

Moses

Old Testament Adventure #1



MOSES

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User's Manual

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Section I — About Moses

Get Ready to Embark upon An Adventure of Historic Proportions!

Of all the people whose stories are told in the Old Testament, none can quite match the wonder and excitement of Moses. From being hidden in the bulrushes as a baby to his parting of the Red Sea, Moses showed the power of God at work as no one ever had before.

Now, thanks to the capabilities of the personal computer, you can travel back into time and relive some of the life of this great prophet. You will travel the same lands, and be faced with some of the same hard decisions. How will you measure up?

The object of the adventure is simple — you must lead the children of Israel held captive in Egypt to the Promised Land. To do so you will first have to find Egypt! Then you will have to talk Pharaoh into letting you take the people out by sending deadly plagues upon his people. Finally, you will have to survive a perilous journey through the wilderness until you finally arrive at your destination — The Promised Land.

You will also be assigned points for completing various tasks. The current point total can be found at the top right hand of the screen. To find out how that score ranks you, you can say “**SCORE**.” You can use this as an indication of how well you are doing. It is possible to successfully complete the adventure without accumulating a perfect score of 100 points.

Section II — Getting Started

The first thing to do is to make a copy of your game disk. If you are using a floppy disk system, place your DOS diskette in drive A and type **DISKCOPY A: B:** and then press Enter. When it asks you to insert the source and destination disks, remove the DOS diskette from drive A and replace it with the *Moses* diskette. Place a blank disk in drive B and press the Enter key to begin copying the disk. Label the second disk your working copy of *Moses* and put the original away for safekeeping.

If your PC has a hard disk, you can simply copy the files on the *Moses* game disk to a subdirectory on the hard disk and run the game from there.

In either case, you start the game by typing **MOSES** and then pressing the Enter key. A title screen will appear, and you will have the opportunity to start a new game, restore a previously saved game, or to exit back to DOS.

Section III — Playing the Game

You tell Moses what to do by using simple commands such as “**Get the Rock**” or “**Drop my staff**.” Every command must have a verb and usually a noun as well. If a command doesn’t work, try rephrasing it or simplifying it. Moses has a vocabulary of over 300 words, so if you think about it you should be able to make your intentions known. If after trying everything you still cannot get your idea across, you’re probably not on the right track.

The general rules of adventure gaming apply:

Examine everything! Many a treasure or important item has been missed because the player didn’t look in the knothole or dig in the sand.

Try everything! Use the SAVE GAME command to save your current situation before you do anything which might be dangerous. You probably shouldn't attack a desert lynx in its lair, but how will you know for sure unless you try?

Use Common Sense! Some of the things you have to do are somewhat difficult, but there are usually clues to help steer you in the right direction. Keep in mind that nearly everything you find in an adventure is there for a purpose. The purpose may not be obvious at first, but it will come out eventually.

Read Everything! Often there are clues hidden in the wording of a description or remark.

Map Everything! Keep track of where you've been with a map. Be sure to indicate all scenes, and all entrances and exits. Do not assume that if east takes you from A to B that west will take you back to A. Generally, the better your map, the easier it is to solve the adventure. An example map is included later in this manual.

Moses will allow you to enter more than one command at a time by separating them by commas. Up to one screen line of commands may be entered at once. You can also use the commands **GET ALL** and **DROP ALL**. The first command will get all takeable items in the current scene. The second will drop all items which you are currently carrying. To see a list of those items, you can simply use the command, **I**, meaning Inventory.

Moving around is simple. There are six possible directions, and you can move in these directions by entering a single letter: North (**N**), South (**S**), East (**E**), West (**W**), Up (**U**), and Down (**D**). There are also times when you can **ENTER**, **CLIMB**, **GO** or **LEAVE** certain scenes. These will occur at logical times.

There are some multicolored stones which you will find later in the game. For simplicity, you can address the Red Stone by its color; "**GET RED**" will cause the Red Stone to be taken (if it is present in the scene).

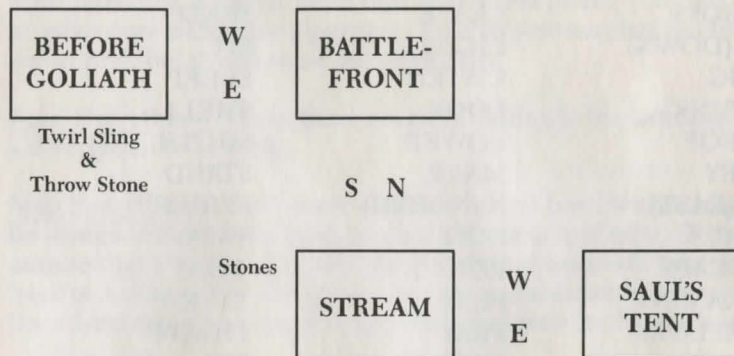
Section IV — Recognized Verbs

Here is a partial list of verbs understood by Moses:

BLESS	HIT	S (SOUTH)
BREAK	I (INVENTORY)	SAVE
CELEBRATE	KICK	SAY
CLIMB	KILL	SCORE
CROSS	LEAVE	SEND
D (DOWN)	LIGHT	SIT
DIG	LISTEN	SLEEP
DRINK	LOOK	SMELL
DROP	LOWER	SOUTH
DRY	MAKE	STAND
E (EAST)	N (NORTH)	STRIKE
EAT	PART	SWIM
ESCAPE	PET	TAKE
EXAMINE	PLAY	TALK
EXPLORE	PRAY	THROW
FEED	QUIT	TIE
GET	RAISE	TOUCH
GIVE	READ	U (UP)
GO	REMOVE	W (WEST)
HELP	REST	WANDER
HIDE	RESTORE	WASH
HINT	RIDE	

Section V – Sample Transcript and Map

The following map and transcript is not from MOSES but shows how to create a map and examples of commands similar to those used in MOSES. The sample commands and their solutions will give you an idea of how interactive fiction works. The user's commands appear in bold letters after the prompt (>).



In Saul's Tent

Although Saul is unconvinced of your chances of beating a giant, he places his armor on you and bids you well.

You are wearing a suit of armor.

>W

In Saul's Tent

As you head out for battle, you crash to the ground under the weight of your gear.

>REMOVE ARMOR

In Saul's Tent

You are able to move much more freely without the armor.

>W

Stream

You have come to a small stream.

>LOOK AT THE STREAM

The stream is flowing with fresh, cool water. You can see many stones in the stream bed.

>GET STONES

You cannot reach them.

>GO INTO THE STREAM

In Stream

You wade into the stream.

>GET THE STONES

You can't carry all of the stones. You might get a certain number of them.

>GET 5 STONES

You select 5 smooth stones from the stream bed and place them in your bag.

>I

Inventory

You have:

a sling

a staff

a shepherd's bag.

>N

Battlefront

You join the Israelites at the battlefront. Goliath is off to the west, still taunting the Israelites to challenge him.

>W

Before Goliath

You are standing before Goliath. He is 9 feet tall, and he wears a suit of bronze armor. He is carrying heavy weapons, and doesn't look like a pleasant person.

>TALK TO GOLIATH

You tell the giant, "I come against you in the name of the Lord Almighty." Goliath begins to laugh heartily. "Is this the best of the Israelite army?" he asks.

>GET SLING

You already have a sling.

>PUT STONE IN SLING

You load a stone into the sling. This causes the giant to laugh harder.

>THROW THE STONE

Alas, it doesn't come close to reaching Goliath. The rest of the Philistines are now heckling you and your own brothers look worried. Perhaps if you used the sling as it was intended . . .

>TWIRL THE SLING

The sling whips through the air and gathers speed. Goliath doubles over in laughter, tears streaming from his eyes.

>THROW THE STONE

With a practiced eye you aim and release. The stone hits the astonished giant squarely between the eyes. He staggers and falls with a loud thud.

Section VI — Special Commands

There are some special commands you will need:

- SAVE GAME** Saves your current position within the game. You will need to specify a save number from 0-9. Remember this number, as you will need it to restore the proper saved game.
- RESTORE GAME** Restores a game to the point where it was saved. You will need to specify which game (0-9) is to be restored.
- I** Displays a list of all objects you are carrying.
- SCORE** Displays your current score and ranking.
- HELP** May cause a helpful message or scripture verse to be displayed.
- QUIT** Exits the game.
- GRAPHICS ON** Turns the Graphics option on. Users with a Color Monitor will see a graphic picture of selected items when you use the **LOOK** or **EXAMINE** commands. The Graphic option is initially Off when you start a game.
- GRAPHICS OFF** Turns the Graphics option off. Graphic pictures will not be displayed.

Section VII — Help!

There is a hint book available for this game. It is called The Bible, and extensive use of it is recommended. The scripture excerpts were taken from the King James, Revised Standard, and New International Versions of the Bible, with some occasional paraphrasing by the authors.

If you get absolutely stuck, you can call technical support for a quick prod in the right direction. The number is

(412) 733-7034

Please forward any comments, suggestions, or criticisms to the authors. This project was accomplished with a great deal of prayer and biblical research, and it is hoped that it is a game which a whole family can enjoy. Watch your dealer for more Adventures of Historical Proportions from Three Rivers Software Co., Inc.

Section VIII — Credits

Game Design:

Nancy Lynne O'Donnell

Program Design:

Jeffrey Dean O'Donnell

Doctor Debug

Your Name could go Here!

If you have developed a software program that is as good or better than this one, and wish to have that program evaluated and possibly distributed internationally, we want to talk to you. Three Rivers is always on the lookout for new and unusual software to add to our product line. Call us at the above number or write:

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Submissions Department

1 Windsor Road B-6

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