

Archimedes Adventure Games

Introduction

- Topologika's adventure games are designed to be used on any Acorn computer fitted with RISC OS 2 or 3 and any ARM chip.
- The disc supplied (referred to from here on as the 'game' disc) is not copy-protected.
- The adventure game may be installed on a hard disc or played from the game disc.
- If you install it on a hard disc, the game disc will still be required whenever you start the game.
- As with any adventure game you can save your position at any time.
- If you are playing from the game disc, all saves may be made to the game disc.
- If you are playing from a hard disc, all saves will be made to the hard disc.
- You may make one back-up copy of the game disc for your own use only. Copies may not be given, lent, sold or hired to any other individual or institution.

WARNING

- The adventure games market is already very small. Dishonest copying may lead to prosecution and will discourage us from releasing any more adventures.

What's on the disc

Put the disc in the drive and click on the drive icon. A window will open up containing:

- one application (*!Adventure*)
- one program (*!HardCopy*)
- on discs containing more than one game, one datafile (*Title*)
- one or more directories containing the relevant game data.

Running the game from a floppy disc

Double click on *!Adventure*. A title screen will load. Press one of the <Shift> keys to clear this.

If the pack that you have bought is a compilation pack, a menu will appear. Choose the program you want by pressing the relevant key.

Another title screen will load. Press one of the <Shift> keys to clear this.

The screen will now ask you to 'Insert database disc'. Ignore this. Leave the game disc in the drive and press one of the <Shift> keys.

Some of the games are very large, so it may be a few seconds before the main game screen loads. At the top left is a title telling you where you are in the game. At the top right is your current score. There will be a description of where you are and, possibly, what you have found there - the rest is up to you! (See the separate information sheets supplied with each game for more general information about the kind of commands it will accept.)

Saving your position

Type the word *save*, and press <Return>. The computer will respond with

Insert saved game disc
Save file

While the system allows you to save your position on a separate disc, there is little point in doing this. There is plenty of free space on the unprotected game disc, so there is plenty of room for lots of 'saved games'. We suggest, therefore, that you ignore this message, and simply type the name that you want for the file. Make

sure this is a name that will mean something to you, and keep a note of it somewhere. Then press <Return>.

The game will respond with:

Insert database disc
Press shift to continue.

Again, ignore the request for a database disc, and simply press one of the <Shift> keys. The game will continue from where you left off.

Special notes on saving games

Do NOT use the following names at any time: **d**, **Name**, **Title**. These are names which are already used by our system files. If you do use such a name, the saved game will be saved on top of the system file of the same name; next time you come to play the game, it will not work!

'Saved games' are stored in the directory for the game you are playing (eg in 'Countdown to Doom' they go into directory 'c2d', while in 'Philosopher's Quest' they are in directory 'philq'. We don't list all these directory names here, since they are easily recognisable.

The number of saved games you may have is limited only by (i) disc space and (ii) the filing system you are using. We suggest that you get in the habit of regularly auditing your game directories, deleting any saved games that you no longer need.

Restoring your position

Type the word *restore*, and press <Return>. The computer will respond with:

Insert saved game disc
Load file

Ignore the request for a separate disc; just type the name of the saved game that you want, and press <Return>. The computer will respond with:

Insert database disc.
Press shift to continue

Special note on restoring games

If you type the name of a file that isn't on the disc, the game will respond with: '*Cannot open restore file. Press shift to continue*', after which you will be returned to the game. If you want to try reloading your position, you will again have to type *restore*.

Installing the game on a hard disc

First create on your hard disc a directory into which you want to put the games. You might, for example, already have one called *Games*, and decide to create inside it a directory called *Topologika*, with, inside this, a set of further directories for each of our game discs. For example for Compilation Disc 1, you might create a directory called *Comp1* inside *Games.Topologika*.

Put the games disc in the drive, and click on the drive icon. Now double-click on *!Hardcopy*. The computer will respond with:

Directory to hold games _

Type the full pathname for the directory. In the example above this might be:

ADFS.IDEDisc4.\$Games.Topologika.Comp1

then press <Return>. The relevant files will be copied into the directory that you created.

Running the game from a hard disc

Despite the fact that you have copied the game onto your hard disc, you will need the game disc in the floppy drive every time you start the game.

Locate the relevant *!Adventure* on your hard disc, and double-click on it. Both the hard disc and the game disc will be accessed.

Once the game has started the floppy disc will never be accessed again.

Saved games

These are automatically stored on your hard disc, in directories as described earlier for floppy-based systems. How to save and restore your position is also discussed there.



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