

Exclusive guide for...

TRISTAM ISLAND

A game by Hugo Labrande

Thank you for pre-ordering the game! As a token of my gratitude, here's some exclusive content for you: a short guide to get the most out of the game!

Trivia about the game

Here are some spoiler-free facts about the game:

- ❖ My original pitch for the game was: "an island with secret government technology hiding inside it; break it with sticks and stones". The second part didn't make the final version.
- ❖ The picture used for cover art is Mons Klint (in Denmark), which is strikingly similar to the island depicted in the game. There are numerous dinosaur fossils at Mons Klint. An idea for a sequel?
- ❖ The jukebox in the game is a real model, that you can admire at the following URL: <http://www.bal-ami.com/view-details/343/Junior.htm>
- ❖ Nobody at MI-5 will accept to talk to you about the events that unfolded on Tristam Island; instead, they'll claim Tristam Island is not a real island (which proves they're hiding something).
- ❖ Thanks to the very efficient Inform assembler (more efficient than Infocom's libraries), to PunyInform, and to an automated script I devised to get more out of the abbreviation system, I can confidently say that *Tristam Island* is the biggest game ever packed into a ".z3" format.
- ❖ The books you find near the end of the game are actual reference books that were used at the time.
- ❖ The jukebox in the game can play up to 20 songs, but you won't have enough money to hear them all. Save and reload to see them all! (They're great songs, too!)
- ❖ My original plans for the game was to have a waterfall where the strait is. You would be able to go inside the waterfall, which would reveal a short maze, then a secret entrance to the lab. Then I realised that a waterfall on a flat island in the middle of the Atlantic didn't make any sense.
- ❖ From the sandbank near the beginning of the game, you can see the radio tower and the other island.
- ❖ No matter what you do, the oil in the generators never runs out. I had originally planned on making it run out if you forgot to turn the lights off and unplug appliances, but that wouldn't have been very fun.
- ❖ The comic book in the shop is actually worth about \$7,000.
- ❖ The keypad is an anachronism here: it was invented in the 1970s.

References to other games

A few references to other games are in *Tristram Island*! See if you spotted them all!

- ❖ Fishing with no fishing rod gives a reply inspired by *Adventure*.
- ❖ The white house is, obviously, inspired by *Zork*.
- ❖ The book in the village is a reference to *Trinity*.
- ❖ The description of the steel tower is also a reference to *Trinity*.
- ❖ The main puzzle inside the white house is obviously a reference to *The Hitchhiker's Guide to Galaxy*.
- ❖ The names you can read on the doors in the white house are the names of the scientists in *Seastalker*.
- ❖ The albatross is not a reference to *The Legend of Zelda: A Link to the Past*. Nor it is a Monty Python reference.

Amusing

Here's a list of amusing commands to try out. You might have encountered some of them! This is 100% spoiler-free; all of these suggestions will give you a funny reply with no changes to the game.

Have you tried...

- ❖ looking under the island?
- ❖ sleeping in the ocean?
- ❖ eating the worm?
- ❖ counting leaves?
- ❖ fishing with no fishing rod?
- ❖ wearing the pub landlord's apron?
- ❖ inserting a coin in the jukebox without electricity running?
- ❖ taking two pots from the pub's kitchen?
- ❖ taking the comic book with you?
- ❖ smoking the cigarettes?
- ❖ finding all 5 "Mr. Chad" graffitis drawn by the inhabitants of the white mansion?
- ❖ eating the rat?

Full score breakdown

And for our last section: you finished the game, but not with the maximal score of 150 points? Here's the full score breakdown for the game, in case you don't want to search for the last lousy points... But of course: beware of spoilers!

Lower island (30 points)

Spotting the steel tower	1 pt
Spotting the hidden stairs	1 pt
Eating seaweed	1 pt
Putting bait on the hook of the fishing rod	1 pt
Putting a lure on the hook of the fishing rod	1 pt
Fishing a fish	5 pts

Gathering wood for a fire	5 pts
Cooking and eating the fish	5 pts
Sleeping	5 pts
Reaching the upper island	5 pts

Upper island - Village (65 points)

Drinking from the village fountain	1 pt
Taking the spare key for the pub	5 pts
Finding a torch	5 pts
Finding a backpack	5 pts
Looking at the map	2 pts
Starting the generators	5 pts
Smashing the window of the small shop	2 pts
Smashing the window of the woodshop	2 pts
Finding a way into the fenced area	5 pts
Finding the key to the gate in the fence	5 pts
Fixing the ladder of the steel tower	5 pts
Looking at Tristram Island through binoculars	5 pts
Finding and spending all 7 coins in the jukebox	7 pts
Turning off the light in the pub landlord's house	1 pt
Turning off the light in the small house by the cliffs	1 pt
Unplugging the jukebox	1 pt
Unplugging the refrigerator	1 pt
Taking out the crude door	2 pts
Entering the white house	5 pts

Upper island - Inside the white house (20 pts)

Reading the notices	1 pt
Unlocking the doors upstairs	5 pts
Plugging the bike pump	2 pts
Turning the statue	2 pts
Opening the door	5 pts
Going down	5 pts

Upper island - Inside the underground lab (35 pts)

Looking at the poster	5 pts
Entering the Major's office	5 pts
Finding the master keyring	5 pts
Opening the locker	5 pts
Fixing the radio	5 pts
Finding the right frequency	5 pts
Sending an SOS	5 pts