EXCEPT THE RED ONE THEN EXAMINE THE GREEN BOOK AND READ IT are understood.

If such objects are present and you do not specify which one you mean, the parser will assume that you are referring to the first one displayed. Taking the example of the three books, GET BOOK would pick up the red book. Typing GET BOOK again would be understood as pick up the green book, and so on.

The part of the sentence which is being used will be displayed alongside a white circle so that you may see exactly what is being acted upon. If any commands fail, you can then see where you went wrong and because the computer stops performing the multiple statement at that point, you can rephrase your sentence and try again.

From time to time, the computer will ask you certain questions. For example, if you type GO alone, the program responds with 'GO where?'. Similarly, SMASH BOTTLE may not be enough - you could be asked 'SMASH BOTTLE with what?'. If this happens, try the command again, but this time give more information.

Multiple statements can be entered by separating them with the words AND or THEN or with full stops (.) or commas (,).

The adventure has a limited understanding of the words IT, THEM and ONE. IT and THEM act on the last object mentioned. For example, LOOK AT THE SUIT THEN WEAR IT. ONE substitutes for the last 'described object' mentioned. For example, INSPECT THE RED BOOK THEN THE GREEN ONE.

ALL, EVERY, and EVERYTHING may be used with GET, DROP, EXAMINE and their various synonyms in connection with objects and also in actions relating to doors. For example, DROP EVERYTHING BUT THE SUIT, THE BASKET AND THE YELLOW BOOK. Plurals act in the same way. For example, GET BOOKS is allowed.

Doors may be opened in the following ways: OPEN DOOR causes the first door the computer 'sees' to be opened. OPEN THE SOUTH DOOR or OPEN THE DOOR LEADING IN causes the specified door to be opened. OPEN DOORS, OPEN ALL THE DOORS or OPEN EVERY DOOR causes every door in the room to be opened. CLOSE and SHUT are used in a similar way. Note, however, that if a door is locked, you must unlock it before it can be opened. How you do that depends upon your own ingenuity!

SAVE stores your current position to disc. For this you must insert a blank, formatted disc of your own into DRIVE 1. Up to 18 separate game positions, labelled A-R, may be stored on a single disc. If you decide not to SAVE after all, press any key other than A-R to return to the game.

RESTORE restores a previous game position from your 'save-game' disc. Select A-R as above, with your own disc in DRIVE 1. A game position is also stored on the Program Disc at position R. Restoring this game position will restart the game from the very beginning.

QUIT is similar to restore.

HELP will supply you with a list of useful words and phrases which may aid you when playing the adventure. Note that this list does not constitute the whole vocabulary!

INV or LIST prints a list of your possessions.

LOOK or its various synonyms gives a description of your surroundings.

GET, DROP, EXAMINE and WEAR and their various synonyms may act on objects to be found within the game.

A SAMPLE GAME PLAY:

The following game play shows the type of conversation you can expect to have with a Robico adventure. Note that this game play is not related to Rick Hanson.

What now?
LOOK AROUND THEN LIST POSSESSIONS

°LOOK

Gazing around, you see that you are standing in a large graveyard, illuminated by the mysterious, shimmering rays of the full moon which hangs in the night sky like a beacon. Mist swirls around you, forming a damp, icy cloak which engulfs the headstones and hides you from prying eyes! Looking north, you see a path which disappears into the white blanket of fog. To the south, behind you, is a large tomb and the church lies to the southwest. A deep hole is at your feet. A shovel has been left here. You discover a small pipe.

°LIST

You are carrying a rag, a brick and a knife. You are wearing a tattered suit.

Type your command:
EXAMINE THE KNIFE AND THE SHOVEL

°EXAMINE KNIFE

The knife has a long blade and a wide, comfortable handle. The blade is blunt and seems useless.

°EXAMINE SHOVEL

The shovel is strong, made from toughened steel. It has a long, wooden handle, worn smooth with repeated use.

It's your turn.
GET EVERYTHING

°GET EVERYTHING

Okay.

What next?
GO SOUTH

°GO SOUTH

You find yourself outside an enormous tomb, meticulously constructed from marble and granite. The huge figure of an angel towering above you seems to survey the graveyard and, beneath it, a small, marble door is set into the tomb wall. A narrow, twisting path leads north, through the misty graveyard and you can go south via a closed door. A brass plate is securely fixed to the tomb wall beside you.

It's your turn.

READ THE BRASS PLATE

°READ PLATE

The brass plate is covered with a century's grime and you are unable to read it!

What next?
CLEAN THE PLATE

°CLEAN PLATE with what?

Type your command:
CLEAN THE PLATE WITH THE RAG

°CLEAN PLATE with RAG

You clean the brass plate and slowly writing becomes visible!...

ERRORS AND OMISSIONS:

Whilst every effort has been made to ensure that Rick Hanson 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.

In a program as complex as a Robico adventure it is quite possible that minor errors have crept in and remained undetected, despite our very thorough screening processes. If, when playing the game, you discover any 'bugs', errors or spelling mistakes, we would be most grateful if you would let us know about them, so that we can put them right in future versions of the adventure.

GUARANTEE:

Robico guarantees to replace, free of charge, any faulty discs returned to Robico within 30 days of date of purchase of Rick Hanson for the Atari XL/XE, provided that the damage has been caused by the normal, reasonable use of the disc. 'Faulty' in this context refers to physical damage of the disc and not to errors and omissions as mentioned above.

Please enclose proof of date of purchase.

HINT SECTION

The following is a questions, hints and answers section which has been compiled to assist in your playing and solving of Rick Hanson on your Atari computer.

To use this help section, read through the list of questions until you find one which most suits your requirements. For a nudge in the right direction, look up the appropriate hint number. To obtain the complete solution to a puzzle, turn to the relevant number in the answer section.

It may be preferable to ask a friend to use the help section with you, to reduce the risk of your seeing the answer to a problem you have not yet encountered in the adventure.

If you still have difficulty, write to Robico enclosing a stamped, self-addressed envelope marked 'HELP!' for a reply. Please do not telephone for assistance. If we are answering queries over the 'phone, we are unable to prepare our new games!

How do I kill the man in the railway station? (Answer 10)
How do I escape from the railway station? (Hint 2. Answer 1)
How do I escape from the guard? (Hint 20. Answer 6)
How do I climb the stairs in the tavern? (Hint 1. Answer 3)
Where do I find the Quhut? (Hint 6. Answer 20)
How do I use the fruit machine in the tavern? (Hint 6. Answer 2)
What shall I do with the ale? (Answer 19)
What is the significance of my room number? (Hint 3. Answer 11)
What shall I do in the tavern bathroom? (Hint 18. Answer 18)
What do I do in my bedroom? (Answer 4)
Can I enter the other bedrooms safely? (Answer 5)
How do I read the letter? (Hint 17. Answer 27)
What do I ask for in the bookshop? (Hint 4. Answer 9)
How do I read the book? (Hint 17. Answer 7)
How do I enter the bookshop? (Hint 5. Answer 16)
What is the significance of the title of the book? (Hint 7. Answer 8)
What is the significance of the first set of hymn numbers? (Answer 12)
What about the other set of hymn numbers? (Hint 16. Answer 30)
How do I use the tape recorder? (Hint 8. Answer 21)
How do I prevent the recorder from killing me? (Hint 21. Answer 29)
How do I get the rope? (Hint 9. Answer 25)
How do I get the petrol? (Hint 30. Answer 28)
How do I pass the fallen tree? (Answer 10)
How do I cross the river? (Hint 29. Answer 22)
How do I reach the farm? (Hint 32. Answer 26)
How do I get rid of the mouse? (Hint 10. Answer 24)
Where do I use the trowel? (Hint 28. Answer 13)
How do I climb the cliff? (Hint 22. Answer 23)
What do I do with the skis? (Hint 27. Answer 14)
How do I make the skis slide smoothly? (Hint 11. Answer 35)
How do I dig up my contact? (Answer 10)
What shall I do in the small cave? (Hint 12. Answer 32)
How do I get down the snowy slope? (Hint 15. Answer 15)
How do I stop the jeep? (Hint 26. Answer 31)
How do I make the bomb? (Hint 13. Answer 33)
How do I enter the base? (Hint 25. Answer 38)
How do I map the black rooms? (Hint 14. Answer 34)
How do I open the first sliding door? (Hint 23. Answer 30)
How do I open the second sliding door? (Hint 31. Answer 37)
How do I kill General Garantz? (Hint 24. Answer 36)
How do I unlock the storeroom door? (Hint 33. Answer 39)
How do I get under the truck? (Hint 36. Answer 42)
How do I move the jack about? (Hint 35. Answer 41)

How do I lower the jack? (Hint 34. Answer 43)
How do I raise the jack? (Hint 34. Answer 40)
How do I make the jack more secure? (Hint 34. Answer 44)
What use are the two pipes? (Hint 39. Answer 45)
How do I stop sneezing under the workbench? (Hint 41. Answer 47)
Is there only dust under the workbench? (Hint 40. Answer 46)
What use is the hacksaw? (Hint 42. Answer 48)
How do I protect my hands? (Hint 43. Answer 49)

1. Book a room.
2. Catch a train!
3. It is the letter code offset.
4. A book!
5. Make yourself presentable!
6. Take a gamble!
7. The figure is the offset to the book code.
8. Examine it for a clue.
9. Cut it.
10. Make it feel ill!
11. Wax them.
12. Read the location description carefully!
13. Use objects you have found earlier.
14. You could drop objects (or see Hint 12).
15. Wear the skis.
16. A contact has left them as a clue to a numeric code.
17. Decode it!
18. Shave.
19. The large ox.
20. Kill him!
21. Get rid of it!
22. Use the rope.
23. Remember the church? (See Hint 16).
24. Don't use the gun!
25. Say the password. Remember the cave?
26. Blow it up.
27. Wear them.
28. Somewhere soft so it won't break.
29. Go for a dip!
30. Use the container.
31. The door is jammed.
32. Get through the hedge by making the bull angry!
33. Get a grip on the situation!

34. Use the handle.
35. Heave!
36. Something in the storeroom may help.
37. Watch out for low flying objects!
38. Pull your weight.
39. Find out what's inside them.
40. Look harder - you never know!
41. Protect your face from the dust.
42. Use it to cut something metallic.
43. Put something on them.
44. Melt the ice.
45. Don't speak to strangers!

ANSWERS

1. Go into the telephone booth, get the tape recorder, examine it, play the recorder and note your instructions. Throw it away, then get the pie and the spanner and wait on the bridge for a train. Go to the waiting room, get the polish, then return to the bridge. Wait for another train and at the appropriate time jump on the roof of the guard's van.
2. Insert Impi, then play the bandit.
3. Pay the bartender with the Quhut (large coin).
4. Sleep!
5. Some you can. Some you can't!
6. Kill the guard with the spanner.
7. See Answer 27. Substitute 12 for the offset.
8. See Answer 7.
9. Ask for The Twelve Apostles.
10. You can't!
11. See Answer 27.
12. They have no significance. Go back to the church the next day.
13. The freshly dug ground at the farm.
14. Use the skis to ski down the snowy slope. Wear them and insure they have been waxed previously.
15. See Answer 14.
16. Shave with the razor before trying to enter.
17. Fix it with the pipe.
18. Shave with the razor.
19. Drink it or just empty the bottle.
20. Win it by playing the bandit.
21. Play tape recorder.
22. Swim at the calmest section whilst holding the tyre.
23. Tie hook to rope. Throw rope. Climb rope.

24. Drop the pork pie.
25. Cut the rope with the razor.
26. In the field by the bull, wave the seat cover, then dodge the bull.
27. Number the alphabet from 1 to 26. Next write out the alphabet backwards and start numbering from 4 (or 12) until you reach 26, then start again at 1. For example, with the letter Z=4, Y=5, X=6 ... D=26, C=1, B=2, A=3.
28. Fill the bottle with the petrol.
29. Throw away the tape recorder.
30. They are the code to the first sliding door. Type 18970.
31. Light bomb. Throw bomb. Make sure your timing is right!
32. Read the wall.
33. Make bomb when holding the bottle of petrol and the seat cover.
34. Remember the warning sign? The rooms are silent. There is no sound so go N,O,S,O,U,N,D!
35. Wax skis with polish.
36. Kill the General with the razor.
37. Open the south door with the screwdriver.
38. The password is GALOOP.
39. Pick padlock with hairclip.
40. Pull the handle twice.
41. Push the jack in the direction you wish to go.
42. Push the jack under the truck. Lie down. Go north.
43. Turn the handle anticlockwise.
44. Turn the handle clockwise to lock the jack.
45. The wide one contains petrol, the other is useless.
46. Seek and you shall find!
47. Wear the handkerchief (tie it to your face).
48. Cut the wide pipe with it.
49. Wear the gloves.
50. Mind your language!