THE
CRANSTON
MANOR
ADVENTURE

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INTRODUCTION:

THE CRANSTON MANOR ADVENTURE is a fantasy exploration simulation. You
will explore a fantasy land using the computer (an 'android') as your
eyes, ears, hands and legs. You control your android by sending it two
word sentences. A sentence will consist of a verb and a noun such as:
GO NORTH, GET CROWBAR, LIGHT LANTERN, etc. Note that the android only
responds to capitalized letters. The game begins with your android
standing on the 'west end of Main Street in a small town'. You move the
android about using the directions NORTH, NW, WEST, SW, SOUTH, SE, EAST,
NE, UP and DOWN. Single letters are acceptable for each direction except
NW, SW, SE and NE. Your objective is to find the deserted Cranston
Manor, enter it, collect the 16 treasures, and leave.

Once you have entered the estate, we recommend that you save your game
to the disk so that you will not have to play the first moves over each
game. Instructions on saving the game are given in a later paragraph.

When searching for treasure, you will find several prizes simply lying
about, waiting for you to pick them up. Others will require some
thought, and a few will challenge your abilities to the utmost trying to
get them out! Look for clues in the descriptions of the various
locations. If the description specifically mentions something in the
distance and gives a direction, go explore it. For example, at the
intersection of 2nd and Cranston Blvd in the town, it says 'there is a
store to the SW'. In that store is a lantern which you must have to
explore the caverns. Sometimes, you will encounter objects in a room
description which the computer does not recognize in a command. These
objects are only there to help identify the room and have no use in the
game. If you have tried and tried to get a treasure without any
success, look around some more. There is undoubtedly something you need
which you have not yet found.

IMPORTANT! When running the adventure on a system having more than one
disk drive, the program disk MUST be in the first drive!

VERBS, NOUNS AND COMPASS HEADINGS:

THE CRANSTON MANOR ADVENTURE utilizes a vocabulary of over 130 words.
As a result, responses to a command may take up to six seconds or so.
The computer will accept only the first five letters of each word, so if
the object or action you wish to perform cannot be uniquely described by
a pair of five letter words, then you are on the wrong track. If the
response is "I AM UNABLE TO DO THAT", the command words are recognized
but cannot be performed, at least not at that time. If the response is
"I DON'T UNDERSTAND" followed by a word, then that word is not included
in the program's vocabulary.

The computer will not always print every direction which you may take from a given location. For instance, it may print "There are exits in every direction". It is up to you to find which direction you can actually go. Generally speaking, if you enter a location by going EAST, then you can go back to where you were by going WEST. This however, is not always true, and definitely is not true in the maze. It is also not always true in the caverns, where passageways may twist and turn several times between rooms. One way to solve the maze problem is to drop things you are carrying in various rooms, and then draw a map showing each room in which you dropped an article, which way you left and where you ended up.

SCORING AND SAVING YOUR GAME:

Entering 'QUIT' as a command will give you a score indicating the number of points and how many turns you used. It will also display the approximate percentage of the estate which you have explored. You will then be asked if you really want to quit. If you enter 'NO', the game will continue, otherwise it will ask if you want to save your game. Enter 'YES' and you will be prompted to enter your initials. Whatever you type will be used as the name of a file to be stored on the disk. Make sure that you use a legal file name! DO NOT USE 'ADVEN', 'LONG', 'SHORT', 'COMMAND', 'VERB', 'NOUN', or 'OBJECT', as these files already exist on the disk and you would write over them, destroying the game. To recover a saved game, type 'RESTORE' as a command. You will be prompted to enter your initials; that data file will be read thereby restoring all the objects and your playing position to where you left off.

CLUES:

THE CRANSTON MANOR ADVENTURE is a puzzle; at times a real brainteaser! The challenge of the program is for the player to solve the puzzle with as little outside help as possible. Thus the documentation cannot be all that specific as to solutions to the problems which will arise during the adventure. However, to avoid undue frustration, the player is provided with all the clues necessary to obtain a successful conclusion to the game. BUT, to prevent the user from having to easy an access to these clues, they have been printed backwards! Good luck!

ENTERING THE MANOR:
eht ni etag nori detsur a hguorht si etatse eht ot ecnartne ylno ehT
sih ni evah tsum reyalp eht ,etag siht retne ot redro nI .llaw tsew
eht ta drayknuj eht ni detacol si hcihw ,rabworc eht noissessop
eht ,ronam eht gniretne erofeB .ecreiP dna teertS trohS fo noitcesretni
eht ta erots eht ni detacol si hcihw nretnal eht teg osla dluohs reyalp
.dvlB notsnarC dna dn2 fo noitcesretni

CAT FOUNTAIN:
yllautca era niatnuof eht ni eutats tac eht fo seye 'ssalg der' ehT
ni detacol 'tfar s'sdlihc elbatalfni' na teg tsum reyalp ehT .seibur
'revirdwercs' a dna noisnam eht ni sriatspu mooryalp snerdlihc eht
htron og dna ,tfar eht etalfni tsum eH .esuoh s'renedrag eht ni detacol
eht no si eh ecnO .niatnuof tac eht fo htuos yltcerid noitacol eht morf
.'SEYE TEG' yas tsuj ,niatnuof

MAZE:
fo gab' a htiw obezag kcirb a si ezam eht fo traeh eht ni detacoL
eht ni denialpxe sa deppam eb nac ezam ehT .'YRLEWEJ SUOICERP
.snoitcurtsni

GARAGE:
.egarag mid eht ni gnidnats elihw nretnal sih thgil dluohs reyalp ehT
REVLIS' era erehT .citta na ot pu gnidael reddal a laever lliw sihT
retne ot emag eht ni retal desu eb tsum snioc esehT .citta eht ni 'SNIOC
.mooR retupmoC eht

LIBRARY AND BOOK:
gniniatnoc koob a si esuoh eht fo renroc WN eht ta yrotavresbO eht nI
,yrarbiL eht ni gnidnats elihw desu si drow siht fI .'SESAME' drow eht
hctaw eht ot ecnartne gniwolla nepo edils lliw gnilenap fo noitces a
.rewot

SMOKING ROOM:
.ti laever lliw 'KSED NEPO' ro 'KSED HCRAES' .ksed eht ni si yek A
.mooR gnitnuH eht ni rood tesolc eht nepo ot desu si yek sihT

SUIT OF ARMOR:
eht evael ton lliw eH .ronam eht fo naidraug eht si romra fo tius ehT
uoy erusaert yna ekat lliw eH .moor krad yna otni og ro roolf tsrif
si melborp siht gnivlos ot eulc ehT .moor eht ni si eh elihw pu kcip
moor eht otni tpecxe esuoh eht ni erehwyreve uoy swollof romra eht taht
eht morf 'egac nedoow llams' a teg tsum reyalp ehT .si esuoh eht erehw
no sdruc eht porD .nehctik eht morf sdruc eseehc eht dna ,muirtA driB
eh os detnetnoc esuom eht ekam lliw sihT .moor esuom eht ni roolf eht
eht otni tup yllacitamotua si esuom eht ,derutpac nehW .derutpac eb nac
erusaert htiw moor a ni nehw dna dnuora mih yrrac nac reyalp ehT .egac
.rood eht tuo nur ot romra eht esuac lliw siht ,'ESUOM ESAELER' ylpmis
.niaga 'ESUOM HCTAC' dna erusaert eht pu kcip nehT

DOWNSTAIRS SECRET ROOM, DAGGER AND KEY TO CAVERNS:
.'ECALPERIF RETNE' gnisu yb mooR nagrO eht morf deretne eb yam moor sihT
era yek elgnairT latsyrC dna sreidloS niT htiw tabmoc rof reggaD ehT
.ereh detacol

HUNTING ROOM, ROPE CLOSET AND MONEY:
morf yek eht gnisu dekcolnu eb yam hcihw tesolc a si mooR gnitnuH eht nI
eht ni epor eht bmilc dluohs reyalp ehT .mooR gnikomS eht ni ksed eht
fo tuo tsuj llaw eht ni eloh a ni yenom ees lliw eh pot eht tA .tesolc
.yenom eht hcaer ot mih wolla lliw 'EPOR GNIWS' .hcaer sih

CISTERN ROOM AND BOTTLE OF DIAMONDS:
eht gninnur yb deveirter eb yam nretsic eht fo mottob eht ta elttob ehT
eb tsum dna emit gnol a ni desu neeb ton sah pmup eht ,revewoH .pmup
ot og ,nehctik eht morf top nori eht teg dluohs reyalp ehT .demirper
nac eh ,mooR nretsiC eht ni ecnO .'RETAW TEG' dna niatnuof tac eht
eht llif lliw sihT .'HCTIWS HSUP' ro 'PMUP TRATS' dna 'PMUP EMIRP'
osla si top nori ehT .pot eht ot taolf ot elttob eht esuac dna nretsic
.mooR retupmoC eht ni dedeen

BRIDAL SUITE:
ehT .ecalkceN dlaremE na si etiuS ladirB eht ni resserd eht ni neddiH
denepo eb tonnac llah eht otni kcab gniog rood eht taht si ereh melborp
'PMUJ' dna ynoclab eht otno tuo og dluohs reyalp ehT .edisni eht morf
.moor eht evael ot

UPSTAIRS SECRET ROOM, LIFT CHAMBER AND GOLDEN NUGGET:
moordeB retsaM eht rehtie morf dehcaer eb yam moor terces sriatspu ehT
reppu eht si moor sihT .'HCROT TSIWT' yb mooR ytpmE sriatspu eht ro
tuoba llaw eht no ngis eht .snrevac eht ni rebmahC tfiL eht fo flah
eht fo esu niam ehT .sreyalp eht daelsim ot tsuj si launam eht gnidaer
,deirrac fI .snrevaC eht fo tuo tegguN dloG eht teg ot si rebmahC tfiL
tegguN eht ot kcab detropsnart eb ot reyalp eht esuac lliw tegguN eht
eht gnipporD .snrevaC eht morf stixe 3 eht fo yna sessorc eh fi mooR
'TEGGUN TFIL' gniretne dna snrevaC eht ni rebmahC tfiL eht ni tegguN
.mooR terceS sriatspU eht ot detropsnart eb ot teggun eht esuac lliw
.yaw siht detropsnart eb osla yam stcejbo rehto ynA

CUL-DE-SAC IN CAVERNS:
eht si daeh s'reyalp eht revo teef 3 eloh a htiw cas-ed-luc sihT
riahc a gnirb dluohs reyalp ehT .snrevaC ecI citsejaM eht ot ecnartne
'PU' elpmis a nehT .ereh ti pord dna mooR gniniD s'tnavreS eht morf
.hguorht mih ekat lliw

PINK BULL IN STALAGTITE CAVERN:
egassem ehT .llaw eht no egassem eht htiw moor eht ni saw ereh eulc ehT
hctip ni neeb sah llub ehT .'nretnal ym dehsams' llub eht taht syas
reyalp eht ecnO .thgil yb degrane semoceb dna emit gnol a rof ssenkrad
a ni nezorf neeb sah llub eht dna nrevaC etitgalatS eht deretne sah
eH .nretnal sih ffo nrut ot 'FFO' esu dluohs reyalp eht ,dleif sitats
sih kaerb dna llaf lliw eh ro sevom eh erofeb niaga no ti nrut tsum
.kcen

ROON WITH DEBRIS:
ylereM .tsae og ot gniyrt morf reyalp eht daelsim ot si sirbed ehT
htuoS/htroN a otni elbbur eht hguorht mih ekat lliw 'TSAE' gniretne
.egassap

TIN SOLDIERS AND COMPUTER ROOM:
yrev eb nac dna sredurtni morf snrevac eht gnidraug era sreidlos nit ehT
a llik ot yrt yam reyalp eht ,emit nevig yna tA .sretirc elttil ytsan
ot noitulos lareneg a si erehT .mih ta reggad eht gniworht yb reidlos
rof rotareneg rewop eht yllaer si hcihw moor retupmoc eht ni melborp eht
eht si moor eht fo elddim eht ni erehps munitalp ehT .sreidlos eht
gnieb reyalp eht ni tluser lliw ti ekat ot tpmetta ynA .ecruos rewop
krow lliw nam dlo eht tsniaga kcatta fo mrof oN .resal eht yb deirf
lliw hcihw 'RETAW WORHT' tsum reyalp ehT .margoloh a si eh ecnis rehtie
elihw sreidlos eht lla elbasid dna pu nrub ot retupmoc eht esuac
eht taht si ereh eulc ylno ehT .erehpS munitalP eht teg ot mih gniwolla
ehT .gnisuoh retupmoc eht ni 'skcarc llams' era ereht syas noitpircsed
ro niatnuof tac eht morf emoc yam retaw eht dna ,niaga desu si top nori
eht retne yam reyalp eht .snrevac eht ni loop eht htiw rebmahc eht morf
yawbus detresed eht no desahcrup ssap yawbus a gnisu moor retupmoc
.citta egarag eht morf snioC revliS gnisu mroftalp

LANTERN:
dna dn2 fo noitcesretni eht ta erots eht ni detacol si nretnal ehT
tsal ylno lliw dna derewop ralos si tI .nwot eht ni .dvlB notsnarC
gnitteg si nretnal ehT' ninraw eht ecnO .snrevac eht ni snrut 53 tuoba
ehT .tuo seog ti erofeb sevom erom 01 era ereht ,deyalpsid si 'mid
.ti egrahcer dna moor thgil a ot teg tsum reyalp