

“The Little Kingdom” Adventure

(by D L Harper)

Detailed Solution

General Points

In *The Little Kingdom* you explore the little kingdom of “Zamania”, seeking to find the ancient crown of the country. Zamania is described as a country which has come under Western influence, but where much that is ancient still survives. This allows for a mixture of archaic and modern elements in the story-line. I know this is something which some people can find annoying, but it appeals to others. There is no idea of magic in the adventure, but a couple of beasts which are generally regarded as mythical do occur, namely a dragon and a minotaur.

Because of the way that the game is divided into sections it is necessary to leave the main disc in the drive while play is in progress. The game will work on a BBC Model B or B+ with the Acorn DFS, or on the Master using DFS or ADFS. It will not work on the Electron, nor on the Model B/B+ using ADFS. No promises are made about whether it will work with filing systems from other sources.

In Play

Play is by entering English phrases, as is usual in this type of game. In what follows, items that you may type in will be in capital letters. (They will always appear this way on the screen.) Most of the commands to be entered are as one or two words, but there are a few slightly more complex ones. Some prepositions are necessary to make the phrases into acceptable English. (For example, TALK TO GUARD works, but a bald TALK GUARD does not.) Also, to give something to someone you need to include both the direct and indirect object, though this can be either way round according to normal English usage. (Thus you can enter GIVE INSECTICIDE TO THUG or GIVE THUG INSECTICIDE.) All commands must begin with a verb (except for the direction commands - see below). An unrecognized word (such as “the”) is simply ignored by the program unless it is the first word of a command. All words can be abbreviated as long as the resulting abbreviation is not ambiguous to the program. (eg The program recognizes both COMPASS and COMPUTER, so it will not accept COMP but the words can be shortened to COMPA and COMPU respectively.)

Movement is in any of the four compass directions NORTH, SOUTH, EAST and WEST and can also be UP, DOWN, IN or OUT. Simply entering the direction (and the compass directions can be shortened to a single letter) is sufficient to move you in that direction (provided you have a compass!). You can carry up to six objects at

once (not counting coins) except when also carrying certain cumbersome objects such as the ladder. INVENTORY can be used to check what you are carrying. You can EXAMINE any object without harm, and this may give further information about it. Every now and again you will have to EAT and DRINK.

Enter just LOAD or SAVE to load or save your position to or from a disc file. Include the drive identifier and directory name if they are to be different from the default.

Story Line

In many adventures of this type you are expected to wield weapons, kill enemies, and generally behave in an aggressive manner. In *The Little Kingdom* this approach does not work. Attacking people is usually to your disadvantage (and indeed is often fatal), except in one instance where it is for the sake of defending someone else. This is, after all, the way a future king should be expected to behave.

All you are doing is looking for the crown. When you find this you will have won. There is no points system, and no collecting of treasure. The objects you find are simply useful (or not) for getting you through the next stage or a later one.

Section 1

You start in the market square of the village of "Gishtum", having six silver coins and nothing else.

First ENTER the shop. (You cannot move in any other direction until you have a compass. This restriction on movement without a compass applies throughout the game and is of further significance later.)

In the shop BUY the COMPASS. You must also BUY, either now or later, the STRING, the SCISSORS and the INSECTICIDE. You must not buy the torch (it doesn't work anyway) or you will run out of money.

Immediately you come out of the shop you will get drenched in a thunderstorm, and your next task is to get dry again. If you do not, you will soon die of pneumonia, and anyway you cannot get through the Gate (see below). Find the LEAVES, the TWIGS and the STONES (all near or in the hut on the island). If you EXAMINE the stones you find they are flints, so you can BUILD a FIRE and then use the stones to LIGHT the FIRE. The problem is where to do it. In most places out of doors it is too windy to light a fire; you are not allowed in either shop when you are wet; you cannot build a fire inside the shrine or the pub; and if you light one inside the hut it burns down around you and you are burned to death. The solution is to remember that you have been told that the wind is North-Easterly, and so you must build the fire to the South-West of the hut where you are sheltered from the wind.

Now ENTER the Baker's shop and BUY the HAMBURGER, but don't eat it yet or you might get hungry again too soon. Also get anything else you need from the other shop. You cannot acquire the sword from the shrine.

You must now get past the thug. The way to do this is to GIVE the THUG a COIN. (Note that, although you can also get past the thug by giving him the insecticide, you will get stuck later.)

Move to the Gate. To get through, KNOCK on the Gate and then TALK TO the GUARD who appears. He will let you in (unless you are still soaking wet).

Section 2

You can wander freely around in this section. Enter the cottage and SIT ON the CHAIR. You will find a book which, if you READ it, will give you the idea of building a hangglider. The book tells you that you need some poles, which are easy to find, some string, which you have brought from the shop, and some fabric, which is rather harder to locate. You will also need the scissors to cut the string up, and the book itself to tell you what to do.

To get the necessary cloth you must enlist the help of the farmer. TALK TO the FARMER and then GIVE him the INSECTICIDE. He will then accompany you. With his help TAKE the CHEST, carry it to the top of the small (20 foot high) cliff and DROP it over the edge. It will then burst open, and you can pick up the sheets it contained from among the rocks at the bottom.

Bring all the necessary items to the top of the large cliff, and MAKE a HANGGLIDER.

At some point during your exploration, enter the shed and LOOK AT the PICTURE you find there. It shows a man riding a donkey, dangling in front of its nose a carrot tied to a pole. This is a clue for later.

Now you want to fly the glider from the cliff top. There are two difficulties with this. First, if you are hungry you will faint and fall off so EAT the HAMBURGER before flying. Secondly, you find that you cannot fly the glider if you are carrying anything. This is a problem, because if you leave the compass behind then you are in trouble – you won't be able to move again after you have landed. The solution is to TIE the COMPASS round your neck with the piece of string that was left over after building the glider. Leave everything else behind. After doing this, FLY the GLIDER.

Section 3

You land in an area of woodland. The glider gets caught in a tree, but one pole falls to the ground. TAKE the POLE with you.

You can explore freely the area to the North of the airfield gate. There are a few "red herrings" here. The house is useless to you – you cannot take any of the things you

find there without being arrested for theft and deported. Also, the kitchen contains a cooker, which tempts you to try to cook something on it. The only possibility is the cabbage, and you can cook it once you have found the saucepan. However you must not do this. There is enough food around without the cooked cabbage, and you need an uncooked one later. The other red herring is on the bridge, where you are told that you cannot go westwards on foot. This suggests that it is worth trying to get the bicycle there once you have got it out of the aeroplane, but there is no way you can get it past the gate. All you need to do in this area (besides collecting the pole) is to TAKE the CABBAGE. It is probably also advisable to DRINK at this stage, and there are a number of places you can do so.

Now CLIMB over the GATE.

Initially there is only one entrance to the aeroplane, from the West. Go into the aeroplane and to the cockpit. Here you must not push the button, and pulling the lever is useless. You must PUSH the LEVER. This opens the rear doors of the aircraft. From the hold TAKE the BICYCLE, and go South with it through the freight doors. (It won't go through the other door.) If you wish you can also take the saucepan, if you do so and fill it with water from somewhere where it is available, then you can drink whenever you want to.

Now RIDE the BICYCLE down the runway. It is best to abandon it at the West end of the runway.

You are now next to the two hangars. First enter the Southern one. Ignore the dragon for the time being, but TAKE the REVOLVER and DRAW it. Now enter the Northern hangar and the thieves will run off. (The thieves will capture and kill you if you do not have the gun, if you have it but have not removed it from its holster, or if you are still riding the bicycle.) Now LOAD the GUN with the bullets from the inner room. (The thieves were frightened off by an unloaded gun.) Also TAKE the diamond RING. Go back to the Southern hangar and FIRE the GUN to wake the dragon. The label "Donkey" round the dragon's neck and also the inscription "22 carrot" on the ring should remind you of the picture in the shed in Section 2. This gives you the clue for what to do now. If you have not already done so, UNTIE the COMPASS from round your neck to get the string. TIE the RING to the POLE and SIT ON the DRAGON. The dragon will fly off with you on its back, and will deposit you outside the Citadel entrance in the next section.

Section 4

This next section is rather complex, and things have to be done in the right order to get anywhere. If you explore from the landing point, you find you cannot enter the circus or the upper cave. Neither can you open the locked door in the courtyard, and the maze of hedges is much too complicated to find your way through – it cannot be mapped by dropping things.

First DROP the GUN, if you still have it, and go South through the road-block. (You are arrested here if you are carrying a weapon.) ENTER the hole in the wall and TAKE the DAGGER. Go South again and ATTACK the ROBBER to defend the old man. (If you arrive here without the dagger and have to fetch it, then you will find that you are too late when you return.) Go into the cottage, and you cannot avoid being presented with the teapot. Outside the cottage DROP the DAGGER and go back through the road-block.

Now go to the circus entrance and GIVE the TEAPOT TO the CLOWN. Henceforth he will let you in and out. Collect the LADDER from the Big Top, ERECT it outside the tiger's cage, and TAKE the KEYS. Do not release the tiger! Go North, UNLOCK the DOOR, and go in. GIVE the ELEPHANT the (uncooked) CABBAGE. The elephant will follow you for a while. Collect the LADDER again, and go to the cave. You will find that the ladder will not reach the hole in the roof, so leave it here and TAKE the ROPE. Go to the quarry, and TIE the ELEPHANT to the concrete BLOCK. Now go back to the cave and the elephant, still following you, will tow the concrete block there too. UNTIE the ELEPHANT and STAND the LADDER on the block. Standing on the block it will now reach the hole in the roof, so CLIMB the ladder, OPEN the BUREAU and EXAMINE the SCROLL you find there. This turns out to be a map of the Great Labyrinth. TAKE the MAP with you.

Now go to the courtyard and North into the Great Labyrinth (the hedge maze). From here you can actually use the map to work out a route to the centre, but it is far easier just to FOLLOW the MAP. In the centre of the Labyrinth is a Minotaur (naturally!). If you TALK TO the MINOTAUR you will find that he wants to get out, so GIVE the MINOTAUR the MAP. In gratitude he will then take you back to the courtyard and unlock the door. (The keys from the circus will not fit this door.) Before going through the door, GET the TORCH and the SPADE. Now go through it.

Section 5

You emerge in the basement of a tower. Go to the top, OPEN the CASKET, and READ the scrap of PAPER. It is marked: NEWS NEWS from the TOWER.

This is the clue that tells you the way through the forest. "NEWS" is a word made up of the four compass point letters, so go outside the tower and then go N.,E.,W.,S.,N.,E.,W.,S. then DIG. This reveals a safe buried in the ground. EXAMINE the SAFE and you find that it is marked with a number which you should note down. (The two numbers (for the second one see just below) are chosen randomly each time you get to this point. This is to prevent you noting it down once and for all, and so being able to skip the next stage.) Now BURY the SAFE again and go back to the tower – any direction will take you there. Go up one floor, LIFT the RECEIVER of the telephone, and DIAL the number that was on the safe. You will then be told another number, which you should also note down. Go back through the forest the same way as before and again DIG. Now DIAL the number given you on the telephone, and the crown is yours.