The Queen's Footsteps

Davide Bucci

MANUAL

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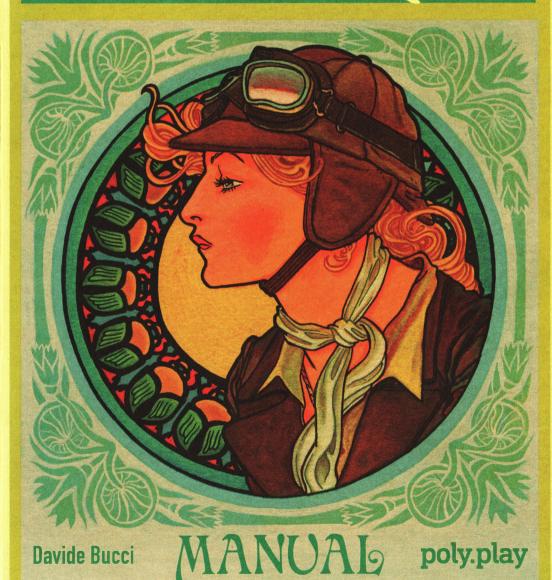
STORY

The Queen's Footsteps is a text adventure for many classic 8- and 16-bit computers.

You follow Emilia Vittorini, a young and characterful girl coming back from an archaeological expedition in Egypt in 1904. For nine months, she was part of the Italian Archaeological Mission, led by renowned Egyptologist Ernesto Schiaparelli, the director of the Egyptian Museum in Turin.

Emilia is in charge of the expedition of the treasures of Queen Nefertari towards Turin. She will soon find out that things don't develop as expected ...

The Queen's Footsteps lets you explore a rather steampunk Genoa and Turin, where you will meet interesting characters and explore old and forgotten dungeons. Be sure that the pressure is high in your steam car, as you'll need to be fast to follow Emilia!

Be careful, though, greed is what drives your extremely dangerous opponents.

CREDITS

Game Idea, Text and Code: Davide Bucci

Cover Illustration: Ralph Niese

Box and Manual Design: Sebastian Bach (poly.play)

Manual Text: Davide Bucci

GAMEPLAY

The Queen's Footsteps is a classic text adventure. The locations and different situations are written on screen in text-form, just like a captivating book. In some cases you must write instructions such as TAKE THE BROCHURE or READ THE BROCHURE. The Queen's Footsteps is a three-word-parser game, so in some cases you must write things such as TIE THE ROPE TO THE TABLE. You move through the different locations by using commands such as N(orth), S(outh), E(ast), W(est), U(p) and D(own).

When you enter a location, it's a good idea to check every object you notice with EXAMINE or its appreviation X. You may find interesting hints about the story or things that you can carry with you and interact with. If you want to read again a description, type LOOK or L. You can pick up objects that are highlighted and carry them with you by using TAKE, but GRAB and GET are also accepted synonyms. There is no restriction on the number or size of objects you can carry with you and you can get a list of what you have in your pockets by typing INVENTORY or I. Other useful verbs are TALK, PUT, GIVE, DRIVE, TURN ON, BREAK, TURN, TOUCH, WEAR, OPEN, IGNITE, TRY.

Passwords will let you jump to certain points in the game, but on some platforms you can save and load the game by typing LOAD and SAVE. The game will ask you to enter the file name.

HINTS

~ Draw a map! The Queen's Footsteps does not contain awfully complicated mazes, but it's easy to get lost if you don't keep track of where you are.

~ Examine everything that is mentioned in the descriptions. In some cases you reveal relevant information and even find objects that you did not notice at first sight.

~ You can't die in The Queen's Footsteps. Much care has been put to avoid unwinnable situations, too.

~ Think outside the box. To open a door, you don't always need to look for a key.

~ Certain things happen only in specific places. For example, you can't receive telegrams everywhere.

~ Interactions with the other persons are important. You can talk to them or give them an item you are carrying.

~ If you are stuck, type HINT and the game may help you (albeit in a somewhat cryptic way).

PASSWORDS

At a certain level of progress, The Queen's Footsteps will give you passwords. Write them down! For example, the password to unlock Part 2 of the game is issued at the end of Part 1. If you play a version of the game where all the parts are shipped in a single file (MS-DOS, Amiga, Commodore Plus/4, Macintosh 68k), you can type the password of Part 2 to jump immediately at this point. If you use a version where the parts are loaded separately, be sure you load the right one: the game will not allow you to jump to Part 2 if you have the code of Part 1 in the memory of your computer. Parts 3 and 4 are together in the same file, so you can jump to the beginning of Part 4 by typing its password at the prompt.

LOADING INSTRUCTIONS

Commodore 64/VIC 20

The game is distributed in three separate parts, plus a loader that shows a graphic screen. You can save and load the game on disk. To load the game: Insert disk – Type LOAD"*",8 and then RUN – Choose the part you want to play and wait for the loading to complete.

Commodore Plus/4

The game is distributed as a single file, plus a loader that shows a graphic screen. You can save and load the game on disk. To load the game: Insert disk – Type LOAD"*",8 and then RUN

Commodore 128

The game is distributed as three separate files and runs in the 80-column mode. You can save and load the game on disk. When the splash screen is shown, push a key to start the game. To load the game: Insert disk – Type LOAD"QUEENS-128-1",8 or LOAD"QUEENS-128-2",8 or LOAD"QUEENS-128-3",8 if you want to load the first, second or third part of the game respectively – Type RUN

Commodore Amiga

The game is distributed as a self-booting disk. You can save and load the game on disk. The game has been tested on the Amiga 500 and 1200 computers. To load the game: Turn off the computer – Insert disk and turn on the computer – Click on the splash screen

Amstrad CPC

The game runs on CPC664 and CPC6128 machines. The disk contains the game split in three parts and a loader. To load the game: Insert disk – Type RUN "DISC – Choose which part you want to play

MSX

The game is distributed in a cassette containing three files, recorded successively. To load the game:
Insert cassette – Type `BLOAD"CAS:",R`

Olivetti M20

The game is distributed as three executable files on a PCOS formatted disk. You can save and load the game on disk. To load the game:
Insert disk – Type `q1` or `q2` or `q3` to run the first, second or third part of the game

Sinclair ZX Spectrum

The game is compatible with 48 kB machines; a special 64-column driver is used. The three files are recorded successively. To load the game
Insert tape – Hit the [J] key, keep pressed [SYMBOL SHIFT] and press [P] twice. This should make appear `LOAD ""` on the screen – Hit [ENTER]

Apple Macintosh

The game comes as a Mac formatted 800 kB disk. It has been tested on computers running System 6 and 7 on 68k processors. You can save and load the game while playing. To load the game:
Insert disk – Double click on it in the desktop – Double click on the `The Queen's Footsteps` application icon

IBM-PC (MS-DOS)

The game is distributed in two versions, with and without ANSI colour codes and displays a CGA splash screen. You can save and load the game on disk. To load the game:
Insert disk in the drive A: (or B:) – Type A: (or B:) if your active drive is not the one where you put the disk – Type `QUEENS` to launch the game (or `NQUEENS` if `ANSI.SYS` is not loaded in your system)

ACKNOWLEDGMENTS

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