# MANUAL SUMMARY

## (*from original Spanish version*)

### Basic vocabulary

**EXAMINE / EXAM / EX**: It shows a description of the object or character you have specified.

**NORTH / N, SOUTH / S, EAST / E, WEST / W, ENTER, EXIT, UP, DOWN**: You must use these commands to move around different locations.

**INVENTORY / INV / I**: It shows a list of the objects you are carrying.

**TAKE / DROP** *object*: adds or leaves a present object from your inventory.

**GIVE** *object* **TO** *character*: The meaning is obvious: to give an object to a character. Here the structural order of the phrase is important.

**PUT / REMOVE** *object*: Only affects to a reduced number of objects, normally cloth or accessories.

**X**: It shows a list of objects that can be manipulated in the current location.

**R / D / L**: Redescribes your current location.

**PAUSE**: It causes an indefinite pause until a key is pressed.

**END**: This command will finish your game.

**RAMSAVE / RS / RSAVE**: It records your current game status in the computer's memory (no tape needed, but it will be erased when the game ends).

**RAMLOAD / RL / RLOAD**: It recovers a game status previously saved by RAMSAVE.

**SAVE**: It records your current game status on tape.

**LOAD**: It loads a game from tape previously recorded with SAVE.

## Specific vocabulary

**CHANGE**: It allows us to change between our two heroes, Stinnett and Sinclair.

**CALL CARRIAGE / TAXI**: This command will be essential to move around the city, and it only could be used in places with tracks, roads or streets. The difference between carriage or taxi is that the first is slower but cheaper, and the second is quicker but more expensive.

**SAY TO** *character* **"***message***"** / **CHARACTER "***message***"**: This command allows you to communicate with the people you will meet throughout your adventure. The best way to get information is asking with interrogative particles like 'Why', 'What', 'When', 'Who', 'How', 'Where', 'Why'... (without an interrogative sign). *Example: SAY TO JOHN 'WHERE IS ALFRED" (or JOHN "WHERE IS ALFRED").*

**ATTACK** *character*: Although this game tries to follow a non-violent path, you will need this command if you don't want to be hurt.

**SLEEP / REST**: You can use this action only in your home, at night and with your two heroes together. Your characters will rest and recover life points if needed, awaking the next morning.

**WAIT / WT**: It causes a ten minutes (turns) wait. You must be careful, since everything that happen in these ten minutes will be irreversible.

**Z**: It causes a one minute (turn) wait.

**STATUS / ST / LIFE**: This command tells you about the current score (%) of the adventure, the number of moves done and your remaining life points.

**.** : You can use a dot to separate orders to be executed in sequence *Example: TAKE PEAR. EAT PEAR.GO NORTH* or *WT.WT.WT* (getting 30 minutes wait).