

RAIDERS

OF THE HOLY STONES

AN ADVENTURE IN TIME AND SPACE

Finally, you made it. After several weeks of work and the completion of various projects, you have more than earned your lazy weekend. The fridge is filled, the remote control is ready. Nothing can stop you now ...

Welcome to

RAIDERS OF THE HOLY STONES

In this game you'll be the protagonist from the beginning of the story to its end.

"Raiders" is a classic text adventure game, which has a tradition that goes back to the first mainframe computers of the 1970s. You can also find the term "interactive fiction (IF)" for this genre.

You communicate with your computer, enter a command and it will respond. That's how the story evolves.

INSTALLATION

"Raiders" is a translation of the German language game "Jäger der heiligen Steine". It was written in the programming language "Inform 7". The game itself is platform independent and can be played in an interpreter. It is important that the interpreter can read "Glux" files. Known interpreters for these files are "Gargoyle" (Windows/Linux), "Lectrote" (Mac) or "Fabularium" (Android) among many others. The interpreter must be installed on the computer. It can be used then to open the game file.

TIP

In the game there is a guide on "How to play an IF": Just type INSTRUCTION or HELP.

TIPS FOR BEGINNERS

1. Sometimes it helps to draw a map (as shown in the example transcript). "Raiders" was designed so that you should do very well without one, but a map can help you keep track of the game world and the things and people in it.
2. Most things in the story are needed to solve one or more puzzles in the game.
3. The game doesn't want to kill you. Saving can be helpful, but is only necessary if you want to continue your game session later.
4. Read the texts carefully: Often clues that are necessary to solve a puzzle are hidden in the texts.
5. Try out everything: Nothing that seems too abstruse should be left out, and: Examine everything.
- 6) "Raiders" is not very linear. If you get stuck at one point, try to solve another part of the game. Maybe later you will get an idea how to solve the other puzzle.
7. Two heads are better than one in IF. You can play these games well with two people in front of the screen. Often it is the partner who has the brilliant idea.
8. If you really get stuck, you will find a "hints" section in the menu. Just type "HELP" or "INSTRUCTIONS" at any point of the game. There you will get tips for all puzzles. But be careful: You can easily "spoil" yourself here.
9. Read the sample transcript in this guide to get a feel for your options.

CREDITS

"Raiders of the Holy Stones" was written by Heiko Spies in 2021.

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Beta-Testing of the English version: Edo, Peter M.J. Gross, Christopher Merriner, Brian Rushton

COMMUNICATION WITH "RAIDERS"

In "Raiders" you write a command into the computer (followed by the enter key). The computer will answer you (or ask if it doesn't understand you).

You can say for example:

PRESS THE BUTTON

TAKE THE BANANA

PUT ON THE SPACESUIT

DROP THE BANANA

EXAMINE BANANA

ASK XAVIER ABOUT THE SPACESHIP

XAVIER, FOLLOW ME

GIVE XAVIER THE BANANA

TAKE EVERYTHING

PUT THE LAUNDRY IN THE CLOSET

To move from room to room, just indicate the cardinal direction:

NORTH

SOUTH

NORTHWEST

or in short: N, S, NW, ...

Please also remember that you can go UP and DOWN in some places.

SOME USEFUL VERBS

ASK

ATTACK

CLIMB

CURSE

DIVE

EAT

EXAMINE (X)

GET

GIVE

LISTEN

LOOK (L)

OPEN

PUT sth. IN/ON sth.

PRESS

PULL

PUSH

READ

SEARCH

SWITCH ON/OFF

TAKE

THROW sth. AT sth.

TOUCH

TURN

SAVE/LOAD AND OTHER COMMANDS

You can save at any time with the command SAVE. With LOAD or RESTORE you can continue your game session.

If you want to start the game from the beginning, just type RESTART. To end the game, type END.

Please note that these commands may also depend on your interpreter.

EXITS: Names the obvious exits of the place.

EXITS ON/OFF*: Turns the exit status line on or off.

INVENTORY (I): Names everything you carry.

SHORT*: Room descriptions are now only displayed when you first enter the room.

VERBOSE*: Always displays the full room description.

REPEAT (G): Repeats the last command.

LOOK (L): Describes your surroundings in full detail.

SUPERBRIEF*: Displays only the short room descriptions (not recommended).

TRANSCRIPT ON/OFF*: Creates a transcript of the gameplay.

EXAMINE (X): Describes an object in the room in more detail.

VERSION: Specifies release and serial number, among other things.

WAIT (Z): The protagonist waits a turn.

*: These settings can also be changed from the menu (type HELP or MENU).

IF YOU GET STUCK

There is a hint system in the game for all puzzles: type HELP or MENU in the game and then select "Game hints"; or just write an e-mail to the author: mpleingo@web.de

EXAMPLE TRANSCRIPT

This is a fictional example of a game session:

> WAIT

Time passes.

> LOOK

Entrance hall

You are standing in the large entrance hall of the castle. On the sides are armors with heavy weapons.

A staircase leads up. In the south you can go out of the castle.

>EXAMINE ARMOR

Old armors.

>TAKE ARMOR

Taken.

>EXAMINE WEAPON

A set of heavy morning stars, presumably useful if you want to attack someone, who has a lance instead of a rifle.

>TAKE MRNING STAR

You can't see any such thing.

>TAKE MORNING STAR

Taken.

>INVENTORY

You are carrying:

a castle key

an armor

a morning star

a loaded crossbow

>UP

Corridor

You are in a corridor.

There are doors to the east and the west. In the south the stairs lead down into the entrance hall.

A ghost comes out of the wall from the east.

>X GHOST

A transparent figure.

>ASK GHOST ABOUT CASTLE

The ghost answers, "Yes, this is a castle."

>SHOW THE MORNING STAR

(to the ghost)

"These things were already out of fashion when I died. After

you die, you lose all understanding of why you would keep stuff like that."

>EAST

(You open the door first.)

Large Hall

The room is dominated by a huge table in the center. There is a fireplace on the side. Above you hangs an impressive chandelier.

To the west is the hallway.

>X FIREPLACE

The fireplace has probably not seen a fire for many years and is both clean and empty.

>X CHANDELIER

You discover a key in the chandelier.

>TAKE KEY

The key is too far away.

>W

Corridor

You are in a corridor.

There are doors to the east and the west. In the south the stairs lead down into the entrance hall.

A ghost is floating in the air.

>GHOST, FOLLOW ME

"Ok."

>E

Large Hall

The room is dominated by a huge table in the center. There is a fireplace on the side. Above you hangs an impressive chandelier.

To the west is the hallway.

The ghost comes from the west.

>GHOST, GET THE KEY

"Excuse me, but you should have noticed that I am not solid."

>X TABLE

A massive wooden table, best suited for carousing.

>CLIMB ON TABLE

You climb on the wooden table.

>TAKE KEY

The key is too far away.

>I

You are carrying the following things:

a castle key

an armor

a morning star

a loaded crossbow

>SHOOT WITH CROSSBOW AT KEY

You hit the key. It falls on the ground.

>L

Large Hall

The room is dominated by a huge table in the center. There is a fireplace on the side. Above you hangs an impressive chandelier.

To the west is the hallway.

A ghost floats in the air and you see a key.

>TAKE KEY

Taken.

>SAVE

Done.

>END

Do you really want to end the game? Y

