

ASYLUMTM

USER'S GUIDE

YOU'VE BEEN COMMITTED.

Welcome to *Asylum*. Expect your tenure as an inmate to be a thrilling adventure filled with challenges around every corner and surprises behind every door. And there are hundreds of doors!

You've been committed to *Asylum* after being discovered walking aimlessly through town muttering nonsensical phrases like, "Take the book, then drop the candle," and "Slay the dragon with the sword." Your kind of behavior has become epidemic among adventure enthusiasts and can only be cured by an escape from the maze of *Asylum* corridors.

You'll discover truly unprecedented, high-resolution graphics as you wind your way through *Asylum* and encounter its denizens. Intricate graphics combined with your ability to communicate in complex commands are guaranteed to increase your level of commitment. *Good luck!*

To Begin Your Escape

Loading Instructions, Commodore 64 Disk Drive

1. Turn on the power to your disk drive.
2. Insert the *Asylum* disk into the drive with the Commodore 64 label facing up and closest to your thumb. Please be careful you don't touch the slot on the disk where the disk is exposed. Your fingerprints could interfere with the *Asylum* program. Exercise care when inserting the disk as well. Do not force it. When the disk has slid entirely into the drive, gently close the door catch.



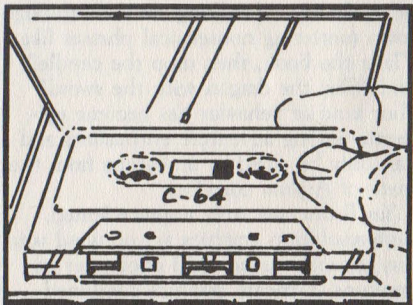
3. Turn on your computer. When **READY** appears on your screen, type **LOAD Asylum, 8**, then press the **RETURN** key. The program will run auto-boot.
4. *Asylum* is now loading. Because of the intricate graphics, this program takes about four and a half minutes to load. You'll first see a title screen and then a scenario will appear. Press **RETURN** when you've finished reading the first

screen. When asked if you want to restore a game, simply type **N** and press the **RETURN** key. The first screen of the game will appear.

IMPORTANT: *Be sure to leave the Asylum diskette in the drive during play.*

Loading Instructions, Commodore 64 cassette

1. With the Commodore 64 label facing up, place the *Asylum* cassette in the recorder.

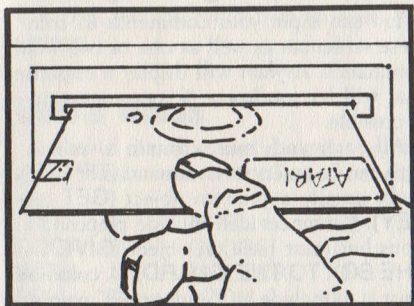


2. Turn on your computer. When **READY** appears, type **LOAD**. The computer will instruct you to press **PLAY** on your recorder. After a few seconds **FOUND** will appear on your screen.
3. The *Asylum* tape is now loading. This process takes about twenty minutes to complete.
4. Be sure to remove the *Asylum* tape

from the recorder and replace it with a blank storage cassette. This will enable you to save your games.

Loading Instructions, Atari Disk Drive

1. Turn on the power to your disk drive.
2. Insert the *Asylum* disk into the drive with the Atari label facing up and closest to your thumb. Please be careful you don't touch the slot on the disk where the disk is exposed. Your fingerprints could interfere with the *Asylum* program. Exercise care when inserting the disk as well. Do not force it. When the disk has slid entirely into the drive, gently close the door catch.

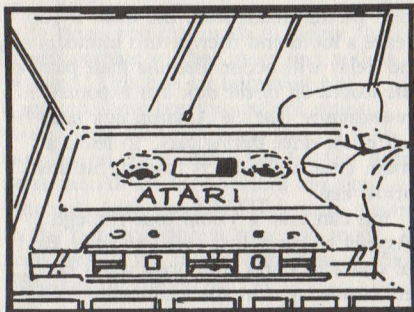


3. Turn on your computer. The disk will load and automatically reach the first screen of *Asylum*. **800XL:** Turn on the computer while holding down the silver **OPTION** key. Keep holding down the **OPTION** key for about ten seconds.

IMPORTANT: Be sure to leave the *Asylum* diskette in the drive during play.

Loading Instructions, Atari cassette

1. With the Atari label facing up, place the *Asylum* cassette in the recorder. Be sure to remove all cartridges from the computer parts. Press the **PLAY** button on the cassette recorder.



2. While holding down the **START** key, turn on the computer. **800XL:** Hold down the **START** key on the computer and the silver **OPTION** key as you turn on the computer. You should see a blank blue screen and hear a tone. (The self-test screen on the **XL** means the **START** key was not held down.) After the tone, press the **RETURN** key. On all machines the tape will load for about 30 seconds then stop and a second tone will sound. Press **RETURN** again and the tape will load for about nine minutes. Because the screen color cycles, the title may not be obvious. Just strike any key when the tape stops loading and the game will begin.
3. Be sure to remove the *Asylum* tape from the recorder and replace it with a blank storage cassette. This will enable you to save your games.

Starting through Asylum

You'll first find yourself in a room. All of the rooms are characterized in full color pictures, unlike the grey-and-white hallways. Each time you enter a new room a slight delay will occur as the high-resolution picture loads from the disk. If you leave a room and then return immediately, no delay will occur. *Because these pictures are loaded off of the disk it is important to re-emphasize that the **Asylum** disk must be left in the drive during play.* To leave a room after a picture is loaded, hit any arrow key.

You can take a visual tour through *Asylum* to get a little idea of what kind of characters and situations you'll be encountering. On the Commodore 64 press the **F2** function key and on the Atari press the **ATARI** logo symbol key simultaneously with the silver **OPTION** key. To return to the game hit any key if you're using a Commodore or the **ESC** key if you're using an Atari.

When you are in a room you'll be able to look at it, talk to anyone who might be present, and take objects that are found there. You will not be able to move around in a room.

When you enter a grey-and-white hallway, you can travel in all directions. This is accomplished on the Atari by using the arrow keys on the upper right of the keyboard. On the Commodore 64, the two cursor moving keys on the lower right will work using the **SHIFT** key to move forward or left. The arrow keys on the upper left and upper right will also work and eliminate the need for the **SHIFT** key. The left, right, and down arrow keys move you left, right and 180°

around in place. They do not move you. To move, face the direction you intend to go and press either the upward arrow key or the **SHIFT** key along with the vertical cursor key.

As you progress through the hallways you may notice people talking to you through their doors. The border of the screen will be flashed in this case to alert you that something is going on. Watch for this. Otherwise you might pass by something significant in your haste down a hallway.

Some events are accompanied by a short delay to be sure you have time to read the message. To continue, press the space bar.

Communicating in Asylum

You can input your commands in complete sentences as well as one or two word commands. *Asylum* will display a response that will let you know if your command is possible.

All commands must contain a verb. A verb can be an entire command (**TIPTOE**). Verbs usually require an object (**GET KEY**). Sentences can include prepositions but must have an object (**GIVE THE BOX TO THE GUARD**). A common error is to include an "understood" preposition (**GIVE THE GUARD THE BOX**). This command will not be understood nor carried out. A message will appear when you have made a syntax error.

You can use more than one sentence at a time in an input if the sentences are connected by the word **THEN** or the first sentence ends in a period. *Asylum* will carry out the commands in order. (**OPEN DOOR THEN GET BOX** or

OPEN DOOR. GET BOX).

Asylum will also recognize some articles (THE, A, AN) and conjunctions (AND, OR). Articles are generally ignored. AND is useful in manipulating several objects at once. (GET THE BOX, KEY, AND LANTERN)

There are instances where *Asylum* will understand a pronoun such as IT. If you enter GET LANTERN. LIGHT IT, *Asylum* assumes IT refers to the lantern.

Asylum will ignore words it doesn't understand, and try to make sense out of the words it does understand. This can sometimes produce undesirable actions. For this reason any command containing DON'T, NO, or NOT will be immediately refused by the program. Like a person with a limited knowledge of English, *Asylum* will interpret the words it knows, but the result may be quite strange.

Useful Words

Many of the most useful words can be abbreviated to one letter. Some of these are:

GET	G	OPEN	O
DOOR	D	CLOSE	C
WITH	W	UNLOCK	U
BOX	B	LOCK	L
RUN	R	PUT, DROP	P

ALL, EVERYTHING, and EXCEPT are very useful words. These will allow you to get, drop or otherwise manipulate a whole list of objects without naming each one individually. (GET EVERYTHING EXCEPT THE MATCHES)

A command that will save you much frustration is VOCABULARY (F1 function

key on the Commodore 64 or the OPTION key on the Atari). This command produces a list of almost all the words the program understands. If you are having trouble executing a command, check VOCABULARY to find a word similar to the one you want.

At times you may wish to delete the screen graphic so that more text will be exposed. This can be helpful if you've forgotten some previous moves you've made. Type TEXT or press the F8 function key on the Commodore 64. On Atari press the ATARI logo symbol key simultaneously with the START key. To return to the normal graphics plus text mode press any key on the Commodore or the ESC key on the Atari.

Objects You'll Find Along the Way

You will come across objects as you pass through the corridors and enter rooms. Usually an object will be contained in a box which will be visible in a hallway or room. You can take objects or occasionally you'll be given an object. If you leave behind any of these objects, they will automatically be put in a box. There can be many objects in one box.

To manipulate an object (or more than one), the box must be directly in front of you. If you see a box in a hallway, you can walk up to it until it is directly in front of you. If you turn in place, the box will no longer be visible even though you are standing beside it. If you are close enough, the program will tell you what is inside a box. You can GET (G) any or all of the objects.

Whenever you **GET** something, it will be added to your personal inventory. Your inventory will be displayed automatically whenever you **GET (G)** or **DROP (D)** something. If at any time you would like to review your inventory type **INVENTORY** (or press the **F7** function key on the Commodore 64 or **START** on the Atari). Bear in mind you're only human and can carry a limited number of things with you at one time.

When you **DROP (D)** something it will automatically be placed in a box on the floor in front of you. You can direct the placement of objects to other spots in the room if you desire (**DROP MATCHES ON DESK**). You can also hide objects under furniture. These will not be visible, so you must remember where you left them.

Again, **ALL, EVERYTHING, and EXCEPT** are extremely useful when trying to get or drop large numbers of objects.

The Doors of Asylum

Doors can be opened or closed. All doors are locked until someone unlocks them. *Asylum* keys are actually electronic cards differentiated by their colors or other traits. If you say **UNLOCK THE DOOR WITH CARD**, you will be asked **WHICH CARD?** If you respond **WITH SILVER CARD**, the program will understand. If you have no cards or more than one, you will be informed.

The Residents of Asylum

Most of the *Asylum* characters you'll meet will be graphically depicted in rooms. You will encounter some in the hallways

as well. Some inmates will be helpful and others a hindrance. Some inmates will do nothing but drive you mad.

Inmates may possess objects (sometimes useful, sometimes not). The inmates could voluntarily give you what they're holding, while at other times you may have to try persuasion. These are suggested ways to get objects from *Asylum* characters:

GIVE object **TO INMATE**

TRADE object **FOR** inmate's object

ASK INMATE FOR object

GET object

Some inmates and characters have names, but there is no assurance that they'll answer to them. Calling them **INMATE** will always work. In some cases you may be asked questions. Just answer **YES** or **NO**, or some of the suggestions mentioned above.

Once you have interacted with a character, from that point on you will usually be ignored. Characters who ignore you are no longer useful to you so don't bother trying to get their attention or changing brands of mouthwash. There is *one exception* to this rule. If you are wearing a certain item, *everyone* will ignore you, and with just cause. If you find you're having trouble relating to inmates in this regard, try dropping objects.

To Quit Asylum

Want to stop playing and never continue again from this spot? Type **QUIT**. You'll be asked if you're certain **Y** or **N**. If you are certain type **Y**. You'll be asked then if you wish to attempt another escape. **Y** will get you back to the beginning of the program. **N** will stop your progress where

you are and can remove the program.

To Save a Game in Progress

Commodore 64 and Atari Disk Drive

If you would like to be able to return to the game where you left off, type the command **SAVE** and press **RETURN** (or press function key **F5** on the Commodore 64 or **SELECT** on Atari). The computer will display a menu for saving five to eight games. To save, designate a number (1-8 or 1-5) where you want to save. Then press **RETURN**. Now input after **COMMENT** a name to remind yourself of what you saved. Press **RETURN**. You will now be able to return to this place in the game at a later time. When saving is complete you will be returned to the game where you left off.

Commodore 64 and Atari Cassette

If you would like to be able to return to the game where you left off, type the command **SAVE**. You will be asked if you want to save the game. You will be instructed to prepare a cassette and press **RETURN** when ready. Be sure you use a *blank* cassette and not the *Asylum* game tape! Place the blank tape in the recorder, advance it past the leader to the actual tape and press the **PLAY** and **RECORD** buttons simultaneously. Then press **RETURN** on the keyboard and your game will be saved. Be certain to label your tape. When saving is complete you will return to the game where you left off. It is always a good idea to save each game twice. They don't take up much space on your cassette, and a backup could prove to be helpful.

To Restore a Game

Follow the directions for your computer for loading a game. A message on the screen will ask whether you want to restore a saved game. Simply type **Y** (**YES**) and then follow the instructions on the menu that will be displayed.

Limited 90 Day Warranty

Screenplay, Inc. warrants to the original consumer purchaser that the Screenplay diskette and/or cassette program shall be free from any defects in material or workmanship for a period of 90 days from the date of purchase.

Any Screenplay diskette or cassette found to be defective during the warranty period will be replaced by Screenplay, Inc. free of charge. Return the defective item, accompanied by satisfactory proof of purchase, prepaid, to Screenplay, Inc., 1095 Airport Road, Minden, NV 89423.

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Asylum™

By William F. Denman, Jr.

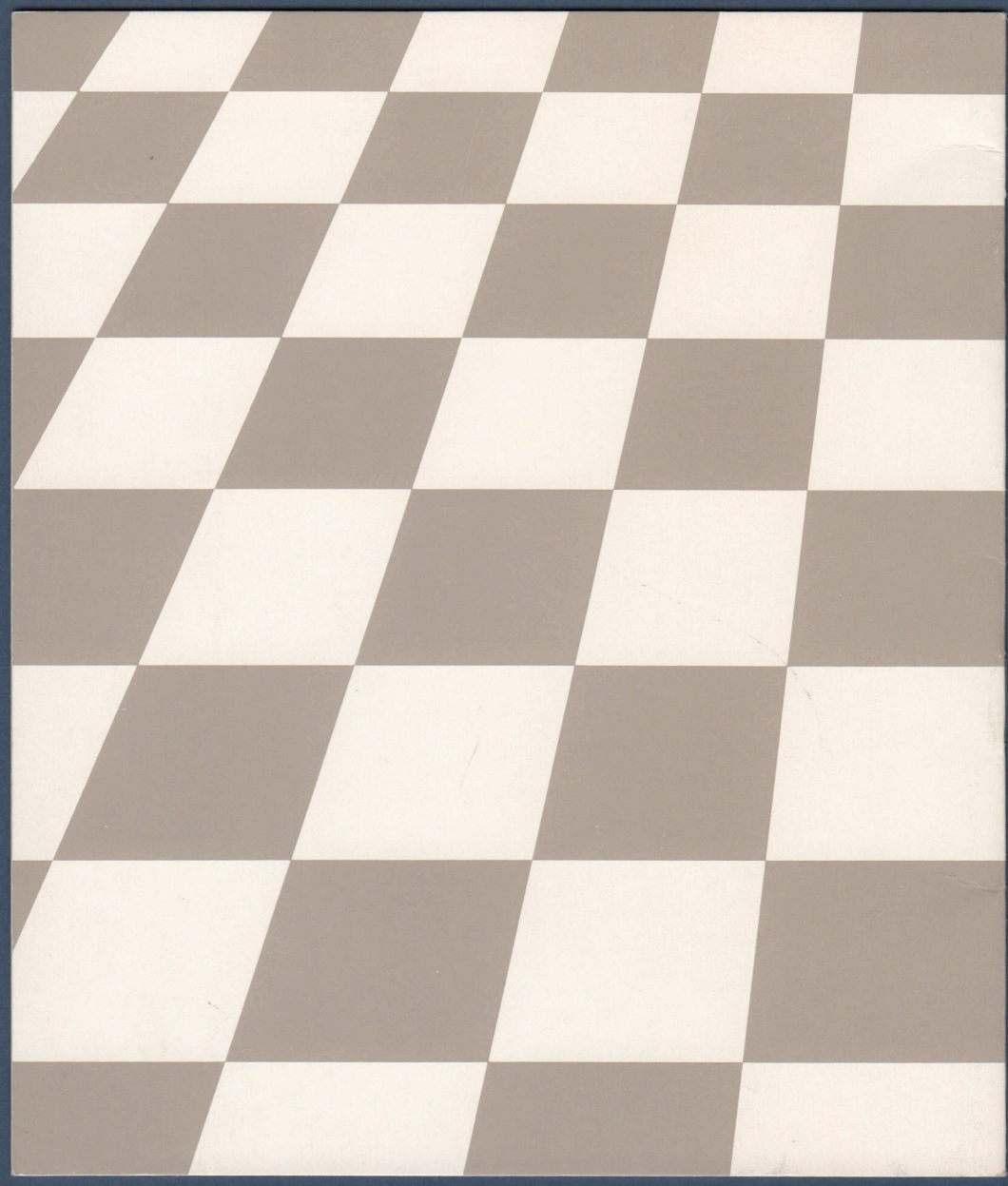
Illustrations by Michael O. Haire

Music by Steven J. Baumrucker

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ASYLUM
ADDENDUM FOR IBM/PC USERS

System Requirements -

An IBM PC or AT computer with a minimum of 128K of memory and an IBM color graphics board.

Booting Asylum -

Place a DOS version 2.0 (or later) diskette in the A: drive power up the system as usual. Replace the DOS diskette with the Asylum diskette and type the word ASYLUM. -Or- a bootable version of Asylum can be made by moving the system (DOS) to the Asylum diskette. For further instructions consult your computer's DOS manual.

Talking to Asylum -

Asylum features a full-sentence recognition system and works best when spoken to in complete sentences. However, there are instances when it is permissible to use abbreviations. For example, when talking with an inmate you may use pronouns and Asylum will assume that you are referring to the same noun used previously. In like fashion, if you have just unlocked a door with the credit card with the command: 'UNLOCK THE DOOR WITH THE CREDIT CARD' you may invoke the same command on another door by simply typing: 'U D W C' for Unlock Door With Credit card. You may, of course, revert to a simple noun and verb command format omitting adjectives, adverbs and the like, thus: LOOK VENDING as opposed to LOOK AT THE VENDING MACHINE.

The Pop-Down Menu -

If you would like to avoid typing some commonly used commands Asylum comes equipped with a pop-down menu which is invoked by striking the F1 function key. The menu will appear in the upper left corner of the screen with the first command highlighted. To move to the next command simply press the down-arrow key on the numeric keypad. The up-arrow will highlight the previous command. To select a command, press the RETURN key.

ASYLUM
ADDENDUM FOR IBM/PC USERS

Movement -

The IBM version of Asylum takes advantage of the four arrow keys on the numeric keypad. As always, make sure the NUM LOCK key is in the proper position. To leave a room press any of the direction keys and you will be placed outside of the room facing the door. To move forward press the up-arrow key. Turn left and right with left and right arrows and to turn around use the down-arrow key. Remember- The arrows do not denote compass directions but relative directions to that which you are facing.

Save and Restore on the IBM -

IBM Asylum takes advantage of the additional disk file space by making 26 areas available for saved games. To save a game either select SAVE A GAME from the pop-down menu or you may type the words SAVE or SAVE GAME from the keyboard. You will then be prompted to enter a letter from A to Z under which the current saved game will be stored. To return to a saved game either select RESTORE ONE from the pop-down menu or type the word RESTORE from the keyboard. You will again be prompted to enter the letter denoting which saved game you wish to restore. Remember not to remove the Asylum game diskette during either process.

Hints -

Asylum can be treacherous! You may ask for help at any time by either selecting ASSISTANCE from the pop-down menu or typing HELP or HINT from the keyboard. Often the computer's response will not be notably helpful, but it will respond with useful information during some of the crucial points of the game.