

HIBERNATED

MANUAL

O. LUND



POLARIS-7

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Pond

WELCOME TO YOUR ADVENTURE

Have you ever dreamed about a journey far beyond the known regions of the universe?

HIBERNATED 1: THIS PLACE IS DEATH

is a Science-Fiction text adventure for C64, ZX Spectrum, Amstrad CPC, Amiga, Atari ST and IBM PC/DOS.

It is the first interactive story in an epic trilogy centered around Olivia Lund, who has been sent on an interplanetary exploration mission by the TERRAN ALLIANCE. After being in hypersleep for more than 200 years and with more than 800 light-years being travelled, her ship, the POLARIS-7, crosses paths with a gigantic alien vessel and is captured by a tractor beam.

Olivia soon finds out that this may not be her only problem. There is no communication and there are no signs of life. The extraterrestrial spacecraft just continues to drift through the cosmic void, something it seems to be doing for thousands of years now. This is a tomb in-between the stars, which Olivia has to enter to extricate herself from this interstellar trap. Io, the navigation robot of the POLARIS-7, is probably her only friend now. Far away from home and surrounded by death and decay, she found the answer to one of the greatest questions of mankind. Are we alone? The answer is: yes, out here, we are more alone than ever.



LOADING HIBERNATED 1

COMMODORE 64 VERSION

This is how you load Hibernated:

- 1) Insert game disk
- 2) Type `LOAD"*", 8, 1`

AMSTRAD/SCHNEIDER CPC VERSION

The game works on CPC 464, 664, 6128 and Plus range.

This is how you load HIBERNATED from tape on a 464 machine:

- 1) Insert tape
- 2) Type `RUN"`
- 3) Press play then any key and wait until the game finished loading

This is how you load HIBERNATED from tape on a 664/6128 machine:

- 1) Insert tape
- 2) Type `I TAPE`
- 3) Type `RUN"`
- 4) press play then any key and wait until the game finished loading

This is how you load HIBERNATED from disk:

- 1) Insert game disk
- 2) Type `RUN"HIBER1"`

The disk also comes with special 80 columns version of the game, based on the CP/M capabilities of the system. This is how you load the 80 columns version of HIBERNATED:

- 1) Insert game disk
- 2) Type `I CPM`
- 3) Type `HIBER1CL`

SINCLAIR ZX SPECTRUM VERSION

The game supports both 48k and 128k machines.

This is how you load HIBERNATED (tape version):

- 1) Insert tape
- 2) Hit [J], followed by holding down [SYMBOL SHIFT] and hitting [P], then hold down [SYMBOL SHIFT] again and hit [P]
- 3) This should result in the screen showing: `L O A D''''`
- 4) For the Spectrum 128, +2 and +3, you need type in `L O A D''''` in full
- 5) Hit [ENTER] and press play on the cassette recorder

This is how you load HIBERNATED (disk version)

- 1) Insert disk
- 2) Select »+3 Basic« from the Spectrum menu
- 3) Type: `L O A D ''H I B 1 ''` to load the game

Note for +3 players: the game engine only allows saving to tape.

ATARI ST VERSION

This is how you load HIBERNATED:

- 1) Insert game disk
- 2) Wait until TOS has loaded
- 3) Double click the floppy disk symbol to show disk contents
- 4) Double click on `H I B 1 . P R G` to start the game

IBM PC (MS-DOS) VERSION

This is how you INSTALL HIBERNATED:

- 1) Copy the files either on a floppy disk or into a folder on your hard drive, e. g. `C : \GAMES\HIBER1`

This is how you LOAD HIBERNATED:

- 1) Change to the disk or the directory where you copied the files to, e. g. `C : \GAMES\HIBER1`
- 2) Type `H I B E R 1`

COMMODORE AMIGA VERSION

The game had been extensively tested on an unmodified Amiga 500 without memory expansion. Since then, all kinds of Amigas have been reported to work: Amiga 1000, Amiga 2000, Amiga 600, Amiga 1200.

This is how you load **HIBERNATED**:

- 1) Insert game disk
- 2) Press left mouse button when you're done with admiring the game screen
- 3) When your Amiga has finished loading, press a mouse button or a key to start the game

HIBERNATED 1 GAMEPLAY

HIBERNATED is a text-only adventure. It works with a two-word-logic, e. g. **EAT APPLE**, **EXAMINE CUPBOARD**. The parser is capable enough to understand better forms of expression. So you could write **N** to go north, you could also write **GO NORTH**. You generally move with **N**(orth), **S**(outh), **W**(est), **E**(east) or any other direction that is written in the room description like e. g. **UP** or **SE**. You don't have to search for hidden exits, everything is clearly visible to you. A door though might be locked, which is a different cup of tea.

The game comes with many synonyms that enhance the gameplay, e. g. **EXAMINE BODY**, **CHECK CORPSE**, **INSPECT DEAD** would all result in the same operation. **LOOK AT** is also a synonym for **EXAMINE**. To satisfy your expectations: corpses actually **ARE** objects in the game. Not only nouns have synonyms, the same counts for verbs: **GET**, **GRAB**, **TAKE** would all invoke the same operation.

You can save and load your progress at any time. Type **HELP** in-game to learn more about disk/tape operations.

Type **REDESCRIBE** if you want to read the room description again.

Hit **INVENTORY** to have a look at the items you're carrying.

The most common three operations have a short form: you can write **R** instead of **REDESCRIBE** to redescribe a room, **I** to check the inventory and **X** to **EXAMINE** an object.

QUIT allows you to end the game.

Common instructions are: **USE, EXAMINE, DROP, TAKE, SEARCH, OPEN, PUSH, N, S, E, W**. Other instructions derive from hints you get while progressing.

Type **HINT** to get a more or less cryptic hint how to achieve the next major goal in the game (progress-level).

HOW TO SOLVE THE MYSTERY

- Draw a map. That's probably the most important aspect to win this game, **HIBERNATED** doesn't differ much in that from other text adventures.
- Keep your progress in mind. **HIBERNATED** is heavily based on dependencies and progress levels. You might have the right idea (verb noun combination) but the time is wrong. Just because an operation doesn't work does not necessarily mean it won't work later, e. g. why should you **USE TOILET** if there is no need for that? Why should you **SEARCH** for **TOILETPAPER** if you don't need it? **Io** sometimes gives you hints about the steps necessary for the progression. And sometimes, even the time is right, the idea is right but the place is wrong. That's also for you to consider. If you want to take a shower, you go to the bathroom. Yes, that was a metaphor.

- Examine a lot. Not only does examining give you useful hints - and think twice about what you read, **HIBERNATED** comes also with a lot of hilarious jokes and references. So be sure to examine everything, including the objects you carry and encounter as you might be otherwise missing most of the fun.
- Searching rooms is not a thing, e. g. **SEARCH AREA**. Searching an object though is fine, e. g. **SEARCH CUPBOARD**.
- Use a shortcut. On the alien ship you can type anytime **GO POLARIS** to get back to the **POLARIS-7** with skipping all the rooms in-between. You will need to go back quite a few times so this is a **VERY** handy feature. The feature won't work if you're not wearing your space suit as that would result in a gameplay paradoxon. Also it makes sense in a logical context. When you're in outer space you're not only wearing your old worn-out underpants.
- This game does not contain any references to **COLOSSAL CAVE ADVENTURE**. Ok, there might be at least one in.
- Don't die. There is **JUST ONE** situation in the game where you can actually die and it is not very hard to guess how that might be achieved. If you manage to die in that one situation, you probably might want to consider to not play any adventure game in the future.



EIGHT FEET UNDER A HIBERNATED 1 ADDON

If HIBERNATED 1 would be a modern game, then EIGHT FEET UNDER would be the massive bonus content you'd get with a season pass. It's a standalone adventure game that narrates a previously unknown part of the HIBERNATED 1 events. We highly encourage you to play through HIBERNATED 1 first, because you won't understand the story otherwise. EIGHT FEET UNDER introduces the second main character of the HIBERNATED science fiction series: VERMIN EXTERMINATION UNIT 4, also known under the nickname VLAD. Travel back with VLAD into the eternal darkness of the Lyra constellation, save Olivia and Io from the eerie dangers and secrets lurking in the depths of the stranded alien ship and experience four exciting chapters:

I. CLOSER TO THE STARS

II. THE QUEEN OF THE SWAMP CRAWLERS

III. BREAKING BARRIERS

IV. KINGDOM OF THE STING TAIL SCOURGES

The download code for EIGHT FEET UNDER is on the card you find in the box contents.

Please note that EIGHT FEET UNDER is not HIBERNATED 2, which is currently in production.

IN CASE YOU'RE STUCK

For HIBERNATED 1, there is a solution available at the CLASSIC ADVENTURE SOLUTION ARCHIVE <http://solutionarchive.com>. You should also find a solution for EIGHT FEET UNDER there. Please keep in mind that you can ping @8bit_era on Twitter anytime for a hint.

THE POND TEAM

Graham Axten • Craig Derbyshire • Andreas Gustafsson • Tom Roger Skauen • Anthony Stiller • Vanja Utne • Stefan Vogt

We would also like to give a shout out to our former member Roy Fielding. You rock!

STEFAN'S CREDITS

The C64 loader code is by Graham Axten. Loader screens for HIBERNATED 1 on Spectrum, Amiga, ST and DOS were created by Vanja Utne. Loader screens for HIBERNATED 1 on C64, CPC and all the loader screens for EIGHT FEET UNDER were created by @rail_slave.

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COLLECTOR'S EDITION CREDITS

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