

RIPPER!

THE AVALON HILL GAME COMPANY'S TRADEMARK NAME FOR ITS MICROCOMPUTER
ROLE-PLAYING MURDER MYSTERY ADVENTURE GAME.

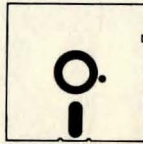


I. INTRODUCTION

All in all, five killings are attributed to "Jack the Ripper" over the three month period from late August to early November in the year 1888. The murders took place in the East End of London, most in the Whitechapel area, and so were also known as "the Whitechapel Murders". The title "Jack the Ripper" comes from the signatures on a series of notes sent to the police, supposedly by the murderer.

The Ripper was never apprehended; the killings simply ceased. There is some evidence that they were the work of a deranged barrister, Montague John Drutt, who committed suicide by drowning in the Thames on December 4, 1888. The Ripper files in Scotland Yard, however, are closed to the public until 1992. So perhaps there is more to it after all . . . which brings us to **RIPPER!**, the game.

RIPPER! is set in the year 1900, twelve years after the Whitechapel murders; hence it is blatantly ahistorical. Nevertheless, many of the characters appearing in the game are not fictional at all, but were some of the most prominent and talented figures of this incredibly rich period of history. Consequently, playing **RIPPER!** is intended to be a bit of an education as well as just plain good fun.



II. LOADING INSTRUCTIONS:

Commodore 64 Diskette

After turning your equipment on, insert the game diskette into the Disk Drive and type **LOAD"RIPPER!"**, 8,1 and press **RETURN**. The game will take about three minutes to load.

NOTE: do NOT remove the game diskette from the Disk Drive! **RIPPER!** reads from the diskette throughout the play of the game.

The screen should now go black and another minute or so will pass while the program loads information from the diskette and reads in data. The title screen will then appear, and with it the game begins. As you read the Prologue to the game, adjust the background sounds to a comfortable volume level.

III. TACTICS, HINTS & STRATEGIES

RIPPER! is an adventure-mystery that tests your imagination and deductive powers. You will have the chance to interact with some famous historical figures and use their immense talents in your quest. As the game proceeds you will be confronted with numerous problems whose solutions will bring you closer to your ultimate goal: the capture of "Jack the Ripper".

⌘ Command Format ⌘

RIPPER! is a text adventure game. Typical commands in the game take the VERB-NOUN form. For example: **GO NORTH**; **OPEN DOOR**; **GET KEY**, etc. Note that some frequently used commands may be abbreviated. For example: instead of **GO NORTH**, you may simply input **N**. Part of the game is discovering the acceptable commands. Experiment! All commands should be entered by pressing the **RETURN** key.

Often you will need to use objects. To do this it is best to stick to the VERB-NOUN format. For example: if you want to hammer a nail you would enter: **USE HAMMER** or perhaps **TRY HAMMER**. You might then be asked: **ON WHAT?** You would answer **THE NAIL** (or simply **NAIL**). Again, experiment to find acceptable commands. Don't be surprised however if some seemingly sensible commands are not understood; the vocabulary of **RIPPER!** is large but limited.

The **INST/DEL** key may be used to erase the last character entered.

Common Commands

To obtain a list of your current possessions enter **INV** (or simply **I**) for an inventory. Type **LOOK** (or **L**) for a redescription of your present location. You may move **North**, **South**, **East**, **West**, **Up** and **Down**. Note that your motion is frequently restricted by the surrounding architecture or geography. **A good map is almost a necessity; drawing one should be one of your first tasks.**

Typing **HELP** in the appropriate circumstances will be useful. Your chances of success will increase substantially if you can correctly identify the guests in Hampstead Manor and deduce the ways in which each might be able to assist you. An encyclopedia or even a good dictionary can also be of use. Identifying the characters in the game, however, is not a prerequisite to success.

NOTE: Once you are familiar with the layout of Hampstead Manor you may wish to use the **RAPID MOVE** command. For example, the entry **N;S;S;W [RETURN]** will result in your moving successively in these four directions.



Hints and Strategies



Use the early part of the game to familiarize yourself with the Manor, its guests and its objects. Don't worry excessively if you don't appear to be getting anywhere at first; things will "click" and you will begin to unfold layer after layer of the adventure, until finally you come . . . well, you'll just have to find out for yourself.

Occasionally trial and error succeeds. However, all of the problems you will face have rational solutions. Still, don't be afraid to try something that might seem a bit wild. If you really get stuck, try playing the game with a group of friends. The more people playing the game, the more likely someone will hit upon an effective solution to a problem.



The Sealed Envelope



No doubt by now you have noticed the "Sealed Envelope" included in the game box (hopefully you have not opened it yet!). Included in the envelope are various hints. This envelope is intended to be opened **ONLY** if you become hopelessly stuck or want to finish the game in a hurry (or upon successful completion of your task).

IV. ON DEATH AND DYING

Do not become upset if your character dies an untimely death. At first, it is almost inevitable as you try different strategies. Besides, your death will probably teach you something of value.

V. SAVING THE GAME

At any point the game may be saved by entering **SAVE**. A saved game may be restored at any time by entering **RESTORE**. A single game, however, may only be saved a maximum of three times, so use your saves wisely.

CREDITS

Game Design

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Package Art

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Printing

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IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all cables and connections are correct.
2. Re-read the section in your computer's manual that tells you how to load software. Try to load software again.
3. If possible, load another program from a tape or disk you know works on your computer. This will prove that your equipment works. Try once more to load your game.
4. The normal reason software will not load is tape recorder or disk drive head misalignment. Your computer may be able to save and load programs on its own disk drive, but be unable to read software made on a different disk drive for this reason. Be sure your heads are correctly aligned. Your local computer store or dealer can help you with this.
5. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load) to:

Avalon Hill Microcomputer Games

4517 Harford Road
Baltimore, Maryland 21214

Defective software will be replaced.

QUESTIONS ON PLAY

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed "complete" in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.

YOU NAME IT, WE GAME IT . . .

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