

Note - occasionally TABBINS to repeat last instruction
can cause the system to hang up!
Sometimes have to N/S (Waste some moves) at start of the
die of starvation

STRANDED!

A Mega-Adventure for the Acorn Archimedes
& the BBC B/B+/Master series

(c) Robico 1989

Once - couldn't PUSH CANNONS.

All text and puzzles created by Tony Heap of Heyley Software.
The game was developed on the Hatrack system which was adapted
by Howard Roberts & Tony Heap from Jonathan Evans'
Adventurescape System. The graphics for the Archimedes version
were created on Clare's Artisan and Electronic Arts' Deluxe
Paint 11 on the Commodore Amiga by Tony Heap and Howard
Roberts.

GIZMO

— Black box with red + green buttons

LOADING THE ADVENTURE

ARCHIMEDES:

- Insert the disk into drive 0 (label up).
- From BASIC: perform the SHIFT / BREAK procedure; or
- From Desktop: double click on the !boot icon.

BBC:

- Insert the program/database disk into drive 0.
- Perform the SHIFT / BREAK procedure (Press BREAK whilst holding down SHIFT).

PLAYING THE GAME

To play the game, type in commands instructing the computer what to do next. Commands need not be properly punctuated nor in correct English. For example, GET BUCKET, SPADE would do just as well as TAKE THE BUCKET AND SPADE. Multiple command sentences may be typed in and the computer will try to make sense of whatever you enter. For example, GO NORTH THEN WEST, TAKE EVERYTHING EXCEPT THE BUCKET, WEAR THE COAT AND SEARCH IT would be a valid input. As a general rule, commands should be separated by a comma or a full stop. If the computer does not understand your command it will say so. If this happens try to re-phrase your command.

Die of starvation just after eating!

When playing the game there are some commands it is useful to know about:

At one stage - wait - eat fish - 50x no effect (think it was during night?) - saved position
Restored position - tried again + OK Fin ccy

No catalogues done of only

No RESTORES another game

can't make

CATALOGUE gives a catalogue of the currently selected drive.

✓ QUIT / RESTORE / FINISH / EXIT / BYE all let you leave the game. *no sense of*

✓ SAVE saves the current state of play onto the saved game disk. *No chance you're trapped here*

✓ RESTORE / LOAD loads a saved game position from your saved game disk. *for good. it can't be done.*

can't make sense of LONG / VERBOSE gives long location descriptions.

SHORT / BRIEF gives summary location descriptions.

✓ MONO gives monochrome text, although Archimedes graphics are always in colour.

✓ COLOUR returns coloured text.

BUFFSAVE / BSAVE will save your position to memory. On the Archimedes version you will have a choice of nine memory buffers. You choose which one and what to call it.

BUFFLOAD / BLOAD allows you to load a position from a memory buffer. Again, you decide which one.

BUFFLIST / BLIST will list all the names of the memory buffers (Archimedes version only).

N.B. Memory buffers are lost when you leave the game.

✓ DRIVE tells you which drive is selected for saved positions and allows you change it.

* PRINTER / SCRIPT will send text output to the printer.

* VDU / UNSCRIPT disables the printer.

* GROFF / TEXT disables the graphics.

* GRON / GRAPHICS enables the graphics.

✓ SCROLL disables paged mode; if the text is more than will fit on the screen it will not pause for you to read it.

✓ PAGE enables paged mode. The game will pause until you have read the text and will prompt you to continue.

* CLS / CLEAR will clear the current text window.

* STATUS will list your current game set-up options. The defaults are: SAVED GAME DRIVE 0, PAGED MODE ON, VERBOSE DESCRIPTIONS, COLOURED TEXT, GRAPHICS ON and PRINTER OUTPUT DISABLED. (Archimedes version only.)

There are also several commands which will prove helpful if used during play:

EXAMINE /*INSPECT looks at an object more closely.

WHERE IS THE (object name) will tell you where an object is.

For example, WHERE IS THE SPANNER will inform you where the spanner is.

INVENTORY /*LIST will list your possessions.

SCORE tells you your score, your rank, the time of day and for how long you have been playing.

OOPS / OG / BACKWARDS / EVOM / LEVART will take you back one move.

This can be done twice on the Archimedes version if necessary, and may also be used after death or an incorrectly restored position.

LOOK describes your surroundings.

THE LINE EDITOR

The Archimedes version features a full line editor, which will let you edit your current output until you are satisfied with it. Pressing RETURN will send it to the adventure.

The arrow keys will move you along the line a character at a time. When used in conjunction with CTRL they will move you a word at a time. When used with SHIFT they will take you from one end of the line to the other. The COPY key allows you to copy your previous command letter by letter and the whole line can be duplicated with SHIFT-COPY or TAB.

DELETE removes a character to the left; with CTRL it deletes a character to the right; with SHIFT it removes the whole line. You can insert text at any point along the line and the maximum length is 158 characters.

The BBC version input is straightforward type-in.

TAB will repeat your last command although it doesn't reprint it to the screen.

USING THE MOUSE (Archimedes version only.)

You can use the mouse to perform several functions. At the top of the screen you will see four icons. From left to right they are:

TEXT: allows you to change the colour of the text, have brief or verbose descriptions, etc.

GRAPHICS: allows you to act on the graphics

IN DREAM TIME CANNOT :-
PRESS SPACEBAR
COUNT SHEEP
~~PUSH ROPE~~

FILES: allows you to SAVE, LOAD, and the like
COMMANDS: allows you to perform LOOK, SCORE, INVENTORY,
STATUS and QUIT.

The last option in each window is 'Abort'. Pointing at this
allows you to return to the command line.

THE STORY

The year is 29354, the place is Luxodon, a tiny planet in the
Smoothandcreamy Galaxy, itself only a remote segment of the
expanding universe. Luxodon had once thrived as a centre of
high technology, but when over-production destroyed its
computer industry, war raged across the green skies. Most
people perished except for the few that hid in small holes
in the ground. These survivors rebuilt a peaceful society on
the ruins of the planet's technological past.

You are intelligent enough to have gained all the certificates
of merit in the book, young enough to be bored with the
mundane, and brave enough to desire a challenge. Therefore,
you decide to set off with your savings to seek adventure
elsewhere in the Universe. At the Spaceport you are bitterly
disappointed to discover that you have insufficient to buy
a ticket for even the shortest flight and so you have no
compunction in deciding to leave Luxodon illegally. You conceal
yourself in a small cupboard on board a cargo ship, the
Starfreighter 'Etoile'.

It was a foolish plan! You did not realise that you had hidden
in the pantry and would be discovered at teatime!

HINTS

Make a map! Virtually all the objects you find have a purpose;
some you will need to use frequently. Read descriptions with
care as they often contain clues. Save and restore your game
positions to memory frequently.

WARNING!! DO NOT SAVE GAMES ON THE ADVENTURE DISK
AS YOU MAY PREVENT THE DISK FROM BOOTING UP IN
FUTURE GAMES!

RESTORED GAME : Typed WAIT^{?TAB} — response was
ARE YOU SURE? — implying it had taken it as a
SAVE or RESTORE instruction.