IBM PC
Perseus and Andromeda

ACORN
Software Products

PERSEUS AND ANDROMEDA
by Brian Howarth

PROGRAM SPECIFICATIONS

PERSEUS AND ANDROMEDA runs on the IBM PC or IBM XT with a minimum of 64K and one diskette drive. PERSEUS AND ANDROMEDA runs on both monochrome and color monitors.

PREPARING YOUR DISKETTE

Single Drive Systems

Insert your DOS diskette in Drive A.

Type: SYS B: <ENTER>

The computer will then instruct you to insert a diskette for Drive B. Remove your DOS diskette from the drive, insert your PERSEUS AND ANDROMEDA diskette and hit <ENTER>. When the system files have been transferred you will see the message:

SYSTEM TRANSFERRED

Then, with the A> prompt on the screen, remove the PERSEUS AND ANDROMEDA diskette from the drive and insert the DOS diskette.

Type: COPY COMMAND.COM B: <ENTER>

You will be prompted to insert a diskette for Drive A. This refers to the DOS diskette. Simply hit <ENTER>. The computer will then ask you to insert a diskette for Drive B. Insert the PERSEUS AND ANDROMEDA diskette. At the end of the copying process you will see the message:

1 FILE(S) COPIED

Your diskette is now ready to boot up.

Dual Drive Systems

Insert your DOS diskette in Drive A and your PERSEUS AND ANDROMEDA diskette in Drive B and

Type: SYS B: <ENTER>

After the file has been copied you will see the message:

SYSTEM TRANSFERRED

Then

Type: COPY COMMAND.COM B: <ENTER>

At the end of the copying process you will see the message:

1 FILE(S) COPIED

Your diskette is now ready to boot up.

LOADING THE PROGRAM

Put the PERSEUS AND ANDROMEDA diskette into Drive A. If your machine is turned off, simply turn the power on. PERSEUS AND ANDROMEDA loads automatically. If your machine is already turned on, you can boot up your system by holding down the <Alt> and <Ctrl> keys simultaneously, and then hit the <Del> key.

INTRODUCTION

Perseus, the mighty hero of Greek myth and legend, was the son of the great god Zeus and the captivating Danae. Aided by his father, Perseus secured the head of the awful monster Medusa, chief of the Gorgons. As a young girl, Medusa dallied with the sea god Poseidon in Athena's temple. In a jealous rage, the great art goddess of Athens changed Medusa's hair into snarling serpents. Poor Medusa's face was so grotesque that all who beheld her turned to stone. Looking at her reflection in the shield he received from the powerful Athena, Perseus cut off Medusa's head with the sword given to him by the swift messenger Mercury.

Using the awful head of Medusa, Perseus turned all his rivals into stone and valiantly rescued the beautiful Andromeda from the awful fate of almost certain sacrifice to a terrible sea monster. Perseus married Andromeda and together they founded the Perseids family, from which the famous hero Hercules descended.

Now you must travel through this fantastic realm of Greek mythology, battling legendary monsters and matching wits against the powerful gods of Mount Olympus. Your Quest involves a search for the hidden secrets of ancient lore and legend.

GENERAL INSTRUCTIONS

PERSEUS AND ANDROMEDA is an Adventure game. The Adventure player must travel through uncharted territory while attempting to perform a specific task. There are objects you must obtain and use. Some of these objects are mere tools, others are magical. There are puzzles to be solved during the course of the Quest. Danger is your constant companion. Death looks over your shoulder at every turn. Yet you can perform heroic tasks and escape unscathed.

The challenge to an Adventure is that very few instructions are provided. You must use logic and ingenuity to find your own way. However, the following guidelines may prove helpful.

PERSEUS AND ANDROMEDA has about 60 locations. There are about 30 problems to solve in order to proceed to the next step. When you load the program you get this prompt:

Do you wish to resume play on a previously stored game?

If you want to resume a stored game, type Y. If you want to start a new game, type N.

The author of the MYSTERIOUS ADVENTURES series is British. Therefore you may encounter subtle language differences that make your Quest harder. The program only examines the first three letters of any word you give it. Thus many spelling differences (such as "color" in the U.S. and "colour" in the U.K.) do not affect the program.

You can enter compass directions with a single keystroke.

SAVING A GAME

You can save more than one game on a diskette. To save a game, type SAVE and <ENTER>. Then you get this message:

> Which Game Store do you wish to use (0 - 9) ?

You enter a number between 0 and 9. Then you get this message:

> Ensure that the Game Disk is in the drive then hit RETURN

The next time you play PERSEUS AND ANDROMEDA you can resume playing the game you just stored. When you load PERSEUS AND ANDROMEDA you get this message:

> Do you wish to resume play on a previously stored game ?

You type Y and <ENTER>. Then you get this message:

> Which Game Store do you wish to use (0 - 9) ?

Enter the number for your stored game and hit <ENTER>. Then you get this message:

> Ensure that the Game Disk is in the drive then hit RETURN

Now you can resume your game. Have fun!

PERSEUS AND ANDROMEDA is a program in a series of programs called MYSTERIOUS ADVENTURES. These programs are available in the United States and published by Acorn™ Software Products. When you have unraveled the secrets of PERSEUS AND ANDROMEDA, you can try other challenging Quests.

ADDITIONAL NOTES ON MYSTERIOUS ADVENTURES

Are you having trouble making progress on your Quest? Are you getting frustrated because your computer will not cooperate? Are you ready to give up on adventuring altogether and return to Space Invaders? Have no fear!

Here are some pointers that will make your adventuring task a little bit easier, but not too easy! You cannot qualify as a Master Adventurer by merely following a set of written instructions. These notes should give you the knowledge you need to interact successfully with any of the MYSTERIOUS ADVENTURES scenarios. If you want, you can refer to the advice sheet in the Appendix to help you tackle a particularly difficult situation. However, if you admit defeat and check the hints, you may kick yourself afterward for not working out the solution on your own.

All the MYSTERIOUS ADVENTURE programs have been extensively tested by experienced and novice adventurers. The test results show that each and every problem faced in these ADVENTURES does have a logical solution, however obscure it may seem at the time.

When you turn on your computer and load a MYSTERIOUS ADVENTURE you are entering another dimension. You will find yourself in a world where things are not always what they seem to be and the basic laws of physics and nature as we know them do not always apply. You place yourself in the computer's power, vowing to abide by its rules and its reality for the duration of the session. In return, the machine accepts any comment or command you care to give it (no expletives, please). Your entry is evaluated and in the blink of an eye you receive a report on the results of your action.

This basic act of communicating with the machine can present quite an obstacle for newcomers to the world of MYSTERIOUS ADVENTURES. You must remember that, unfortunately, it is not yet possible to converse with the computer in plain English. This is due to the ambiguities inherent in any human language. We humans can cope with such ambiguities by examining and interpreting words in context. We are also sensitive to tonal variations and the emphases in spoken language.

Once you accept the fact that you must make allowances for the computer, you are well on your way to establishing a working rapport with the machine. If you want the computer to interpret your commands properly, you must organize your entry in a form that the machine can process easily.

You may find the following format helpful in playing MYSTERIOUS AD-VENTURES. In almost all cases your input consists of two words. The first word is usually a verb. There are a few exceptions to this rule which will be discussed below. Once you enter a verb you must also enter a noun describing some object which the verb acts on. For example, GET LAMP is a typical response. Your computer will understand this statement perfectly and it is reasonably plain English as well. We humans would probably say something like GET THE LAMP OFF THE TABLE. Both statements mean the same thing, but the computer can only understand the shorter statement.

It is helpful to remember that the computer only looks at the first three letters of any word. However, you must include a space between the two words in order for the machine to understand your statement. If you are a novice adventurer,

you may find it frustrating to confine your statements to two words. For example, during the course of an adventure you may find an object that can be worn, such as gloves or a cloak. It is fairly easy to don such an item by entering a command such as WEAR GLOVES. However, what do you do when you want to disrobe? It would be nice to be able to say something like TAKE OFF GLOVES. But as you know, you can't enter such a command. With a little reflection, though, you will come up with an equivalent two word statement, such as REMOVE GLOVES.

Don't be afraid to try out any word that comes to mind. There are extensive error-trapping facilities built into the MYSTERIOUS ADVENTURE programs, so you can't crash the system with bizarre words.

You may find it helpful to have a dictionary handy when you are adventuring. A good thesaurus is also a useful tool.

Another common stumbling block for many adventurers lies in interpreting the description of your surroundings. You may try to use words that are contained in the description. Usually this is feasible, but you shouldn't take it for granted that a word used in a description is bound to be contained in the program's vocabulary. For example, consider this description:

I AM IN A DARK, DREARY FOREST. I CAN HEAR BIRDS
SINGING IN THE DISTANCE. EXITS ARE NORTH AND SOUTH.

Upon reading this description you may decide to search the forest for something. You might type SEARCH FOREST and receive this reply:

SORRY...I DON'T KNOW WHAT A "FOREST" IS.

The reason for this is obvious. If there is something to be gained by searching the forest, you can rest assured that the word "FOREST" will be in the computer's vocabulary. On the other hand, if you are in a forest, then there must be trees around. You might try a command like SEARCH TREES or CLIMB TREE. Since the computer's memory is limited, it cannot have a vast vocabulary. Situations like this require on-the-spot judgment calls.

In some situations you can enter one word commands instead of two word commands. The single word commands include: HELP, SCORE, QUIT, SAVE, INVENTORY. These commands are usually self-explanatory and produce a direct response. You can try the HELP command to see an example. If the computer deems it reasonable to give you a helping hand, you may receive a little guidance. Otherwise you may receive a snide remark, such as SEARCH AND EXAMINE. Experience will teach you how to interpret these vagaries.

There are some single word commands that will make the computer perform some action, such as RUN, JUMP, SHOUT, WAIT. These commands are self-explanatory and can be used at any time during a game. Be careful, though! It is not advisable to SHOUT when you are standing next to a sleeping dragon, nor is it wise to JUMP when you are standing at the edge of a precipice.

The last category of single word commands is directional, such as N for NORTH and S for SOUTH. You don't need to type in the entire word. Just type the first letter of the direction you want to travel in.

You should have some idea of how to communicate meaningfully with your computer. Now you must address the business of actually solving the MYSTERIOUS ADVENTURES.

You will need all your faculties when you embark upon an adventure. Be aware as you come across different locations and objects that EVERYTHING IS THERE FOR A REASON! Do not be afraid to ask questions. When you encounter an object, be sure to examine it, taste it (but watch out for poisoned food), smell it and manipulate it in every way you can think of. If you find a painting, try to see what is behind it. If you come to a door, try to open it. If you see a tree, try to climb it. Don't worry about your computer—it has no sense of time and thus is infinitely patient (though you may not be). If you run out of time after a particularly long session, you can use the SAVE command to store the game up to the point you have reached. Maybe after you water the plants and feed the cat the solution will come to you.

You may find it helpful to make a map of the locations you have visited during your adventure. There is nothing more frustrating than to arrive someplace and then be unable to find your way back.

Now that you are primed to begin your Quest, it is only fair to warn you of the dreaded Scarlet Fish, more commonly known as a Red Herring. This is a fiendish ploy by the MYSTERIOUS ADVENTURE writer to deprive you of the last remnants of your sanity. Consider yourself warned—this is an official disclaimer.

If you are still baffled by a particular problem in your adventure, refer to the advice sheet in the Appendix. This is a drastic action—be sure to take this step only after you are sure you cannot discover the solution for yourself. Good luck and happy adventuring!

APPENDIX

The following notes have been compiled in order to help those adventurers who are experiencing difficulty in making progress in PERSEUS AND ANDROMEDA.

It must be stressed that direct answers or solutions to problems will not be given here. The comments will simply try to point the player in the right direction so that he/she may be able to solve the puzzle alone.

The advice will be split into three sections. Each section will be on a separate page so that you will not be tempted to "peep" at sections that you have not yet completed. The three sections are as follows:

Section 1—From the Palace to the Ivory Pedestal.
Section 2—From the Blind Peasant to the GRAIAE.
Section 3—From the GRAIAE to the Rocky Isle.

Section 1

Your initial location is in a Marble hall in the Royal Palace. The King will instruct you about your Mission.

The ubiquitous beggar is here again. Being nice to him always pays off—this time he is very thirsty!

In ancient days Water was carried in animal Skins.

This Discus must be a present from the gods—very useful when praying to the gods!

Found a Statue? Why not knock its Hat off?

Come across some strange Sandals? Try them on, then stand on a Pedestal and wait. Could be interesting!

Section 2

Now that you are up in the Air, try FLYing in certain directions. You could really go places!

Met up with a Blind Peasant? He is very hungry, please GIVE him something to eat!

Hyena keep snatching the Food? Try giving some poison Food, that would get rid of it.

Having difficulty getting up a Tree? The Sandals could get you up there!

Now you can give the Peasant the FRUITs of your labour. He will be very grateful!

Don't forget to READ the PARChment, it has some useful Advice!

Section 3

Found the Evil GRAIAE? They are helpless without their Eye. Make sure they cannot see you, though!

Now that you have the Eye, be generous and give it back. . . . They will be most thankful and may even reveal something.

You cannot get the Silver Halter because of the Harpies. A Net across the open roof would stop them, I'm sure!

Before you enter the Lair of MEDUSA you must discard the Sandals!

If you WAIT in the Icy Chamber, MEDUSA will appear. In reflection I hope you brought the Shield. Look into it!

With a Sword in one's possession, someone could lose his head!

Pegasus will not be ridden without a Halter FITted!

RIDE Pegasus to the end of your quest!

The KRAKEN would be curious about a Head! Give it a WAVE!

All that remains now is to FREE ANDROMEDA and success is yours!