

HOW TO PLAY AN ALF ADVENTURE

THE PLAYER'S GUIDE



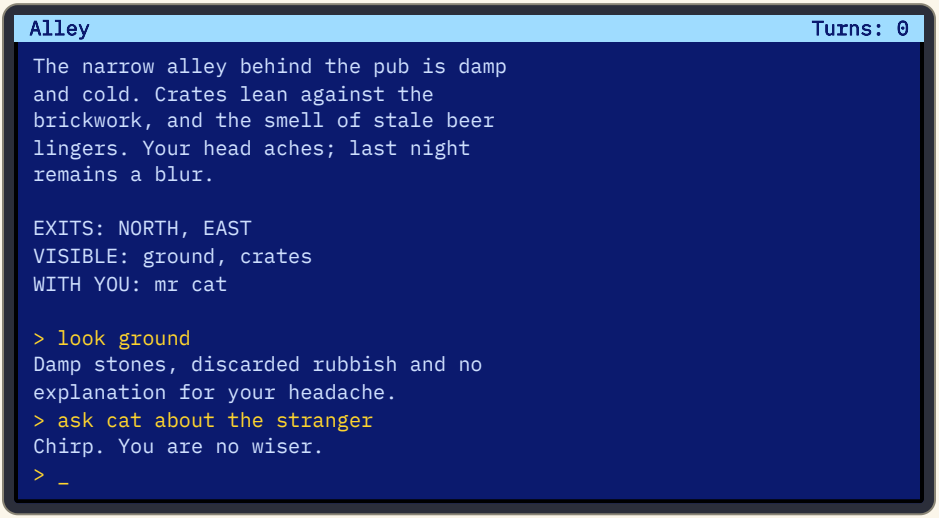
NEW GAMES. OLD MACHINES.

1 Welcome, adventurer

An ALF adventure is a story you play by typing. The game tells you where you are and what you can see. You tell it what to do, in plain words, and it tells you what happens next.

There are no reflexes to test and no clock you have to beat, unless the story says otherwise. Take your time, read everything, and think like the person you are playing.

Every ALF adventure is written to be fair. Every puzzle has a clue somewhere in the game. If you are stuck, the answer is out there to be found, not guessed.



The first moments of Lost Renascence: what you type is in yellow.

2 Typing a command

At the prompt, the **>** sign, type what you want to do and press `RETURN` (`ENTER` on some machines).

Most commands are a verb and a thing:

```
TAKE LAMP
OPEN DOOR
EXAMINE PAINTING
```

The small words THE, A and AN are always left out by the game, so type them or not, as you like. ALF Turbo games also leave out TO, AT, WITH and ON, so LOOK AT THE PAINTING and TALK TO THE GUARD work there too; in an ALF BASIC game, keep to the short form: EXAMINE PAINTING, TALK GUARD.

Where a game has a thing with a two-word name, such as BRASS KEY, the two words are understood as one thing.

HINT

If the game doesn't know a word, it says so. Try another word for the same idea: PULL, MOVE or PUSH often do the same job.

3 Getting about

`N` `S` `E` `W`	go north, south, east or west (or type the word in full)
`U` `D`	go up or down
`IN` `OUT`	go inside or outside
`LOOK` or `L`	see where you are again

Each room tells you its exits. Make a map as you go: a pencil and paper was half the fun in 1985, and still is.

4 Things

`EXAMINE` or `LOOK` `X`	look at the thing closely. Do this with everything.
`TAKE` or `GET`	pick it up
`DROP`	put it down
`INVENTORY` or `I`	see what you are carrying and wearing
`WEAR` `REMOVE`	put it on or take it off
`TAKE ALL`	pick up everything you can
`IT`	the last thing you mentioned: TAKE KEY, then EXAMINE IT

You can only carry so much. If your hands are full, DROP something first.

Each story has its own verbs as well: OPEN, MOVE, USE, GIVE, PUSH, and many more. If an idea makes sense in the story, try it.

5 People and animals

`TALK` someone	say hello and hear what they have to say
`ASK` someone `ABOUT` something	find out what they know (where the story allows it)
`GIVE` something `TO` someone	offer it to them (ALF Turbo; in ALF BASIC, where the story has GIVE)

People remember things, know things and want things. Talk to everyone, and ask about everything you have seen.

6 Time and saving

`WAIT` or `Z`	let a moment pass
`AGAIN` or `G`	do the last command again
`SAVE`	save your game (to disk or tape, as your machine uses)
`LOAD`	carry on from your saved game
`VERSION`	show the game's build code

A saved game loads only into the same version of the same game. Your machine's HOW_TO_LOAD sheet says where your saves go.

When the story ends, press any key to play again.

7 ALF BASIC: the game you can open up

ALF BASIC games are written in your machine's own BASIC. If you are curious how the game works, press `RUN/STOP` or `BREAK` and type `LIST`: every line is there to read.

NOTE

Your game in progress is lost when you do, so SAVE first.

8 ALF Turbo: the extras TURBO

ALF Turbo games (the ones that say "ALF Turbo" on the title screen, such as Lost Renascence) understand everything above, and more.

MORE THAN ONE COMMAND AT A TIME

Separate commands with a comma, a full stop or THEN:

```
N, TAKE LAMP, S
OPEN BOX THEN LOOK IN BOX
```

MORE THAN ONE THING AT A TIME

```
TAKE KEY AND LAMP
TAKE ALL EXCEPT THE ROCK
```

TWO THINGS IN ONE COMMAND

```
PUT COIN IN SLOT
UNLOCK DOOR WITH KEY
GIVE NOTE TO JOE
```

CONTAINERS

Boxes, cupboards and bags can be opened, closed, locked and unlocked, and things can be put in them and taken out. EXAMINE an open container to see what is inside.

THE STATUS LINE

The bar at the top of the screen shows the room you are in and how many turns you have taken (or the time, in a story with a clock).

Turbo commands TURBO

`MAP`	see the room you are in and the rooms around it. Rooms you haven't visited show only ?.
`HELP` or `Z`, from the map	see the whole map of where you have been, zoomed out
`UNDO`	take back your last command
`RAMSAVE`	keep a copy of the game in memory, instantly, with no disk or tape
`RAMLOAD`	go back to that copy
`OOPS` and the word	fix a mistyped word: after "I don't know the word KYE", type OOPS KEY
`↑` at an empty prompt	bring back your last command, to change or send again

NOTE

A RAMSAVE is lost when you switch off. Use SAVE for anything you want to keep.

FUNCTION KEYS

On machines that have them, the function keys type commands for you: LOOK, INVENTORY, AGAIN, UNDO, RAMSAVE, RAMLOAD, SAVE and the map. Your machine's HOW_TO_LOAD sheet says which key does what.

CHARACTERS WHO WANDER

Some characters move around on their own, and some pick things up. If something has gone, it may have been carried off.

If you are stuck

- EXAMINE everything, then EXAMINE the things you find there too.
- TALK to everyone, and ASK them about everything you have seen.
- Read every reply carefully: the clue is often in a word you passed over.
- Try another verb. If PULL does nothing, try MOVE or PUSH.
- Carry the right things. Something useless in one place may be exactly what is needed in another.
- Make a map. A room you haven't visited may hold the answer.
- SAVE before you try anything risky, or RAMSAVE in an ALF Turbo game.

FOUND A BUG?

Type VERSION to see the game's build code, then tell us at **8bitsquad.co.uk/feedback**, with the code, your machine and what you typed. Every report is read.

Lost Renascence and every ALF adventure are designed, written and tested by Daz. Build tools developed with AI assistance.