



DAS BOOT

Operation Black Typhoon

PLAYER'S MANUAL

A text adventure for the ZX Spectrum 128K and Next, Amstrad CPC 6128 and PCW, MSX2 and Windows

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1. Mission briefing

SOE · F SECTION · TOP SECRET



Occupied France, 14 September 1943.

You are Captain James Fletcher, an agent of the British SOE (Special Operations Executive). You have spent months preparing for this mission. In the small hours, a rubber dinghy put you ashore near Saint-Corentin, a village on the French Atlantic coast under German occupation. Close by lies a Kriegsmarine base.

Your Résistance contact has your equipment. From here on, you are on your own.

Primary mission

Obtain the Naval Enigma codebooks (Triton) from the Kriegsmarine base. Without them, London cannot read the German U-boats' communications.

Secondary mission

Destroy the submarine U-571 before she sails at dawn with orders to attack convoy ONS 18.

Time

The mission begins at 03:30. Sunrise is at 07:30. Whatever you haven't done by then, you never will.

■ *Remember: stealth first, violence only as a last resort.*

2. Loading the game

The game comes as one file for each machine and each language. The end of the file name tells you the language: `_es` (Spanish), `_ca` (Catalan), `_en` (English), `_fr` (French) and `_pt` (Portuguese).

Choose yours:

Machine	File	How to load it
ZX Spectrum 128K and +2	DAS-BOOT_128kb_en.tap	Choose 'Tape Loader' from the start-up menu and start the tape. In an emulator, open the .tap file in 128K mode.
ZX Spectrum Next	DAS-BOOT_next_en.nex	Copy the file to the SD card and select it in the NextZXOS Browser.
Amstrad CPC 6128	DAS-BOOT_cpc_en.dsk (Mode 1) or DAS-BOOT_cpc_m2_en.dsk (Mode 2)	Insert the disk, type RUN"DISC" (the quotes are SHIFT + 2) and press ENTER. In an emulator, mount the .dsk in drive A.
MSX2	DAS-BOOT_msx2_en.rom	It is a cartridge: it starts by itself when you switch on. In an emulator (openMSX, WebMSX, blueMSX), open it as a cartridge with the ASCII16 mapper. On a real machine, write it to a flash cartridge (MegaFlashROM, Carnivore...).
Amstrad PCW 8256 and 8512	DAS-BOOT_pcw_en.dsk	Put the disk in drive A and switch the computer on: it boots by itself, without CP/M or LocoScript. In an emulator (JOYCE), boot from that disk.
Windows	DAS BOOT_en.exe	Double-click the file: there is nothing to install.

On the 128K and the CPC, the first thing to load is the title screen, which stays on view while the rest of the game comes in. When loading is complete, press a key to begin.

What changes from one machine to the other

The adventure is the same on all of them: the same places, the same characters and the same endings. What changes is how it looks and how it sounds.

- **128K:** title screen with music, an illustration of each location and sound effects from the AY chip.
- **Next:** full-colour illustrations and sound.
- **Amstrad CPC:** title screen with music, an illustration of each location and sound effects. In Mode 1, in four colours with 40-column text; in Mode 2, in black and white at 80 columns. It needs a 6128: part of the text goes in its extra memory, and on a 464 the disk warns you and does not start.
- **MSX2:** title screen with music, colour illustrations and sound effects.
- **Amstrad PCW:** 90-column text and black-and-white illustrations, with no title screen, music or sound effects: the PCW has no sound chip.
- **Windows:** full-colour illustrations in a window of its own, in a single .exe with nothing to install.

3. How to play



DAS BOOT is a text adventure. The game describes where you are and what you can see, and you tell it what you want to do by typing short commands. Press ENTER after each one.

Typing commands

A command is a verb and, nearly always, the thing you are acting on:

- **NORTH** · **TAKE** object · **EXAMINE** object
- **GIVE** object **TO** character · **USE** object **WITH** object
- **TALK TO** character · **SAY** word

It makes no difference whether you type in capitals or in lower case. Articles (the, a, an) can be put in or left out.

Moving around

The exits from each location are listed at the end of its description. To go through one, type its direction: **NORTH**, **SOUTH**, **EAST**, **WEST**, **UP** or **DOWN**. The initial letter is enough: **N**, **S**, **E**, **W**, **U** and **D**.

Looking and examining

LOOK on its own describes your surroundings again. **EXAMINE** takes a close look at one particular thing: an object, a piece of furniture, a person. Many things only reveal what matters once you examine them.

Your belongings

INVENTORY (or **I**) shows what you are carrying. **TAKE ALL** and **DROP ALL** pick up or put down everything they can in one go. You cannot carry an unlimited weight.

Other useful commands

- **WAIT**: lets a moment pass without doing anything.
- **ENTER** with nothing typed: also lets time pass.
- **SCORE**: how many points you have, out of a maximum of 130.
- **HELP**: the list of commands, inside the game.
- **EXITS**: which way you can go from where you are, without reading the description again.
- **SAVE**: saves the game exactly as it stands, in the computer's memory. There is room for only one: saving again replaces the previous one. It takes no time off the clock.
- **RESTORE**: takes you back to the saved game, even after a bad ending. The saved game is lost

when the computer is switched off.

- **QUIT:** gives up and ends the game.

4. Commands

These are the commands the game understands. The second column gives other ways of saying the same thing.

Command	Also accepted	What it does
NORTH, SOUTH, EAST, WEST	N, S, E, W	Move in that direction.
UP, DOWN	U, D	Go up or down.
LOOK		Describe your surroundings again.
EXAMINE obj	EX obj, X obj, LOOK AT obj, INSPECT, OBSERVE, CHECK	Look closely at something.
TAKE obj	GET, GRAB, PICK UP	Take an object (or ALL).
DROP obj	LEAVE, DISCARD	Drop an object (or ALL).
INVENTORY	I, INV	See what you are carrying.
USE obj	UTILISE, EMPLOY, APPLY, PLANT	Use something; USE obj WITH obj to combine.
PUT obj IN obj	INSERT, PLACE obj IN obj	Put one thing inside another.
EXTRACT obj	WITHDRAW, REMOVE	Take one thing out of another.
WEAR obj	DON, DRESS IN	Wear an item of clothing.
REMOVE obj	DOFF	Remove an item of clothing.
OPEN obj	FORCE, PRISE OPEN, UNLOCK	Open something.
READ obj		Read whatever is written.
GIVE obj TO person	OFFER, HAND	Give something to someone.
TALK TO person	SPEAK TO, ASK, QUESTION, CHAT	Talk to someone.
SAY word	WHISPER, UTTER	Say a word out loud.
FILL obj	REFILL	Fill a container.
FREE person	RELEASE, UNCHAIN	Set someone free.
LIGHT obj	ILLUMINATE	Light a lamp or torch.
SWITCH OFF obj		Switch it off.
ACTIVATE obj	PRESS, PUSH, FIRE	Operate a device or a weapon.
WAIT		Let time pass.
HIDE	CROUCH, DUCK	Take cover, if there is anywhere to hide.
SCORE	POINTS	See your score.
HELP		List the commands in the game.
EXITS	EXIT	See which way you can go.
SAVE	SAVE GAME	Save the game in memory.
RESTORE	LOAD	Return to the saved game.
QUIT	ABANDON	End the game.

5. What you need to know

The clock

Every command uses up a couple of minutes, and some tasks take a good deal longer. The night is short: at 07:30 dawn breaks and the base wakes up. Plan ahead and don't waste time going round in circles.

They are watching you

You are in occupied territory. When someone starts to grow suspicious of you, the game will warn you with a message that begins with ---. Do not ignore these warnings: after the last one, there are no more.

Darkness

Some places have no light. In the dark you won't see what is around you, nor will you be able to pick up what you can't see. A light left on uses up batteries: switch it off when you don't need it.

The characters

Saint-Corentin is home to people who can help you, and to others who must never find out who you are. Talk to them, listen to them and pay attention to what they say.

Points and endings

Every important step of the mission earns points, up to a maximum of 130. The story has several endings, and not all of them are good: your score measures how far you got.

6. Tips for novice agents

None of these tips will solve anything for you; they simply help you think like an SOE agent.

- Examine everything mentioned in the descriptions. What matters is not always in plain sight.
- Read everything you find written down.
- Talk to everyone. And do it again when things change.
- Write down the names, words and numbers you hear or read. Someone may ask you for them.
- Draw a map as you go.
- If a command doesn't work, try another verb or be more specific.
- Don't try things blindly: the clock is ticking for you just as it is for everyone else.
- Before taking a risk, SAVE the game: if things go wrong, RESTORE takes you back to that moment.
- Force makes noise. A good agent rarely needs it.

Credits

Writing and programming: Sergio Morales (Menyiques) · Menyiques Soft

Engine: Scriba

Title music: 'The Rebel Army', from Final Fantasy II, arranged by Kyo Martic

DAS BOOT · Operation Black Typhoon is a work of fiction set during the Second World War.