

INNSMOUTH



SPECTRUM
48K/128K

Bitfans

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Official site: bitfans.itch.io/innsmouth

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STORY ■.■.■.■.



Welcome to *Innsmouth*, the ancient town of decay and desolation that many don't want to hear about.

You are not quite sure what has driven you to come here, but it's clear that this town holds a dark and sinister past, and you want to uncover it. So you are invited to unravel the mysterious events lurking in this remote coastal town, where the line between reality and madness blurs like fog in time. Do you dare to challenge the shadow over *Innsmouth*?

INTERFACE ■.■.■.■.





HOW TO PLAY ■.■.■.■.



Innsmouth is a graphic text adventure based on exploring locations, manipulating objects and having dialogues. The game will describe to you, in words, your current location, the characters and any objects that are there.

Actions are told to the computer using **ACTION OBJECT** like sentences (e.g. **GET KEY** or **OPEN THE DOOR**). Also you can move around the town using cardinal points: **NORTH**, **SOUTH**, **WALK EAST**, **GO WEST**, or their abbreviations (**N**, **S**, **E**, **W**). Sometimes, commands as **ENTER INSIDE** will also work.

Other basic commands are: **LOOK** (or **L**) to redisplay the description of the current location, **TALK** to start a conversation. **GET <object>**, **DROP <object>**, **GIVE <object>**, **EXAMINE (EX) <object>**, **INVENTORY (I)**... Use **QUIT** to quit the game.

Try to **EXAMINE SQUARE** or **EX BRIDGE** at the location where you start the game to get an idea about it.

If there is more than one object/item in the current location, the game will tell you that “you see some items here”. You can then examine those items to see what they are using **EX ITEMS**. Remember that you can only carry a maximum of four items at a time. Not all items

have a useful function, learn to choose wisely. And don't forget to use the included map.

If you haven't played a text adventure before, do not let it put you off, it is not difficult and will give hours of enjoyment. Keep in mind that most problems and solutions require no more than common sense to solve.

This adventure is split into several chapters which must be played in order. You cannot begin **Chapter II** until you have completed **Chapter I** and so on... Unless you have the passwords for the chapters. Get them!

MUSIC ■.■.■.■.



This is a game developed for the **ZX Spectrum 48k**, therefore it does not have music for the **AY chip**. However, you have a complete soundtrack (thanks to *Wicked*) available on *YouTube* at: <https://youtu.be/IiLoGWDy0sI>




Scan me!



Headphones or
good speakers
recommended



CREDITS ■.■.■.■.



✧ DESIGNED, CREATED & PRODUCED
BY *BITFANS*

✧ CODING & GRAPHICS: *F3M0*

✧ TESTING: *Dwalin, Marukpa, Mr. Rancio
& Pérezgrín*

✧ CODE SUPPORT: *Boriel & SFH*

✧ MUSIC: *Wicked*

✧ ARTWORK: *AI tools & Photoshop CS*

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reviewing the texts.



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