

FANTASIA DIAMOND

Many years ago, one of your brave ancestors undertook a daring quest in the Kingdom of Rog. On his quest, he discovered the largest diamond known to man, now known as the Fantasia Diamond, and brought it to the safety of his home. News of the discovery spread rapidly, and many times, attempts have been made to steal FANTASIA, which was passed down to you as a family heirloom.

Unfortunately, the latest attempt was successful, the thieves removing the diamond to their lair in a magnificent and imposing fortress across the river. To recover the diamond, you called in one of the world's best-known righters of wrongs, Boris the masterspy, who made his way to the Fortress, only to be captured and imprisoned by the faithful Guardian who patrols the rooms and corridors for intruders.

Now your only recourse is to undertake this dangerous mission yourself—to enter the fortress, recover the fabulous diamond and rescue Boris.

Throughout your mission, you will meet other characters who will either help or hinder you, depending on how they feel at the time. All of these characters have their own independent lives. Some of them have a strong sense of purpose and should be handled with great care, while others behave in a fairly random way, as their fancy takes them. Not all of the other characters are hostile, but those that are have only one aim in mind!

When you start your adventure, you will be quite weak. You will find that most of the other people are stronger than you, so be careful with whom you pick a fight! You can, of course increase your strength by eating and drinking. As time passes, you will lose strength, which will ultimately result in death, so it is important that you eat and drink regularly. Your strength determines how many objects you can carry—the stronger you are, the more weight you can handle. If you let yourself become very weak, you will find that you cannot pick up even the lightest objects—and that can include food!

LOADING AND PLAYING FANTASIA DIAMOND

To load FANTASIA DIAMOND, type RUN "" and start the tape from the beginning. When loading is complete, the machine will wait for you to press a key before starting the adventure.

The screen is divided into two independent areas. The upper area is used to display the actions of yourself and all the other characters, descriptions of what you see around you and what is happening. This area also contains the graphical representations of some of the scenes from the adventure. The lower area is used for your input and is also used by the computer to provide certain information to you, for example error messages.

During play, every character will undertake some action about once every fifteen seconds, whether or not you yourself do anything. If you start to type, all of the other characters stop until you press the ENTER key. Each character is then entitled to act after your command has been actioned. If you do not touch the keyboard for fifteen seconds, you will see the message:

You do nothing.

and the other characters will go about their business.

The following keys may be used:

A to Z

(space)

. (full stop)

, (comma)

" (string quotes)

In addition, the following special keys can be used:

DEL key Delete character to the left of cursor

CLR key Delete everything on the input line

COPY key Do all commands on the last line again

Further, to make movement in the four main directions easier, the cursor control keys may be used to move north, south, east or west. To move in the other directions (northeast, up, etc.) you must type the command in full.

Note:

The cursor keys only work if typed as the first characters on a line, and their action is immediate—you do not press ENTER.

When the input area is full, the cursor will stop. Only the ENTER and DEL keys are then effective.

FANTASIA DIAMOND has a vocabulary of over 300 words, all of which may be typed in the input line either in full, or in an abbreviated form. When an abbreviation is used, the computer chooses the first word in its dictionary which looks like a match, so be careful.

For example, the verb EXAMINE can be abbreviated to EXAM or even EX, but not to E, which is interpreted as a short form of EAST. Finding appropriate abbreviations is largely a matter of experiment.

THE LANGUAGE

FANTASIA DIAMOND has a powerful language analyser which allows you to construct complex sentences. A sentence may contain several commands, each command starting with

a verb. For example, you could type, as two separate commands:

OPEN THE DOOR
GO EAST

or you could combine the two:

OPEN THE DOOR AND GO EAST

Punctuation is always optional, as is AND.

Most verbs allow you to use a list of objects, for example:

GET THE FOOD AND THE WINE

In a few cases, you will find that you can omit part of a command and the computer will still understand what you mean, but usually this is not so. As an example, when locking or unlocking things, you must also say which key you want to use—you cannot just say UNLOCK DOOR. Sometimes, leaving part of a sentence out changes the effect:

ATTACK THE ELF—means attack with bare hands

ATTACK THE ELF WITH THE ROD—means use the rod as a
weapon

Parts of sentences, and even words, can be abbreviated. If you want to open a small wooden door, you could, of course, say

OPEN THE SMALL WOODEN DOOR

but it is quicker to say

OPEN DOOR.

Other possibilities are

OPEN WOODEN
OPEN SMALL

and so on. Bear in mind, however, that the computer takes what you say literally and assumes that its meaning is clear. So, if you were in a place with a red door and a brown door and you said OPEN DOOR, the machine chooses one of the doors and tries to open it. This might mean that the wrong door is opened, or it might mean that you see an error message if the chosen door cannot be opened.

Abbreviating words is another way to save typing, but it can cause similar problems. Experiment to see what can be done, but if an abbreviated command does not work, try typing it more fully.

e.g. for OPEN DOOR
you could type

OP DOO

but *not* OP D

because "D" is interpreted as an abbreviation for "down". Errors of this sort can be very misleading so take care!

Another feature which you may find useful is that the computer remembers the last verb you use from line to line. So if you wanted to pick up a key and some wine, you could say

GET KEY (enter)

and then just

WINE (enter)

Because you haven't started this line with a verb, the computer assumes that you want it to use the previous one. This applies to any verb like GET which allows you to use repeated objects.

ERRORS

Error displays always appear in the lower half of the screen. Once an error is found, the computer stops processing your instructions and comes back to you for more.

The most common error messages and their meanings are as follows:

I DON'T UNDERSTAND THE WORD (word)

When this occurs, none of the commands on the input line will have been executed.

I DON'T UNDERSTAND

This occurs when the computer cannot understand the form of your command. You may have missed some words out or typed them in the wrong order.

I CANNOT DO THAT

The computer understands what you want it to do, but for one reason or another, cannot comply, because the action is not sensible or is not legal. E.g., you cannot talk to a dead person.

YOU ARE NOT CAPABLE OF THAT

The command is correct and understood, but you are asking to do something which your character is not capable of.

WHAT?

The computer is unable to make sense of your word order.

YOUR SURROUNDINGS

As you move from place to place, you will be given a short description of what is around you, and a list of the directions in which you can move. You will also be told of any objects or characters in the vicinity.

If you want to see the description of the current location again, you can type LOOK (or L for short). However, you may want to inspect particular items around you. For example, suppose you type LOOK and are told this:

You are in a small dark room.
To the west is the wooden door.
Obvious routes lead north south.
You can see:
The brown chest

It is possible to get a closer look at the chest by typing:

LOOK AT THE CHEST

If you want to see what the chest contains, you can say

LOOK INTO THE CHEST

Of course, this does not work if the chest is closed. Similarly, if the wooden door is open you could say

LOOK THROUGH THE WOODEN DOOR

to see what is on the other side. If you know that the place on the other side of the door is called 'the little kitchen' then you may achieve the same by saying

LOOK INTO THE LITTLE KITCHEN

MOVING AROUND

In each place, you will be told where you can go. For example, consider this place again

You are in a small dark room
To the west is the wooden door
Obvious routes lead north south

You can easily move either north or south in many ways:

GO NORTH

SOUTH

N

S

RUN NORTH

etc.

or you could use the cursor keys provided you do not type anything else beforehand. If you want to go west, you could of course just say

WEST

but if the door is closed, this naturally doesn't work. Assuming that the door is open, you can also say

GO THROUGH DOOR

or, if you know that the door leads to the little kitchen, you can try

GO INTO THE LITTLE KITCHEN

or

ENTER KITCHEN

Another, less useful, way of moving is to follow another character who is now in an adjacent place:

FOLLOW BORIS

GETTING OTHERS TO WORK FOR YOU

in this adventure it is essential for success that you cooperate with the other characters. There are times when you will be unable to get further without their help, because there are things that you are not capable of doing. At these times, you can ask someone else to help.

Suppose that you are already carrying so much that you cannot pick up a key that you need. Luckily, there is a trustworthy elf nearby who could carry it for you, so you could say:

SAY TO THE ELF "GET THE KEY".

Of course, characters don't always do what you tell them, and you may be ignored. You could always try again—the COPY key comes in handy here.

Bear in mind also that the elf has a mind of his own, so having picked up the key for you, he may run away with it, give it to someone else, drop it again, or anything he feels like doing.

BASIC COMMANDS

The game recognises the following commands. There are many others, which you have to discover for yourself:

NORTH etc.	GET	ATTACK
N etc.	DROP	SAY
GO	PUT	INVENTORY
RUN	GIVE	STATUS
LEAVE	EAT	HELP
ENTER	OPEN	HINT
FOLLOW	CLOSE	LOAD
LOOK	LOCK	SAVE
EXAMINE	UNLOCK	
QUIT	(start a new game)	
PAUSE	(suspend until a key is pressed)	
WAIT	(Do nothing this turn)	
SCORE		

SAVING AND LOADING

You can save your current position at any time by typing SAVE. Follow the prompts given on the screen. To load a previously saved game, just type LOAD and start the tape. You can use the ESCAPE key at any time during tape actions to abandon the entire operation. If a LOAD fails, the current game is lost and a new one is started automatically.

HINTS

In some places, it is possible to get assistance by typing either HELP or HINT. There is no penalty for this. However, some of the clues are not quite straightforward, and there are no hints for the easier problems.

If you cannot get the computer to do what you want it to do, either you are on completely the wrong track or you have used language too complex for the program to understand. Firstly, try to keep your commands simple—the fewer words the better. Refer to the section on error messages if in doubt.

The following general points should be kept in mind:

1. If a character refuses to help you, it may be because he is not capable of doing what you ask, or he may not feel like it. In the latter case you could try again.

2. Doing nothing is not always the same as waiting. This is important in some circumstances.

3. Do not give up hope when all seems lost. "Four walls do not a prison make" is true in FANTASIA DIAMOND, even when the obvious means of escape are not available.

Finally, a last hint for music lovers: The leader is more long-sighted than short-sighted and could be regarded as untidy in his ways. If you don't oblige him, you will never escape.

Good luck!

© Copyright. Hewson Consultants Ltd. 1984

The programs and data on this cassette are copyright and may not be reproduced in part or in whole by any means without the written permission of Hewson Consultants Ltd. All rights reserved. No responsibility is accepted for any errors.

Our policy is one of constant improvement. Therefore we reserve the right to modify any product without notice.

Hewson Consultants Ltd
Hewson House
56B Milton Trading Estate
Milton
ABINGDON
Oxon. OX14 4RX.