



# Rediscovered Realms

Companion Booklet

Paul Jenkinson

# Introduction

Welcome to Rediscovered Realms.

The games contained in this compilation are re-visionings of my old Sinclair BASIC games written between 1983 and 1985.

The original games were not in a fit state to release, so I decided to convert them to a format suitable for modern audiences.

Each game is covered in this booklet, providing background on the game, the story, images and bonus material.

Please bear in mind that these are very early attempts at adventure games and are missing elements taken for granted today like SAVE or LOAD facilities.

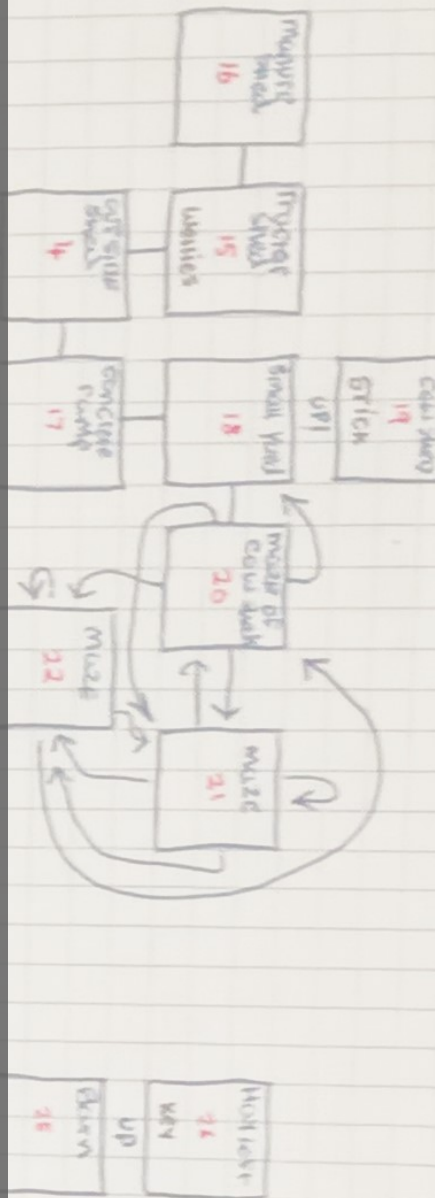
They are also very short and fairly easy to complete. Many contain clichéd puzzles and locations that lack detail. Many things cannot be examined and the vocabulary is not packed with hundreds of words.

During the process of re-writing them, I did take the opportunity to improve the location descriptions, puzzles and number of objects, always keeping the core of the game untouched.

The games in this collection must not be made available separately or without this booklet. Although they are free to use, they remain copyrighted.

The Firm, Spirit Of Death, In Search Of The Yeti and Bron's Kingdon are © Paul Jenkinson.

This booklet © Paul Jenkinson.



# The Games

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Hidden in my dusty attic sits an old red folder, wedged between an empty printer box and some old photo albums. Inside are numerous sheets of graph paper containing drawings of square boxes, connected with lines, all covered with scrawly text and arrows.

These are maps for adventure games I created back in the early eighties. Not just commercial games like *The Hobbit* or *Adventure One*, but games I wrote myself.

I spent ages, squinting at my CRT television, entering lines and lines of BASIC code. Late into the night often, fuelled by cola or home brew, I toiled away to produce games that only myself and a few friends would play.

As time moved on I sent one or two of them off to companies in the hope they would publish them - they never did. That didn't stop me writing though and I amassed over 20 of them.

Many of the games included a hand made cassette inlay, and a cheeky little program on the B side similar to *Spectacle*, found on the B side of *Dark Star*.

## How To Play Adventure Games

If you are unfamiliar with text adventure games, the premise is simple. The computer will act as your eyes and hands, and you are given a specific task to complete, for example, kill an evil wizard.

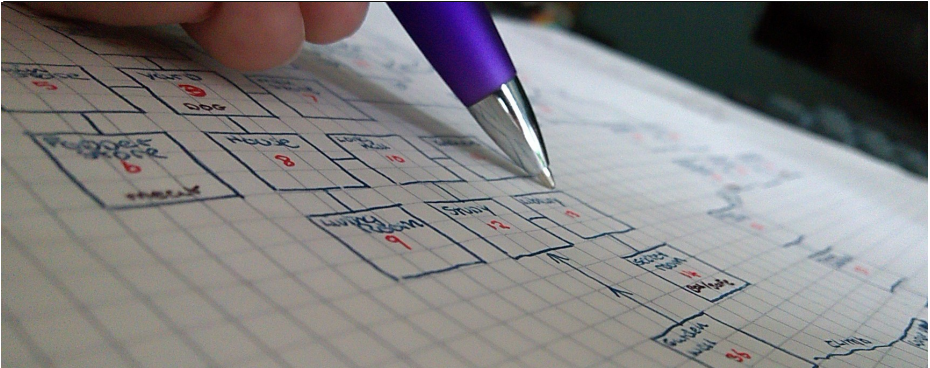
To do this you have to move around a land and solve puzzles. Puzzles come in various guises, some as simple as GET KEY, OPEN DOOR, others having multiple chained puzzles, changing landscapes, time travel and computer controlled players to help or hinder you.

The basic, early adventures used two word input, Verb Noun. For example GET KEY. The games in the collection all use two word commands.

Important words to remember are USE, THROW and GIVE. Depending on which game you are playing, these all have a role to play when solving puzzles. To open a locked door for example, USE KEY would usually work providing you had a key.

Unlike many commercial adventure games, you cannot die in mine, so just enjoy wondering about and trying things out.

# The Conversion



When converting my old BASIC games there were several stages to go through to not only remake them accurately, but also to improve them where required, and fix issues if they existed.

The games themselves show great improvement as each one was complete, moving away from the boring “you are in a dark cave” style of location description, into a more fluid, book like experience.

The game maps too were often full of empty locations that just filled up memory, with very few objects or puzzles. During the creation of these new versions I took the opportunity to expand some of the puzzles and to make better use of locations.

Sometimes this could be something as simple as blocking off one exit all together so the player had to find another route to something they could see but not reach. Other times it involved not using the location at all, and using the memory for a better puzzle.

## Comparing locations

### Original version:

```
YOU ENTER THE KITCHEN DEPT.  
AROUND YOU ARE SEVERAL UNITS AND  
A BENCH. TO THE EAST ARE SOME  
STAIRS. THERE IS A DOOR TO THE  
NORTH. YOU CAN SEE A PAIR OF  
BOOTS.
```

### New version:

The kitchen department sprawls out before you, littered with half built units and workbenches, none of which are of an use to you. A door leads North and some iron stairs lead down. To the South the department merges into another room.

## Changing the parser

The parser in the early games was not really a parser at all. It simply took what the player typed, checked it against a string and if it matched, the game responded. It did not take into account different words for the same thing such as GET, TAKE, COLLECT etc.

In some games such as *The Firm*, you couldn't even drop objects, just collect them. Nor could you examine them, so this re-visioning game me the chance to add improvements.

You can, for example, use the word “IT” for previously used objects.

#### EXAMINE KEY

It’s a small silver key.

#### GET IT

You get the silver key.

## Adding More

In some of the games you will find random events being triggered. These do not affect gameplay, but helped to enhance the atmosphere. For example you may hear birds singing from time to time.

The original *The Firm* had five random events, in the new version there are twenty.

There are many other subtle additions to all of the games.

## The Process

Making a map when playing any adventure game is important, and even more so during this process. I already had the original maps of two of the games in this series, from when I created them. *Yeti* and *The Firm* however, had to be re-mapped.

With the maps complete, all of the puzzles had to be examined along with locations. The ratio between the two had to be changed to provide a more balanced game.

Each game was written out complete with object list, map, puzzles and messages before coding began.

Using the same basic engine I used in

*Bounty*, I prepared a bare bones template ready to be populated. This formed the start for each of the games.

One by one I entered all of the data, objects and messages, testing each puzzle as I went.

The games were coded using Boriel’s Compiler along with the Tommy Gun IDE. This allows me to enter code in Sinclair Basic (with some modern additions), but have it compiled into machine code automatically.

## Surprises

As I examined each game in detail there were some surprises. Many had little hidden message in REM statements deep in the code, and some had items that had no purpose.

The biggest surprise though was how complex *Spirit Of Death* was.

I knew I put a lot of effort into this one because I sent it to CRL, but the fishing rod puzzle is much more complex than I thought.

I hope you enjoy these little gems from my past, but do remember they are not very complex. They are just re-worked versions of my poor BASIC games, re-written so you can see them.

Feel free to feedback your thoughts.

[www.thespectrumshow.co.uk](http://www.thespectrumshow.co.uk)

# The Firm

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## The Story

Being a manager of a top furniture company, life can be pretty hectic. Things aren't helped by certain people who take every opportunity to skive off work.

One such person is Tony, and this time you have had enough. Your task is to track down this useless waste of space and sack him.

## The Original

The original game was written in May 1983 and did not even have proper controls. You could just finish the game by pressing ENTER continually because I didn't check the input for unexpected things.

This was one of my very first adventure games and the original certainly shows this. It was also however, one of my first games to have a loading screen.

## Notes

Changes in this new version include a proper parser and updated location descriptions. I have removed the gratuitous swearing but kept the names of the people the same.

The game is based on a real company I used to work for and all the people that appear in the game were actual people I knew. As added nostalgia for myself, the actions they undertake at random are based on what they actually did.

The end code is random each time!

## Bonus Material

Original loading screen and tape.



# Spirit Of Death

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## The Story

After years of studying psychic phenomena, you finally locate the human spirit, the very essence of life. It leaves the body at the point of death as part of the final stage of dying.

You manage to capture your spirit, making yourself immortal, but contract a rare disease that is slowly eating your body.

To put an end to your eternal pain, you have to track down your spirit and release it. However, your mind is slowly fading and you face a tough task.

## The Original

The original was completed in February 1984 and was much more of a complete game than The Firm.

## Notes

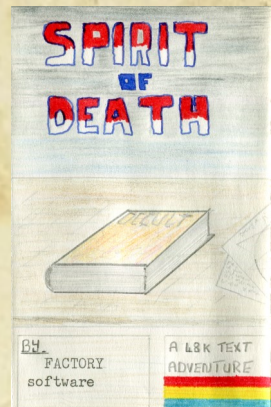
The game map is based on a real farm that a friend worked on, and some of the original location descriptions were written by him.

I sent this game to CRL for publishing. They lost the game, sent me a lot of free games and swept the whole thing under the table.

The game is based on the film Asphyx.

## Bonus Material

Hand drawn cassette inlay and original loading screen.



# In Search Of The Yeti

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## The Story

While holidaying in the Alps, you come across a small note that turns out to be a page from a diary. It tells the story of a young women named Jayne, kidnapped by the Yeti and the attempts at rescue by her father.

Unable to continue, he sends word to the nearby village, but it never arrived. The messenger was never seen again and you now hold the original note.

You decide to take on the challenge yourself.

## The Original

Finished in June 1984, this was my very first graphic adventure and was written while waiting for CRL to return *Spirit Of Death*. The UDG and line graphics were pretty poor!

## Notes

I opted to change the map slightly to make gameplay better. The original had very few of the four compass points as directions, instead they were all Northwest, Southeast etc.. Some of them didn't make sense because I think I got confused myself, so moving Northeast and returning Southwest did not take you back to the original location!

I added an extra puzzle and an extra object, as the game had an object that didn't do anything!

## Bonus Material

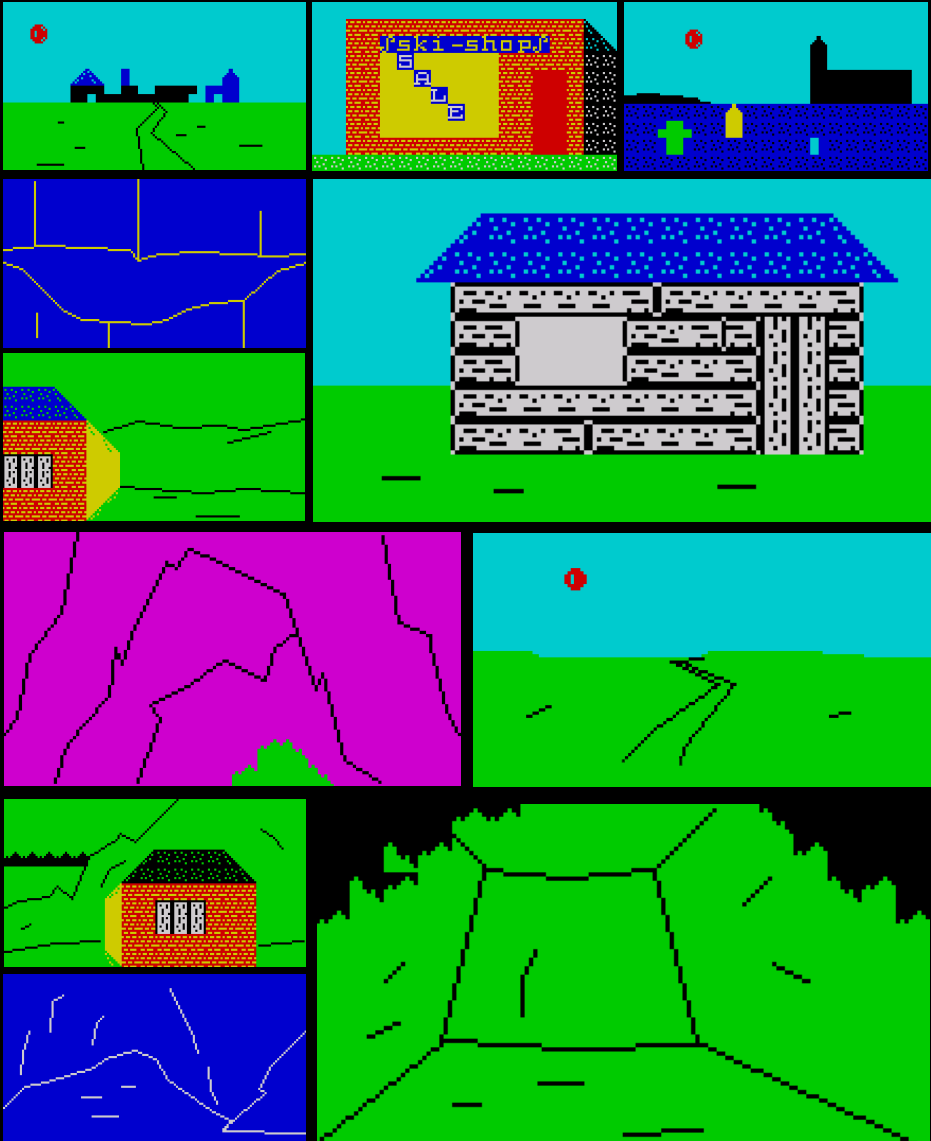
Hand drawn inlay and original loading screen.





# Original Images

The original BASIC Yeti included some primitive UDG and line graphics for some of the locations. They are not present in the new version, so I have included them here.



# Bron's Kingdom

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## The Story

The ancient lords call upon you, a master adventurer, to locate their stolen golden statue and return it to its rightful place. It was stolen by an evil race called The Legrons, and hidden deep in their underground kingdom.

## The Original

The game was completed in July 1984 and was my second graphic adventure. The UDG graphics were not very good and the game was pretty easy to complete.

There was a frog in the original that had no purpose other than to kill you if you kissed it! This has been re-purposed in the new version.

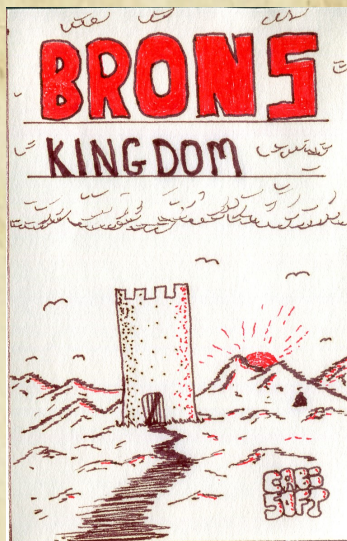
This game saw the first appearance of the evil race The Legrons. These creatures appeared in several other of my games.

## Notes

A hidden message in the BASIC listing gives a date and the message; DON'T CHEET IT SPOILS YOUR OWN FUN

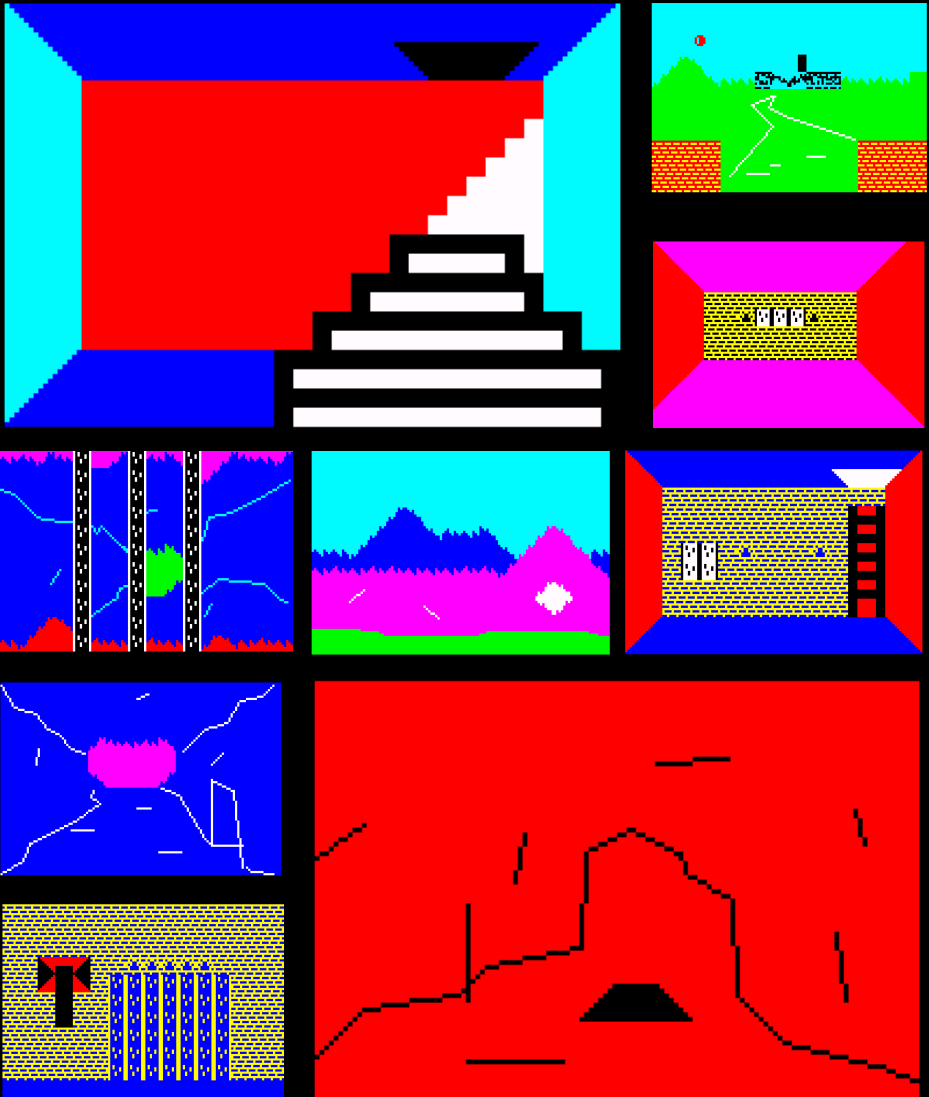
## Bonus Material

Hand drawn inlay and original loading screen.



# Original Images

The original BASIC Bron's Kingdom included some primitive UDG graphics for some of the locations. They are not present in the new version, so I have included them here.





# The End

Endings to the original BASIC games.

```
YOU SMASH THE DOOR DOWN WITH THE  
HAMMER AND YOU SEE TONY. HE IS  
SAT ON THE BOG WITH A FAG IN HIS  
MOUTH.
```

```
CONGRATULATIONS YOU DID IT!  
YOU HAVE FOUND TONY.!!?!?!?!?!?
```

```
PRESS ANY KEY FOR ANOTHER GAME
```

Tony has been busted..

The new version does not use the hammer in this way.



You found the safe.. And can now die.

Is this the only game in which to win you have to die?

```
CONGRATULATIONS  
THE LORDS OF KRELL ARE VERY  
PLEASED. YOU HAVE DARED TO TREAD  
THE EARTH THAT OTHERS HAVE NOT  
AND WILL BE JUSTLY REWARDED.  
THE STATUE IS BACK WITH THE  
LORDS. NOW AND WILL STAY THERE.
```

```
I HOPE YOU HAVE ENJOYED YOUR  
TRAVELS IN BRONS KINGDOM AND  
WILL VISIT IT AGAIN.
```



The Lords of Krell sounded so naff, I removed them from the new version.

The golden statue has also turned red mysteriously!



What a hero.

You have rescued Jayne and suddenly the deserted village is now full of people!



What next?

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