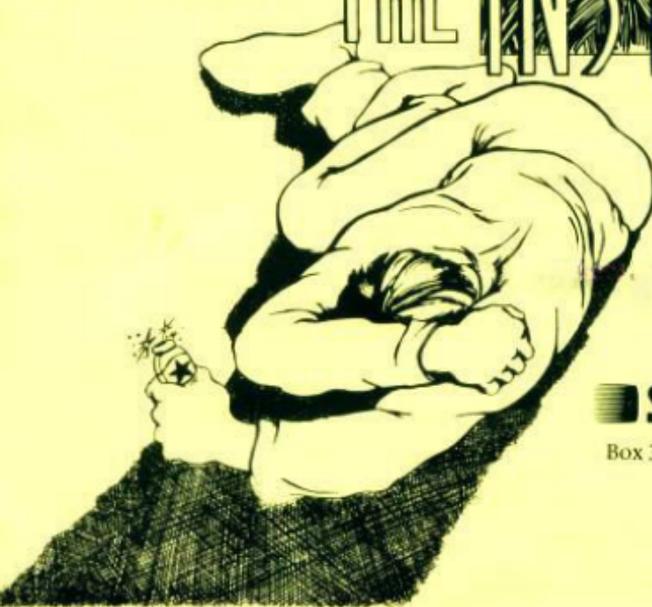




HAIPIE BI

THE INSTITUTE

BY JYIM PEARSON



screenplay[™]

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THE INSTITUTE

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LOADING INSTRUCTIONS:

Commodore 64: To load Institute on the Commodore 64 diskette, place the disk with the Commodore 64 label (blue) facing up in your 1541 disk drive. Turn on the computer, and when READY appears on the screen, type the following: LOAD "INSTITUTE",8 (Press RETURN key). After a few seconds, READY will appear again. Type: RUN (RETURN). The program will take 3-4 minutes to load. Title screens will be drawn, and you will be instructed on how to begin the game.

Atari: To load Institute from disk on the Atari, turn on the first disk drive and insert the disk, Atari label (purple) facing up. Turn on the computer. The disk will load and show several title screens. You will then be instructed to turn the disk over and hit any key to begin playing The Institute. On Atari 800 XL computers, hold down the OPTION key while turning on the computer, and hold it for about ten seconds while the disk boots.

Apple: To load Institute from disk on the Apple, turn on the first disk drive and insert the disk, Apple label (red) facing up. Turn on the computer. The disk will load, and run automatically.

SAVING AND LOADING GAMES:

To save a game in progress, type the command SAVE. On the Apple, the game in progress will be saved automatically, erasing the previous game on the disk. On Atari and Commodore computers, you will see a menu for saving 4 games. To save, designate a number (1-4) where you want to save, and a name to remind yourself of what you saved. When saving is complete, you will be returned to the game where you left off. Atari versions have four game areas on each side of the disk, so remember which side you saved on!

To load a saved game back in, boot up the program as described above. When you reach the first room of the Institute, type the command LOAD and select the game you wish to play.

The Institute is a graphic adventure game. In addition to the verbal description of each location, you will often see pictures of the locations and characters. There are over 60 locations available in The Institute. You move from place to place by typing the first letter of the direction in which you wish to travel. Possible directions are North (N), East (E), South (S), West (W), and combinations such as North West (NW). You can also, in some locations, move by commands like CLIMB.

The commands TALK and LISTEN are very useful in communicating with the characters you encounter in The Institute, and you should try them repeatedly. LOOK at anything and everything to gain valuable clues. In rooms, it is a good idea to proceed as if you are physically in that location. For example, if a room description reads:

You are in a large office.
A desk and a window are here.

You should try things like:

LOOK	LOOK AT DESK
OPEN THE WINDOW	LOOK UNDER THE DESK
MOVE THE DESK	LOOK OUT THE WINDOW
CLIMB OUT THE WINDOW	

When you look at the desk, the game might respond:

It has a drawer.

You could then type:

OPEN THE DRAWER

The game might then respond:

A gold key is here.

You would then notice that the item GOLD KEY has been added to the list of VISIBLE ITEMS at the top of the description screen. You can pick up and take with you any item which appears in the VISIBLE ITEMS list. Type GET GOLD KEY and it will be added to your inventory. A list of your inventory is always displayed on the text screen. It can only hold six items, so you may need to drop one item in order to carry another. To drop an item, type DROP and the full name of the item. It will remain in the place where you dropped it. Making maps and noting where objects are will enable you to find the objects later if you need them.

The Institute has a large vocabulary, so experiment to find appropriate words. Some useful words are:

READ	EAT	CLIMB
OPEN	KILL	UNLOCK
MOVE	TURN	TASTE
PUSH	THROW	ATTACK

At any time during the game, you can type the command GRAPHIC. This will turn off the pictures and greatly speed up the game. To restore the pictures, just type GRAPHIC again. You can also SAVE the game at any time (see instructions above).

- 1) Stuck in the Institute building? WMS LCCB RFC NMUBCP GL RFC PCB ZMRRJC YLB UYRCP RM CQAYNC GLRM WMSP BPCYKQ. RFC ZMRRJC GL ML RFC QFCJD GL RFC BGQNCLQYPW. EM GLRM RFC AJMQCR YLB CYR RFC NMUBCP.
- 2) Need water? ECR RFC AMDDCC ASN SLBCP WMSP ZCB. YRRYAI AMSLQCJMP. GL RFC JMAISN. JGQRCL. YLB WMS'JJ FCYP UYRCP BPGNNGLE. BPMN RFC ASN. YDRCP WMS YPC PCJCYQCB. YRRYAI YEYGL. LMU WMSP ASN UGJJ ZC DSJJ MD UYRCP.
- 3) Stuck at the willows and cliff? WMS LCCB Y PMNC RM AJGKZ RFC AJGDD. ECR GR ZW ASRRGLE RFC NYBBGLE GL RFC JMAISN ACJJ UGRF RFC QAYJNCJ WMS DMSLB ML RFC BGQNCLQYPW QFCJD.
- 4) On the cliff? DMASQ RFC RCJQCAMNC. JMMI RCJQCAMNC. JMMI CYPRF. JMMI AMLRGLCLRQ. CRA. CRA. CRA. JGQRCL!
- 5) At the iron door in the base of the statue? QYW QFYDJY. SQC RFC ZPMLXC ICW WMS DMSLB GL RFC FMJC GL RFC JME.
- 6) With the midget? RFC KYL GL RFC GLQRGRSRC RMJB WMS RPYR NCYAC COSY JQ BCYRF. RYJI RM RFC KGBECR YLB RCJJ FGK RPYR. RFCL IGAI FGK!
- 7) Crossing the slippery log? SQC QRSNMP EJSC ML WMSP QFMCQ. RM ECR GLQGBC RFC FMJC GL RFC JME. AJGKZ FMJC.
- 8) In the base of the statue? JMMI SN!
- 9) Suffocating? BGE SN RFC UCGPB NJYLR UGRF RFC QFMT CJ YLB AYPPW GR UGRF WMS.
- 10) The giant giving you a hard time? BPGLI RFC QRPCYK SLRGJ WMS RSPL EPCCCL MP UFGRC.
- 11) Mystified by the pushbutton lock? RFC AJSC GQ ML RFC ZGJJZMYPB GL RFC KCRPMNMJGQ ML RFC AMLRGLCLRQ ML RFC CYPRF...
- 12) In the octagonal room? WMS LCCB RFC UPCLAF GL RFC YAKC RMMJ ZMV YLB RFC GPML ZYP GL RFC YRJYLGA.
- 13) The oracle holding you up? FMU FGK RFC RFC HYE ECB KGPPMP.
- 14) The dark hut? ASR RFC QRPNGQ UGRF RFC QAYJNCJ RM MNCL RFC BMMP. RFC ICW RM RFC RMMT ZMV GLQGBC GQ ZCFGLB RFC NYGLRGLGLE GL RFC AYZGL MD RFC RGRYLGA. WMS LCCB RFC QAPCUBGTCP UFGAF GQ GL RFC QRMLC AFCQR ESYPCB ZW RFC RGECP.
- 15) In the dark smoky place? CL RFC SKZPCJJY RFC LYRGTC BPMNNCB.
- 16) Need the iron bar? ECR RFC JGDC NPCQCTCP ML RFC BCAI MD RFC RGRYLGA. HSKN. RFCL BGTC. RFC ZYP GQ ML RFC ZMRRMK.
- 17) At the temple entrance? UYRCP RFC NJYLR.
- 18) In the altar hall? ECR RFC JGXPB SLBCP RFC PMAI GL RFC QRPCYK GL BPCYK DMSP RFC RGECP). ECR RFC QAYJNCJ. QYAPGDGAC RFC JGXPB.
- 19) Losing your lungs? FMJB WMSP ZPCYRF!
- 20) With the stone sphere? SQC RFC KGPPMP YEYGL. CVYKGLC RFC RFPMLC DMP Y JYSEF.
- 21) With the tiger? RFPMU RFC KCYR WMS EMR GL RFC RCKNJC.
- (22) Brought the statue down? RFC EMJB ICW UGJJ MNCL RFC JMAICB BMMP GL RFC AMSLQCJMP'Q MDDGAC. CQAYNC!

To decode hints, find each letter in the top row of the key, and substitute the letter in the bottom row.

<u>Y</u>	<u>Z</u>	<u>A</u>	<u>B</u>	<u>C</u>	<u>D</u>	<u>E</u>	<u>F</u>	<u>G</u>	<u>H</u>	<u>I</u>	<u>J</u>	<u>K</u>	<u>L</u>	<u>M</u>	<u>N</u>	<u>O</u>	<u>P</u>	<u>Q</u>	<u>R</u>	<u>S</u>	<u>T</u>	<u>U</u>	<u>V</u>	<u>W</u>	<u>X</u>
A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z