

The Eye Of Borrack



JIM JAMS GAMES

What is a text adventure?

Text adventures, often called Interactive fiction are a text-driven story, in which you are the main character. In many ways, a text adventure can be thought of as a novel where you decide how events unfold. Your thinking and imagination determine the actions of your character, as you guide them through the adventure from start to finish.

A text adventure is played over a number of turns, most of the time, this is just a count of how many turns you've taken to solve the adventure, but sometimes, turns are important, for example, a torch may only provide light for a certain number of turns, or you may only have so many turns to take an object before some evil fate befalls you.

The game is spread over a number of locations. Locations in text adventures are often referred to as a room, regardless of whether, the `room` is inside or outside, and we'll stick with this convention throughout the manual.

The game will present you with a text description of what you can see in each room, listing the room description, any objects, or characters, you can see, occasionally clues, and sometimes a graphic image of the room.

You move about and interact with your environment using English language typed commands or sentences, although many of these can be abbreviated to single letter commands for ease, most sentences will consist of a **verb** and a **noun**. But sometimes, a more complex sentence is required, or can be used.

As you explore the world, it is often helpful to draw a map of the rooms, listing directions, useful information, and importantly, a brief description of the location, more on that in a bit.

An important element of the text adventure, is puzzle and problem solving. For example, a strange creature blocking your path, or a locked chest is, most likely, not a permanent obstacle, but a puzzle to be tackled and overcome.

The Eye of Borrack

So, what about this text adventure?

At the start of **The Eye of Borrack**, you awaken in a strange bed, in a strange land, far away from the humdrum life you live. You've no idea how you got here, or what's going on.

To solve the mystery of Borrack, you'll need to complete many tasks, exactly what, will become clearer as you play through the game, exploring the strange world you find yourself in.

We don't want to spoil anything for you, so it's up to you to scour the mysterious, fantastic world, and unlock its secrets.

New to Interactive Fiction?

1). We recommend that you should always draw a map, include each room, the directions leading away from it, and anything of note, such as objects. A decent map can go a long way to helping solve the mystery of **The Eye Of Borrack**.

2) When moving around, you type the direction you want to go, and providing there is an open route, you, or a character you've asked to move will head there. There are 13 directions in total, and most have an abbreviated form as well, shown after the full version below.

- >North (N)
- >Northeast (NE)
- >East (E)
- >Southeast (SE)
- >South (S)
- >Southwest (SW)
- >West (W)
- >Up (UP)
- >Down (D)
- >In (IN)
- >Out (Out)
- >Across (Cross)

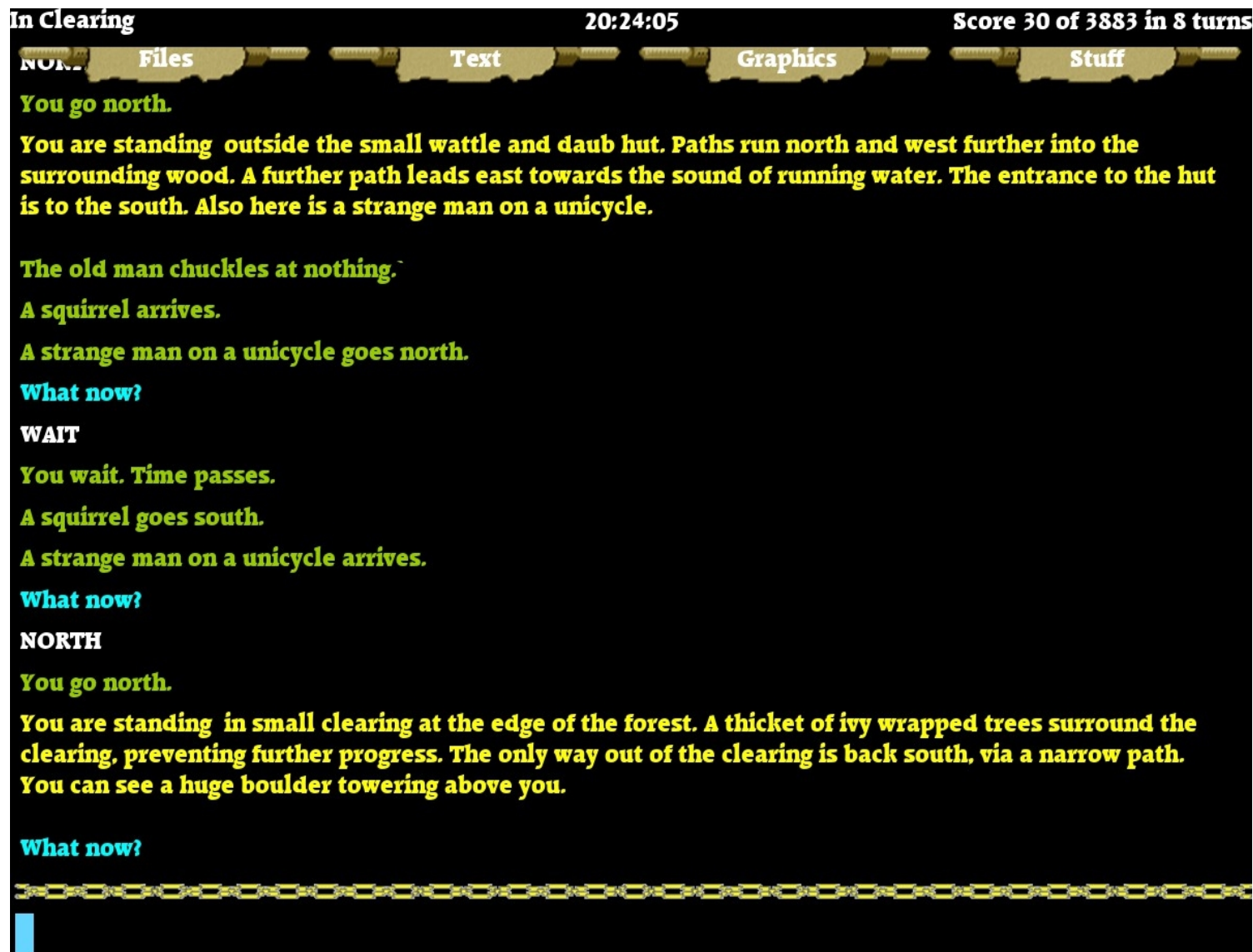
3) You should save you place often, if you make a mistake, or are killed, you won't need to start again from the begining. You can find details of how to save and load games a little later.

4) Most puzzles will need an object to solve, some will need to be given to other characters, some will be needed to interact with another object or be used to repair something or similar. Many objects have multiple uses, and several puzzles have more than one solution.

5) Objects have a lot of attributes, such as weight, size, whether they can burn, or be broken, used as a container etc. Characters, including the player have a limited size and weight that can be easily carried. Also, you can't fit large objects into smaller ones, or hide a large object under a small one. So, for example, you couldn't hide large pile of rubbish under the small, golden coin, and neither would you expect to find the rubbish hidden under the coin, think about this logically and you will do fine.

6) Read all descriptions carefully, there will often be clues hidden in the room descriptions, or object description, and some descriptions will change as the game progresses. Using EXAMINE and SEARCH will often reveal information, or hidden objects, as will using LOOKing UNDER, LOOKing BEHIND, or LOOKing INTO an object. This doesn't apply to all objects, so experiment.

The Adventure Window



The adventure window is divided into 3 areas. The top of the screen shows a brief description of your current room, the current real world time, and to the right, your current score and the number of turns passed.

Below that is the menu bar, you can click on any of the menus to SAVE/LOAD/RESTART a game, change the amount of information you see, how graphics are displayed or access information about JimJams Games.

If the room has a graphic associated, you can click the top bar to display it.

The middle of the screen displays all information about your surroundings, any objects you can see, character interactions, and the results of your actions.

Below that, at the bottom of the screen is your command entry, this is where you type what you want to do. You can include up to 2 full lines of text in the command line, but will rarely need to use that many characters.

Entering Commands and Sentences

In **The Eye of Borrack**, you type your commands or sentences in plain English, much the same as if you were talking. You can type a new sentence once you see the words **What Now?** appear in the adventure window.

It's best to think of your command as a request, as for many reasons, not everything is possible, you can read more on **The Eye of Borrack** error later.

Once you're happy with your request, you press **RETURN** (or **ENTER**) and the game will process your wishes (or won't if it's not possible.).

The Eye of Borrack can actually understand some fairly complex sentences, although most of the time you won't need more than a **VERB** and a **NOUN**, and sometimes just a **VERB**

Let's take a look at some examples, (Note, that not all of these objects will actually appear in **The Eye of Borrack**.).

- > **GO EAST**
- > **CLIMB**
- > **SOUTH-WEST**
- > **NORTHWEST**
- > **SE**
- > **TAKE KEY**
- > **PUSH BUTTON**
- > **LOOK NORTH**
- > **SMELL**

As you can see, only short sentences, or just abbreviations are often all that's needed to communicate.

The Eye of Borrack can handle more complex input, and sometimes this is needed to solve some puzzles, although the game will try to guess what you mean from a short sentence. For example, choosing the most appropriate object for the requested action if you don't specify one.

As well as **VERB** and **NOUN** combinations, the game also understands **PREPOSITIONS**, **ADJECTIVES** and **ADVERBS**, all of which can have an affect on your progress.

- > **OPEN THE ORNATE CHEST**
- > **UNLOCK THE GOLDEN BOX WITH THE SILVER KEY**
- > **EXAMINE THE BIG HAT**
- > **WEAR THE LARGE COAT**
- > **LOOK UNDER THE BED**
- > **SIT ON THE CHAIR**
- > **LOOK INSIDE THE PRETTY BAG**
- > **PUT THE LARGE, SILVER PLATE INTO THE HOLLOW TREE**
- > **CAREFULLY SEARCH THE OLD RUBBISH**
- > **LISTEN TO THE SEASHELL**
- > **DRINK THE BEER SLOWLY**
- > **GO ALL THE WAY WEST**

You can also use multiple objects in a sentence or issue multiple commands, if you separate them with the word **AND**, **THEN** or a comma. Each command will take one turn to process, remember that the world goes on around you, so be careful about issuing too many commands as you might miss something important while your character is busy.

For example.

> **DROP THE LAMP, THE COIN AND THE OLD STICK**
> **TAKE THE BRIGHT RUBY AND THE STRANGE GOLDEN STATUE FROM THE LARGE BOX**
> **NORTH,EAST AND THEN NORTH**

You can also use the word **ALL** to quickly reference everything in one area, once again, all can take multiple turns to process if there are multiple responses.

> **TAKE ALL**
> **DROP EVERYTHING INTO THE CHEST**
> **TAKE ALL FROM BEHIND THE DRESSER**

If the game finds that one of your actions in a multi-line request is invalid, the game will produce an error, explaining what's wrong and stop all further commands. You can read more on errors later.

Although you can use all with most commands, some things will negate this, for example

> **PUSH ALL EAST**

This would fail after the first object pushed, as you will follow the object east, and won't be in the same location as other objects.

You can talk to other characters in much the same way so you would enter your own commands, and working with others is needed if you want to complete the game.

For example.

> **RANDLE TAKE THE KEY**
> **SAY TO SIMON "GO NORTH"**
> **SUSAN PLEASE GIVE ME THE OLD BOX**
> **KARL FOLLOW ME**

Note, a character can't be given more than one command at a time, they will just ignore it.

Also remember that many characters don't know you, and won't just blindly follow orders. However, it's possible that some characters will have skills your character doesn't. Maybe they are stronger or more agile for example.

Let's talk about objects.

If you're going to solve **The Eye of Borrack**, you're going to need to manipulate a lot of objects. Remember, objects have a lot of attributes, they can be containers, have objects behind or under them, be burnt or used as a tool or weapon. Many objects need to be combined to **REPAIR** an object or used to **MAKE** a new one.

All objects have a size and weight, and you and other characters can only carry so much. Also large objects cannot fit into small ones, which is common sense.

Some objects need other interactions before they function, for example, a torch may need fuel, or a gun may need bullets.

Some objects are too heavy to be carried by you, but could still be pushed or pulled.

For example:

- > **PUSH THE HEAVY CHEST NORTH**
- > **PULL THE CART SOUTH**

Objects can also be thrown and sometimes will need to be to solve puzzles. You can only throw objects that you can carry.

Some examples would be:

- > **THROW THE COIN AT RANDLE**
- > **THROW THE SHEET NORTH**

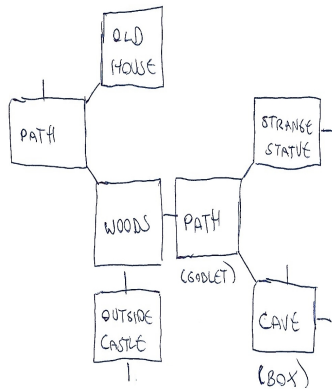
Vehicles and Transport

Some objects can be used as transport. In most cases the player or character will need to **BOARD (object)** or **MOUNT (object)** a vehicle to use it. You then move as normal and the vehicle will move with you. Some areas can only be entered using transport, while other areas can't be entered unless on foot.

A vehicle could be a lot of things, for example, a boat, a horse, or a car would all be examples of transport. If you want to leave a vehicle once on board, you can **DISMOUNT, GET OFF**, etc. You can specify the transport, but there's no need as you can only use one vehicle at a time.

Drawing a map.

We mentioned before that drawing a map is helpful, you can see a rather poor, hand drawn map below, showing how we like to show our rooms for an imaginary game. We assume that UP the page is NORTH, but you can draw you maps however you like.



In this example, which isn't based on **The Eye of Borrack**, you can see several rooms mapped out with some directions. Here we can see that from the path, you can go north-east, south-east and west. We also noted that there is a goblet on the path.

We can also see that the cave, which is south-east of the path has a box in it, and paths leading north and east as well, which we have yet to explore.

Let's take a look at how we might explore this map. We'll assume we are on the path with the goblet.

You are on a path, there is some woodland to the west, a strange statue to the north-east and a cave to the south-east. You can also see a golden goblet.

What Now?

> **EXAMINE GOBLET**

The goblet is made from solid gold, and well crafted.

What Now?

> **WEST**

You are walking through a beautiful woodland, the fresh leaves of autumn crunching underfoot. Paths lead east and north-west. There is a small gingerbread castle to the south.

What Now?

> **NW**

You are walking along the wooded path, which continues to the north. To the north-east you can see an old ramshackle house which has clearly seen better days. To the south-east, the woodland deepens.

What Now?

> **EXAMINE HOUSE**

You can't see much from here, but it looks as if the walls are in poor repair and the roof has partially collapsed.

What Now?

We'll leave our little example there, but hopefully you've seen how useful a map can be, and that you'll find it useful when you come face to face with bigger problems than the ruins of a house or a gingerbread castle. But of course, in a game, you'll want to explore these further, and who knows what you'll uncover?

Special Commands

SAVESLOT

The **Eye of Borrack** allows you up to 100 save slots, you can change the active slot at any time by typing SAVESLOT XXX where XXX is the slot number you want to use.

SAVE

This will save the game at its current position, using the current active slot, see SAVESLOT above. You will be asked to confirm the save, and also any overwrite, if the save already exists, you can press Y or N, pressing Y will load the slot, pressing N will leave things unchanged.

LOAD

This will load the game last saved in the active slot, see SAVESLOT above. You will be asked to confirm the load, you can press Y or N, pressing Y will load the slot, pressing N will leave things unchanged.

DELETE

This will delete the game last saved in the active slot, see SAVESLOT above. You will be asked to confirm the delete, you can press Y or N, pressing Y will load the slot, pressing N will leave things unchanged. **WARNING – This cannot be undone.**

RESTART

This will restart the game from the beginning, You will be asked to confirm the load, you can press Y or N, pressing Y will load the slot, pressing N will leave things unchanged.

OOPS

Oops will rewind the game one turn, that's it, so use it wisely, but it can save you from an unexpected death or similar.

PAUSE (P)

The Eye of Borrack will continue if you are inactive for 30 seconds or more, you can PAUSE the game. To continue just start typing.

MUSIC

You can set the music volume from between 1-100 or turn it ON or OFF. E.g MUSIC 50, or MUSIC OFF

SOUND

You can set the sound volume from between 1-100 or turn it ON or OFF. E.g SOUND 80, or SOUND OFF

QUIT

This will quit the game, any unsaved progress will be lost, You will be asked to confirm the load, you can press Y or N, pressing Y will load the slot, pressing N will leave things unchanged.

EXITS

Will show any possible exits from the current room.

WHAT (IS) (HERE/IN XXX)

Will show current objects in a room or object.

WHERE (IS) XXX

Will remind you where you last saw an object.

AGAIN

This will repeat the last action, useful for when you need to do something more than once. You can use the UP ARROW as a short cut as well.

The Menus

You can access a few commands from the menus, as well as tailor the look of the game. Let's take a look at these.



You can click on any of the menus to access the sub-menu, or if the location has a graphic, clicking on the main bar will reveal it, providing that you haven't turned off the graphics completely.

Files

Load

This will load the game last saved in the active slot, see SAVESLOT above. You will be asked to confirm the load, you can press Y or N, pressing Y will load the slot, pressing N will leave things unchanged.

Save

This will save the game at its current position, using the current active slot, see SAVESLOT above. You will be asked to confirm the save, and also any overwrite if the save already exists, you can press Y or N, pressing Y will load the slot, pressing N will leave things unchanged.

Restart

This will restart the game from the beginning, You will be asked to confirm the load, you can press Y or N, pressing Y will load the slot, pressing N will leave things unchanged.

Quit

This will quit the game, any unsaved progress will be lost, You will be asked to confirm the load, you can press Y or N, pressing Y will load the slot, pressing N will leave things unchanged.

Text

You can change how much information you are given when you enter a room, you can choose between a full description, a smaller one or a very brief one.

Verbose

Verbose will display the full room description, any objects, and any additional information.

Brief

Brief will display the room full description, and any objects, and additional information on the first visit only. After that you will only see the room name.

Superbrief

Superbrief is just that, the game will only display the name of the room, and nothing else.

Graphics

Normal

The graphic, if one exists will appear when first visiting a room, after which it can be viewed again by clicking the menu bar.

On

The graphic will always appear on every visit to the room.

Off

The graphic will never appear, even if the menu bar is clicked.

On Demand

The graphic will only appear if the menu bar is clicked.

Stuff

JimJams Games

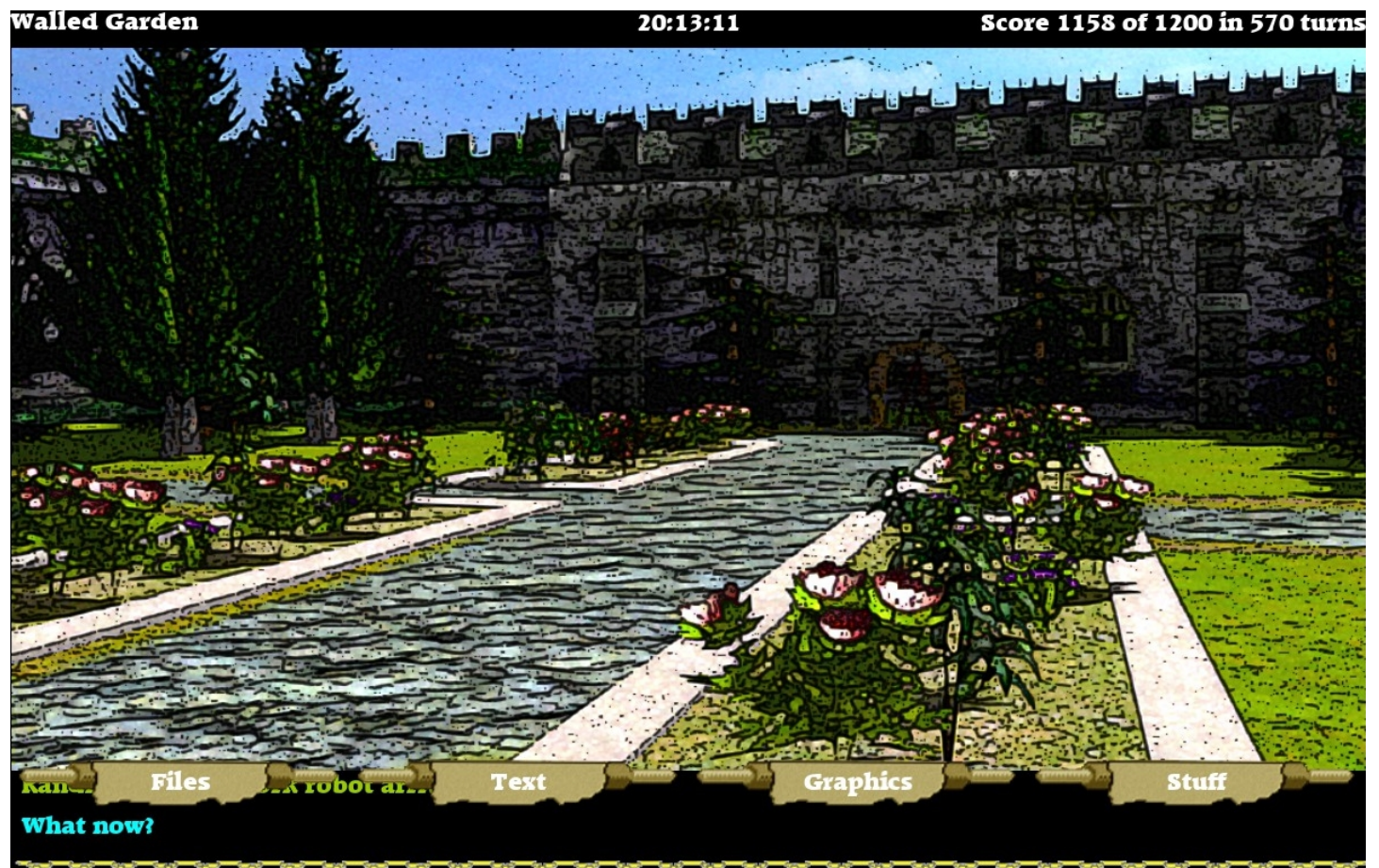
This will take you to your default browser, and open the JimJams Games website, where you can learn lots of exciting things about the developers.

Other Games

The will open the Steam interface in your default browser and take you to a list of our other games, so you can always see our latest releases.

Credits

This will show you a list of all of the wonderful people that have helped bring **The Eye of Borrack** to life.



So, what you've typed is nonsense!

There are a lot of words that **The Eye of Borrack** can understand, and we've tried to add a comprehensive list, which covers as much as possible, but the English language is complex, so there are some rules. We suggest you try to use a sentence as you would in normal life, and hopefully if the game doesn't quite understand, the errors will explain why. We'll only explain the most common errors here, as there are a lot that are related to puzzle-only issues, and we don't want to give the game away.

If there is an error, all further commands in a sentence will stop being processed.

Sorry, the word `(word)`, isn't needed to solve this game, please try some other words.

The word isn't known by the game, and isn't needed to complete it. You may find words in descriptions that aren't recognised, in that case they are only to add to the story telling.

The noun is unknown in this situation or The second noun is unknown in this situation.

The noun is known, but not in the context that it's being used. Try rewording the sentence.

(Object) isn't here

The object isn't in the room or container mentioned.

(Object) isn't here, if the objects is in, under or behind another, you'll need to be more specific.

The object isn't obvious, objects that are on, in, under or behind will need to be referenced by location. E.g.

TAKE THE SWORD FROM UNDER THE BED.

(Character) stumble(s)"around in the dark, unsure if any progress has been made.

It is too dark for the character or player to see what's going on. Any movement will be random if at all.

Moving in the dark is dangerous. Read the descriptions carefully for clues about dark areas and find a light source as soon as possible.

(Character) has too much to carry and cannot move.

The player or character is carrying too much weight, and can't move until something is dropped.

Some useful words.

The **Eye of Borrack** has a large vocabulary, and we don't try to hide puzzles behind obscure input but, even though there are too many words to list here, it's always useful to be given a head start, so here are some common words.

Dictionary

Directions

NORTH or N, NORTHEAST or NE, EAST or E, SOUTHEAST or SE, SOUTH or S, SOUTHWEST or SW, WEST or W, NORTHWEST or NW, UP or U, DOWN or D, IN, OUT, ACROSS

Verbs

TAKE, DROP, EXAMINE, SEARCH, LOOK, REPAIR, MAKE, ATTACK, SMELL, LISTEN, INVENTORY or I, MOUNT, DISMOUNT, OPEN, CLOSE, UNLOCK, LOCK, SHARPEN, FOLLOW, LIE, SIT, STAND, PUSH, PULL, THROW, WEAR, REMOVE, GIVE

Adverbs

CAREFULLY, QUICKLY, SLOWLY, CLOSELY, SUDDENLY, SWIFTLY, SILENTLY

Prepositions

INTO, IN, ON, UNDER, BEHIND, FROM, OFF, OUT, TO