

THE ESTATE

CHAPTER ONE

WARNING: Very verbose

Difficulty: Easy
For Ages: 12+
Type: Text Adventure

Chapter One breaks away from the traditional Text Adventure style by telling the story that you play a part in completing. Be prepared to take notes as you play and be prepared for the strange storyline. Nothing is as it seems.

You play the part of Sam Costa a college student. Some devastating news is revealed that puts you on course for a dangerous and yet exciting journey.

You begin the journey in your bedroom back in the 1980's where bright colours and faded jeans were the fashion. Where the music genre of Heavy Metal, HIP-HOP and Pop were on Top of The Pops.

Movies like ET, Breakfast Club, Return of the Jedi, and Ghostbusters were hitting our one or two screen cinemas.

When Ronald Reagan, Margret Thatcher and the cold war were hot topics.



Designed by
Ken Douglas

A new rich and verbose Text Adventure

The Estate – Chapter One –
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--KITCHEN--
You are in the Kitchen/living room area. The layout is of a rectangle shaped room, with a small kitchen area to the left. To the right is a sofa which looks like it has seen better days. On one side of the room is a table. To the west is your bedroom and to the east is your bathroom. A door is to the south. The door is closed.
Other notable things:
a photo
--OPEN DOOR
The door is locked. A bang on the window is heard. Sounds like kids outside are kicking their football too high again.
What now Sam?--

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--BEDROOM--
You are in your bedroom, the walls are painted a sky blue colour with a small thin border around the top of all the walls. The room smells of it not being aired for a while, a bit stale. There is a small window looking down to the outside road. In one corner is a small bed. To the east is your living room and kitchen.
Other notable things:
a small cupboard
a double wardrobe
a bedside table
What now Sam?--

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--BATHROOM--
You are in the bathroom. As you look around you notice the same old stuff you see every day, the toilet with the wonky seat, the sink with a dripping tap. To the left is the bath and a mirror is above the sink. The smell is a mixture of damp and mould, not a fresh smell. There is a small window above the bath and to the side a broken external fan. To the west is your living room and kitchen.
--X TAP
The tap has hot and cold taps. Both seem to be dripping.
What now Sam?--

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In Game commands

All the traditional commands are present and below are some of the ones used most frequently

COMMAND	DESCRIPTION (Where needed)
GET/TAKE	
DROP/PUT	
LOOK/L/R/REDES	
INVEN/I	
REMOVE	
WEAR	
EXAMINE, X	
READ	
OPEN	
CLOSE	
LOCK	
UNLOCK	
HELP	
WAIT	Waits for 5 minutes
SLEEP	Sleep for 30 minutes
STAND	
SIT	
RAMSAVE	Save to memory – will be reset if you reset your ZX Spectrum
RAMELOAD	Load from memory
SAVE	Save to tape
LOAD	Load from tape
N,S,W,E, NE,SW,SE,NW,UP,DOWN	Movement commands.

Some things to note.

TIME

The game relies on time and like in real life keep an eye on the time otherwise you won't progress.
The time is shown in the top right-hand corner.

SLEEP

Whilst time is important, sleeping is not so important but as in life you need to sleep as in this game you also need to sleep
This is done in increments of 30 minutes each “session” of sleep. You may need to SLEEP more to progress the game!

WAIT

Sometimes you might want to fast forward and therefore you forward 5 minutes.
This is very important at certain times.

MESSAGES

In the game you will see some long messages on screen, it's an important part of the game and for CHAPTER TWO, whilst all things won't make sense in the messages immediately, they will do so later on in the game and also in CHAPTER TWO.
To give good game experience the layout of messages has introduced some different ideas perhaps to the standard Text Adventure of the 80s/90s. For example, INVEN (Inventory) clears the screen and displays the items carried, this has proved to be useful where location texts are verbose or where activity is busy.

TALKING

In CHPATER ONE there is no direct talking to characters but there is a lot of dialogue that is important to read and hopefully sets the scene and so allow for CHAPTER TWO to include detailed character interaction. There are still lots to do and solve in CHAPTER ONE!

ABOUT THE GAME DESIGN

This is the first major PAW game I have played. The storyline I stared in August 2019 and built on it daily on my commute to/from home. I had thought the game could be done as one game but as the plot grew and the ideas on how to achieve the storyline within the game, and conscious I wanted to fit it in 48K for easy development and deployment, I decided to split it into multiple chapters, like a book. So, whilst I could have extended beyond 48K it gave me a good logical break in the game and so could change perhaps the input/output style to fit the new chapter if I needed to. I was inspired by Melbourne's House's Sherlock so much, so I had already created a GAC game called Sherlick Bones which I had sent to Incentive Software but was rejected very nicely by them.

Hope you enjoy yourself and good luck!
Ken