

User's Guide for "Thief's Adventure"

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You are a notorious Sneak-Thief, who had to leave home when things got a bit too hot. You have just blown into town, and you need some good connections, and a quick caper. Keeping your ear to the ground, you get a line on a good one! The Secret War Plans are hidden somewhere in the Palace, and somewhere in town is The Fence who will handsomely reward the one who brings him the plans. But, the story goes, The Fence has something you need to get the Plans, and you have to convince him that YOU are the right one to go after them. Bringing him a few of the local treasures would help a lot, but that alone may not be enough ...

Note that honesty is NOT the best policy, and in order to succeed you had best be ready to lie, cheat, and steal (or whatever other underhanded tricks you can think up).

To start the game, place the game diskette into the default drive and type "THIEF<CR>" at the DOS prompt. If your monitor is difficult to read in 80 column mode, you may type "THIEF40<CR>" instead, and get a copy of the game which is set up to display only 40 columns.

To play this game, you must enter one or two word commands. You will be told the results of your actions, and when you move to a new location, the program will describe your surroundings. Only the first four letters of each word will be interpreted, and for some very common commands, even shorter abbreviations will be permitted. For instance, you may enter "N" for "NORTH", or "I" for "Inventory", a command that will tell you what you are carrying.

It is not always obvious what commands the game will accept, so if one thing doesn't work, try something else. For instance, if you happen across a roll of wallpaper, you might try "PAPER WALL" or "HANG PAPER" or "GLUE PAPER" or even "HANG WALL" (after all, WALL is the first four letters of WALLPAPER). If nothing works, you may be trying something the program is unequipped to handle, but maybe you just haven't found all the things you need. If, a few rooms away, you come across a gluepot or a brush, maybe you should go back and try the wallpaper again.

It is possible to complete this adventure successfully, but you won't do it in one sitting. Be prepared to SAVE the game and LOAD the saved game later so you can resume where you left off. It is also possible that you might get killed in the course of trying to solve the puzzle, so you might want to save the game before you try anything especially dangerous - but then, until you tried it and got killed, you didn't know it was dangerous, did you? Oh, well!

Good luck, and have fun!

P.S. As an added bonus, the ARC file containing Thief's Adventure also contains "Raiders", a small text adventure. This might be nice for beginners to start on, or if you just want something you might be able to finish in a single sitting. Command input for this one is the same as for Thief's Adventure, but you don't need such a penchant for dishonesty to get through it. Sorry, only an 80-column version of this one.

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