

Mondi Confinanti

2005

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"Oh, another nice question. Well, look at the glass boxes, look inside them. Many say that the answer is inside yourself. WRONG, my dear, I completely disagree. I always say that the answer is inside a glass box. Or, let's say, a yellow bag. But, unfortunately, we don't have any yellow bags at the moment."

Intro

A voyage from a place that doesn't belong to this reality to a small town on the hills near the Apennini mountain range. A mysterious death, an hideous secret to keep... and someone who wants to discover the truth at every cost. A little girl who's looking for peace and a police inspector who won't be satisfied by the first impressions; their stories weaved together, flowing beneath the real world surface and the hyperuranium underground.

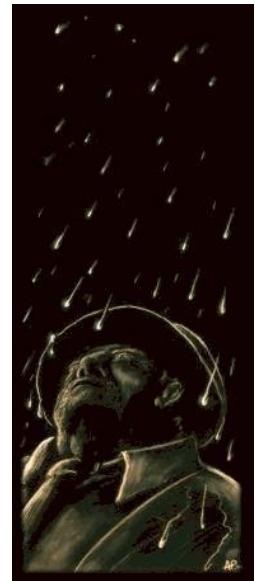
Beyond is an interactive fiction, a text adventure with graphics.

Beyond was created for Mondi Confinanti by:

Roberto Grassi - original concept

Paolo Lucchesi - programming

Alessandro Peretti - graphics



Due to the temathics involved, this game is not suitable for children.

"I don't know exactly. I've never managed to reach its end. Maybe it's simply unending."

Installation

Beyond is released in the following formats:

- Complete Package for Windows (with images)
- Glulx version with images
- Z-code version, text only

The first format release includes everything needed to play Beyond, but it only works for Windows Operative Systems. This version is recommended for who doesn't have previous experiences with Interactive Fiction and Interpreters.

To run the other two version, the user will need a program called interpreter (respectively Glulx interpreter and Z-code interpreter). In this way, Beyond can be run, independently from the operative system, on every computer which have the right interpreter installed. Furthermore the same interpreter can be used for any other game in Glulx or Z-code format.

Let's see the different release versions in detail.

Complete Package for Windows

To install Beyond, simply unpack the *Beyond_WinEng.zip* archive on your hard disk or on a removable support.

Then, enter the *Beyond (Eng)* folder and run the *Beyond.exe* executable.

To uninstall Beyond, just delete the folder.

Glulx version with images

To run this Beyond version it's necessary to have a Glulx interpreter installed on the computer.

The interpreter suggested by Mondi Confinanti for Windows, Linux and macOS systems is called Gargoyle. By Tor Andersson, maintained by Ben Cressey and others, it can run Glulx games and almost every other interactive fiction format. It can be downloaded from:

<https://github.com/garglk/garglk/wiki/>

Possible alternatives are Windows Glulx e Windows Git (by David Kinder):

<http://www.davidkinder.co.uk/glulxe.html>

or Filfre (for Windows, by Jimmy Maher)

<http://maher.filfre.net/filfre/>

or, for macOS, Spatterlight (again by Tor Andersson):

<https://github.com/angstsmurf/spatterlight>

o, for Android devices, Fabularium (by Tim Cadogan-Cowper):

<https://f-droid.org/en/packages/io.davidar.fabularium/>

Finally you can look up here:

<http://mirror.ifarchive.org/indexes/if-archiveXprogrammingXglulxXinterpretersXglulxe.html>

When the Glulx interpreter is installed, run it and open the *Beyond_Eng.gblorb* file.

Z-code version, text only

To run this Beyond version it's necessary to have a Z-code interpreter installed on the computer. Z-code interpreters exist for almost every computer (smartphones, tablet and palms included) and operative systems.

The suggested interpreter is still Gargoyle (see above).

Alternatively you can use the already cited Filfre, Spatterlight e Fabularium, or Windows Frotz (by David Kinder):

<http://www.davidkinder.co.uk/frotz.html>

Or again you can look up here:

<http://mirror.ifarchive.org/indexes/if-archiveXinfocomXinterpreters.html>

When the Z-Code interpreter is installed, run it and open the *Beyond_Eng.zblorb* file.

"I heard a second voice, before."

"That's not very strange. I can usually hear sixty-seven different voices at once."

What Interactive Fiction is

Interactive Fiction (I.F.) products are also known as Text Adventures. They are something halfway between a story and a game, in which the player is the main character, the one who sorts how the plot advances. As a general rule, the player's task is to reach one of the 'good' endings without dying. To fulfill this task, the player will solve quest and problems, and will overcome the obstacles that the game creator has put between him and the winning ending. So the computer shows to the player a text describing the situation, and waits for him to input the commands that will be the actions of the main character.

But I.F. games are more than this simple description. They can roughly be split between two categories, depending on the quantity of puzzles that the player will meet. So there are 'puzzleless' I.F. works, interactive stories where the player should only follow the narrative stream, and there are 'puzzlefest' I.F. works, where problems and problem solving are the game's main theme. The choice between these two ways is a simple matter of personal tastes.

Here's a short example:

```
You're on a dusty country road.  
Near to you there's a car.  
Inside the car you can see an unconscious woman.  
>
```

Now you can input your command just after the > char. As an example:

```
> open the door
```



And the computer answers

The car's doors are closed.

>

You don't quit so fast, and try a more productive way:

> break a window

You break carefully one of the car's windows.

> open door

You open the car's door.

>

And so on. Obviously not every obstacle you'll face will be so easy to override.

How to play them

When the game begins, there's usually a brief intro (if the text shown is too long, the game will wait for the player to press RETURN, so that he can read all the text before it scrolls over the upper side of the screen). Then the game shows to the player the 'prompt', the \$>\$ char and the flashing cursor. The game is now waiting for the commands inputed by the player. Commands are usually in imperative form, as the player would give orders to someone. As an example, if the intro text has told you that you're in a kitchen and you can see a glass vase on a shelf, you can try commands like TAKE THE VASE, or OPEN THE VASE, or EXAMINE THE VASE (command example are written in capital letters in this manual, but it's not necessary to write them in capital letters during the game).

These are commands frequently used while playing I.F., and specifically while playing Beyond, but beware, this list is on purpose not complete.

- Movement. You can move from a room to an adjacent one using the cardinal directions (NORTH, SOUTH, EAST and WEST, shortened with N, S, E and W, but also NORTH-EAST, NORTH-WEST, SOUTH-EAST and SOUTH-WEST, shortened with NE, NW, SE and SW), and the UP (U) and DOWN (D) commands to move vertically (climbing a stairs, entering a trapdoor). You can also let the time pass without doing anything with the WAIT (Z) command.
- Interaction with items. The LOOK command is used to repeat the room description, while the LOOK AT or EXAMINE (shortened with X) commands are used to have a description of the objects surrounding

the players. It's also possible to LOOK UNDER, LOOK INSIDE or LOOK BEHIND an object. Items that aren't too heavy can be taken and left with the GET and DROP commands. The INVENTORY (I) command shows a list of the items held by the player. Obviously, objects can be manipulated in other more or less logical ways; a torch can be lit or unlit (LIGHT TORCH / UNLIGHT TORCH), a button can be depressed (PUSH BUTTON), a table can be moved aside (MOVE TABLE), a door can be unlocked with the proper key and opened (UNLOCK THE DOOR WITH THE IRON KEY, OPEN THE DOOR), and if you find books or other legible material you can read them (READ BOOK).

- Phrases. You can input rather complex commands, using pronouns too. As an example, commands like "TAKE THE KNIFE AND THROW IT TO THE TROLL", "DROP ALL EXCEPT FOR THE KEY", "TAKE THE STONE AND THE SHIELD" are usually accepted. You can also omit articles; the "TAKE THE KNIFE" and "TAKE KNIFE" are equivalent.
- Conversation. If in the course of the game, you meet other character, you can communicate with them using the "TALK TO..." command (TALK TO FRANK, as example), that will usually show a menu containing different conversation choices. Commands like "TELL FRANK ABOUT MARY" or "ASK FRANK ABOUT THE JAZZ MAGAZINE", which are rather common in other games, are not used in Beyond.
- Interaction with characters. Two commands that are useful when dealing with other characters (people or animals) are SHOW and GIVE. Two simple example are "SHOW BOOK TO ANTHONY" and "GIVE NUT TO ELEPHANT". In Beyond these two commands are usually synonymous.

Special Commands

There are some special commands, that are used to manage the game. They are:

- SAVE: to save the current game.
- RESTORE: to restore a previously saved game.
- RESTART: to restart again a game.
- QUIT or Q: to leave the game.
- ABOUT or INFO: per accedere alle istruzioni interne al gioco.
- HELP o HINT: to have help if you're stuck.
- OBJECTS and PLACES: to have a list of touched items and visited rooms.
- SCRIPT ON and SCRIPT OFF: to start and stop a transcription on file of the game.
- VERSION: to show info on the game.
- AGAIN or G: to repeat the last command.
- OOPS: to correct a single word.
- UNDO: to undo the last command.

"Believe me, I've never understood that very well..."

License



Beyond is an Interactive Fiction created by Roberto Grassi, Paolo Lucchesi and Alessandro Peretti.

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"He's my faithful coworker. I have to admit that he may be smarter than me, but he's also muchmore boring, trust me."

Thanks

This I.F. story was written using the *Inform* programming language and libraries, © Graham Nelson, and the *glk* libraries (for the glulx virtual machine) by Andrew Plotkin.

Menus are implemented using the *DMenu.h* extension, by Khelwood, and the *pname.h* extension, by Neil Cerutti, is also used for name matching.

A lot of thanks to Emily Short, who inspired the *walk.h* conversation system. Also thanks to Jim Fisher for his *ORLibrary*, to Clower, Ress and Brown for *follower.h*, and to Roger Firth and Stefano Gaburri for *scenic.h*, three extensions which haven't been used but which gave us more than a hint on several points.

Thanks to Tor Andersson, to Ben Cressey and to the whole staff for the *Gargoyle* interpreter (used in the Windows version) and to Andrew 'Zarf' Plotkin for the *Quixe* interpreter (used for the online version).

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Finally, thanks to Neil Gaiman, who has been an inspiration in the whole making of Beyond.

Authors and Mondi Confinanti

Beyond was created by Roberto Grassi, Paolo Lucchesi and Alessandro 'Serius Joker' Peretti.

The original concept and the main plotlines comes from the mind of Roberto Grassi. The definitive plot was instead developed in some long and exhausting discussions between the whole team.

Paolo Lucchesi did most of the programming stuff, while Alessandro Peretti did almost all the artwork.

You can send comments and bug reports to info@paololucchesi.it.

Mondi Confinanti is an italian software house devoted to the making of high quality Interactive Fiction. The project has the purpose of coordinate and ease the collaboration between authors interested in I.F. creation, and the purpose of make games for the international audience.

Beta Tester

Finally a big bunch of thanks to the brave beta- and play-tester staff. They have seriously contributed to the definitive release of Beyond, and they have made Beyond a much better game:

- Adam Atkinson
- Pablo '*Depresiv*' Martinez
- Alberto Piva
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- Vincenzo Scarpa