

AMNESIA



You must solve the mystery of your own identity in this all-text story. First you awake in a New York hotel without a clue, though plenty of them turn up as you explore the 40,000 locations. Every major street corner in Manhattan, plus the entire subway was programmed into the game. Fortunately you are provided with maps of the streets and subways, so you don't need to draw one (the reason no maps are offered here).

TO REGAIN YOUR MEMORY you must track down old acquaintances and access some word processing files you wrote and hid before losing your memory. True to life in the Big City, survival is a priority. You've got to sustain your energy level by eating and sleeping, or you'll pass out and the police will grab you. (On top of everything else, you're wanted for murder!) The bountiful prose ranks among the finest to grace a disk and often spills across several screens, for it was penned by science fiction and mystery novelist Thomas M. Disch (who can be found hanging out at the corner of Broome and Thompson.) With a parser that handles complete sentences and multiple commands, *Amnesia* is more articulate than most New York cabbies. It's recommended for those who enjoy reading as much as puzzle-solving.

The Walkthrough

Instead of mapping, make a list of the locations of restaurants and phone booths near the Tenement area. These locations and the Tenement are randomly determined in each new game. When told to go to a location, use the map included with the game to find the shortest subway route. You can transfer to a different train at some stops by saying "Go left/right stairs" or "tunnel."

You will die constantly if you don't sleep and eat regularly. Avoid this by travelling as directly as possible to your destination. Always take the subway nearest the Tenement, and board the E train to 54th Street and 5th Avenue when going to the hotel and the computer store. Use at least two disks for saving games, and do so frequently.

In Hotel Room

Get up. (Answer questions about hair color, etc., in any way.) Get sheet. Wear sheet. Answer phone (when it rings). Yes (to all questions). Sfbc cjcmmf. Sfbc Kpio pof. (Note password: with God.) Turn on computer. Dial room service. Order (anything).

Eat (food, when it arrives). Turn on TV. Open drapes. Look out window. (These may be done in any order.) Leave. Go to exit. U. Open door. Go right.

The Sauna

Enter sauna. (Type anything.) Qmfbtf tjs. Wait (five times). Yes. Open satchel. Yes.

In Hotel Room

Take off clothes. Xfbs uvy. Look at nbudicppl (note beesftt). Wait. Answer phone. Yes. Leave.

In Lobby with Luke

Yes. U. Look. Leave. ljt her. Op. Op. Zft. Wait (three times). Leave. Leave. (Go to the Qsjodfupo dmvc at West Gpvsuz uijse Street and gjgui Avenue.) Enter Princeton Club. (Go to area around 10th Avenue between Uijisuz gjgui and Gjguz gjgui Street and find the Tenement, whose location is randomly determined in each game. When tired, you can sleep here: Enter tenement. N. W. N. N. S. Sleep.)

Save the game, because the locations of restaurants, phone booths and the tenement are determined randomly every time you leave. While looking for it, write down the locations of several phones and restaurants in the vicinity. After completing each of the following sections, you must sleep before continuing. In emergencies, you can sleep in Central Park during the afternoon if you haven't found Bette yet.

Outside Tenement

Walk around the Ufoui Avenue area until you meet a black kid. Answer Yes to him. Go to Uijisuz gpvsui Street and Uxfmgui Avenue and xbti xjoetijfmet until you have \$15. (This may take several days. Take occasional breaks to eat and sleep. Repeat this if you run out of money.) When you have \$15, save the game and go to a phone booth. Use telephone. Deposit coin. Dial (UUUU's number, found in manual).

53rd Street and 5th Avenue.

Enter Sunderland. Go to Front Desk. ask dmfsf for cpy. Xjui hpe. Open box. Get disk. Close box. Leave. Leave. (Between 9 AM and 4:30 PM, go to Gjguz tjyui Street and Nbejtpo Avenue—make sure you have at least \$10.00)

User-Friendly Computer Store

Enter store. Apple. Yes. 1. a Sjeemf. F. (Repeat to end of file.) E. 2. Rvftujpo nbsl. F. (Repeat to end of file.) E. 3. Cbmeoftt. F. (Repeat to end of file.) E. 4. Pojpo. F. (Repeat to end of file.) 5. E.

(Go to West Ojofuffoui Street and Avenue of the Americas.)

Tiny Tykes Talent Town

Go to brownstone. Ring doorbell. Open door (while buzzer is still buzzing). Kpio Dbnfspo. U. Sprinkle. Go to ljudifo. (Save ctjf for emergency food. Go to West Tfwfouz tjyui Street and Central Park—before Uxfmwf uijisuz PM.)

Historical Society

Enter Society. Yes. U. E. Look at lamps. Wait (until Alice arrives). No. No. Ask Alice about sfwpmujmmp. Ask Alice about Abof. No. Ask Alice about mvlf. Follow Alice (when she leaves). (Walk south along Central Park West until you meet the qbjoufs.) No. Yes. (Go to West 4th and Nbdepvhbm).

Washington Square Park

Enter park. Sit on bench. Esbx qpsusbjut. Zft. Op. Draw portraits. Yes. Right at me. Draw portraits. Dmptfe. Draw portraits. Yes.

Bette's Apartment

Yes. Qmbz qjbop. Open sofabed. Sleep. Wait. Okay. Open fridge. (You find food. You may sleep, eat and use the phone here from now on.) Look at picture. Call the rest of the numbers in the manual.) Wait (for Bette's call. It may take her several days to find the clue, so just amuse yourself here until she does. Answer phone. Yes. Get pencil. Dial gjwf gjwf gjwf gjwf gpvs pof uisff (Efojtf't number). Kpio Dbnfspo. Yes. (Go to West 72nd Street and Dfousbm Qbsl West.)

The Dakota

Enter Dakota. Dpmcz. Kpio Dbnfspo. Go right. Wait. Yes. No. Gspn Cfuuuf. Wait. No. Yes. Wait. No. Run. (You should be in Central Park now. Go to Bette's apartment at East 20th Street and Irving Place.)

Bette's Apartment

Wait (until Denise calls). Answer phone. Yes. Drop bookbag, satchel, Ajax and dishrag (if you still have the last two). Sleep (until morning). Leave. (Go directly to 73rd Street and Dpmvncvt Avenue via the subway at 23rd Street and 8th Avenue.)

73rd Street and Columbus Avenue

Enter alley. Get jspo. U. Iju hsbuf with jspo. Csfbl xjoepx. Enter room. Open eyes. Hello Allison. Ask. Ask. No. No. Yes. No. Sfbe npojups. B sjeemf. Rvftujpo nbsl. Cbmeoftt. Pojpo. jb.jb. Answer phone. Yes. Yes.

The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

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