



Raft-Away River

Student's Guide

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A product of Jacaranda Software

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Commodore 64 versions programmed by Philip O'Carroll
Microbee versions programmed by Gerald Preston

Introduction

Raft-Away River is a game for 2 to 6 players. It is a special sort of game called a simulation. This means that the computer shows you a model of an adventure and you can experiment to see what you could do if you *really* had such an adventure. But, unlike the *real* thing, you can't come to any harm in a simulation. So, if your plans don't work out as they should, you have a chance to try again using some different ideas. If you think hard about why your plans didn't work, then you might learn why some plans fail. Of course, you will also learn how some other plans work!

The first part is up to you

This is how the adventure starts: you and some friends are enjoying a rafting trip in a wild and remote area. You have been on the river for a few days, and you are well-equipped with axes for chopping wood, matches for lighting a fire, fishing lines for catching your dinner and rope for tying up the raft each night when you camp on the river bank.

All is going very smoothly, except the map fell overboard this morning, and so now you are far from home, but not exactly sure where.

You come to a fork in the river. Which way should you go? To the left, the river looks narrow and gloomy. To the right, it looks wider and safer. You steer the raft to the right. The river carries you along swiftly — perhaps a bit too swiftly! The river banks begin to rise steeply on both sides.

You are now in a narrow ravine. The river churns and froths and carries you along at a frightening pace. There is no way to stop the raft, so you hang on tightly. Whoosh! Riding rapids looked much easier on television! Your raft is out of control and is being flung about like a cork. Jagged rocks are everywhere. Crack! The raft shudders. Thud! Another rock. Rrrripp ——— the raft is tearing . . . it's gone, and the water is freezing. Arms and legs are everywhere.

Suddenly the water is calmer — you are near the bank and can touch the bottom, and the rapids are behind you. Together you struggle to the west bank. You have survived. Incredibly, there are no injuries. Further down the bank the watertight container holding all your gear has washed ashore.

So, here you are on the river bank, cold and wet, but safe. The rapids have brought you through a ravine; beyond it the river is wide and flows smoothly again. Just to the north, in the middle of the river, is a small island. Across the river on the east bank is thick forest. But you have ended up on the west bank of the river, and, further west, high cliffs rise steeply, hemming you in. In the distance you see a cave. It will shelter you while you sort out the equipment and decide what to do next.

A few problems

It is quite clear that, after losing your map, you took the wrong fork in the river. Also, it is certain that you can't go back the way you came. The only way to safety is by following the river further downstream, as it must eventually bring you to a town. How will you get down the river without a raft?

You can't climb the cliffs that block your path to the west, and the other side of the river looks dark and dangerous. It would be much safer to stay near the river rather than risk becoming lost in the forest. However, the forest could be useful to you. Berries grow on the bushes near the river, and there is a lot of firewood over there — but away from the bank the river is deep and flows swiftly. How can you get to the east bank? It is certainly too dangerous for you to try swimming.

You notice that the south end of the island is mostly stones — and some of those stones gleam in the sun. It would be

an ideal spot to find gemstones washed down from the mountains by the river.

Great black storm clouds are gathering and that means rain is likely. A lot of rain in the mountains would swell all the little creeks and streams that flow into the river and the river would be flooded. It is not safe to stay here for long because, if the river did flood, there would be no way out.

Meanwhile, the cave provides shelter and protection from heavy rain, so you don't want to move too far from it until you can leave safely.

What next?

What will you do? How will you use your time? What will happen?

Don't wander about aimlessly – let's consider all the things you might need to do. First of all, where can you go? There are a number of places that could be important.

The cave is one. There you'll have shelter and can rest.

There is just one tree on the west bank. It is the only supply of wood on this side of the river.

You will need a camp fire. It should be in an area where there is no chance of the fire getting out of control. The rocks to the south near where you climbed out of the water would be a good place.

You might want to go to the river bank. The safest part of the river bank is just near the cave. The bank is low here and you can get down to the river easily. Then there is the island. You could get to the island if you were able to build a bridge. Obviously, the best place for a bridge would be the narrowest part of the river.

What about the east bank? do you think it would be possible to get over there? Certainly the berries look good to eat (so long as they aren't the sort that make you ill) and lots of trees are growing there.

Now, what can you do? You should be able to do quite a lot. You managed to save all your gear from the raft, and there is plenty of work to be done.

Axes will be useful for cutting wood. You will need wood for a fire, and also if you want to build a bridge or a raft.

Fishing lines will help you to get food. There isn't anything else to eat; at least, not on the west bank. Matches will light the fire. You will need a fire to cook any fish you may catch. Nothing tastes better than freshly cooked fish!

Rope will be useful for tying logs of wood together to make a raft or a bridge.

If you could get to the island, you could look for gemstones. It would be great to have some to show your friends – they may even be worth a lot of money.

You will need to carry wood about – to the fireplace, or to where you are building a bridge or a raft.

There are all sorts of places to go and things to do; however, you must choose carefully because you want to get away before the river floods.

Choices you can make

Here is a list. This list is important – you use it to tell the computer what you are going to do each time it is your turn. (The list is repeated on the back cover of the Student's Guide.)

- A Go and rest or shelter in the cave.
- B Go to the tree.
- C Go to the fireplace.
- D Go to the fireplace, carrying a log.
- E Go to the west bank.
- F Go to the west bank, carrying a log.
- G Go to the island.
- H Go to the island, carrying a log.
- I Go to the east bank.
- J Go to the east bank, carrying a log.

- K Cut wood.
- L Build the bridge.
- M Build the raft.
- N Take a log from the raft.
- O Look for gems.
- P Try to catch a fish.
- Q Put wood from the pile onto the fire.
- R Light the fire.
- S Cook your fish.
- T Eat some fish.
- U Eat some berries.

OPERATING INSTRUCTIONS

You will need the following:

An Apple II Plus, Apple IIe or Apple IIC computer with one disk drive, a BBC Model B or B+ with one disk drive (the drive must be an 80-track drive), a Commodore 64 with disk or cassette drive, or a Microbee with disk or cassette drive; a colour or black and white monitor.

Understanding the instructions

1. These instructions use CAPITAL LETTERS to tell you what you will read on the computer screen. **Bold type** or *Italic type* in the instructions point out especially important things that you need to remember.
2. The sign (RETURN) means "press the key marked RETURN", or "press the key marked ↵". In the instructions we will use the sign (RETURN) to mean both.
3. Words or phrases
ON A LINE BY THEMSELVES
describe statements shown on the screen.
4. Make sure you read the Student's Guide before playing *Raft-Away River*.

Getting started on the Apple

1. Insert the *Raft-Away River* disk (label side up) in the disk drive. (Do not shut the door of the drive yet.)
 2. Switch on the monitor.
 3. Switch on the computer.
 4. When the red light on the disk drive is glowing, shut the door of the drive.
 5. The Jacaranda Software logo will appear on the screen. Pressing any key will cause the *Raft-Away River* title screen to appear; otherwise, if no key has been pressed, the title screen will load automatically after a short pause.
 6. Once the title screen has appeared, press the SPACE BAR to start the program.
- If you wish the program to run silently (that is, with no music or error noises), press "Q" to start the program instead of pressing the SPACE BAR.

Getting started on the BBC

1. Switch on the monitor.
2. Switch on the computer.
3. Insert the *Raft-Away River* disk (label side up) in the disk drive and shut the drive door.
4. Hold down the SHIFT key and press the BREAK key, then release the BREAK key before taking your finger off the SHIFT key.
5. The Jacaranda Software logo will appear on the screen. Pressing any key will cause the *Raft-Away River* title screen to appear; otherwise, if no key is pressed, the title screen will load automatically after a short pause.
6. Once the title screen has appeared, press the SPACE BAR to start the program. If you wish the program to run silently (that is, with no music or error noises), press "Q" to start the program instead of pressing the SPACE BAR.

Getting started on the Commodore 64

Cassette:

1. Switch on the computer.
2. Switch on the monitor.
3. Put the tape into the cassette drive (label up).
4. Rewind the tape, then stop.
5. Hold down the computer's SHIFT key and tap the RUN/STOP key.
6. Press play on the cassette drive.
7. The screen will go blank for several minutes.
8. When the program is loaded, the Jacaranda Software logo will appear. Soon after, the title screen will appear. Press the SPACE BAR to start the program. If you wish the program to run silently (that is, with no music or error noises), press "Q" to start the program instead of pressing the SPACE BAR.

Disk:

1. Switch on the computer.
2. Switch on the monitor.
3. Switch on the disk drive.
4. After the light goes out, insert the disk (label side up) and shut the door of the disk drive.
5. Type LOAD "RAFT*", 8: (Don't forget the colon.)
6. Hold down the SHIFT key and tap the RUN/STOP key.
7. Wait for the program to load. When it has loaded, the Jacaranda Software logo will appear. Soon after, the title screen will appear. Press the SPACE BAR to start the program. If you wish the program to run silently (that is, with no music or error noises), press "Q" to start the program instead of pressing the SPACE BAR.

Getting started on the Microbee

Cassette:

Important: The cassette has the program recorded on both sides, but at different speeds. Side A is at 1200 baud, which is the normal speed. Side B is at 300 baud, or four times slower. The program should normally load from side A; however, some cassette recorders do not work reliably at 1200 baud. If you have any difficulty loading from side A, try loading at 300 baud from side B.

1. Turn on the monitor.
2. Turn on the computer.
3. Type NEW and then press the RETURN key.
- 4. Type LOAD and then press the RETURN key.
5. Start the tape.
6. Wait until the computer beeps to indicate it has loaded the program (2–3 minutes at 1200 baud).
7. Turn off the cassette and rewind the tape.

Disk:

1. Turn on the monitor.
2. Turn on the computer.
3. Put the MASTER disk into the disk drive (label side up). If you have a dual disk drive, put it into the one with the light on.
4. Type BASIC and then press the RETURN key. Wait until the computer beeps.
5. Take out the MASTER disk and insert the *Raft-Away River* disk in the same drive, label side up.
6. Type RUN "RAFT" and press the RETURN key.

Introduction

1. The game begins with the following information.
YOU ARE STRANDED ON THE WEST BANK OF THE RIVER.

YOU MUST TRY TO GET TO SAFETY IN CASE THE RIVER FLOODS.

TO FIND OUT HOW TO PLAY, READ THE STUDENT'S GUIDE.

Press the SPACE BAR to continue.

2. Next you will be asked to enter the number of players (2–6). Press (RETURN) when you have typed the correct number.
3. The computer will ask you for your names, one by one. Type each name carefully.
Press (RETURN) after each name.

Note: If you make any mistakes when typing, you can erase them by using the DELETE key or the ← key on the Apple.

4. Next the computer will ask you how difficult you want the task to be.
 - Choose EASY if this is your first game.
 - Choose MEDIUM if you have been successful in an easy game.
 - Choose DIFFICULT if you can finish a medium game quickly.
 - Choose VERY DIFFICULT for a *real* challenge.
5. The computer will then display a list of what each person is carrying. There is no need to copy this list down as the computer will remind you.
6. When you have seen what you are carrying, press the SPACE BAR to begin the game.
Remember: Whenever you see the → sign, the computer is waiting for you to type something.

Playing the game

1. This message will appear at the bottom of the screen:
IT IS YOUR TURN, (*your name will be shown here*).
YOU ARE AT (*your position will be named*). YOU HAVE

(the tools you have will be listed here).

WHAT DO YOU WANT TO DO? (A-U) →

2. Refer to the list of things on the back cover, and choose an activity. For example, if you want to go to the tree, type the letter B.
3. The words telling you what you have chosen will now appear on the screen.
 - If you do want to do this, press (RETURN).
 - If you do *not* want to do this, press the DELETE key or the ← key on the Apple and you can choose again.
4. Once you have decided to do something by pressing (RETURN), the computer will try to follow your command.
 - (a) If your decision is acceptable your stick figure will move (if you have chosen to go somewhere) and you will see a message at the bottom of the screen saying
YOU HAVE DONE THAT.
 - (b) If your choice is impossible (perhaps you have the wrong tools, such as no matches to light the fire with), you will see a message that states
YOU CAN'T *(do that or go there)*,
and the computer will tell you *why not*.
5. As well as telling you whose turn it is, where they are and what they are carrying, the computer may display other messages for you. If it has started to rain or if the fire is getting low or you are getting hungry, the computer will tell you. Make sure that you read any messages carefully.
6. Remember that this adventure game is very much like real life. For example, what happens if you skip your meals? You will become weaker and weaker, and feel unwell and unable to work hard. What happens if you never take shelter when it rains? You'll get cold and wet.

It doesn't matter if you get a little bit wet, but if you are always getting cold and wet you'll become ill.

Some berries are good to eat, but some others can upset your stomach and make you very ill indeed. When you are ill, the only way to get better is to rest for a while.

7. Creating the rest of the adventure is up to you, so remember these things:
 - Read all information carefully.
 - Discuss your plans with the others in your group.
 - Think carefully about what you are going to do!

The end

The end will not come until you have finished – which means either that you have escaped safely from the flooding river, or you have not! Good luck.

Choices you can make

- A Go and rest or shelter in the cave.
- B Go to the tree.
- C Go to the fireplace.
- D Go to the fireplace, carrying a log.
- E Go to the west bank.
- F Go to the west bank, carrying a log.
- G Go to the island.
- H Go to the island, carrying a log.
- I Go to the east bank.
- J Go to the east bank, carrying a log.
- K Cut wood.
- L Build the bridge.
- M Build the raft.
- N Take a log from the raft.
- O Look for gems.
- P Try to catch a fish.
- Q Put wood from the pile onto the fire.
- R Light the fire.
- S Cook your fish.
- T Eat some fish.
- U Eat some berries.