TRISTAM ISLAND

Instruction Manual

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Welcome to Your Adventure

After crashing your plane at sea, you end up drifting to a small island, with not much to survive. You explore, and find out the island was inhabited, years ago. But why did the people leave? And why is there a fence around that big building at the top of the hill?

Example of inputs recognized by the game are: [go east], [examine sky], [inventory], [enter ocean], [take pebble], [open matchbook]. Around 100 verbs are recognized by the game.
There are no built-in hints in the game (there just isn't the space!), so I encourage you to ask other players for help!

Trivia About the Game

Here are some spoiler-free facts about the game:
- The original pitch for the game was: »an island with secret government technology hiding inside it; break it with sticks and stones«. The second part didn't make the final version.
- The jukebox in the game is a real model, that you can admire at the following URL: rtro.de/jukebox
- Nobody at MI-5 will accept to talk to you about the events that unfolded on Tristam Island; instead, they'll claim Tristam Island is not a real island (which proves they're hiding something).
- Thanks to the very efficient Inform assembler (more efficient than Infocom's libraries), to PunyInform, and to an automated script I devised to get more out of the abbreviation system, I can confidently say that Tristam Island is the biggest game ever packed into a ».z3« format.
- The books you find near the end of the game are actual reference books that were used at the time.
- The jukebox in the game can play up to 20

songs, but you won't have enough money to hear them all. Save and reload to see them all! (They're great songs, too!)
- The original plans for the game was to have a waterfall where the strait is. You would be able to go inside the waterfall, which would reveal a short maze, then a secret entrance to the lab. Then I realised that a waterfall on a flat island in the middle of the Atlantic didn't make any sense.
- From the sandbank near the beginning of the game, you can see the radio tower and the other island.
- No matter what you do, the oil in the generators never runs out. I had originally planned on making it run out if you forgot to turn the lights off and unplug appliances, but that wouldn't have been very fun.
- The comic book in the shop is actually worth about $7,000.
- The keypad is an anachronism here: it was invented in the 1970s.

Amusing

Here's a list of amusing commands to try out. You might have encountered some of them! This is 100 % spoiler-free; all of these suggestions will give you a funny reply with no changes to the game.
Have you tried ...
- looking under the island?
- sleeping in the ocean?
- eating the worm?
- counting leaves?
- fishing with no fishing rod?
- wearing the pub landlord's apron?
- inserting a coin in the jukebox without electricity running?
- taking two pots from the pub's kitchen?
- taking the comic book with you?
- smoking the cigarettes?
- finding all 5 »Mr. Chad« graffitis drawn by the inhabitants of the white mansion?
- eating the rat?

Full score breakdown

And for our last section: you finished the game, but not with the maximal score of 150 points? Here's the full score breakdown for the game, in case you don't want for the last lousy points ... But of course: beware of spoilers!

Lower Island (30 points)

Spotting the steel tower ....1 point
Spotting the hidden stairs ....1 point
Eating seaweed ....1 point
Putting bait on the hook of the fishing rod ....1 point
Putting a lure on the hook of the fishing rod ....1 point
Fishing a fish..5 points
Gathering wood for a fire ....5 points
Cooking and eating the fish ....5 points
Sleeping,..5 points
Reaching the upper island ....5 points

Upper Island – Village (65 points)

Drinking from the village fountain ....1 point
Taking the spare key for the pub ....5 points
Finding a torch ....5 points
Finding a backpack ....5 points
Looking at the map ....2 points
Starting the generators ....5 points
Smashing the window of the small shop................. 2 points
Smashing the window of the woodshop................. 2 points
Finding a way into the fenced area........................5 points
Finding the key to the gate in the fence..................5 points
Fixing the ladder of the steel tower ....5 points
Looking at Tristam Island through binoculars ....5 points
Finding and spending all 7 coins in the jukebox ....7 points
Turning off the light in the pub landlord's house .....1 point
Turning off the light in the small house by the cliffs .1 point
Unplugging the jukebox.......................................,1 point
Unplugging the refrigerator ....1 point
Taking out the crude door ....2 points
Entering the white house ....5 points

Upper Island – Inside the White House (20 pts)

Reading the notices ....1 point
Unlocking the doors upstairs ....5 points
Plugging the bike pump.......................................2 points
Turning the statue ....2 points
Opening the door ....5 points
Going down ....5 points

Upper island – Inside the Underground Lab (35 pts)

Looking at the poster ....5 points
Entering the Major's office ....5 points
Finding the master keyring ....5 points
Opening the locker..5 points
Fixing the radio ....5 points
Finding the right frequency Sending an SOS............5 points

Loading the Game/ Version Notes

Amstrad CPC

Insert the game disk.
Start the system.
Type: `RUN"DISC` and press [ENTER].
The game then starts.

Thanks to:
- Stefan Vogt, for his help with the splash screen;
- Stephen F. Winsor, for the game's logo and graphics conversion;
- Karen Christie, for the painting.

Amstrad PCW

Insert the game disk.
Start the system.
Type: `INTERFRE` and press [RETURN].
The game then starts.

Apple II

Insert the game disk.
Start the system; the disk loads.
If 80 columns mode is supported, the computer will ask you if you want to select it.
The game then starts.

Apple Macintosh 68k

Insert the game disk.
Start the system.
Open the `Tristam` floppy.
Start `MaxZIP`.
In the top bar menu, select `File > Open Z-code file`
Select filter `all` in the selection window.
Select `tristam.z3`.
The game then starts.

Note: This game requires you to have System 7 or higher.

Thanks to:
- Andrew Plotkin, for developing the MaxZIP interpreter for the Macintosh;
- Mark Howell and Olaf Barthel, for developing ZIP 2.0, on which MaxZIP is based.

Atari 8-Bit

Insert the game disk.
Start the system and wait for the prompt.
Type `DOS`; the game then starts.

Note: This version for Atari 8-bit is custom-made, with alterations made so it fits on a 130 kB disk. Apart from having to remove the game's least funny random responses, this also meant the game's intro text had to be cut. Sorry for the inconvenience! Here it is, in its entirety:

You lift your eyes up to the island and sigh.

It was just supposed to be a trip like so many you've flown, taking your small airplane to a remote island in the south Atlantic Ocean to deliver medicine and spare parts. You thought you'd be back by sunset, but a storm like you've never seen before whipped up out of nowhere and battered your airplane. You were losing altitude so fast, you had no choice but to take your parachute and ditch the plane in the drink. You're extremely lucky to have spotted this small island, a tall chunk of rock in the middle of the ocean. It saved you from certain death; but you can't stay on this island forever. You'll have to explore and see what you're working with.

You look back down and sigh.

Atari ST

Insert the game disk.
Start the system.
Press a key when you are done looking at the splash screen.
If you prefer, switch to medium resolution.
Open the disk.
Launch `JZIP.TTP`, and supply `tristam.z3` as the argument.
The game then starts.

BBC Micro/Master + Acorn Electron

This disc is a bootable disc. Insert the disk, then boot it by pressing [Shift]+[Break]. (If you're playing on an emulator, use a `Run Disc` option, or press [Shift]+[F12].)

If you need to boot it manually, type `*EXEC !BOOT`.

Note: This version of the game is compatible with the BBC MICRO B, BBC MICRO B+ and BBC MASTER 128 computers. The game will run if you do not have any sideways RAM, albeit very slowly. Having at least 16 kB of sideways RAM or a 6502 second processor is recommended to play the game smoothly. Shadow RAM will make things a little bit smoother still.

It also runs on ACORN ELECTRON computers provided you have at least 16 kB of sideways RAM; this is a requirement, as the game will not run without that extra RAM. The game should play smoothly with just that 16 kB of sideways RAM, but increasing the sideways RAM and/or using RAM boards that give you shadow RAM will reduce the need to swap code in and out of RAM, and make the experience even smoother.

If you have shadow RAM or a 6502 second processor, you will be able to choose the screen display mode you use to play the game, including 80 column modes; if you have neither of these, the game will always run in mode 7 (on the MICRO) or mode 6 (on the ELECTRON).

The disc image in the package fits on a single side disc, with space on the disc for one save if needed. As the game does not (shouldn't) have any situations where you are locked out of victory, this should be enough if all you want is save your progress. Should you want to have more save files, I recommend using another disc to store them; at the save prompt, you can take the game disc out, put your disc in, type the name of your file, then swap the game disc back.

If you have dual drives (for instance on an emulator), you can direct Ozmoo to save the game on disc 1 in one of two ways: ei-

ther prefix the name of your save by `:1.`, as in `:1.COVE`; or type the `*DRIVE 1` command at the save prompt to direct Ozmoo to save the game, and any other save games, on the disc in drive #1.

Please note that the game will not work in some emulators (such as BeebEm 4.15) when the emulator is configured as a BBC Model B. To make it work, try downloading the latest version of your emulator, or configure it as a BBC MICRO B with a co-processor, or any of the other models.

As it is customary on this line of computers, scrolling the text is done by pressing [SHIFT]. This interpreter will not show a `MORE` prompt, and will just wait until you press [SHIFT] to scroll a full screen of text.

COMMODORE 64
Insert the game disk.
Start the system.
Type `LOAD"*",8,1`.
Type `RUN`.
The game then starts.

Thanks to:
- Johan Berntsson and Fredrik Ramsberg, for developing the Ozmoo interpreter for the COMMODORE 64;
- Stephen F. Winsor, for the game's logo and graphics conversion;
- Karen Christie, for the painting.

COMMODORE 128
Insert the game disk.
Start the system.
Type `LOAD"*",8,1`.
Type `RUN`.
The game then starts.

Note: The COMMODORE 128 version of this game supports 80 columns display; you can use it by starting the game from 80 columns mode (if you start the game from 40 columns mode, the game will be displayed in 40 columns mode).

Commodore Amiga

Insert the game disk.
Start the system.
Press a key when you are done looking at the splash screen.
The game then starts.

Thanks to:
- Werther ›Mircko‹ Pirani, for developing the AmigaZIP interpreter for the Amiga;
- Mark Howell and Olaf Barthel, for developing ZIP 2.0, on which AmigaZIP is based;
- BatteMan, for his help with the system and with the loader screen code;
- Stephen F. Winsor, for the game's logo and graphics conversion;
- Karen Christie, for the painting.

Commodore PET

Insert the game disk.
Start the system.
Type `LOAD"$",8,1`.
Type `LIST`.
Choose the right version of the interpreter, e. g. type `LOAD"tristam-pet",8,1`.
Type `RUN`.
The game then starts.

Thanks to:
- Edilbert Kirk, for developing his multi-platform interpreter and allowing me to use it.

Commodore Plus/4

Insert the game disk.
Start the system.
Type `LOAD"*",8,1`.
Type `RUN`.
The game then starts.

Thanks to:
- Johan Berntsson and Fredrik Ramsberg, for developing the Ozmoo interpreter for the Commodore Plus/4.

Commodore VIC-20

Insert the game disk.
Start the system.
Type `LOAD"$",8,1`.
Type `LIST`.
Choose the right version of the interpreter, e. g. type `LOAD"tristam-pet",8,1`.
Type `RUN`.
The game then starts.

Note: If you're a playing this on a VIC-20, you need a fully expanded machine (28 kB or even more). Modern expansions like the Penultimate+ Cart (from The Future Was 8-bit) work well, too.

Thanks to:
- Edilbert Kirk, for developing his multi-platform interpreter and allowing me to use it.

Dragon 64

Insert the disk 1 corresponding to in drive 1.
Insert the disk 2 in drive 2.
Start the system.
Type `LOAD"2:ENG05V32.BIN"`.
Type `EXEC&H1100`.
The game then starts.

Note: If you prefer, you can instead insert the loader disk, type the `LOAD` command (without the `2:` prefix), then swap the loader disk with the game disk, then type the `EXEC` command.
To save the game, take an empty disk and insert it in drive 2.

Thanks to:
- pser1/›pere‹ for his disassembly and adaptation of TRS-CoCo interpreter to the Dragon 64.

IBM-PC (MS-DOS)

Insert the game disk.
Copy the contents of the game disk to your hard drive.
Run `TRISTAM.BAT`
Press any key (keyboard or mouse) after the splash screen.
The game then starts.

MEGA65

Insert the disk in your MEGA65 computer.
Start the system.
Type BOOT if your MEGA65 did not go into
Autoboot mode by now.
Type RUN.
The game then starts.

Thanks to:
- Johan Berntsson, Fredrik Ramsberg, and
  Paul Gardner-Stephen, for developing
  the Ozmoo interpreter for the MEGA65.

MGT Sam Coupé

Insert the ProDOS disk and start your
Sam Coupé.
Insert the game disk.
Move to the corresponding drive, by
typing for instance B: (you can type DIR
to see the contents of the disk in the drive
you are currently in; the disk for Tristam
Island has 5 files, including LOAD.COM)
Type LOAD.
The game then starts.

Thanks to:
- Chris Pile for porting the interpreter;
- SamsterDave for his help for the loading
  screen;
- Stephen F. Winsor, for the game's logo;
- Karen Christie, for the painting.

MSX/MSX2

Insert the game disk.
Start the system.
The system boots on the disk and displays
the loader screen.
Press a key; the game then starts (in 40 col
on MSX, 80 col on MSX2).
Note: This version has a small bug: the
command RESTART does not work. Should
you want to restart, you should power off
then on your machine. However, note that
you will not need to restart in this game:
there are no blocking situations and you
only need one save, by design.

Thanks to:
- José Lucio Mattos da Gama (›SLotman‹)
  for his work on the MSX interpreter;
- Uto (Carlos Sánchez) for the code for the
  loader;
- Stephen F. Winsor, for the game's logo;
- Karen Christie, for the painting that
  serves as cover art;
- 8bit workshop for their Dithertron tool.

Nintendo DS

Put the game cartridge in your NDS.
Turn on the system.
Start frotz.nds.
Select the game.dat file.
The game then starts.

Note: You can enter commands by using
the virtual keyboard on the lower screen of
the NDS.
The directional pad will allow you to move
left/right in the input, or to see the com-
mand history (using the up/down buttons).
You can also use the blank space below
the keyboard to perform gestures such as
: draw a letter to add to the input, swipe
left (backspace), swipe right (space), up
(enter), and directions (for instance, to
go north, move your stylus down then up
again; to go east, move it left then right).
Pressing the Select button will swap
screens; the keyboard is then inactive, but
you can perform gestures over the whole
screen. You can also grab a word from the
text: put your stylus at the very top of the
touch screen, then drag down until the
word you want is selected, then release to
add it to the input.

Thanks to:
- Errabes, for developing glkpogo, the
  Nintendo DS interpreter;
- Jonas Minnberg, for developing the
  libpogo library upon which glkpogo is
  based;
- Andrew Plotkin, for developing GLK;

- Stefan Jokisch, for developing Frotz, which is used by glkpogo.

Nintendo Game Boy

Put the game cartridge in your Game Boy. Turn on the system; the game then starts.

Note: You can play by moving the cursor on the virtual keyboard and selecting A for each letter. There are, however, shortcuts:
- Move the cursor up to grab a word from the main screen (add it to the input by pressing A)
- Use Select + Pad to Walk Around
- Use Button B + Left for Backspace, and Button B + Right for Space
- Use Button B + Down for a predefined command
- Use Button B + Up to show previous inputs
- Use Start to signal the end of the input
- Use Select during startup for GBC Functions Setup

For reasons of space, and to avoid a bug specific to this version, the intro text had to be removed. Here it is:

You lift your eyes up to the island and sigh.

It was just supposed to be a trip like so many you've flown, taking your small airplane to a remote island in the south Atlantic Ocean to deliver medicine and spare parts. You thought you'd be back by sunset, but a storm like you've never seen before whipped up out of nowhere and battered your airplane. You were losing altitude so fast, you had no choice but to take your parachute and ditch the plane in the drink. You're extremely lucky to have spotted this small island, a tall chunk of rock in the middle of the ocean. It saved you from certain death; but you can't stay on this island forever. You'll have to explore and see what you're working with.

You look back down and sigh.

Thanks to:
- Martin Korth (›nocash‹), for developing

INFGMB for the Game Boy/Game Boy Color.

Nintendo Game Boy Advance

Put the game cartridge in your Game Boy. Turn on the system; the game then starts.

Note: You can enter commands by using the virtual keyboard, which you can show and hide using the Select button. Once on the keyboard, you can change the group of 10 letters currently in focus by pressing Left, Right, Left+Right or Right+Left. To select one of the 10 letters currently in focus, use one of the 8 directions or the A and B buttons.
Pressing the Start button sends the input to the parser; Right+Start is a backspace, Left+Start is a space ; Right+Select completes the word.
If you aren't in keyboard mode, you are in SmartKey mode, and get the following mappings:
- Pad: Left and Right to move the cursor in the input field, up and down to show command history;
- Shoulder buttons: press Left and Right simultaneously to enter »screen grab« mode, allowing you to grab a word from the text by moving the cursor and pressing A.
- Dictionary: some combinations of keys allow you to insert a common word in the command line. Combinations are:
- pressing Left+a direction or A or B: `in, north, up, west, east, out, south, down, restore, save`
- pressing Right+a direction or A or B: `open, get , close, inventory, look, open, drop, read, examine, enter`
- pressing A+a direction: `climb, eat, attack, move, unlock, push, jump, pull`
- pressing B+a direction: `load, score, save, wait, again, help, talk to, exit`

Oric Atmos and Telestrat

Insert the game disk.
Start the system.

Type `LOAD "INFOCOM.COM"`.
The splash screen for Pinforic is displayed; replace the interpreter disk by the game disk in the disk drive.
Press any key; the game then starts.

Thanks to:
- Chema Enguita and Fabrice Frances, for developing the Pinforic interpreter for the Oric Atmos and Telestrat, and for making a brand-new one-disk version;
- Paul D. Smith, for developing the Pinfocom interpreter, on which Pinforic relies.

Sega Dreamcast
Start the system.
On first boot, the game asks you to choose a color scheme. Should you change your mind, these are stored in the VMU; clear it and the game will ask you again at the beginning of the next boot.
Choose `tristam.z3` in the list of files and press Start.
The game then starts.

Note: You need the keyboard peripheral to play this game on the Dreamcast. A mouse is optional.
If you're playing this game on an emulator, you need to configure the keyboard input. A number of emulators have keyboard support, such as the BeetleDC core in LibRetro/RetroArch.

Sinclair ZX Spectrum +3
Insert the game disk in your ZX Spectrum +3.
Start the system.
Select `LOADER` if the system didn't start the game automatically.
The game then starts.

Thanks to:
- John Elliott, for the ZXZVM interpreter for the Spectrum +3.

Sinclair ZX Spectrum Next
Your Spectrum Next has Z-machine support built-in.

Insert the SD card in your Spectrum Next computer.
Open the `tristam.z3` file from the file browser.
The game then starts.

Tandy TRS-80 Color Computer
Insert the game disk.
Start the system.
Type `LOADM"GAME`
Type `EXEC`
The game then starts.

Texas Instruments TI-99/4A
Insert the game disk into DSK1.
Start the system and press a key. Select Extended BASIC.
At the selection screen, select the version of the game you'd like to play: 40 columns, 80 columns V9938/58, or 80 columns F18A.
The game loads. When it asks for `game 2`, press a key.
The game then starts.

Note: This game is compatible with the TI-99/4A and Geneve 9640 computers. The minimum requirements are:
- TI-99/4A: 32 kB, Disk controller, and Extended BASIC cartridge. 80 column mode requires either an F18A or V9938 hardware enhancement.
- Geneve 9640: TIMODE (GPL) and the Extended BASIC cartridge files; you may use either the 40 column or V9938/58 option.

Thanks to:
- Barry Boone, for his pioneering work on the interpreter on TI-99/4A, which this game uses;
- Shift838, for walking me through the different modes of the TI-99/4A and the format of the games supported by the interpreter;
- Insane Multitasker for his work on updating the interpreter, adding the loader screen code, and answering my questions,

including the wording of this manual;
- Torrax for answering other questions;
- Stephen F. Winsor, for the game's logo;
- Karen Christie, for the painting;
- 8bit workshop for their Dithertron tool.

Many Thanks to
- INFOCOM, creators of the Z-Machine and of so many awesome adventure games that we're still using their tools 40 years later;
- Graham Nelson, creator of Inform 6;
- Andrew Plotkin, for his hard work and dedication to fixing the Inform 6 compiler's bugs that had prevented z3 releases for years;
- Fredrik Ramsberg and Johan Berntsson, for the amazing PunyInform library, and many optimizations;
- The testers: Manon Burz-Labrande, Croc-Miam, Steve Flintham, Grimmnebulin, Brennen Kinch, Juhana Leinonen, Samuel Verschelde, Mark Walker, Jack Welch;
- The players who reported bugs in the initial release: Davide Bucci, Chris Carter, Wade Clarke, Denk, Richard Hawkins, Christopher Merrimer, Brian Rushton, Tiffany Zhao;
- Stefan Vogt, for his help setting up many ports of this game, and his detailed answers to my technical questions.

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