

**THE
SANDMAN
COMETH**

THE BUREAU OF AERONAUTICS



REPORT OF THE BOARD OF INVESTIGATION INTO THE CAUSE OF THE ACCIDENT TO THE AIRCRAFT OF THE BUREAU OF AERONAUTICS, ON APRIL 1, 1918, AT WASHINGTON, D. C.

THE BOARD OF INVESTIGATION WAS COMPOSED OF THE FOLLOWING MEMBERS: CHIEF OF BUREAU OF AERONAUTICS, WASHINGTON, D. C.; COMMANDING OFFICER, WASHINGTON FIELD, WASHINGTON, D. C.; COMMANDING OFFICER, ANTI-AIRCRAFT DIVISION, WASHINGTON, D. C.; COMMANDING OFFICER, AIRCRAFT DIVISION, WASHINGTON, D. C.; COMMANDING OFFICER, AIRCRAFT DIVISION, WASHINGTON, D. C.; COMMANDING OFFICER, AIRCRAFT DIVISION, WASHINGTON, D. C.

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WILLIAM L. BROWN
CHIEF OF BUREAU OF AERONAUTICS
WASHINGTON, D. C.



★★★FOREWORD

THE SANDMAN COMETH

Or rather he's here, if you've bought the program. Most forewords begin by telling you that you've just bought the biggest and best piece of software ever written. Well I reckon this game's pretty neat, but I'm biased. I'm one of the guys that wrote it!

This is an "adventure" type game, but it's very different from any other adventure you're ever likely to see. Despite a very corny line in humour at some points, the theme has a serious side. Not so much a computer game, more a total philosophy!

The adventure takes you through a series of dream sequences each containing clues and logic puzzles. It has a tendency to 'tighten up' on you, by which I mean that the game starts to get harder as you progress. The object is to locate the Hourglass of Infinity, and by so doing conquer your dream.

It took five of us over a year to get this together, and we've tried to make it as pleasant to use as possible. After all games should be fun, even if they may be difficult. We've laid down some amazing surprises, so be prepared for anything. Above all else, the message of this program is to keep an open mind about everything and remember that anything may be important.

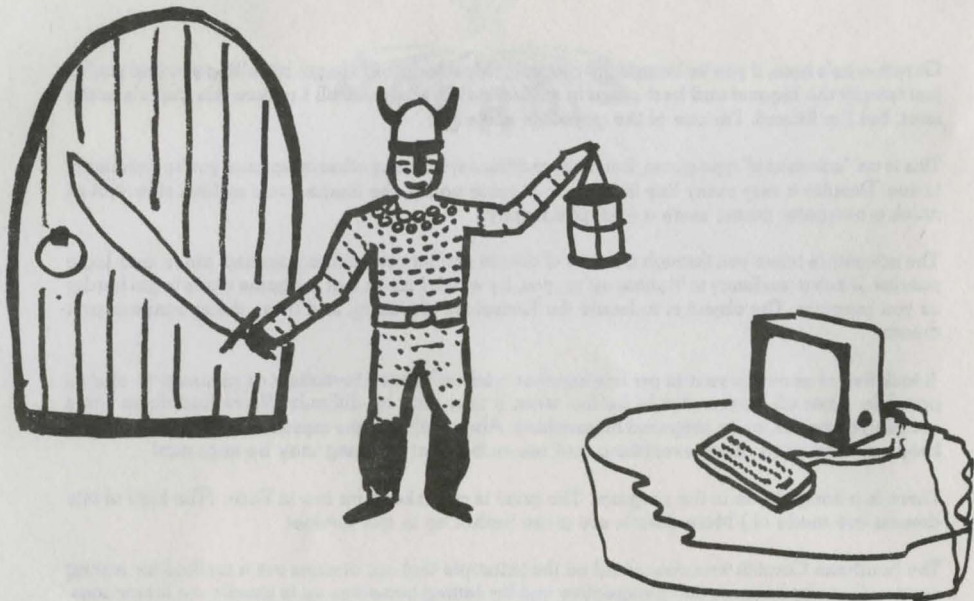
There is a competition in the program. The prize is a weekend for two in Paris. (The kind of city dreams are made of.) More details are given further on in this booklet.

The Sandman Cometh was conceived on the principle that our dreams are a method for sorting our previous experiences into perspective and for setting ourselves up to handle our future ones. The substance of those dreams is the very fabric of childhood, of learning, of exploration, of our hopes, fears and wishes. Be master of your dreams and..... Oh, what the hell, just run the program, you'll get the idea!

Mike Turner
(Director of the Star Dreams production of
THE SANDMAN COMETH)
Seaford, Sussex, August 1984

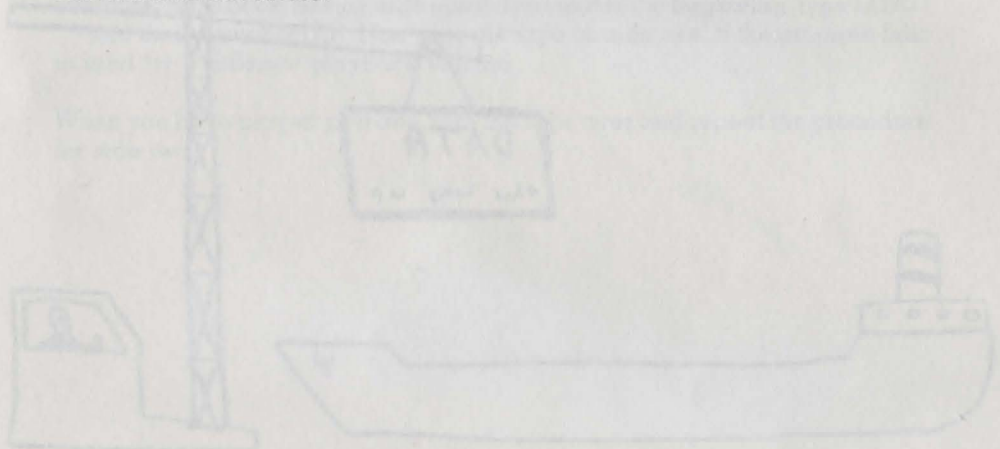
WORD

THE SANDMAN COMETH



★★★ PLAYING ADVENTURE TYPE PROGRAMS

An adventure program is one in which the computer describes where you are and then invites you to enter commands as to what you intend to do e.g. TAKE LAMP; GO WEST or OPEN CHEST. After your entry, the computer will tell you the consequence of your action. THE SANDMAN COMETH works like a conventional adventure.

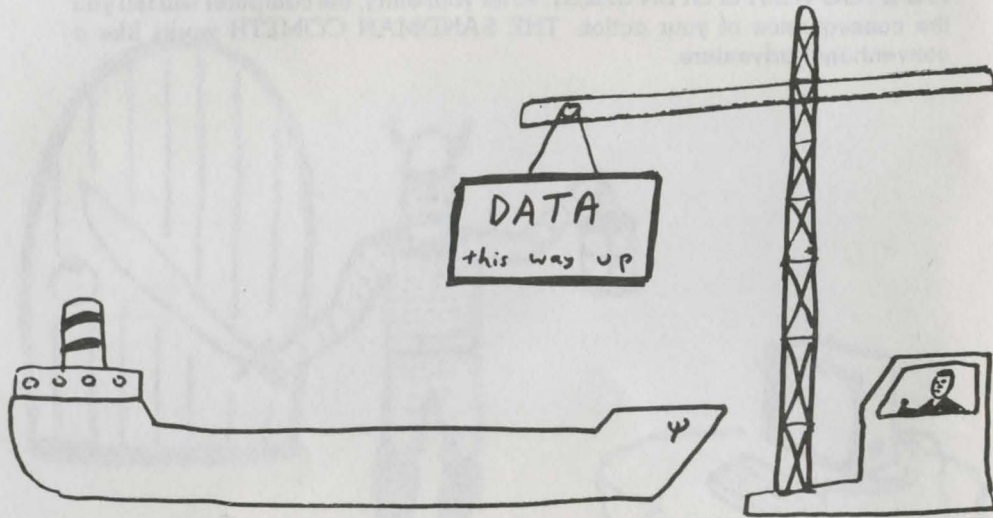


★★★ LOADING THE PROGRAM

The program is in two parts, each of which use the total memory of the 48k Spectrum.

To load part one set up the tape recorder and computer as described in the computer handbook, ensure side one is rewound to the beginning, type LOAD "" and then press ENTER. Now play the tape on side one. If the program fails to load try a different playback volume.

When you have played part one, turn the tape over and repeat the procedure for side two.

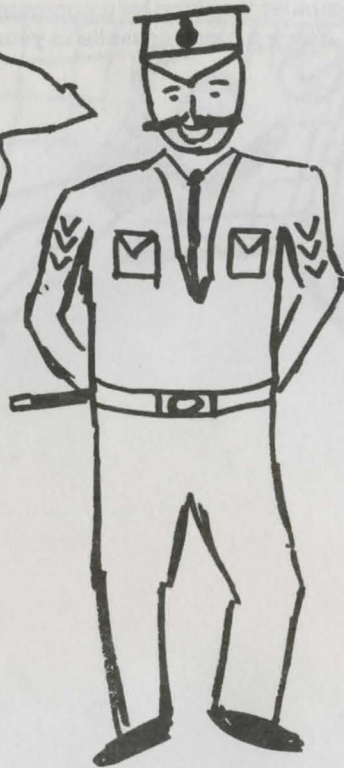




★★★ SAVING THE GAME

If at any time you wish to leave a game, it is possible to save your position and status on cassette to enable you to resume play at a later date. If you enter "quit" when the computer is asking for a command you will be asked if you wish to save your game. Place a blank cassette in your player and follow the screen prompts.

YOU
'ORRIBLE
LITTLE
COMPUTER!



★★★ SPECIAL COMMANDS

There are a few special commands which are particularly useful to know:

VOCAB This will cause a list of all the possible verbs in that part of the program to appear on the screen. If it isn't on that list, it won't work!

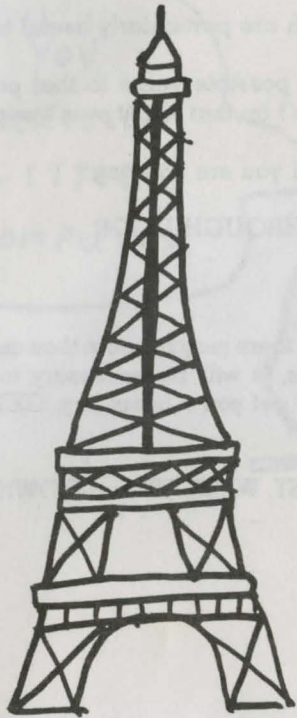
LIST This will give you an inventory of all you are carrying.

To get through a door the command is **THROUGH DOOR**.

To use an object the command is **USE**.

It is worth remembering that in some cases there may be more than one kind of a particular object. In these circumstances, it will be necessary to use the adjective. For example **GET KEY** will not get you a brass key; **GET BRASS KEY** or even **GET BRASS** will.

Compass direction **NORTH, SOUTH, EAST, WEST, UP** and **DOWN** may be abbreviated to **N, S, E, W, U, or D**.



★★★ THE COMPETITION PARIS, CITY OF DREAMS

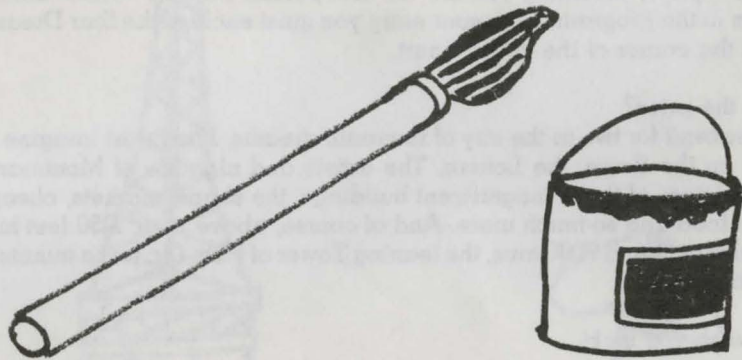
At some point, quite late in the adventure you will receive a question from the Sandman. To get the answer, the adventure must be completed. (The question is a stinker, and clues are scattered throughout the program). Details of how to win the prize, assuming you are the first person with the correct answer, are given in the program. With your entry you must enclose the Star Dreams logo from the corner of the cover insert.

And the prize?

A weekend for two in the city of romantic dreams, Paris. Just imagine it, boat trips on the Seine, the Louvre, The artists and nightlife of Montmartre, the architecture of those magnificent buildings, the shops, markets, cheap wine, great food and so much more. And of course, above it all, 1050 feet high and weighing around 7000 tons, the leaning Tower of Pisa. (er, just a minute, is that last item right?).

We wish you luck!

*** THE COMPETITION ***
PARIS CITY OF DREAMS



*** THE GRAPHICS ***

The screen is divided into text and graphics. Alongside the picture is displayed a brief title and details of any objects. The lower part of the screen is devoted to your inputs and computers responses. Occasionally other graphic formats may occur. Below the graphic window is a line of hourglasses, and in this line is a NORTH marker. This indicates which way north is in the picture. The pictures are only intended to be an artists impression of the scenes portrayed. However, careful study may prove useful.



*** THE CHARACTERS ***

The main character is a man in a top hat and a striped coat. He is a detective. He is always talking in rhyme. He is always trying to help you. He is always talking in rhyme. He is always trying to help you. He is always talking in rhyme. He is always trying to help you.



*** HINTS AND TIPS

There is a HELP command, which may provide you with a useful, if cryptic clue.

Look at the pictures closely, it is advisable to make notes of anything you don't understand.

To return to the CORRIDOR OF DOORS, the direction is usually South.

Pay careful attention to anything the Cheddar Cat says.

He always talks in rhyme, and will always try to help you.

Do not attempt to play part two before completing part one.

Above all, let your imagination have free rein—

For photographs

Picture (How a safety pin) always

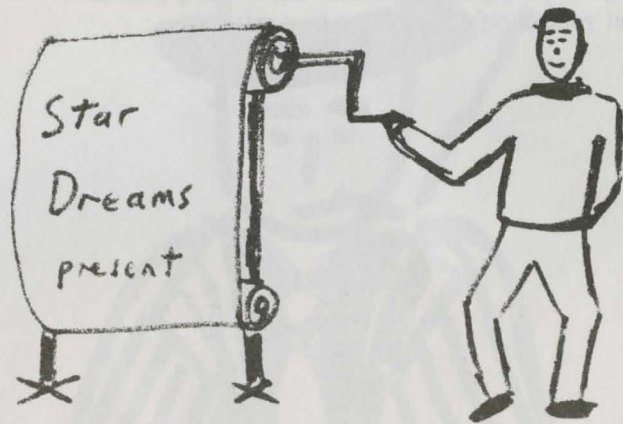
Paint (Two friends another high) Leatherhead

For help in various ways

Case (What time can make you?) Scotland

Play (Two friends another high) Scotland

Be done fast



★★★ CREDITS

))This program is dedicated to all those writers, artists and composers that have laid down guidelines to expand our minds, imaginations and dreams.

STAR DREAMS would like to thank the following people:
The program creation team of:

Paul (We've run out of memory again!) Jefferies. Justin (It really will be ready next week!) Middleton.
Tracy (Make your own coffee!) Moore.
Lin (Oh no, not that phone again!) Turner.
Mike (Why can't we have that in cinemascope?) Turner.

The cast of thousands (well, about fifteen really) including:

The Sandman (Who is present in the subconscious minds of everybody).
The Cheddar Cat (Who is currently appearing in Puss in Boots at the End of The Pier, Sludgethorpe In The Mire.)

For photography:

Jackie (Use a safety pin.) Marvin.
Pam (I've found another bug!) Leatherbury.

For their help in various ways:

Chris (What have you broken now?) Schofield.
Pam (I've found another bug!) leatherbury.
Bandstar Ltd.

*** CREDITS

This program is dedicated to all those writers, artists and composers that have laid down guidelines to expand our imaginations and dreams.

STAR DREAMS would like to thank the following people for their contribution to the program.

Paul (We've got our own music!)
Will (We've got our own music!)
Terry (Make your own music!)
Ian (On a note that's not a note!)
Miles (What's the time but in a moment?)

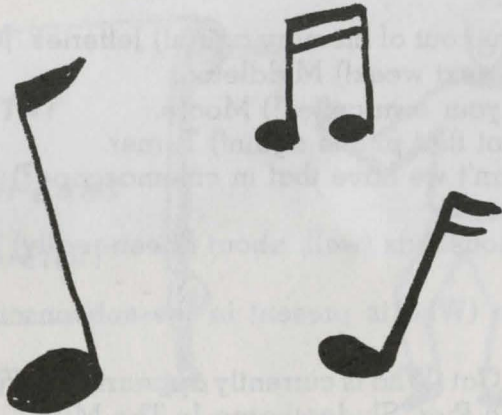
The cost of this well thought out program is the same as the cost of a cassette tape.

The Sandman (The Sandman is the most mysterious of all!)
The Cheddar Cat (The Cheddar Cat is the most mysterious of all!)
The Hourglass (The Hourglass is the most mysterious of all!)
The Bed of the Fair Shepherdess (The Bed of the Fair Shepherdess is the most mysterious of all!)

For photography

Jackie (Use a safety pin!)
Pat (I've found another bag!)
Lambert

For their help in various ways:
Cora (What have you broken now?)
Tom (I've found another bag!)
Barnham Ltd



*** SPECIAL NOTES

Due to the huge complexity of this software it is quite impossible to guarantee that there are no errors in the programs, despite very extensive playtesting. Naturally if you should find any, we should like to know so that future versions may be improved.

If you have enjoyed playing this adventure, tell everyone. If not, tell us! (Come to think of it, tell us if you liked it anyway; we like to have ego trips!)

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STAR DREAMS, 17 BARN CLOSE, SEAFORD, SUSSEX, BN25 3EW, GREAT BRITAIN.

*** GUARANTEE

Should this cassette fail to load we will replace it free of charge. This guarantee does not affect your statutory rights.

Take which door to reach thy Goal?
Heed the Knight and pay his toll,
Ere morning ressurects the soul.

Stars may hold the final key,
And open doors to infinity.
Never loose the sailor's friend,
Drop the glass when near the end.
Music may calm the writhing beast
And follow the finger of the deceased
Noble blood hath the Lord of the east.

Cast no doubts upon the cat
Only fish with red meat's fat
Many thieves will test your stroke
Enter towers with hood and cloak
To boldly go, but which way?
Hi there Eddie, have a nice day.

The Sandman

