

198?: THE INTRODUCTION

Firstly, thank you for playing my game and showing your support. 198? was written in ACT , and started off around 2014, and taking over five years. Like all text adventures, 198? will suffer from the flaw of having to use the exact phrases to complete a puzzle. I've tried to minimise this as much as possible, and also provide a real world, logical setting for all objects and puzzles. Where possible identifying words for objects will be highlighted in green and potential exits in red.

Anyway please enjoy, and don't forget to stop by on the qflorum, to say hello or let me know what you thought of it.

VP

198?: LOADING

lrun flp1_boot

THE STORY

In the new future, computer data is the newest and most valuable commodity, worth more than rare metals, dwindling fossil fuels or even gold. Individuals, companies and even countries will stop at nothing to get a lead on information before someone else does, receiving vital information even just minutes before a rival can mean difference between war or peace, profit or bankruptcy, or even life or death.

This new endless thirst for information has led to the rise of data extraction profession; clandestine agencies and individuals, who receive shady anonymous requests for data espionage jobs ranging from the world changing to the almost mundane or petty. A new job request has flashed up on your encrypted messaging system.

198?: HINTS & TIPS

You have with you some tools in the boot of the C55 required to complete your mission. The game has numerous easter eggs, see if you can find some!

198?: ACCESSING EQUIPMENT AROUND THE BUILDING

All computer based messages can be read using **read XX**, **XX** being the message ID number. All keypads can be accessed using **type XX**, **XX** being the code. Items can be **READ** as well as **EXAMINED**, be sure to do both!

198?: THE END GAME

Once you have completed the three tasks, the game can then be ended by either entering your c55, or typing leave in the underground car park.

198?: USEFUL COMMANDS AND WORDS

N, NORTH, NE, NORTHEAST, E, EAST, SE, SOUTHEAST, S, SOUTH, SW, SOUTHWEST, W, WEST, NW, NORTHWEST, U, UP, D, DOWN, GO, MOVE, WALK, CRAWL, RUN, THE, TO, QUIT, LOOK, YES, Y, NO, NEGATIVE, SAVE, RESTORE, SCORE, GET, TAKE, DROP, LEAVE, PUT, PLACE, IN, ON, ONTO, INTO, INSIDE, FROM, PICK, LARGE, LARGEST, BIG, BIGGEST, READ, SMALLEST, LITTLE, TINY, SMALL, INSPECT, DESCRIBE, EXAMINE, POSSESSIONS, INVENTORY, BELONGINGS, OPEN, CLOSE, LID, OF, SWITCH, PRESS, TURN, OFF, ELECTRONIC, ELECTRIC, LIGHTSET, INFORMATION, INF, HELP, FIX, MEND, REPAIR, SWIPE, TYPE, ENTER, UNLOCK, INSERT, FORCE, UNSCREW, PRY, PLANT.

INF is very helpful for finding out commands.

The game be saved by using the **SAVE** command which saves a file to FLP1_
Use **RESTORE** to load a saved game.

198?: PLAYTESTERS

Rob Heaton, Tobias Froeschle, Andrei Tenu, Cristian Crx, Martyn Joseph & his son.

198?: CREDITS

I'd like to thank the following peeps for their support, ideas, input, testing or just all round good humour (or lack of it):

Kendra (my better half), Alan D (my best friend of many years), Rob Heaton (forum partner in crime), Graeme Gregory, Tim Swenson (pARp), Rich Mellor, Dilwyn Jones, Lee Privett (RIP), Detlef Obi, Tobias F, and everyone on the QL Forum! And QL community as a whole!

Thank you! :) After a lifetime of playing games, I have finally made my own!

198?: ADDITIONAL

198? was created using ACT. The Adventure Creation Tool software was created by Steve Sutton, and sold way back in the late 80s by Digital Precision.

198? was written, planned and created all by myself, with inspiration from various 1980s sci films, such as 20 Minutes into the Future and Brazil etc.