the Prisoner
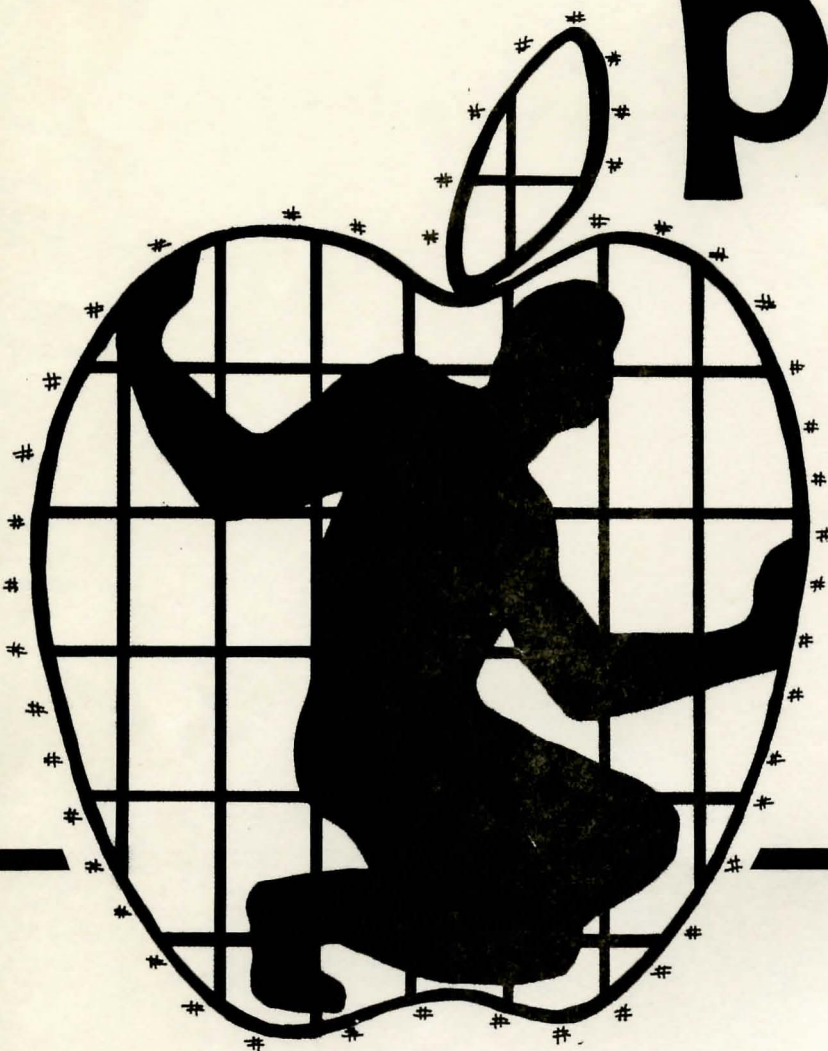
Requires Applesoft, 32K, DOS 3.2 or 3.3

EDU-WARE T.M.

UNIQUE SOFTWARE FOR THE UNIQUE MIND.

the Prisoner

Inspired by the highly acclaimed television series, your Apple puts you in a nightmare 1984 world whose rulers seek to break you down by an extensive array of brainwashing techniques, while you are armed only with your intelligence and sense of individuality. Can you escape to freedom or will you remain forever THE PRISONER?

For Apple II and II-Plus Computers
Requires Applesoft, 48K, Disk Drive.

Developed exclusively by:
EDU-WARE SERVICES, INCORPORATED
22222 Sherman Way, Suite 102
Canoga Park, CA 91303
(213) 346-6783

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PUBLISHER'S NOTES

Why base a computer game on a television series that appeared as a summer replacement over ten years ago and now only occasionally shows up on a few Public Broadcasting stations? More than merely a vehicle for entertainment, The Prisoner was both a psychological study and a political statement concerning the problem of keeping one's individuality and personal freedom in a technological society. It's message was that modern society is a vast, collective prison and each one of us is, in fact, a prisoner. When the series was produced, it was a time of widespread social protest, covert government activities, and a brutal repression of individual rights. In order to get around the problems of censorship, The Prisoner translated the burning issues of the day into timeless, universal symbols and treated them as such.

With 1984 only a couple of years away, many of these issues are as relevent today as they were then. "I am not a number!" cries the Prisoner, yet with the increasing influence of computer networks, data bases, and information peddlers in our lives, we are all in danger of becoming merely numbers within the memory banks of hundreds of machines across the country. More and more information about our personal lives is becoming increasingly acessible to anyone who has a link into the proper data base. Thus, it seems appropriate that a show concerned with the theme of loss of individuality and influence over our own lives should inspire a game to be played on a computer.

And it is appropriate that such a game should be produced by Edu-Ware. Like the producers of the series, we wish to release products that are not only entertaining, but also provocative, stimulating, and thought-provoking. "Unique Software for the Unique Mind" is our motto, and we like to think that there are some intelligent individuals extant in the masses who would like to escape from the many mindless carbon copy programs that are out there, to software that is unique, individual, and, at least symbolically, has something to say or teach about the global village in which we live.

Many 'individuals' and sources contributed to this program. The Prisoner and its documentation was written by David Mullich. Sherwin Steffin wrote the Education Notes, and both he and Steven Pederson contributed many valuable ideas to and were the primary testers of the program. Additional testing was done by Jon Mullich and Kathy Sea.

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THE PRISONER

SCENARIO

Anger. Indignation. You are finally, fed up with your line of work, with The Company, with the whole system in general. And they were so damn impersonal about accepting your resignation, too! How do you vent your anger at a machine, blinking coldly at you while you pour out dictates of your conscience that have been building up over the last few months only to have them mathematically reduced to a digestible three-digit 'resignation code.' Yet, considering the context of your oratory, it was an appropriate setting.

Well, at last it is over. Mind calm, conscience clear. Now to get as far away from the Service and its repugnant secrets as possible. Where should you go for an escape? Paris is nice at this time of year. You've had some pleasurable assignments in Madrid. New York is always. . .

Drowsiness. Darkness. Drowsiness. Awake. What a sleep. Wait! Where am I? A glance out of the window tells you that foul play has been in progress. You have been abducted and imprisoned on 'The Island,' an isolated, self-contained community that is a bizarre perversion of society where sophisticated brain washing techniques, electronic survelliance devices, plots, counterplots, delusions, paradoxes, and oppression abound.

Here, no one and no thing can be trusted. Prisoners and keepers are intermixed, rules are vague and inconsistent, truth and falsehood are indeterminable, even your own identity is at times in question. The only certainties are that you are the prisoner of someone known only as 'the Caretaker for the Master,' who seeks to know why you resigned and will go to any means to rob that information from you. Your one consolation is that they don't want to damage you. At least not permanently.

You must escape, but clues are hard to come by and allies come even harder. Your tools are your intelligence, intuition and sense of individuality. Will you manage to escape, or will you be broken, absorbed into the system, and forever remain The Prisoner?

The Prisoner is an intellectually challenging player versus machine game inspired by the British television series of the same name. The Player assumes the role of an intelligence agent who has resigned his job for reasons known only to himself and is consequently abducted to a remote village community that serves as a gilded cage for defectors, untrustworthies, those who are to be kept silent, and those who are wanted for information.

You are one of the inhabitants of 'The Island' from whom information is wanted. In particular, your captors wish to know why you resigned your job and will go to quite extreme means to extract that one piece of information -- which is in the form of a three digit resignation code -- from you. Indeed, it seems that the entire Island is your own personal prison. Every building, path, person, and supposed escape route appears to be part of a grand deception to get you off your guard and reveal your private reasons for resigning.

Basically, this is a game of the power of the individual against the forces of opression. As The Prisoner, a person of conscience and a strong sense of individuality, you are armed with this sense, your intelligence, your intuition, and desperation. The Apple, as The Island itself, has an arsenal of trickery, coercion, propaganda, lies, false clues, false escapes, ambiguity, inconsistency, allegory, and frustration.

Both sides have a single, simple objective; that is, simple in concept, not in achievability. The player's is to escape from the Island. The computer's is to get the player to reveal his resignation code.

Thus, The Prisoner is a struggle for information. The player possesses some very valuable (and perhaps dangerous) information that the authorities of the Island (the major visible authority being 'The Caretaker' or the Island) wish to uncover, while the player himself must in turn sift through what information the computer provides about the Island to discover the means for escape.

It is also a struggle of the individual against society, for the authority sees the player's resignation and guarded reasons as rebellion and, through representations of various institutions of society, tries to convince the player that lack of cooperation and obedience to the will of the authority is disharmonious and against the best interests of the security, stability, and preservation of the whole.

<1>. This is a multi-adventure series of games. The Prisoner is actually an elaborate game system comprised of nearly twenty-five different games and adventures taking place on the Island. The player need only boot the disk to enter this exclusive resort, while the computer takes over the game management, error detection and control, and status files. The Island maintains tight control over the situation and knows how to handle its guests quite effectively.

<2>. Playing time is extensive. If you want a quick shoot-em-up, look elseware. This is a psychological assault, and such things take time. The adventures on the Island will capture you for many sessions of play since escape from this intricate prison is far from easy.   When you need a reprieve, the game may be suspended at any point and the game status saved away until you are ready to try again by simply typing <CTRL C>.

<3>. There is a liberal amount of visual stimulation. Over forty displays of text, low resolution, and high resolution graphics as well as sound effects are utilized to always keep the player's attention and interest at its peak during even the most lengthy session of play.

<4>. Many experiences and options are available. A generous helping of random events, play inputs and decisions, places, and adventures keep The Prisoner from being just another fixed algorithm game. The Island is a complex environment, and it is guaranteed that you will not discover all of the amenities that it has to offer even after many sessions of play.

<5>. The rules must be learned as the game is played. Just as in real life, the rules are not laid out before hand but must be discovered as you go along.   In fact, rules are not even consistent on the Island; e.g. keys that act one way, when pressed, in one part of the game may have a totally different function in another section of the game. Keep in mind that your keepers are always in control and that they deliberately keep things vague and inconsistant in order to manipulate and frustrate you. Keep alert, be persistent, and don't be afraid to experiment.

<6>. Every decision is scored. The Island keeps you under
constant surveillance and monitors your every movement. The
score is set to zero at the start of the game and is incremented
or decremented based upon whether or not your actions are those
of an individual. The more individualistic you are, the greater
your score will be. This score is revealed only upon winning,
losing, or suspending the game and is closely linked with your
chances of escaping. Many doors will be closed to you until your
score reaches a high enough value. Since this score is mostly
invisible to you, you must weigh and verify your own decisions to
determine if they are in your own best interests. The authorities
(i.e., computer) will give you no help.

<7>. The challenge is to your mind. Success in the game requires
reading between lines, logical deduction, developing new and
creative patterns of thinking, making intuitive moves and
detecting trickery. This is not an easy game to win, and every
sub-game is a challenge in itself, requiring different mental
disciplines. You will find yourself at times to be frustrated,
confused, discouraged, puzzled, perhaps even angry. Don't give
in! The Island authorities want you in this condition so as to
absorb you into the complacent, nonthinking, nonresisting masses.
A sense of humor and a refusal to give in will make for a strong
shield against the manipulative and coercive forces of the
Island.

<8>. Winning is both absolute and relative. The main object of
the game is to, of course, escape from the Island. But for those
of you who are numerically minded or who have a tendency to
reveal your resignation code, there is always the score provided
at the end of the game to judge your performance against.

A NOTE TO FANS OF THE SERIES

While this game was inspired by the Patrick McGoohan's 'The
Prisoner' series, it is not meant to be an adaptation of it.
Fans may recognize many elements of the show within this game
which were kept in to preserve the series spirit and message, but
they may also be disappointed that certain other elements are
missing or changed. Though the author is a great fan of the
series, he is also an 'individual,' with creative concepts of his
own that he feels are more appropriate for the setting of a
micro-computer game, and he does not wish to merely copy
another's work.

The Prisoner is a complex game to win, but not to operate. The game is a complete turn-key system, requiring you to do nothing other than to insert the disk into the drive and boot it. From then on, the computer takes over the maintenance of the program. However, the task of operating the game is entirely up to the player; hence these sheets of expertly crafted instructions.

<1>. Documentation

> Although many software purchasers refuse to believe this, accompanying documentation is as important as the program itself (with Edu-Ware products, at least). The player will find himself severely handicapped and frustrated without these instructions, as those of you who immediately went to the game and, having trouble, finally resorted to perusing these gold sheets, have just discovered. If you are among those mentioned, it is suggested that you also read the Description section to get into the spirit of the game and the Strategy section.

> Contrary to what many Orwellian authorities may wish you to think, ignorance is NOT strength. It is only the most informed individual who will be least duped and manipulated by the society.

<2>. Starting the game.

> The game is commenced by booting the disk. If you are new to the Apple and this process, then consult your DOS manual. Your boot should produce the Edu-Ware logo, and then the Prisoner title.

> Always leave your Prisoner disk in the drive and keep the drive door closed. The Prisoner is a disk intensive game (e.g., it accesses the disk A LOT) and therefore should not be disturbed until the session is finished. There is no need to worry if you should accidentally remove the disk or open the door during play, for the error handling routines are quite forgiving and will just groan at you the next time the disk is accessed until the situation is remedied. The game will not be disturbed; nevertheless, it is annoying.

The game always begins with a brief representation of the prisoners resignation and display of the three-digit resignation code, even if you are continuing a previously suspended game.

The resignation code is the very heart of the game, being the one reason that you have been imprisoned on the Island. You are to either memorize it or write it down. Forgetting the code will not aid you. The authorities are trying to get you to enter your resignation code into the computer, and you might be tricked into doing so if you don't know the sequence of numbers of which to be aware. Under no circumstances are you to reveal this number. Doing so will cause you to automatically lose the game.

If this is the start of a new game, your score is initialized to zero and you are given five hundred Island credit units to spend.

Following the display of the resignation code is your 'abduction' to the Island. You will awaken in your new home, The Castle.

<3>. The Castle

You will wind up in the Castle at the start of every session and the end of every unsuccessful escape attempt. Your arrival in the Castle represents a new day or adventure on the Island. Since this will be your first experience after being captured we will give you this one bit of information: the Castle is really a maze, a prison within a prison from which to escape.

<4>. The Island

The island is composed of twenty different structures, each containing a different adventure or experience. Only four are pictured on the screen at any one time. You may also occasionally see a gate to the outside world.

At times you will discover that the buildings have been rearranged when you are sent back to the Castle. This disorientation is your penalty for escape. Nothing else is disturbed; this is frustrating enough.

<5>. Suspending a Game

You may stop the game at any point by holding down the <CTRL> key
while pressing the <C> key. Doing so will immediately stop the
action that is taking place and record your current score,
credits, and possessions on the disk. These are stored until the
game is started again.You will also be told your cumulative score
thus far.

The desperate may gain some clues on how to win the game at this
juncture, but at the cost of ten points for each clue given. The
clues will be given randomly and those with higher scores will
have a chance to get a better clue. A warning: depending upon
your score and the random number generator you may get the same
clue over and over, each time causing ten points to be taken off
of your score. Even with a high enough score, the better clues
may come up only rarely. Why should the keepers make things
easier for the prisoners?

<6> Losing

The only way to lose is to deliberately or unintentionally reveal
your resignation code. Upon doing so the disk files will be reset
to a 'new game' status (i.e., the score is set to zero, credits
to five hundred, and possessions lost), you will recieve your
final score, and the game will end.

There is no chance for a pardon.

<7>. Winning.

The only way to win the game is to escape (by the way, that may
be escape literally, figuratively, physically, or mentally) from
the island. And the way to escape is to... Ah, but that would be
telling. There may be none, one, or several ways to escape; that
is for you to discover and decide.

As with losing, winning the game will set the disk files to a
'new game' status so that the next session will have no record of
the previously played game.

We do ask that when you do discover a method for escaping, please
do not reveal it to anyone else (unless they threaten to do
bodily harm to themselves or you in order to find out, and even
then they might regret it). Just because you have your fun, don't
ruin it for others. If you are told a way, remember that it
might not work if your score isn't high enough and that there are
still plenty of demanding things on the Island to master and
discover.

STRATEGY

Just as with any other escape attempt, doing well in the game
requires developing a strategy that takes into account both your
prison and your keepers. Following are some points and
suggestions to consider.

<1>. Keep pen and paper close at hand.

You will find that there are a number of objects
and pieces of information to keep track of during
the course of the game: buildings, credits,
clues, and the like. You must do all of your own
bookkeeping. If this seems unneccesarily tedious,
keep in mind that the computer is not there to
help you; it is your adversary.

<2>. Use your keyboard.

Not every input into the program has a prompt. If
the program appears to stop or 'hang,' it is
probably just waiting for you to type something
in and perhaps even measuring your response time.
If you get impatient, do not wait for the
computer. Take the initiative and try nudging the
keyboard.

A flashing cursor always indicates that the
computer is waiting for you to type something. It
may desire only a single keystroke response or
several keystrokes followed by a <RETURN>. Be
aware that there are times when the backspace key
is disabled and after an input reaches a certain
length a <RETURN> is generated whether you
pressed that key or not. Keep your eyes on the
screen and what you are typing.

You will quickly find that certain keys which
have a special function at one point in the
program may not behave in the same way in
another. Consistency is not one of the attributes
of the Island. Be open to change and do not allow
yourself into a mindset.

Remember that the only means of communicating
with your computer is through the keyboard. When
in doubt type something, anything. However,
desirable results cannot always be guaranteed.

<3> Use Your Head

It is no accident that there are very few instructions within the program. To get into the spirit of the game, you must place yourself into the prisoner's position, an uncertain pawn of imperceptible forces. When confronted with a problem, try different approaches, whether they be logical, intuitive, creative, or desperate. Please do read the instructions that are presented, and then decide if you care to follow them.

<4>. Explore the Island thoroughly.

If you enter a building or other location that you do not understand or find uninteresting, leave and discover one that you find more appealing. But do not make hasty evaluation. Some buildings have special features that you must discover through experiment or luck. Try visiting different locations at different times and don't be afraid to break the rules.

<5>. Don't let the game get to you.

If you find yourself getting overly frustrated, stop the game for a while and come back later with a fresh mind. It isn't meant to be played in one sitting by any means. If you do find that the authorities are beginning to rattle you, remember that that is exactly what they want. Keep your cool and sense of humor.

<6>. If you think the program isn't working, try again.

What you may at first believe to be an error may not be the case. A trick might be played on you; certain possessions must be gained or tasks performed to get something to work, or the computer may be waiting for you to press certain keys or make certain responses. Don't be too quick to assume an error, and remember that <CTRL C> can get you out of any section of the program. If you do discover an error of any kind, read the Warranty.

<7>. Above all, this is a game of psychology

While the Island is trying to psych you out, you must in turn try to psych out your keepers. From your knowledge of the Island, try to guess how its designers' minds must work. Your one hope for escape is to second guess them.

General Comments:

Educators using The Prisoner as entertainment might well ask what educational potential exists for a fantasy game. Unlike most curriculum materials, there are no specified instructional objectives for this program. However, the kinds of problem solving behaviors called for by the user do suggest that The Prisoner has wide ranging usefulness in a variety of instructional situations. These notes are prepared as a stimulus to utilization of this program within a variety of classroom settings. Listed below are a number of potential applications for this program within various kinds of classes:

English, Mass Communication, and Literature

Almost all English and Literature teachers give heavy attention in their classes to developing understandings of such concepts as allegory, simile, metaphor, and other verbal symbolic devices employed by authors.

The Prisoner is ripe with a number of devices, both visual and textual, which serve to stand for or symbolize societal controls and expectations which impact on all of us. These expectations with some guided discussion can be made both clear and explicit to students. Thus, The Prisoner has great applicability within these classroom settings.

Social Studies, History, and Civics Classes

Classes focused on the teaching of constitutional history, civil rights issues, expectations of an informed citizenry, and privacy legislation, will certainly find The Prisoner to be rich in discussion materials. The central issue raised by The Prisoner in both the game and this accompanying documentation revolves around rights and responsibilities of the individual with respect to his privacy, versus the legitimate needs of the society within which he resides. Since Watergate we have all become increasingly aware and sensitive to the privacy problem. As information networks and data collection devices proliferate, the rights and wrongs of this issue tend to become blurred and complex. The Prisoner provides an ideal base for laying a framework for discussion within this context. For those examining lifestyles and societal reactions during the 1960's, The Prisoner represents one author's view of many of the sweeping changes in attitudes and values which developed in this country during that period.

Psychology and Sociology Classes

Several areas for discussion are evident in the application of The Prisoner in psychology and sociology classes. Among these are questions about intellectual problem-solving. Much of elementary and secondary education is focused on helping students to find the "correct" answers to various kinds of intellectual problems. Students are taught a variety of skills for handling day to day cognitive tasks in composition, mathematics, and consumerism. But what about the unique problem which has not

been previously confronted? The Prisoner asks the user to find
new problem-solving modes for a situation in which the data is
ambiguous, vague, often deliberately misleading and incomplete.
How does one attack this kind of problem? What devices are
available within the intellectual repertoire of the user to be
applied to this problem? What kinds of approaches maximize the
users objective of escaping from the island? What are the
risks?

From the 1950's onward a variety of information gathering and
attitude manipulating tools have been employed by various
governments and private companies. These range from advertising
to political propaganda at the mass level to specialized
interrogation techniques, polygraph examinations, psycho-drugs,
and other interrogation tools aimed at the individual. All have
found their way into the manipulation of human behavior. The
Prisoner employs a number of techniques for shaping and
reinforcing user response to the program. Classroom teachers
should be able to readily discern these methods and make them
explicit to students.

One advertising device which has generated both controversy and
interest is the use of subliminals. Subliminals are hidden
words, symbols, or messages contained within a visual medium.
The Library routine of The Prisoner makes considerable use of
subliminals to effect and shape the behavior of the player. This
use of subliminals is of course based upon an hypothesis and not
upon proven psychological research. The question of the effect
of subliminals and potential impact, as well as, ethical
implications for the use by advertising companies and others is a
worthwhile subject for discussion.

Summary

The above represents some possible utilizations of The Prisoner
in a variety of classroom settings. In no way should this be
taken to be a limitation on other applications which the
classroom teacher may find to be of value. Edu-Ware Services is
greatly interested in hearing from classroom teachers about the
applications which they may employ with this program.

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program:

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SERVICE REQUEST FORM
EDU-WARE SERVICES, INC.
22222 Sherman Way, Suite 203
Canoga Park, CA 91303
(213) 346-6783

1. PRODUCT: _____   2. SERIAL #: _____

3. SYSTEM: _____   4. MEDIA: _____

--------SERVICE--------	!---AMOUNT---
WARRANTY SERVICE (no charge)	! proof of purchase date enclosed
DEFECTIVE MEDIA / UPDATE ($5.00)	!
SHIPPING ($2.00 unless covered by warranty)	!
5. TOTAL (enclose check or C.O.D. charges will be added)	!

6. DESCRIPTION OF PROBLEM (be as complete as possible. Use
   separate sheets if necessary. If applicable, be sure to
   specifically describe the operation you were performing
   when the failure occurred.)

7. PURCHASED FROM:_____   8.DATE:_____

9. Please use   --->>!
this space for your !
address. It will   !
be used as a mailing!
label (include zip !
code).   !
10. TELEPHONE #:   !

(____) _____ !

PROBLEMS ?

Edu-Ware is firmly committed to supporting the users of its products. This support consists of a 30-day warranty, followed by unlimited low-cost service and updates. Note that the Edu-Ware Warranty applies equally to both "glitches" (bad media problems) and "bugs" (program errors).

Regardless of the nature of your problem, we would ask you to use the form on the back of this page in addressing our Service Dept. In the event that charges are in order, please accompany your service request with a check or money order, otherwise your return shipment will be sent via U.P.S., C.O.D. Please note that in all cases, you must include your original serialed program diskette as proof of purchase. (However, we normally replace it with a fresh diskette.)

IMPORTANT NOTE:

Many program errors are the result of a defective disk drive, and not program "bugs" or "glitches". Whenever you experience software trouble, you should compare the results of the various commercial software packages you may own. If you consistently find trouble, consult your computer dealer.

EDU-WARE 30-DAY WARRANTY

Edu-Ware Services, Inc. warrants this software package to operate within all specifications contained in its accompanying documentation. Should this package fail to meet its specifications within 30 days of purchase by the end user, Edu-Ware Services, Inc. will, at its sole discretion:

1. Correct the failure, by replacement of the defective or error-laden media, upon receipt of the defective program diskette, proof of purchase date, and written description of the problem.

--OR--

2. Refund the original purchase price, upon receipt of the defective program, documentation and accompanying materials.

This warranty is null and void in cases where the user has attempted to make modifications in the program, physically damaged the program diskette, or obtained the product through an unauthorized or illegal distribution channel.

Edu-Ware Services, Inc. will assume no responsibility for the suitability of its products to the user's application. The purchaser must assume all responsibility for the suitability of the application. Edu-Ware Services, Inc. reserves the right to make improvements in its products at any time, and without notice, and to replace any defective products with improved versions.

Incidental and consequential damages caused by the malfunction, defect or otherwise, and with respect to the breach of any expressed or implied warranty are not the responsibility of Edu-Ware Services, Inc., and to the extent permitted by law, are hereby excluded both for property damage, and to the extent not unconscionable, for personal injury damage. Some states do not allow the exclusion of incidental or consequential damages, so the above may not apply to all users.

the Prisoner

"We want information . . . information . . ."

Welcome to The Island, an isolated community that seems a bizarre perversion of society.

THE PRISONER is an elaborate Interactive Fantasy inspired by the acclaimed British television series. The system employs an arsenal of sophisticated brain washing techniques, electronic survelliance devices, plots, counterplots, delusion, and paradoxes. Your computer takes over game management, error detection and control, and status files.

They don't want to damage you . . . at least, not permanently. Yet your captors will go to quite extreme means to extract that one piece of information which you hold—a mathematically digestible, three digit resignation code. Your objective is simple . . . escape from the Island.

The Island is a complex environment containing text displays, high resolution and low resolution graphics, sound effects, and a generous helping of random events and imput options. Although action may be suspended at any time, you are forwarned that playing time is extensive.

Enclosed within you will find comprehensive documentation: instructions for entering the system; and potential applications for various classroom settings.

Enjoy Your Stay.

Interactive Fantasies are strongly supported after sale through a limited warranty, rapid service, and low-cost updates and replacements.

Designed for the Apple II and II-plus computers.
Requires 48K Applesoft and disk drive.