



MONSTER (Introduction)

Welcome to the world of MONSTER, in which you play the part of Professor Pointer, originator of the time gate theory. Alas your colleagues don't share your enthusiasm, so after much ridicule, you secretly build a machine based on your principles. gathering together a few essentials, you get the machine, hoping to return with some proof of your quest. You pull the final switch and are transported, with a flash of blinding light, to the land and time of legend. Sadly you soon realise that the machine didn't go into time with you and you are trapped in a land of myth and magic with no clear way home. And so begins the quest for a way of getting back home safely.

Playing the game :

There are many other independant characters in MONSTER who may help or hinder you on your quest. They can be told to perform actions you are not capable of, or supplying you with information or items you will need. It's important that you include quotation marks when talking to them for the computer to understand ; eg SAY TO GORDO "HELLO"

The program understands complex english sentences such as:- GET THE RED KEY AND PUT IT IN THE RUCKSACK

As well as using AND to join sentences, you may also use THEN or a comma. This sentence shows what is permitted. GET THE SWORD, THE TORCH AND THE MAP THEN GO NORTH

The program will automatically realise that GET applies to the three objects later referred to. You may also use ALL to get or manipulate everything in sight. You may also use except to exclude an object, eg GET ALL EXCEPT THE MAP

Vocabulary :

MONSTER has an extensive vocabulary, with abbreviations, some of which can be displayed by typing V or VOCAB. The words shown aren't by any means all of them, but should be enough to get you started. Some of the more useful ones are RAMSAVE and RAMLOAD, which allow you to instantly save your position in memory and X or EXAM to examine objects and places.

Generally you will find it best to use normal english to get through the game, though good grammar is not essential.

STAR REPORTER (Introduction)

You are Lee DerPage, our reporter with the Daily Blah, Fed up with getting all the menial tasks, you decide to prove yourself by doing the impossible and getting the scoop of the century. Word is out that Howard Shoos, the millionaire recluse, has taken a suite of rooms at the top of the Grand Hotel. Unknown to your editor, you set off for the hotel with the intention of getting an interview with the elusive Mr. Shoos. Failure is unthinkable as you will never be able to hold your head up in front of your friends again. If you succeed however, the boss is sure to make you STAR REPORTER.

STAR REPORTER is a quilled, text adventure using NOUN/VERB input. It also includes a VOCAB command, a redefined character set and some sound effects to help add atmosphere to the game.

ACKNOWLEDGEMENTS

Monster was written using Gilsofts Professional Adventure Writing system and Star Reporter was written with The Quill also by Gilsoft.

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Finally, a special vote of thanks goes to long suffering Shirley Haggarty for putting up with the hours I spent sitting in my cupboard while writing both of these games.

Monster and Star Reporter were written by David M. Haggarty.

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So I'm asking you nicely ; PLEASE DON'T DO IT