

THE PRISONER – VERSION TWO

By Stephen Preston, 1985

To load 'The Prisoner – V2', type LOAD""CODE. Read the manual if you are not sure how to obtain this.

The Story So Far

You are a secret agent whose job is very demanding. You decide to resign & take a holiday, but your superiors believe you are a traitor, & that you are going to sell the highly confidential information in your head to another country. When you arrive back at your flat, you start to pack your bags but you are stopped by a strange gas which fills the air. You start to feel drowsy, & in a matter of seconds, you have fallen on to your bed, unconscious. When you wake up and look out of your window, you are not greeted by a view of London, but of a strange village. You learn that your captors (the rulers of the village) only want to know one thing: Why did you resign? You cannot afford to tell them anything though, as they could be the enemy.

In a place where all names are numbers (you are No. 6), in a place where you are guarded by monstrous balloons called Rovers, in a place where anyone or anything could be your enemy, you must escape. Beware though! It is not as easy as it may first appear.

Some Commands

Directions of travel are
N,S,E,W,UP,DOWN,NE,NW,SE,SW.

HELP – for help
QUIT – choice of ending game
STATUS = percent and stamina
I (or INVENTORY) – objects carried
L (or LOOK) – Location description
PICTURE ON – keep pictures on
PICTURE OFF – keep pictures off
WAIT – for time to pass

Other commands should be typed in a verb-noun format such as TAKE ROPE. These commands include:

TAKE – to take READ – to read
DROP – to drop EXAMINE – examine

There are other such words in the adventure, but they're for you to find out!

(N.B. Wally's Walkabout is L.""CODE)