



DRAGONWARE
games

The Journal has been published quarterly since 1982. The current issue is the 10th issue of the 10th volume. The current issue is the 10th issue of the 10th volume.

TABLE OF CONTENTS

Introduction to the Plot	6
Chapter 1	5
Chapter 2	8
Chapter 3	9
Chapter 4	7
Chapter 5	8
Chapter 6	7
Chapter 7	8
Chapter 8	7
Chapter 9	8
Chapter 10	7
Chapter 11	8
Chapter 12	7
Chapter 13	8
Chapter 14	7
Chapter 15	8
Chapter 16	7
Chapter 17	8
Chapter 18	7
Chapter 19	8
Chapter 20	7
Chapter 21	8
Chapter 22	7
Chapter 23	8
Chapter 24	7
Chapter 25	8
Chapter 26	7
Chapter 27	8
Chapter 28	7
Chapter 29	8
Chapter 30	7
Chapter 31	8
Chapter 32	7
Chapter 33	8
Chapter 34	7
Chapter 35	8
Chapter 36	7
Chapter 37	8
Chapter 38	7
Chapter 39	8
Chapter 40	7
Chapter 41	8
Chapter 42	7
Chapter 43	8
Chapter 44	7
Chapter 45	8
Chapter 46	7
Chapter 47	8
Chapter 48	7
Chapter 49	8
Chapter 50	7
Chapter 51	8
Chapter 52	7
Chapter 53	8
Chapter 54	7
Chapter 55	8
Chapter 56	7
Chapter 57	8
Chapter 58	7
Chapter 59	8
Chapter 60	7
Chapter 61	8
Chapter 62	7
Chapter 63	8
Chapter 64	7
Chapter 65	8
Chapter 66	7
Chapter 67	8
Chapter 68	7
Chapter 69	8
Chapter 70	7
Chapter 71	8
Chapter 72	7
Chapter 73	8
Chapter 74	7
Chapter 75	8
Chapter 76	7
Chapter 77	8
Chapter 78	7
Chapter 79	8
Chapter 80	7
Chapter 81	8
Chapter 82	7
Chapter 83	8
Chapter 84	7
Chapter 85	8
Chapter 86	7
Chapter 87	8
Chapter 88	7
Chapter 89	8
Chapter 90	7
Chapter 91	8
Chapter 92	7
Chapter 93	8
Chapter 94	7
Chapter 95	8
Chapter 96	7
Chapter 97	8
Chapter 98	7
Chapter 99	8
Chapter 100	7

This booklet has been edited by Jon Dean of the Project Management Consultancy in March 1989.

Lot of thanks to you, Jon.

TABLE OF CONTENTS

Introduction to the Plot	5
Loading the Story	5
Function Keys	6
User Defined Keys	6
Special Commands	7
Game Sample	8
Dragonware Adventures	11
- An Overview	11
- The Screen	11
Talking to the Program	12
- Commands	12
- Movement	12
- Actions	12
- Abbreviations	13
- Conversation	13
Tips for Novices	14
One last word	15
Coming soon...	15

Introduction to the Plot..

"Jesus Christ!", Ham Burger cried when he read the letter from the lawyer informing him of his inheritance of Carfax Abbey.

"A house... a house of my own..." he was frantic with joy but this turned to sadness as he thought of his poor beloved uncle Cheez. He sat down on an old chair which groaned under his weight and reflected upon the uncle that he hadn't seen a very long time.

A tear glistened in his eye as he thumbed through the old worn out diary and read some of the entries his late uncle had made. Eventually, he got up, wiped the tears from his cheeks and went over to a shelf.

"Uncle Cheez surely wouldn't want me to be unhappy about his... accident..." he muttered to himself as he took an atlas from the shelf. "Where is it?... oh yeah! Den-bo-rough, 'well let's take a look see..."

It took a while until he found the small village on the map. "Southeast of Salom's Slot, well that's not a hell of a travel..."

Some days later Ham found himself standing in front of Carfax Abbey... and that's where you enter the story. Take over Ham's part in the plot and find out just what's been going on at Carfax Abbey...
...find OOZE

Loading the Story...

ATARI ST

Insert your OOZE - Creepy Nites Disk 1 in Drive A, turn your computer on and double-click the Icon OOZE.PRG on the Desktop.

AMIGA

Insert your OOZE - Creepy Nites Disk when the System asks for the Workbench Disk. The program will now be loaded automatically.

IBM-PC and Compatibles

After booting your system just insert your OOZE - Creepy Nites Disk 1 in Drive A and enter OOZE. If you wish to play the game with graphics you need an EGA graphics card with 256K RAM. Type the command OOZE -g for playing with graphics.

Function Keys...

Like all DRAGONWARE Adventures, Ooze - Creepy Nites offers you predefined function keys. Here is a list of the presets and their functions.

F1 LOOK This will give a full detailed description of the location Ham is in.

F2 EXITS This gives you a list of all visible exits in the location that Ham is currently standing in.

F3 CONDITION Displays a table of Ham's condition. As you will see, the values change during the game, depending on what you instruct Ham to do.

F4 INVENTORY Lists all of the items carried by Ham

F5 PREVIEW Gives you a little preview on "Laasian Plague", one of the great future releases from DRAGONWARE.

F6 PRINTER This key lets you toggle between having printer protocol on or off.

F7 CREDITS Thanks to everyone who has helped create this game.

F8 GRAPHICS Lets you toggle between having the graphics on or off.

F9 SAVE GAME Saves your current position and game to disk. You can return to a saved position in the future using the LOAD GAME command. Save your game frequently to avoid the loss of a good position!

F10 LOAD GAME Restores a previous game and position saved using the SAVE GAME command.

ESC Completely clears the current input-line so that you can enter a new command.

TAB Displays the last input-line for re-editing.

User Defined Keys

You can define your own Function Keys if you wish. They'll be activated by pressing the corresponding function key while holding down the SHIFT key. To define you own Function Keys, enter the command FUNKEY.

·FUNKEY

Define which Funkey? 1

Enter text now for Funkey 1, please.

Take all.

After entering the command FUNKEY the program will ask you for the number of the key; F1 in this case. Then it asks you to enter the text for this key; "Take all." in this case. Every time now you press SHIFT-F1 "Take all." will appear at the current location of your input-line. Note that the text entered should not exceed 50 characters in length.

Special Commands...

There are a number of commands having special meanings, appearing in almost every DRAGONWARE Adventure. Here's a list of them:

AGAIN - This function repeats the last command given. Also, you can press the TAB-Key to re-edit the last command issued.

BRIEF - This displays all future on-screen text in a less descriptive style.

COLOR - If you're playing OOZE on a computer with graphics using a colour monitor, you can type COLOR to change the on screen-text-colors. Enter a number after the command representing the color. e.g. 777 means white, 000 means black, which is not allowed!

CONDITION - Displays Ham's current condition. (see FUNCTION KEYS.)

EXITS - Lists all visible exits that the location Ham is in has. (see FUNCTION KEYS.)

FUNKEY - Lets you define your own Function Keys. (see FUNCTION KEYS.)

GRAPHICS - Toggles between having the graphics on and off. (see FUNCTION KEYS.)

INVENTORY - Gives you a list of the items Ham is carrying. (see FUNCTION KEYS.)

LOAD GAME - Loads a previously saved game. (see FUNCTION KEYS.)

PREVIEW - Gives you a short preview to "Laasian Plague" one of the next great releases from DRAGONWARE. (see FUNCTION KEYS.)

PRINTER - Lets you toggle between having the printer protocol on and off. (see FUNCTION KEYS.)

QUIT - Exits from the program. Before quitting, you are asked whether you really want to quit or not. QUIT may be abbreviated by Q or X.

RESTART - Your current game will be halted and started again.

SAVE GAME - Saves your current position to disk. Save your game frequently to avoid the loss of a good position! (see FUNCTION KEYS.)

SOUND - Toggles between having the sound-effects on and off. (On Atari ST and Amiga only)

TEXT - This command controls the text displayed by toggling between a verbose and a brief version. (see BRIEF, VERBOSE.)

VERBOSE - This command switches to the long, descriptive text style.

WAIT - This command forces the story to continue without you taking any game actions.

Game Sample

The following is a short game extract – it isn't taken from Ooze, but it should give you the idea of how to act in an Adventure such as Ooze.

A parlor.

I'm standing in a small tidy parlor. The pale moonlight enters through the dusty window-panes and casts long faint stripes on the floor. A small chest of drawers is standing beside me with an archaic dust-covered telephone on top. A small wooden door leads East to the entrance-hall.

›LOOK OUTSIDE THE WINDOW

I cannot see a lot outside, it's too dark. All I see is the moon throwing it's rays of light at me.

›OPEN THE WINDOW

Unfortunately I cannot find a hold there.

›OPEN THE CHEST OF DRAWERS

Carefully I open one drawer after another and find a silver crucifix that glitters in the light.

›TAKE THE CRUCIFIX OUT OF THE DRAWER

Okay, I've got the crucifix now.

›PICK UP THE PHONE

I pick up the phone and listen but the line seems dead. Then all of a sudden I hear a click. For some reason, I feel there's someone at the other end of the line. I keep listening, then I hear a voice croaking "Want a balloon? Take one and float with us..."

I put down the phone in horror, breathing heavily.

›PICK UP THE PHONE AGAIN

I pick up the phone but the line is completely dead now.

›EXAMINE THE TELEPHONE

It's an old, archaic telephone with golden... but what's that? The cord is cut!

›LEAVE THE PARLOR

I turn round and leave the parlor. The entrance-hall.

The huge entrance-hall lies in front of me. A wide staircase winds up to the first floor in the East. A closed glazed door leads North and another one to a parlor in the West. A small red mat lies in front of the entrance door to the South. Right beside the entrance door there's a small cupboard.

›INSPECT THE MAT

There's a writing on the mat saying "Home Sweet Home"

›MOVE IT

Moving the mat reveals a lot of dust. Seems the cleaning-lady was pretty careless!

›TAKE IT

Okay, I've picked up the mat.

›INVENTORY

That's our stuff:

A mat.

›OPEN THE DOOR

Unfortunately the door to the North is locked.

›UNLOCK IT

[With the hands.]

It doesn't work.

›INSPECT THE CUPBOARD

I open the cupboard and find a key.

›GET THE KEY FROM THE CUPBOARD

Okay, I've got the key now.

›INVENTORY

That's our stuff:

A mat and an old key.

›UNLOCK THE DOOR TO THE NORTH
[With the key.]

Fine, the lock snaps open with a soft click.

›LOOK

The entrance-hall.

The huge entrance-hall lies in front of me. A wide staircase winds up to the first floor in the East. A closed glazed door leads North and another one to a parlor in the West. Right beside the entrance door to the South there's a small cupboard. Suddenly I recognize a movement on top of the stairs. A rotten corpse stumbles from the shadows and stares at me revealing its razor-sharp teeth.

›EXAMINE THE CORPSE

It's a rotting body coming down the stairs. The clothes are moth-ridden and torn. There's a strange smell in the air now.

Slowly the corpse draws nearer.

›SAY TO THE CORPSE "HELLO"

"Hi human", the corpse says smirking. Still the corpse draws nearer.

›SHOW THE CRUCIFIX TO THE CORPSE

The corpse starts laughing. "Oh no!" it says. "That only works in B-horror movies!"

The corpse has now reached the end of the staircase.

»THROW THE CRUCIFIX AT THE ROTTEN CORPSE

I hurl the crucifix at the corpse hitting it right on its chest. A small puff of smoke rises where it hit the corpse, then the crucifix drops to the floor.

The corpse reaches me and puts its bony hand on my shoulder.

»RUN AWAY

Give me a direction so that I know where you want to go.

»RUN NORTH

[After opening the door first.]

A living-room.

I am standing in a living-room. A huge writing-desk is standing on the northern wall, right in front of a window through which the fallow moonlight enters. I can see some pictures on the wall and when I have a closer look, I recognize a shabby sofa standing at the western wall.

The corpse follows slowly.

»INSPECT THE SOFA

The sofa is shabby and worn. Nothing special at all.

»INSPECT THE WRITING-DESK

There's a gun lying on the desk, covered by old mail and sheets of yellowed paper.

Slowly the corpse draws nearer.

»GET THE GUN

I take the gun from the desk.

The corpse reaches me now and puts its bony rotten hand on my shoulder trying to hurl me around with an immense intensity.

»PULL THE TRIGGER

I pull the trigger of the gun and the blow blasts the corpse. The corpse screams in agony as it is hurled back against the wall, blood spurting from a big hole in it's chest. Slowly now, producing a grinding sound, the corpse slides down the wall leaving bloody traces on the silk-tapestry and comes to the floor with a heavy thud.

The living dead is now a dead dead!

DRAGONWARE ADVENTURES

An Overview...

Dragonware Adventures are like books – they contain a detailed story for you to enjoy – except in a Dragonware Adventure, you can actually play a character in the story, and your actions can determine the outcome of the plot.

Dragonware Adventures require all of your imagination, fantasy and intellectual powers to play, as you try to go from the start to the finish of the story, interpreting clues and puzzles as you go.

Dragonware Adventures are set in a series of locations, each location filled with items, figures, persons and events. It's then up to you to direct the plot by exploring the locations, collecting and using items, and conversing with characters you meet as you explore. Perhaps the most exciting aspect of a Dragonware Adventure is the puzzles that are liberally distributed throughout the plot. For example, you should never be content when a character refuses to let you pass, or won't give you something you feel you need. These are typical puzzles that need to be solved. Solutions to puzzles vary dependent upon the plot – a good kick may suffice in the example we gave, or perhaps you need to trade with the character. Stretch your imagination to get through each

puzzle. It's great fun. And if you're really not sure, experiment.

In Ooze – Creepy Nites, time passes each time you enter a command and press the RETURN (or ENTER) key. Until you press the key, the plot is frozen at the position listed on screen, hence you have enough time to think through every move you make.

The Screen...

After starting the program the screen splits into three sections:

- The top line, showing the location Ham is in.

- The variable graphics window. Move the mouse to the bottom of the picture or the screen start, if no picture is visible, press the right mouse button and move the window up or down, holding the button pressed.

- The text window. The whole communication with the program is placed in this window.

Talking to the Program...

You command Ham with words that you type from your keyboard - known as commands.

When the program is waiting for a command it displays a ":" prompt. After you have typed in your command, press the RETURN or ENTER key.

If a text description is too large to be displayed in the text window at once, you will see the prompt "[MORE]" at the bottom of the screen. The program will wait until you press any key before it displays the rest of the text.

Commands you can use in Ooze...

Movement...

For moving around in or around Carfax Abbey you have to tell the program in which direction you want to go. The program accepts commands such as NORTH, SOUTH, EAST, WEST, UP and DOWN, as well as their abbreviations N, S, E, W, U and D. Further you can tell the program to

- GO NORTH
- QUICKLY WALK NORTH
- TAKE THE STAIRS TO THE NORTH

If you already know, what is to the north, you can either tell the program to

- APPROACH CARFAX ABBEY
- ENTER THE HOUSE
- LEAVE CARFAX ABBEY

Of course commands, such as

- GET UP
- SIT ON THE BED

are known as well. If, for instance, you are sitting on a chair and want to leave the room, don't bother to type all of the actions in between. The program will print a short message, for example, saying that Ham gets up first.

Actions...

The program allows you to use a very large scale of verbs. You will probably never need them all. The most simple command consists of a single verb, e.g.:

- WAIT
- SLEEP

Sentences using a verb and a noun can take the following forms:

- TAKE BOOK
- TAKE THE RED BOOK
- TAKE THE BOOK, THE BAG AND THE PENCIL
- GET THE BOOK, THAT IS LYING INSIDE THE DRAWER
- PICK UP THE BOOK, THE BAG AND THE PENCIL, NOW PLACE THE COAT ON THE TABLE, QUICKLY CLIMB THE STAIRS IN THE EAST AND LOOK AROUND

As you see one verb can refer to several objects as well as one object may refer to several verbs.

- UNLOCK THE DOOR USING THE GOLDEN KEY, OPEN IT AND LEAVE THE ROOM TO THE NORTH

In case you're using a verb that needs an object as well as a subject but you forget to enter one the program will either ask you for one, or it will take the most obvious case, in which instance the program will tell you which object it has used:

- UNLOCK THE DOOR

[With the key] Okay, I've unlocked the door to the north.

In certain situations, the program may ask you a question. Please reply using terms like

- YES
- NO
- NEVER

or something similar.

Sentences may be connected using AND, THEN ":" or ":" but don't forget that every sentence counts as one move and that the story goes on in the meanwhile.

You may find the word ALL is very useful.

- TAKE ALL
- TAKE ALL EXCEPT THE DAGGER
- DROP ALL EXCEPT THE BATTLE-AXE

The word ALL refers to visible objects only, not to things that are inside another one. Think of a sheet of paper lying on the floor and a pencil lying inside a drawer the command TAKE ALL will only take the sheet not the pencil.

Abbreviations...

After playing the game for some time, you may find typing complete words awkward and boring. Therefore the program also allows a few abbreviations as commands...

NORTH N, SOUTH S, WEST W, EAST E, UP U, DOWN D, INVENTORY I, CONDITION C, GO G, LOOK L, EXITS EX, TAKE T, DROP DR, WITH WI

OOZE - Creepy Nites has a vocabulary of over 1500 words that it can recognise during your game. Nevertheless it is possible that the program won't understand some words you have chosen although it may use them itself. You can be sure that those words will not be needed to solve the game and have only been inserted to make the scenery more vivid. Choose different words in your commands.

Conversation...

You will come across various ghosts in Carfax Abbey with which you may wish to converse - some of them may be able to help you further. With some experimentation, you should be able to persuade certain ghosts to give you things. Always try to be complimentary and kind. Examples for conversation are

- ASK THE BEGGAR FOR WINE
- ASK THE BEGGAR ABOUT CARFAX ABBEY

•TALK TO BEGGAR ABOUT THE WINE.

Advice for Novices from the Dragonware Professionals...

Here are some tips for those who are not well acquainted with Adventure games.

- Examine everything closely. Often descriptions contain hints.

- If you are stuck, try going in another direction. The solution may be discovered elsewhere.

- Draw a detailed map of each location, its exits and the items you found there.

- Think about the plot and consider your actions well. Thoughtless actions may have unpleasant results.

- Read the diary carefully. It will give you some important clues to the solution of the game.

- Save your position frequently, as you never know if whether Ooze is waiting around the next corner..

- Try everything you can think of even if at first it might seem nonsense. Even those actions give occasional hints... or a good chuckle.

- It is often useful to play through the story with another person. People often think of puzzles differently from each other, and two people trying to solve a puzzle can be more rewarding and fun.

- Read the game-sample attached to this booklet to get a feel of how to play an Adventure.

- If the program doesn't understand you, just try rephrasing the sentence using other, perhaps more common words.

... And now ... Get ready to play Ooze...

Darken the room, place a candle right beside your monitor and have sufficient supplies of food and drink within reach as you dare to enter Carfax Abbey.

... Don't watch the clock - an Adventure counts time in hours, nights, even days...

.. Don't be surprised if you come to hear strange sounds or come across headless ghosts, and things that go 'bump' in the night.

... just wait until things out of the ordinary start happening...!

We do hope you have a horribly good time playing this Dragonware Adventure

The Dragonware Team

One last word...

We at DRAGONWARE are always looking for capable programmers and graphic artists on many computer systems. If you are interested in working together with us or if you already have an own program that you would like us to distribute, write today to

DRAGONWARE Games

Yorkstr. 21

D-7474 BITZ / Germany

Coming out soon from DRAGONWARE Games...

Laasian Plague, a Fantasy Adventure including many Role-Playing features.

Spirit of Adventure, a complex Fantasy Role Playing Game System.

Coming out soon from LINEL...

The Champ, Crown, Kaiser, Skate of the Art and Sound FX.

(c) 1989 by DRAGONWARE, Germany

No part of this booklet may be reproduced
in any form without the written
permission of the publishers.