

# THE PARADOX EFFECT

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MADE IN AUSTRALIA

**Journey into a new world. A fantastic world of time travel. We dare you to take the step, into THE PARADOX EFFECT!!!**

Your name is Qume Hayes, and something is wrong, very wrong. All morning you have been haunted by your dreams of the last few nights. Somehow you know that by tonight, it will be over. Are you simply suffering from paranoia or is this for real? Tired of trying to work it out, you sit back and observe your surroundings.

## THE BEGINNING OF PARADOX

Move around the house, explore, get to know your way around. The object of the game will become obvious shortly. There are some special commands you should know about. They are listed below with their explanations. The game can understand most sensible inputs. You can enter abbreviated commands, like "n" for north, and multiple commands are supported, as long as they are separated by either a comma, "THEN" or "AND". Following is a list of commands, a summary of their meanings, and a list of typical inputs.

## COMMANDS

**AGAIN or G:** The game will respond as if you have just repeated the last input.

**FOOTNOTE (number):** Type this when you see the word Footnote in the text followed by a number. So if (FOOTNOTE 3) appears in the text, type: > footnote 3. You might get a laugh or even a few clues.

**GET or TAKE (noun):** This command will let you pick up, and carry an object (providing it's not too large).

**DROP or PUT (noun):** Means to drop or put down an object that you are carrying

**GO, WALK or RUN (direction):** This means to move in the direction stated. The direction may be abbreviated to the first letter, (ie: n for north etc).

**NORMAL:** This will instruct the game to give you full descriptions of a room or area only the first time you enter. Every other time you enter that area, you will only be told the name of that area.

**BRIEF:** This will instruct the game to tell you only the area you have entered, and no other information about that area.

**VERBOSE:** This will instruct the game to always give you a full description of the area you have entered, even if you have been there before.

**INVENTORY or I:** This will list all the objects that you are carrying.

**LOOK:** This will always give you a full description of the area that you are presently in.

**LOOK (preposition, noun):** When you want to look at something, you must use a preposition (ie: at, under, in, beside, etc). Examples: > look in the bin; > look under the bin.

**QUIT:** This will let you quit the game. If you wish to come back to your present position in the game at a later date, make sure you have saved your game before you quit.

**SAVE (number):** This will save your present position in the game, to the disk so that you can restore your game later. Example: > SAVE 2 You may have up to 5 saved games, saved on the disk. So you may restore your game to any of those 5 positions by using the RESTORE command.

**RESTORE (number):** This will restore your saved game, back to the position you were in just before it was saved. Example > RESTORE 2 will restore the game back to where you were when you typed SAVE 2.

**RESTART:** Restart the game from the beginning.

## EXAMPLE INPUTS

NOTE: In all inputs 'the' is optional.

> go north	> get the steak
> go n	> take the steak
> n	> drop the steak
> inventory	> restore 4
> verbose	> save 4
> quit	> restart
> normal	> look in the refrigerator
> brief	> look under the book
> footnote 6	> press the blue button
> open the door	> kick the stereo
> close the door	> again

## MORE COMPLEX INPUTS

> go south then west then south then open the refrigerator  
> look in the refrigerator, get the steak, n, e, e, feed the steak to Theodore.  
> say hello my name is Qume, I'm rather busy, is there something I can do for you.  
> run north, open the door, s, e.  
> press the blue button on the console, go west, south, west, look at the time machine.

## LOADING INSTRUCTIONS

There are two ways to load "THE PARADOX EFFECT" on the AMIGA  
**METHOD 1:** For those who are familiar with the AMIGA, the game can be loaded by clicking twice on "THE PARADOX EFFECT" icon from workbench 1.1 or 1.2.  
**METHOD 2:** For those unfamiliar with the AMIGA. Turn on the computer and the monitor. Insert Kickstart version 1.1 or 1.2 disk when prompted. Wait a short while. You will now be prompted to insert the workbench disk. Instead, insert "THE PARADOX EFFECT" disk. The game will now load and run automatically. When loading has completed you may begin the game.