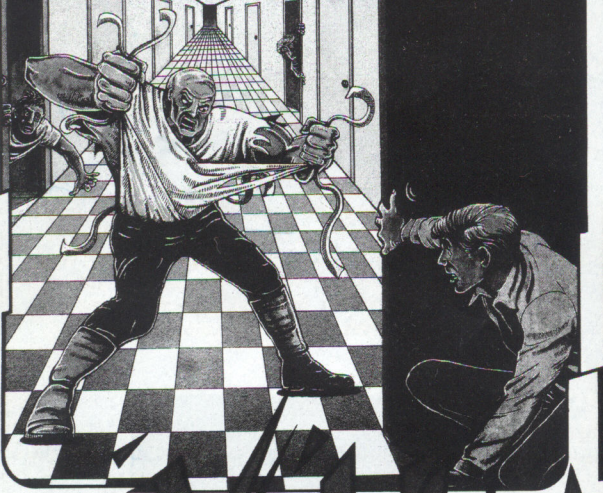ASYLUM

YOU'VE BEEN COMMITTED

Welcome to *Asylum*. Expect your tenure as an inmate to be a thrilling adventure filled with challenges around every corner and surprises behind every door. And there are hundreds of doors!

You've been committed to *Asylum* after being discovered walking aimlessly through town muttering nonsensical phrases like, "Take the book, then drop the candle," and "Slay the dragon with the sword." Your kind of behaviour has become epidemic among adventure enthusiasts and can only be cured by an escape from the maze of *Asylum* corridors.

You'll discover truly unprecedented, high-resolution graphics as you wind your way through *Asylum* and encounter its denizens. Intricate graphics combined with your ability to communicate in complex commands are guaranteed to increase your level of commitment. *Good luck!*

encountering. On the Commodore 64 press the **F2** function key and on the Atari press the **ATARI** logo symbol key simultaneously with the silver **OPTION** key. To return to the game hit any key if you're using a Commodore or the **ESC** key if you're using an Atari.

When you are in a room you'll be able to look at it, talk to anyone who might be present, and take objects that are found there. You will not be able to move around in a room.

When you enter a grey-and-white hallway, you can travel in all directions. This is accomplished on the Atari by using the arrow keys on the upper right of the keyboard. On the Commodore 64, the two cursor moving keys on the lower right will work using the **SHIFT** key to move forward or left. The arrow keys on the upper left and upper right will also work and eliminate the need for the **SHIFT** key. The left, right, and down arrow keys move you left, right, and 180° around the place. They do not move you. To move, face the direction you intend to go and press either the upward arrow key or the **SHIFT** key along with the vertical cursor key.

As you progress through the hallways you may notice people talking to you through their doors. The border of the screen will be flashed in this case to alert you that something is going on. Watch for this. Otherwise you might pass by something significant in your haste down a hallway.

Some events are accompanied by a short delay to be sure you have time to read the message. To continue, press the space bar.

COMMUNICATING IN ASYLUM

You can input your commands in complete sentences as well as one or two word commands. *Asylum* will display a response that will let you know if your command is possible.

All commands must contain a verb. A verb can be an entire command **(TIPTOE)**. Verbs usually require an object **(GET KEY)**. Sentences can include prepositions but must have an object **(GIVE THE BOX TO THE GUARD)**. A common error is to include an "understood" preposition **(GIVE THE GUARD THE BOX)**. This command will not be understood nor carried out. A message will appear when you have made a syntax error.

You can use more than one sentence at a time in an input if the sentences are connected by the word **THEN** or the first sentence ends in a period. *Asylum* will carry out the commands in order. **(OPEN DOOR THEN GET BOX** or **OPEN DOOR. GET BOX).**
Asylum will also recognise some articles **(THE, A, AN)** and conjunctions **(AND, OR)**. Articles are generally ignored. **AND** is useful in manipulating several objects at once. **(GET THE BOX, KEY, AND LANTERN).**

There are instances where *Asylum* will understand a pronoun such as **IT**. If you enter **GET LANTERN. LIGHT IT**, *Asylum* assumes **IT** refers to the lantern.

Asylum will ignore words it doesn't understand, and try to make sense out of the words it does understand. This can sometimes produce undesirable actions. For this reason any command containing **DON'T**, **NO**, or **NOT** will be immediately refused by the program. Like a person with a limited knowledge of English *Asylum* will interpret the words it knows, but the result may be quite strange.

DISK LOADING INSTRUCTIONS

Atari (Disk)
Turn off drive and computer. Turn on drive. Turn on computer (while holding down **OPTION** key on **XL** and **XE** models) and disk will load automatically.

Commodore (Disk)
Insert disk – type **L O A D " * " ' 8 ·**

TAPE LOADING INSTRUCTIONS

Atari (Tape)
Turn computer off, insert cassette
Hold down **START** then turn computer on.
Press **PLAY** on cassette recorder/loader.
Press **RETURN**

N.B. on XL computers, hold down both 'START' and 'OPTION'

Commodore (Tape)
Switch machine OFF then ON Press
SHIFT RUN STOP keys together.

STARTING THROUGH ASYLUM

You'll first find yourself in a room. All of the rooms are characterized in full colour pictures, unlike the grey-and-white hallways. Each time you enter a new room a slight delay will occur as the high-resolution picture loads from the disk. If you leave a room and then return immediately, no delay will occur. *Because these pictures are loaded off the disk it is important to re-emphasize that the Asylum disk must be left in the drive during play.* To leave a room after a picture is loaded, hit any arrow key.

You can take a visual tour through *Asylum* to get a little idea of what kind of characters and situations you'll be

USEFUL WORDS

Many of the most useful words can be abbreviated to one letter. Some of these are:

GET	G	OPEN	O
DOOR	D	CLOSE	C
WITH	W	UNLOCK	U
BOX	B	LOCK	L
RUN	R	PUT, DROP	P

ALL, EVERYTHING, and **EXCEPT** are very useful words. These will allow you to get, drop or otherwise manipulate a whole list of objects without naming each individually. **(GET EVERYTHING EXCEPT THE MATCHES)**.

A command that will save you much frustration is **VOCABULARY (F1 function key on the Commodore 64 or the OPTION key on the Atari)**. This command produces a list of almost all the words the program understands. If you are having trouble executing a command, check **VOCABULARY** to find a word similar to the one you want.

At times you may wish to delete the screen graphic so that more text will be exposed. This can be helpful if you've forgotten some previous moves you've made. Type **TEXT** or press the **E8** function key on the Commodore 64. On Atari press the **ATARI** logo symbol key simultaneously with the **START** key. To return to the normal graphics plus text mode press any key on the Commodore or the **ESC** key on the Atari.

OBJECTS YOU'LL FIND ALONG THE WAY

You will come across objects as you pass through the corridors and enter rooms. Usually an object will be contained in a box which will be visible in a hallway or room. You can take objects or occasionally you'll be given an object. If you leave behind any of these objects they will automatically be put in a box. There can be many objects in one box.

To manipulate an object (or more than one), the box must be directly in front of you. If you see a box in a hallway, you can walk up to it until it is directly in front of you. If you turn in place, the box will no longer be visible even though you are standing beside it. If you are close enough, the program will tell you what is inside a box. You can **GET (G)** any or all of the objects.

Whenever you **GET** something, it will be added to your personal inventory. Your inventory will be displayed automatically whenever you **GET (G)** or **DROP (D)** something. If at any time you would like to review your inventory type **INVENTORY** (or press the F7 function key on the Commodore 64 or **START** on the Atari). Bear in mind you're only human and can carry a limited number of things with you at one time.

When you **DROP (D)** something it will automatically be placed in a box on the floor in front of you. You can direct the placement of objects to other spots in the room if you desire (**DROP MATCHES ON DESK**). You can also hide objects under furniture. These will not be visible, so you must remember where you left them.

Again, **ALL, EVERYTHING,** and **EXCEPT** are extremely useful when trying to get or drop large numbers of objects.

THE RESIDENTS OF ASYLUM

Most of the *Asylum* characters you'll meet will be graphically depicted in rooms. You will encounter some in the hallways as well. Some inmates will be helpful and others a hindrance. Some inmates will do nothing but drive you mad.

Inmates may possess objects (sometimes useful, sometimes not). The inmates could voluntarily give you what they're holding, while at other times you may have to try persuasion. These are suggested ways to get objects from *Asylum* characters:

GIVE object **TO INMATE**

TRADE object **FOR** inmate's object

ASK INMATE FOR object

GET object.

Some inmates and characters have names, but there is no assurance that they'll answer to them. Calling them **INMATE** will always work. In some cases you may be asked questions. Just answer **YES** or **NO**, or some of the suggestions mentioned above.

Once you have interacted with a character, from that point on you will usually be ignored. Characters who ignore you are no longer useful to you so don't bother trying to get their attention or changing brands of mouthwash. There is *one exception* to this rule. If you are wearing a certain item, *everyone* will ignore you, and with just cause. If you find you're having trouble relating to inmates in this regard, try dropping objects.

TO SAVE A GAME IN PROGRESS

Commodore 64 and Atari Disk Drive

If you would like to be able to return to the game where you left off, type the command **SAVE** and press **RETURN** (or press function key **F5** on the Commodore 64 or **SELECT** on Atari). The computer will display a menu for saving five to eight games. To save, designate a number (1 – 8 or 1 – 5) where you want to save. Then press **RETURN**. Now input after **COMMENT** a name to remind yourself of what you saved. Press **RETURN.** You will now be able to return to this place in the game at a later time. When saving is complete you will be returned to the game where you left off.

Commodore 64 and Atari Cassette

If you would like to be able to return to the game where you left off, type the command **SAVE.** You will be asked if you want to save the game. You will be instructed to prepare a cassette and press **RETURN** when ready. Be sure you use a *blank cassette* and not the *Asylum* game tape! Place the blank tape in the recorder, advance it past the leader to the actual tape and press the **PLAY** and **RECORD** buttons simultaneously. Then press **RETURN** on the keyboard and your game will be saved. Be certain to label your tape. When saving is complete you will return to the game where you left off. It is always a good idea to save each game twice. They don't take up much space on your cassette, and a backup could prove to be helpful.

TO RESTORE A GAME

Follow the directions for your computer for loading a game. A message on the screen will ask whether you want to restore a saved game. Simply type **Y (YES)** and then follow the instructions on the menu that will be displayed.

Asylum ™
By William F. Denman, Jr.
Music by Steven J. Baumrucker

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THE DOORS OF ASYLUM

Doors can be opened or closed. All doors are locked until someone unlocks them. *Asylum* keys are actually electronic cards differentiated by their colours or other traits. If you say **UNLOCK THE DOOR WITH CARD**, you will be asked **WHICH CARD?** If you respond **WITH SILVER CARD**, the program will understand. If you have no cards or more than one, you will be informed.

TO QUIT ASYLUM

Want to stop playing and never continue again from this spot? Type **QUIT**. You'll be asked if you're **Y** or **N**. If you are certain type **Y**. You'll be asked then if you wish to attempt another escape. **Y** will get you back to the beginning of the program. **N** will stop your progress where you are and can remove the program.

IMPORTANT

Bei Asylum erfolgt die Bewegung mit den CURSOR Tasten. Die Zwischenspeicherung der Kassette ist bei diesem Spiel nicht möglich. Das Spiel wurde von Diskette übernommen und nimmt bedauerlicherweise dem gesamten Speicherplatz ein, der im Computer zur Verfugung steht.

IMPORTANT

Movement in Asylum is accomplished by use of the "cursor keys". Cassette save on this game is inoperative. This game was adapted from disk and unfortunately has used all memory available in the computer.

IMPORTANT

Les mouvements dans "Asylum" s'effectuent à l'aide des touches de curseur.
Ce jeu sur cassette a été adapté d'un disque et utilise toute la mémoire disponible de l'ordinateur. Il est donc impossible d'opérer la fonction "save".

ASYLUM

screenplay

All American ADVENTURES