

Amnesia

Contents

Amnesia is a text adventure game for Windows.

Object of the game

Format of the Amnesia window

How to play

Hints and tips

Registration

Amnesia

Object of the game

The object of the game is to...well, you'll just have to find that out for yourself! As the name of the game suggests, you have lost your memory, so everything is a complete mystery which will only become apparent when the game is completed.

Return to [Contents](#)

Amnesia

Format of the Amnesia window

The playing area consists of four windows, as listed below :

Current Location

Visible Exits

Input Window

Output Window

Return to Contents

This window displays a description of what can be seen at the current location, including any objects which may be lying around. The window caption also changes to provide a short description.

The window can be minimized if a verbose description is not required, and may also be resized to any chosen dimension. Amnesia will automatically reformat the text, and add a scroll bar to the window if the description does not fit.

This window has buttons corresponding to the four major compass directions, as well as up and down. Amnesia enables and disables these buttons as appropriate to reflect the current situation and they may be used to control movement in the game instead of typing the directions in full. This window may be minimized, but it cannot be resized.

This window is where all user input appears as it is typed. Text can be cut and pasted if required to enable often used commands to be entered quickly. The Enter button submits the text to Amnesia to be parsed. Alternatively, the enter key on the keyboard can be used. This window may be minimized, but it cannot be resized.

This window is where all output not displayed in the Current Location window is displayed, i.e. Amnesia's response to what is typed in the Input Window. This window can be minimized, and may also be resized to any chosen dimension.

Amnesia

How to play

Amnesia understands simple sentences consisting of a single verb. These should be typed into the Input Window.

The Visible Exits window shows which directions it is possible to travel in from the current location. However, in some cases, it may not be possible to travel in all the directions shown, for example if a door is locked. Conversely, there may be methods of changing location which are not immediately obvious and therefore not shown in the Visible Exits window.

The Current Location window displays a description of what can be seen, including any objects which may be lying around. The output window displays responses (where appropriate) to whatever is typed into the Input Window.

The game can be restarted at any time using the New Game option on the Game menu. It is also possible to save the current game position, or restore a previously saved position using the appropriate options on the same menu. These options are only available in the registered version of Amnesia.

Amnesia understands over fifty verbs, as well as various synonyms. Items can be manipulated using **get**, **drop** and **examine**. A list of objects currently being carried can be obtained using the **inventory** command.

It is also possible to speak to the various characters which will be encountered using the **say** command. The format of this is as follows :

Say "... " to xxx.

where xxx is the character to whom you are speaking. Note that the speech must be enclosed in double quotation marks.

All other verbs will have to be discovered on the way!

Have fun!

Return to [Contents](#)

Amnesia

Hints and tips

Most objects have a use, although there are few exceptions. Some objects need to be used more than once so it is important to keep track of where things are left. There are a few red herrings, although even these can be indirectly useful as place markers to prevent you from getting lost!

There is a limit to the number of objects that can be carried at any one time, so try not to carry around too many surplus items otherwise you may arrive somewhere and find yourself unable to carry back any objects which you may find.

Things are not necessarily what they seem, so be sure to take a closer look at things. This can also apply to the scenery in certain locations.

Be sure to make use of the game saving facilities before attempting any potentially hazardous actions.

Always pay attention to what you see, and what characters tell you. There are a large number of hidden clues to be found.

Don't get too frustrated!

Return to [Contents](#)

Amnesia

Registration

Please register this game after a reasonable period of time if you decide to keep it. Registration will provide you with a full version of Amnesia without the periodic registration reminders, and with the load and save options enabled. For more information please read the AMNESIA.DOC file. This file also contains information concerning the conditions of use of the shareware version of this game and should therefore be read before playing.

Return to [Contents](#)

Amnesia - © 1995 Toby White.

