

The **CURSE**  
OF *Prabens Aeir*

MANUAL







# The Curse of Rabenstein

## A Puddle Soft Adventure

**The Curse of Rabenstein** is the new graphic-/textadventure from *Stefan Vogt*, the author of the acclaimed **Hibernated** interactive fiction series. It is the first release from *Puddle Soft*, a collective formed by members of *Pond* and with the mission of creating new games for the classic 8-bit and 16-bit home computers of the 1980s. **The Curse of Rabenstein** is following the paths of the legendary adventures from *Level 9*, but it tries to meet modern gaming expectations, so that the most sophisticated genre back from the day transforms into a contemporary homage.

### THE STORY SO FAR

*»We should try to find a place to stay for the night. The horses need a rest.«*

Those were the coachman's last words before he disappeared without a trace. Lost deep in the BLACK FOREST, you soon find out that some things should remain buried forever.



# LOADING INSTRUCTIONS

## Commodore 64

Insert the game diskette then type: `LOAD"*" , 8 , 1`. Once loading is done, type `RUN`.

## Commodore Plus/4

Insert the game diskette then type: `LOAD"*" , 8 , 1`. Once loading is done, type `RUN`.

## Amstrad CPC

**Rabenstein** should run on any machine with an internal or external diskette drive. Insert disc side 1, then type: `run"disc`. The will ask you to insert diskette side 2 at a certain point of progress.

## Sinclair ZX Spectrum +3

Insert diskette side 2 then use the machine's built-in `LOADER` function.

## Sinclair ZX Spectrum esxDOS

You find this version on the SD card. Just copy all files to a folder on your divMMC device and load the game as you would load any other game.

## Sinclair ZX Spectrum Next

You find this version on the SD card. Just copy all files to a folder on your Spectrum Next media and load the game as you would load any other game. Note that the Spectrum Next version makes use of the machine's extended capabilities and thus presents location graphics on-par with the 16-bit versions.



## Commodore Amiga

Insert the game diskette. **Rabenstein** will auto-execute.

## Atari ST

Insert the game diskette. Double-click **RABENST.PRG** to start your adventure.

## IBM-PC (MS-DOS)

Copy all contents to a hard disk drive. Execute **RABENST.COM** to start your adventure.

## Modern PC

You find this version on the SD card. The game will run on any modern PC with a JavaScript enabled browser. Just open the HTML file to get started.



## SAVING/LOADING

You can **SAVE** and **LOAD** your progress anytime. When asked for the filename to load, be sure to first insert the disc where you saved your game.

## GAMEPLAY

Generally you may use the in-game **HELP** function to get a basic overview how to play the game.

## PARSER LOGIC

The game conforms to a two word logic, e. g. **EAT APPLE**.

## INTERACTION

The objects you urgently need to interact with to complete the game are visible under **YOU NOTICE**.

## EXAMINE/SEARCH

A pretty important but anachronistic practice is to **EXAMINE** objects you can interact with, so you learn more about them or get useful hints. Sometimes you also need to **SEARCH** to progress further. Please note that **EXAMINE** and **SEARCH** is not the same in this adventure and thus may trigger different results. Make sure you try to examine the things mentioned in the room descriptions as there is much to discover and these replies at a lot to the game atmosphere and the background story. Try to **EXAMINE FOREST** or **EXAMINE SHADOWS** at the location where you start to get an idea about it.



## DYING

As scary as this game is, you can't die in **Rabenstein**. There are also no dead ends. The progress is very linear.

## HINTS

We recommend to draw a map.

## RELEASE INFORMATION

Type **VERSION** and **CREDITS** to see which version of the game you're running.

## CREDITS

Story and game development: *Stefan Vogt*

Game graphics: *Dylan Barry and Stefan Vogt*

Cover art: *Ralph Niese*

Box and manual design: *Sebastian Bach (poly.play)*

Manual text: *Stefan Vogt*

## LEGAL

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## WEB

Stefan Vogt on itch.io: [8bitgames.itch.io](https://8bitgames.itch.io)

Puddle Software: <http://puddlesoft.net>

Publisher: <https://polyplay.xyz>



**poly.play**  
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