

HINT SHEET FOR MYSTERIOUS ADVENTURE NO. 1

THE GOLDEN BATON

Having trouble making progress? Getting frustrated because your computer will not co-operate? Ready to give up adventuring and go back to Space Invaders? Worry no more!

These notes have been written with the intention of making the task of the adventurer a little easier. Not too easy mind! One can hardly qualify for the title "Master Adventurer", if he/she has merely followed a set of written instructions!

After reading these notes carefully, one should be armed with the knowledge required to successfully "interact" with any of the scenarios which comprise the series "Mysterious Adventures". Solving specific problems, however, is up to the individual. If he/she so wishes they may refer to the enclosed "Advice Sheet" in order to tackle a particularly difficult situation they have encountered in that particular story. Remember though, that before you admit defeat and decide to "take a peep", you may want to kick yourself for not working out the solution for yourself.

All of the stories in the series "Mysterious Adventures" have been extensively play tested by both experienced and inexperienced Adventurers, the results of these tests have shown that each and every problem that is faced in these Adventures DOES have a logical solution, however obscure this may seem to you at the time!

When you power up your computer and load a "Mysterious Adventure" you are stepping out into another world, a world where things are not always what they seem to be, a world where the basic laws of physics and nature as we know them do not always apply. At this same time, you are in effect making a promise to your computer that you will abide by its rules for the duration of the session. In return for this undertaking, your computer will accept any comment or command you care to give it. It will then process your entry, and after less time than the blink of an eye, it will report back to you the result of your action.

For many newcomers to the world of "Mysterious Adventures", this basic act of communicating with your computer can present quite an obstacle.

It must be remembered from the outset that it is, unfortunately, not possible to converse with a computer in plain English. This is due to ambiguities which exist in any human language. We humans can cope with these ambiguities by examining the context of particular words and interpreting them accordingly, also by listening for tonal variations in spoken words.

Once one can accept that they must make allowances for their computer, they will be well on their way to establishing a working relationship with their machine.

In order to make it possible for the computer to successfully interpret an input statement it is necessary to organise that input into a form that can be easily processed. For "Mysterious Adventures" this format is as follows:-

In almost all cases an input will consist of two words, the first word will invariably be a VERB. There are one or two exceptions to this rule which will be discussed later.

Having entered the VERB, one must also enter a NOUN or object upon which to operate the VERB. A typical example of an input statement is "GET LAMP". This is a statement that your computer will understand perfectly, also it is reasonably plain English. We humans would probably say something like "GET THE LAMP OFF THE TABLE". Both statements mean exactly the same thing, the shorter one is the only one which will be accepted by your computer. The space between the two words is important. Although your computer will only look at the first THREE letters of any word, it still needs the words to be separated by a space in order to find the beginning of the second word. Newcomers to "Mysterious Adventures", can sometimes get frustrated when they find it difficult to condense an expression into two words. An example of such an occasion can be as follows:- During the progress of an Adventure you may have found an object that can be worn, gloves or maybe a cloak etc. Initially it is fairly easy to put on such an item, the command being something like "WEAR GLOVES". What happens though, when you do not wish to wear these items any longer? It would be nice to be able to input something like "TAKE OFF GLOVES".

As you know from the above, it is not possible to enter such a command. A little thought, though, will provide an equivalent statement in TWO words, e.g. "REMOVE GLOVES".

Don't be frightened to try out any word that comes to mind. Extensive error trapping is built into all of the programs in the "Mysterious Adventure" series so it is not possible to crash the computer in this way.

It may prove helpful to have a dictionary handy when playing these programs, better still, find a good Thesaurus, this may prove to be invaluable to you.

Another stumbling block for many Adventurers occurs when they read the description of their surroundings. Having done this they try to use words that are contained in that description. Normally this is quite feasible, but it should not be taken for granted that a word used in a description is bound to be contained in the program's vocabulary. For example, you are given the following description:-

I AM IN A DARK, DREARY FOREST, I CAN HEAR BIRDS SINGING IN THE DISTANCE.
EXITS ARE, NORTH, SOUTH

Having read this description, you may wish to search the forest for something. You could type "SEARCH FOREST". You may get a reply like "SORRY...I DON'T KNOW WHAT A 'FOREST' IS". The reason for this should be obvious... If there is something to be gained by searching the Forest, you can be assured that the word "FOREST" will be known to the computer. On the other hand, having realised that being in a forest means that there are trees around, you could type something like "SEARCH TREES" or "CLIMB TREE". If memory space in your computer were not limited, it would be possible to have an absolutely vast vocabulary. Unfortunately this is not the case so it is up to you to make up your own "On the Spot" judgements in cases like this.

A little earlier we mentioned actions that can be carried out by using a single word, a few examples of this are:- HELP, SCORE, QUIT, SAVE, INVENTORY.

Commands of this sort are usually self-explanatory, most of them are direct commands that produce a direct response, e.g. HELP. If, in your particular situation, the computer decides that a little helping hand is in order, it will reply with an appropriate message. On the other hand, it may respond with a simple, non-committal instruction such as, "SEARCH AND EXAMINE".

Experience will teach you how to interpret these vague comments.

There are some single word commands that can invoke an action on the part of your computer, e.g. RUN, JUMP, SHOUT, WAIT. Again, these commands are self-explanatory and can be used at any time during a game. Be careful though! Using the word "SHOUT" for instance when you are stood next to a sleeping Dragon is not advisable, nor is the use of the word "JUMP" when you are stood on the edge of an awesome precipice!

The last type of single word commands are direction commands, e.g. N or NORTH, S or SOUTH. As you see, it is not necessary to even type in the full word, for travelling in a given direction you need simply enter, N or S or E etc.

If you have read carefully all of the foregoing advice you should never need to wonder why you got a strange response from your computer. Now you should be capable of working together with your computer on the solution of any one of the "MYSTERIOUS ADVENTURES". Next we shall discuss the business of how to solve Adventures.

From the moment that you enter into a session of Adventuring you must be on full alert. The first thing to take into account as you come across the different locations and different objects is that EVERYTHING IS THERE FOR A REASON. Do not be afraid to ask questions! When you find an object, examine it, taste it, smell it, manipulate it in every way that you can think of. Only by doing this can you hope to find out its true purpose. Whenever you come to a new location, search it, look around at every object you find there. If you find a painting, try to see what is behind it, if you come to a door, try to open it, if you see a tree, try to climb it. Don't worry about your computer, it has no sense of time which means it has infinite patience, even if you haven't. If you run out of time after a particularly long session, use the SAVE command to store the game to the point you have reached. Maybe after a good think, the solution to a tough problem will come to you.

You may find it helpful to make a map of the locations that you have visited during your Adventure. There is nothing worse than getting somewhere, only to find out that you cannot find your way back!

Having said all this, it is only fair to warn you of the sporadic occurrence of the dreaded Scarlet Fish, or Red Herring as it is more commonly known. This is a fiendish plot by Adventure writers to rob their clients of the last remnants of their sanity. YOU HAVE BEEN WARNED !!!

If you are still floundering on a specific problem in your particular Adventure, read the enclosed Advice Sheet, but ONLY after you are sure that it is impossible for you to find the solution for yourself!

ADVICE SHEET FOR THE GOLDEN BATON

The following notes have been compiled in order to help those Adventurers who are experiencing difficulty in making progress in "The Golden Baton".

It must be stressed that direct answers or solutions to problems will not be given here. The comments will simply try to point the player in the right direction so that he/she may be able to solve the puzzle by themselves.

The advice will be split into three sections, each section will be on a separate page so that you will not be tempted to "peep" at sections that you have not yet completed. The three sections are as follows:-

PAGE 2 - From the initial location to the walls of the castle.

PAGE 3 - From the walls of the castle to the Gorgon room.

PAGE 4 - From the Gorgon room to the acquisition of the Baton itself.

PAGE 2

As you commence the game you have been placed in a Forest. On the ground beneath you, there is an old cloak and a pile of leaves. Make sure you don't ignore the leaves, remember that there is a subtle difference between SEARCHING something and EXAMINING something. If you can, take the cloak along with you, although it may be old and ragged, it may be more useful than you think!

Stuck in the briars? You cannot expect to chop down briars with your bare hands! Get yourself something sharp!

If you cannot get past the wolf you may have to take drastic measures. A mortality may not be out of the question here...providing you have the right equipment.

Before we go any futher I think that we should take a look at what we are carrying!

Providing we have the right equipment, I think it may be beneficial to climb a tree!

Forget the hut for now! We'll come back to that later!

A wooden staff eh? I'll bet there's some magic involved here!

The stagnant pond looks interesting, I think I'll take a look. Mmmm... not having much luck here. Wait a minute! Are those goldfish in there? Don't think so, they seem to have a slightly reddish hue!

Well...I've managed to reach the castle wall. I don't think that there is much point in trying to get through this portcullis. I managed to climb the tree... didn't I?

I'm inside the castle courtyard...what next? This eerie figure is a bit of an enigma! If only I could make myself invisible! He wouldn't stop me then!

I'm a bit worried about what lies behind this locked door. I think I may need some HELP here!

An ivory horn and a rusty helmet? Bound to be useful sometime. Besides, the helmet seems to have those strange UNREADABLE runes engraved into it. I wonder if that is significant?

An old OIL lamp. This is the stuff Adventures are made of! I hope the SOD doesn't run out of OIL once I've gotten it lit! Come to think of it, how will I get my matches dry? I wish I could summon a Genie by rubbing something! This loose straw is a mess! I think I'll move it.

A lump of quartz eh! What's all this about gestures and magic? For all the good that does me I might as well wave my stick and say a magic word!

What to do about this ugly brute of a Lizard Man?.....SEARCH me! This quartz seems to give off a hypnotic glow!

A mirror! I'm sure it wasn't put here just so that I could admire myself. On reflection though, a man named Perseus once found a good use for a mirror!

Oh dear! Just when I've plucked up enough courage to see what's behind the locked door, I find that I have no key! I think I'll ring my local Genie. Aye, there's the rub!

Meanwhile back at the hut.....A barrel eh?...I wonder what's in the Barrel?

My, it sure is dark down here! Hope my lamp doesn't run out. Better be quick!

Slugs!...How silly! If somebody told me this story I'm afraid I would have to take it with a pinch of salt!

A rusty old padlock. I think that I can take it for granted that I will have to batter my way past this door!

This old crab looks as though it could do with a square meal...

You think that now I've led you this far I'm going to tell you how to find the Baton....Well..O.K. then, here you go. Take the raft and go for a sail on the lake. All you have to do now is.....write me a cheque or P.O. for the sum of \$25,657,698,762,321.00 and I will send you the answer by return of post.

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