

PLAYER'S GUIDE
(detatch)

PLAYER

Dear

GIANTKILLER is an adventure game loosely based on the famous old story of Jack and the Beanstalk. If you're young enough to remember that story, you'll know that it gets off to a pretty boring start, with your mum sending you to market to buy a pig.

Once you've discovered that this is an impossible task anyway (the market runs out of pigs very quickly), I suggest that you go exploring. There are lots of treasures to find, and its much more fun than going home and telling Mum what a waste of space you are...

What you have to do in GIANTKILLER is to find all the treasures and explore everywhere. The computer will be your eyes and hands. It will tell you where you are and what is happening around you - and you must tell it what you want to do.

You do this by typing in *commands*. The computer will ask for these with a colon (:), then wait for you to 'say' something. You can use commands of one or two words (no more) in UPPER or lower case, such as TAKE EGG or tHrOw WaNd. (Don't forget to press RETURN after you have typed in a command.)

I've given you a list of most of the words the computer understands. There are some *magic* ones too - but I'm not going to tell you them! I'll leave your fairy godperson to do that... Obviously the computer won't understand everything you say; computers aren't that clever (yet). 'EH?' means it didn't understand the first word you said. 'I don't understand that!' usually means it didn't understand your second word.

One clue I will give you is that passages sometimes *bend*. For example, you might go WEST and end up in, say, a mysterious canyon, and then, when you try to go back EAST you might not get back to where you started from! If this happens you'll probably find it annoying at first - but it's all part of any good adventure. The secret is to *draw maps*...

It is possible to 'die' in the game, but not very often. Usually you just get another go at whatever puzzle you were attempting, or you have to re-start from the beginning. Many of the puzzles have different answers each time you play - so what worked for your friends probably won't work for you! *Sneaky!*

If you suspect that your next move or answer to a puzzle may be a bad one, it's best to SAVE your position. Simply type SAVE and press

RETURN. The computer will ask you for a filename which can be up to seven letters or numbers long. Make sure that the names that you use for the files are different to those of anyone else who might play the game. You can easily restart from that SAVED position. Just type LOAD, or stop the current game and restart using your selected filename.

One word of warning. Saving is NOT a good idea in the middle of something dangerous, because it takes a 'move' in the game. If, say, the giant is chasing you (and you need to keep moving), then SAVEing will kill you because the computer thinks you stayed still during that move! So SAVE before doing anything dangerous, not while its happening!

If you can't remember the name you gave to a file, type CAT (short for CATALOGUE) and the computer will show you the names of all the files on the disc. Of course your files may not be the only names on the disc. Your friends may have files stored on it too, and the programs are there, of course...

Well, I think that's about all I'm going to tell you. I really enjoyed writing GIANTKILLER, and I hope you enjoy playing it - and maybe learn some maths!

Oh, I'd better just tell you the eleven treasures you're seeking:

a jewelled candlesnuffer	a mica swan
a platinum nib	an everlasting geranium
a golden egg	a diadem
a silver gauntlet	an ivory cameo
a ruby elephant	a fossil in amber
a valuable doubloon	

The best score anybody can achieve in GIANTKILLER is 250 points. Just type SCORE to find out how you're doing.

Good luck! Why not write and tell me how you get on, and what you think about GIANTKILLER?



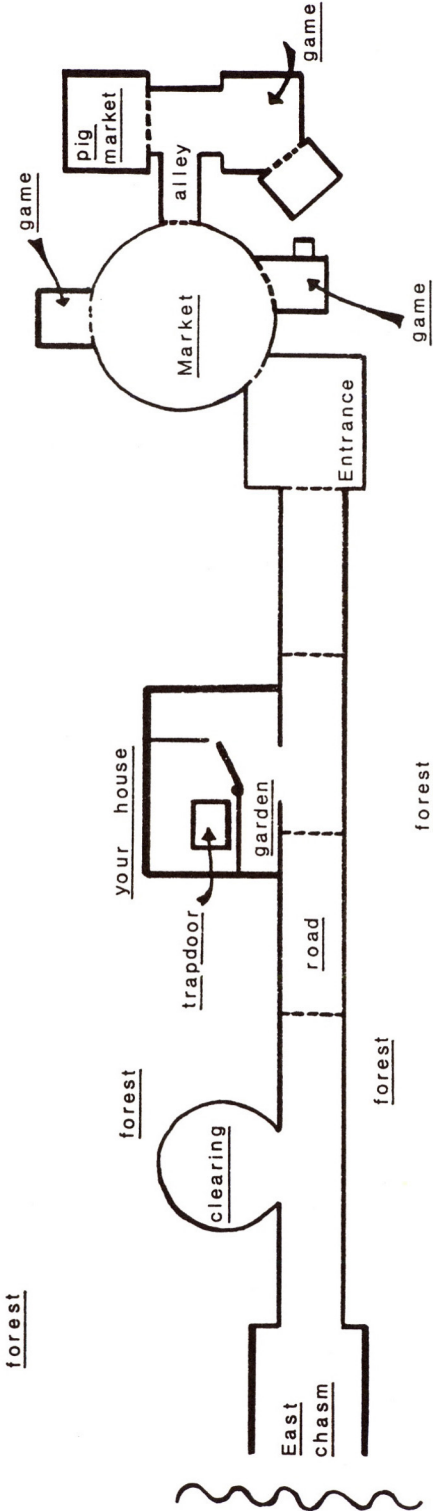
Peter Killworth

Author, GIANTKILLER

Here is a list of the main words the computer understands. In addition to these it will recognise the names of all the objects and treasures that you come across.

B or BACK or RETURN - moves you back to where you came from
CAT - tells you what files are on your disc
 CHOP or CUT
 CLIMB or U or UP - moves you up (quicker to type than 'go up')
 CLOSE or LOCK
D or DOWN
 DROP
E or EAST
 ENTER or IN - go into some place or something
 EXIT or OUT or LEAVE
GET or TAKE
 GO or MOVE
HELP
INSERT
 INV - short for 'inventory' - gives a list of all your possessions
LOAD - restarts your game from a previously saved position
 LIGHT
 LOOK - jogs your memory about what's around you
N or NORTH
 NE
 NW
OPEN or UNLOCK
PLANT
QUIT or STOP - ends game and/or lets you play again
RUB
S or SOUTH
 SAVE - takes a copy, on disc, of where you've got to
 SAY
 SCORE - tells you how you're doing (maximum 250)
 SE
 STRIKE
 SW
 SWIM
THROW
W or WEST
 WAIT - do nothing for a turn
 WAVE

Notice that words like 'attack', 'kill', etc are NOT in the vocabulary. GIANTKILLER is a fairly gentle game!



VILLAGE MAP

Calculator Game

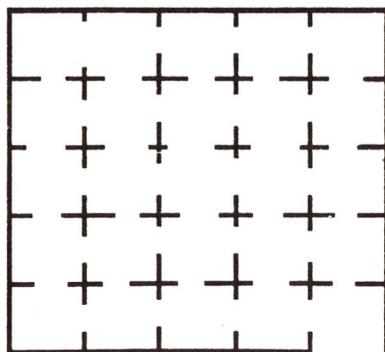
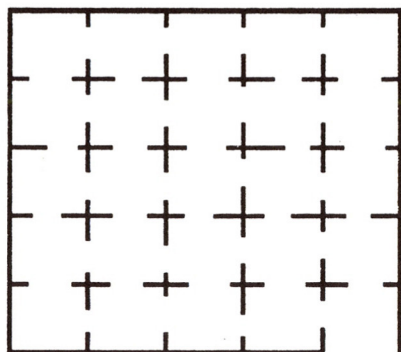
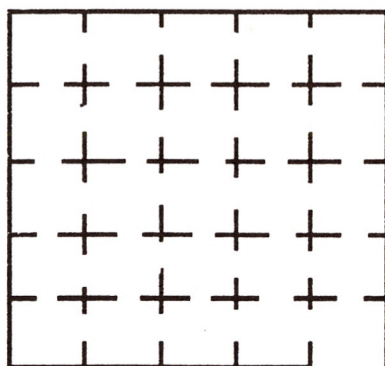
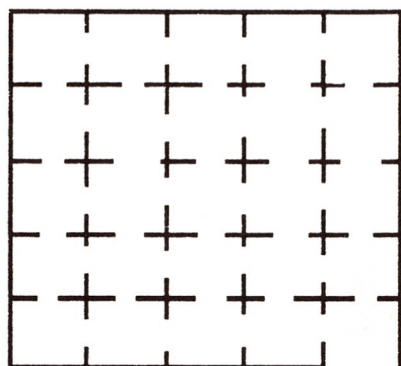
Number given...	x it by...	and get..?

GIANTKILLER by Peter Killworth
Published by TOPOLOGIKA 1987

Mirror Maze

Use these grids to help you solve the Mirror Maze...

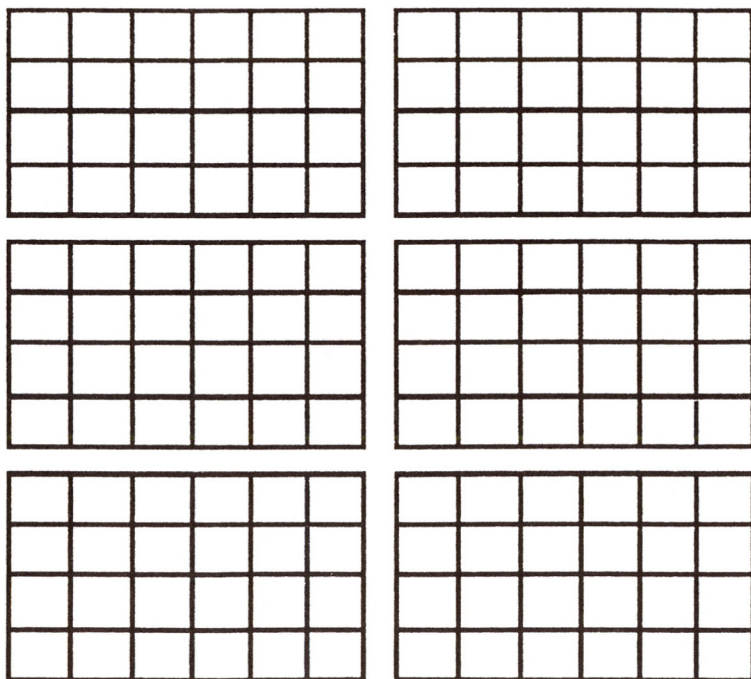
KEY: * Squares where I've been — Mirrors



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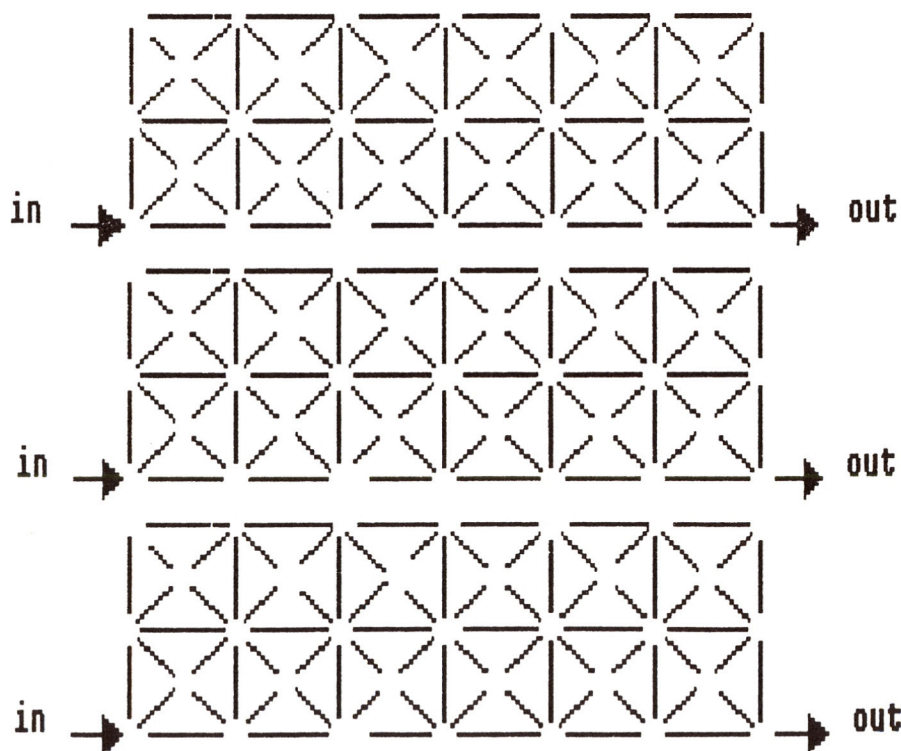
Bottle Stall

Place 18
bottles in a
crate so that
you have even
numbers in each row and column.



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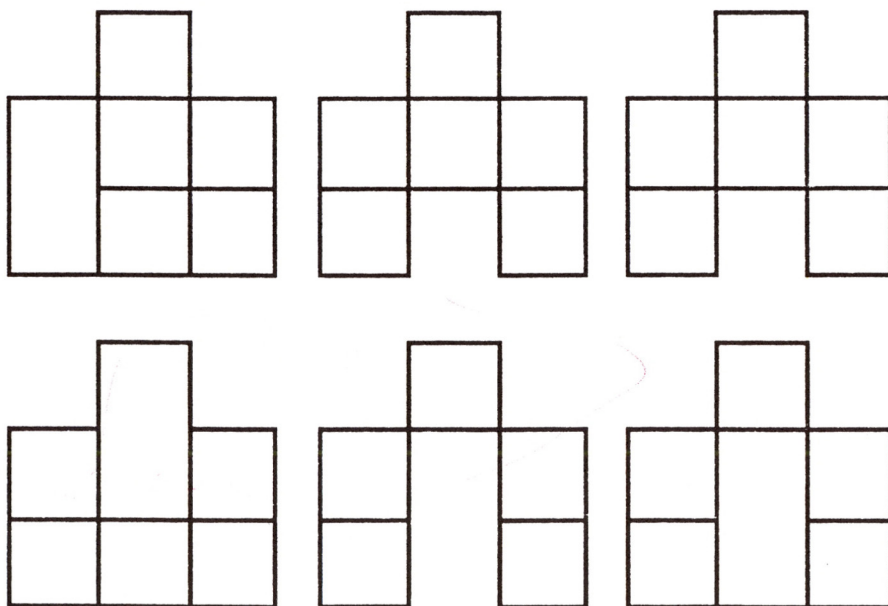
Giant's initials



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Giant's teatowels

You can use these grids to help you solve the puzzle...



Hint - first work out which towel you're on!

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Prime eggs!

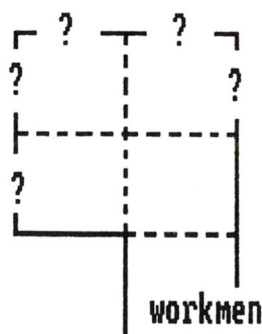
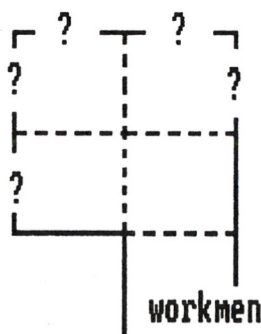
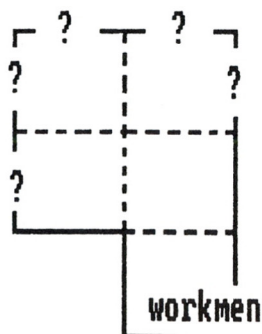
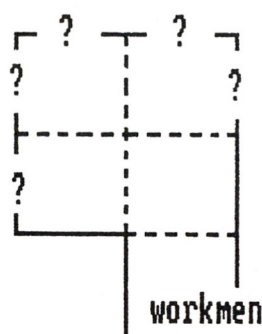
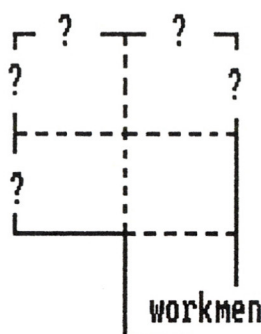
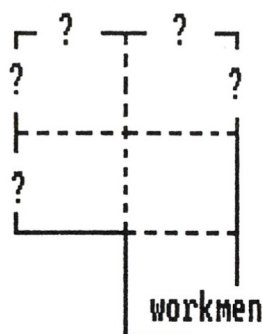
Shade in all the multiples of 2, except 2. Then shade all the multiples of 3 except 3, all the multiples of 4 except 4, and so on up to 10. Also shade the number 1. What numbers are left?

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	71	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

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Workmen Puzzle

The symbol ? shows a wall which MAY be open. If it is, the rest are not.



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Ever-changing maze


s = steel
e = ebony
i = iron
etc...

Room	N	NE	E	SE	S	SW	W	NW
s								
e								
i								

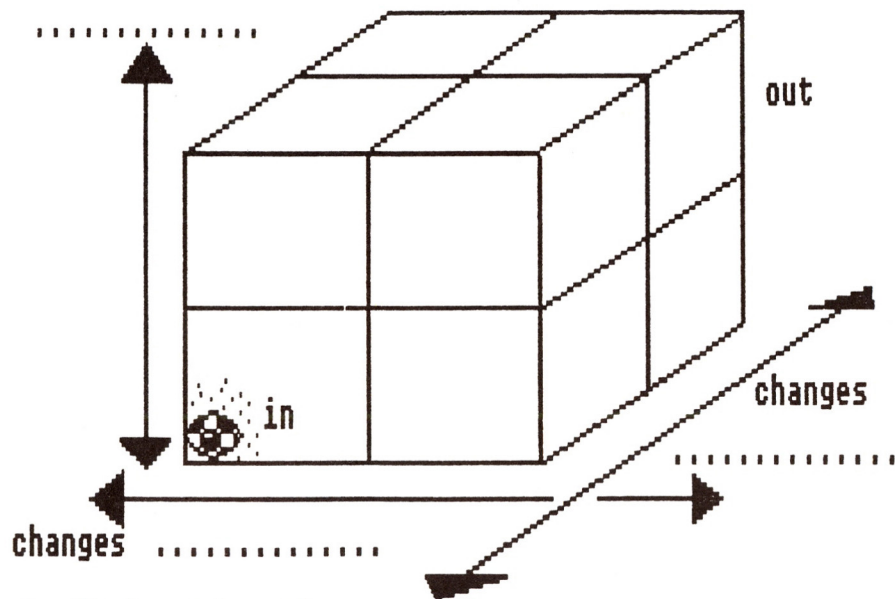
When you leave a room, record the kind of room you move into.

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Venn Cube

 is a
pulsating rock

changes



1. Find out how the rooms change as you move.
2. Find out the properties of the Exit room.
3. Escape!

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NOTES