

# 8-BIT ISLAND — PLAYER MANUAL

## PLAYER MANUAL (SHORT)

### PREMISE

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Your copy of FREEZE64 didn't arrive. Rumour says someone snatched it. Explore Bit Island, earn a few dollars, buy gear, and decide how this day ends. There are multiple endings—survive, triumph, or... welp.

### HOW TO TALK TO THE GAME

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- Basic shape: VERB NOUN

Examples: look window, take wallet, open wallet, talk, buy coffee

- With tool: VERB NOUN WITH NOUN

Example: use key with troll

- Movement: n s e w or north south east west

Exits are shown after each location.

- Inventory: inv or inventory
- Synonyms you have: look/examine, take/get
- Other verbs: talk, use, open, close, buy, sell, knock, kill, quit, save, load, help
- Accepted fillers (you can type them or skip them): the game ignores words like the, at, to, my, please, of, on. (go north works because go is ignored. pile of rocks matches rocks.)
- Multi-word nouns that work: bus ticket, trading cards, video rental card, warrior chicken, convy mart, etc.

TIP: Tip: If the game says "what about it?", try look on the room (look) first, then look <thing>.

### WORLD BASICS

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- Money: Dollars show in your inventory. Prices are posted at counters. If you're short, you'll be told.
- Shops & counters: talk first, then buy <thing> / sell <thing>.
- Buses: At a bus stop, walk east to board (you'll need a bus ticket).
- C64 time: Back home you can use c64—maybe not before you get certain things.
- Clothes matter sometimes. Try open closet.

### SAVING & LOADING

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- save writes a file (8bit.sav) to device 8.
- load restores it and reprints your current room.

### GOALS

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Find all the endings. Recover your magazine, maybe score a new game, and try different solutions. Persistence can change outcomes; so can what you're carrying (or eating).