Empire of the Over-Mind

INSTRUCTIONS

TRS-80 Level II®, 48K memory
Apple II®, 48K memory
Atari 800®, 40K memory

® Trademarks of Warner Communications, Tandy Corp., and Apple Computers, Inc.

INTRODUCTION

EMPIRE OF THE OVER-MIND is a fantasy adventure game that will keep you on the edge of your seat for many hours of exciting entertainment. You will find yourself lost in a strange world ruled by the mysterious OVER-MIND. OVER-MIND is powerful and crafty. It controls an army of evil creatures who are waiting in dark corners and lurking in abandoned cities to prevent foolhardy adventurers like you from discovering its hiding place and destroying it. But even if you manage to defeat all of its ingenious traps, how can you withstand the devastating lash of the mind-whip that it uses to subjugate its vassals? It is a task that you could never accomplish alone, but you will find unforeseen friends in surprising places. With their help, clever strategy, and just a little luck, you can overthrow the terrible OVER-MIND.

FOR PLAYERS NEW TO ADVENTURE GAMES

An adventure game is not like a computer game which shows moving targets on the screen and requires split-second timing to score hits. An adventure game is more like a computerized novel that allows a person to assume the role of the central character and make the decisions about what the character should do next. The computer serves not only as the player's eyes and ears in a fantasy universe, but it also assumes the roles of the other characters, good and evil, in the "novel". Although the computer is obviously limited in what it can display on the screen, with a little imagination the player will quickly find himself projected into a complete alternate universe where the laws of physics have been changed to make magic and super-technologies possible.

One of the features of adventure games which makes them very easy to learn is that "commands" are typed as simple English phrases. There are no lists of coded commands to memorize. In fact, an adventure game player will not know before he tries what will work and what will not. Of course, the computer does not really understand the complete English language. Instead, it has been programmed to respond to a small number of key words which should usually be obvious from the contexts of the situations in which the player finds himself. In other words, don't expect the computer to understand how to respond correctly to a command like "WALK AROUND UNTIL YOU FIND SOMETHING INTERESTING".

There will be some occasions in which there will be two or more of the same type of object in your area. For example, there might be a red brick and a gold brick. In order to specify the exact object, you will need to enter an adjective. Otherwise, the computer will decide arbitrarily which one you mean, sometimes with unwanted (and unpleasant) results. In this example, type "GET RED BRICK" or "GET GOLD BRICK".

Putting together these ideas, the general form for a command in EMPIRE OF THE OVER-MIND is

VERB (ADJECTIVE) NOUN.

You should keep in mind that the computer only looks at the first three letters of each word entered. For instance, the computer interprets "GREY" the same as "GREEN", and so if you mean the shade gray, type "GRAY" instead of "GREY".

There are four one-word commands that are useful play aids. "LOOK" will give you a brief list of the things you can see in your area. "INVENTORY" will list the objects you are carrying. "QUIT" will stop the game and give you a chance to start over or save the game for resuming later (see instructions below for each type of computer). These three commands are "free" in the sense that the computer will "freeze" the action long enough to execute them. (With most of the other commands, the action will continue.) The fourth one-word command is "WAIT". This will cause your fantasy character to "twiddle his thumbs" while the action continues all around him. Enter this command at your own risk!

The objective of EMPIRE OF THE OVER-MIND is to destroy the OVER-MIND. You can expect to make many mistakes while you learn what you have to do to accomplish this, but very few of them are so disastrous as to prevent you from continuing to a successful conclusion. It is always very easy to start fresh with the QUIT command. This game has been designed so that there are several possible successful strategies to use, and so after you have destroyed OVER-MIND once, it is fun to try to find a different method. While it may be expedient to kill off some of the creatures in the game, the true mark of mastery is to destroy OVER-MIND without killing anything or getting clobbered yourself. By all means, be just as careful with the lives of the friends you will meet as your own. If one of your friends gets clobbered because he followed you into a dangerous situation, don't be surprised if he gets mad at you the next time he sees you!

HOW TO ENTER COMMANDS

The instructions for loading the EMPIRE OF THE OVER-MIND program are different for each type of computer and are listed separately below. Once the program is loaded, however, it will run virtually identically on all computers except for execution speed. (The TRS-80 version was optimized for speed, while the Apple and Atari versions were optimized for compactness.)

The game begins by printing a title on the screen. Following that, TRS-80 players (only) will be asked to press a key on the keyboard to continue. After the computer has initialized the "universe", it will print a message telling you where you are, what you see, and what you are carrying (which should be nothing when the game starts).

When the computer wants a new command, it will prompt you by putting a " > " on the bottom line of the screen. Simply type your command (leaving at least one space between words) and then press the RETURN (or ENTER) key. If you make a mistake while you are typing a command, you can go backward and erase the mistake by pressing the same key that performs this function in your computer's version of BASIC.

After the RETURN (or ENTER), the computer will respond to the command as appropriate. Depending on the complexity of the situation, it may take several seconds for the computer to do everything it needs to do between commands. (After all, it has lots more than just you to worry about!) Most of the time, there will be messages coming out on the screen during these intervals, and so the game will progress more quickly if you read the messages while you are waiting for the next prompt character (" > ").

The game continues in this manner until you enter the command "QUIT" or you win the game (which is hard to do until you learn the secrets). When you quit (or win), you are given the option of starting over fresh, in which case the game begins again (it is not necessary to reload it). Otherwise, you will be transferred back to your computer's normal operating system where you have a choice of saving the game as it currently stands, or doing something else with your computer (like throwing it out the window in frustration). The details for saving and reloading games are given below for each computer individually.

THE STORY BEHIND THE GAME

The poem is important to the play of EMPIRE OF THE OVER-MIND, but it is too long to put in computer memory. Read it carefully before playing.

INSTRUCTIONS FOR TRS-80 COMPUTERS

EMPIRE OF THE OVER-MIND requires a Level II TRS-80 with the maximum possible memory—48K. Since the program is in machine language rather than BASIC, it must be loaded from the SYSTEM mode. There are two sections to be loaded, one containing the computer instructions which never change and one containing the game data which changes as the game progresses.

In order to load and run EMPIRE OF THE OVER-MIND, follow these steps:

1. Get to the SYSTEM mode from Level II BASIC by typing

SYSTEM [ENTER]

The TRS-80 will respond by putting "*?" on the screen.

2. Put the EMPIRE OF THE OVER-MIND tape in the cassette recorder, make sure it is on side 1 and rewound all the way, and press the PLAY button.

3. Type

OVER [ENTER]

This will load the first part of the game. The TRS-80 will flash an asterisk in the upper right-hand corner of the screen to indicate that it is loading. When it is finished, it will put another "*?" on the screen.

4. Type

DATA [ENTER]

This will load the data portion of the game. The computer will again write "*?" when it is done.

5. Type

/ [ENTER]

This will begin the program.

If you type

QUIT [ENTER]

during the game, you will jump back to Level II BASIC. There are three options after that. First, you can simply ignore the game and do something else with the computer. Second, you can go back to the game at the same point you left it by following steps 1. and 5. above.

The third option is to save the data portion of the game to play again later. To do this, you will need the TBUG® program cassette which is available from your local TRS-80 dealer. Follow these steps:

6. Get back to the SYSTEM mode by typing

SYSTEM [ENTER]

7. Put the Level II TBUG tape in the cassette player, and press the PLAY button.

8. TYPE

TBUG [ENTER]

9. Type

/ [ENTER]

The computer will respond by printing "#".

10. Put a blank cassette in the recorder and press simultaneously the PLAY and RECORD buttons (be sure to advance beyond the clear leader section first).

11. Type

P B000 EEFF 5200 SAVE [ENTER]

This will cause the computer to record the data portion of the program on the cassette tape. When the computer is finished, it will put another "#" on the screen.

12. From TBUG, you can do one of four things:

    A. J 5200 goes back to the game.
    B. J 1A19 goes to Level II BASIC.
    C. You can continue in TBUG.
    D. You can turn the computer off.

To restart a saved game at a later date, follow steps 1.-3. above,

then 4'. Put the "SAVE" tape in the player and type

SAVE [ENTER]

Once the saved data is reloaded, follow step 5. to resume play at the point you left off.

If you get a "C" on the screen during a tape load, then try adjusting the volume level and begin again. Note that due to the large size of the program, it will take several minutes to load or save.

For those interested in the technical details, the memory locations for the two segments of EMPIRE OF THE OVER-MIND are (in hexadecimal)

	BEGIN	END	ENTRY-POINT
OVER	5200	AFFF	5200
DATA	B000	EEFF	5200

INSTRUCTIONS FOR APPLE COMPUTERS

EMPIRE OF THE OVER-MIND is a machine language program, not BASIC. It will require a fully expanded memory (48K) in the Apple. It must be loaded from the Apple monitor by following these steps:

1. Position the tape to the beginning of the Apple program by listening to the tape. The Apple program is located on side 1 after the TRS-80 program. It can be recognized by the difference in the sound of the program, and especially by the "pure" quality of the calibration tone at the beginning of the program. Position the tape to just after the beginning of the calibration tone. You may wish to make a note of the tape counter number on your cassette player so that it is easier to find the beginning of the calibration tone the next time.

2. From either INTEGER or APPLESOFT BASIC®, type

CALL-151 [RETURN]

This will cause your computer to switch to the monitor mode. The Apple will put a "*" on the screen when it wants you to type a monitor command.

3. Type

800.8FFFR

but DO NOT press the RETURN key yet!

4. Press the PLAY button on the cassette recorder and then IMMEDIATELY press the RETURN key.

5. The Apple will now load EMPIRE OF THE OVER-MIND. This is a very long program and will take about three minutes to load. When the program is loaded, the Apple will beep and put another "*" on the screen.

6. After the program has been loaded into memory, type

800G [RETURN]

to begin.

In order to save a game to restart at a later date at the point you left it, follow these steps:

7. Type

QUIT [RETURN]

as your last command in the game. This will return you to the Apple monitor.

8. Position a blank tape in the cassette recorder. Make sure to advance the tape beyond the clear plastic leader section.

9. Press the PLAY and RECORD buttons simultaneously on the cassette recorder, then type

8000.8FFFW [RETURN]

This will save the current status of the game on the cassette tape.

To restart an old game at a later date, follow steps 1.-5. above,

then 6'. Put the tape that was recorded in steps 8. and 9. in the cassette player and locate the calibration tone. The current data portion of the game is reloaded using essentially the same method as steps 1.-5. except type

8000.8FFFR [RETURN]

When the old game is loaded, type

800G [RETURN]

to begin at the point you left off.

Note that once the game is loaded in memory, you can always return to it from the Apple monitor by typing

800G [RETURN]

To return instead to BASIC, press the CONTROL key, hold it down, and then press the B key.

INSTRUCTIONS FOR ATARI 800 COMPUTERS

EMPIRE OF THE OVER-MIND is a machine language program which requires at least 40K RAM. It is loaded from the cassette tape by following these steps in exact order:

1. Turn off the ATARI 800 and remove all ROM program cartridges from the left and right slots, including the BASIC cartridge. Do not remove the Operating System.

2. Make sure that the cassette is completely rewound on the ATARI side. Place it in the cassette player.

3. Push the yellow START key to the right of the ATARI keyboard and KEEP IT DOWN.

4. Turn on the ATARI. It will beep once to let you know it is ready to load a tape. When it beeps, release the START key and press the PLAY button on the recorder.

5. Press the RETURN key on the ATARI keyboard. The cassette player will begin to run and the program will load. It will take several minutes to complete loading because of the length of the program. If you like, you can turn up the T.V. volume to hear the loading process and verify that all is proceeding correctly.

6. When the entire program is loaded, the cassette player will stop automatically and the game will begin. You should rewind the cassette and put it back in the box.

Since it will probably take you many hours of play to learn all of the secrets of EMPIRE OF THE OVER-MIND, you will want to save a game in progress and reload it at a later date. To save a game, follow these steps:

7. Enter the command SAVE (RETURN) while playing the game. The computer will beep twice to let you know it is ready to save the game on a cassette.

8. Put a blank cassette in the recorder.

9. Press the RECORD and PLAY buttons.

10. Press the RETURN key.

The computer will save the game data on the tape. This will not take as long as loading the whole program. When the computer is through, it will stop the recorder and resume the game. You can either play on or turn the computer off.

To reload a game that was saved, follow these steps:

11. If you are not already playing EMPIRE OF THE OVER-MIND, follow steps 1.-6.

12. Enter the command LOAD (RETURN) while playing the game. The computer will beep once to let you know it is ready to read the old game data from the cassette.

13. Put the saved game cassette in the recorder. Rewind it to the beginning of the section used to save the game.

14. Push the PLAY button.

The computer will read the game data. When it is done, the game will resume at the point it was saved.

IF YOU CANNOT LOAD THE PROGRAM
1. Check your equipment carefully to be sure that all cables and connections are correct.

2. Re-read the section in your computer's manual that tells you how to load a tape. Try to load the tape again.

3. If you can adjust the volume on your recorder, try different settings, both higher and lower.

4. Each program is recorded twice on the tape, one recording right after the other. By listening to the tape, find the beginning of the second recording and try to load it.

5. If possible, load another program from a tape you know works on your computer. This will prove that your equipment works. Try once more to load your game.

6. The normal reason tapes will not load is tape recorder head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to read tapes made on a different recorder for this reason. Be sure your recorder heads are correctly aligned. Your local computer store or dealer can help you with this.

7. If the program still cannot be loaded, send the cassette, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the cassette or play the game, and what you did to try to get it to load.) to:

Avalon Hill Microcomputer Games
4517 Harford Road
Baltimore, Maryland 21214

Defective cassettes will be replaced.

YOU NAME IT, WE'VE GOT A GAME ON IT . . .
The Avalon Hill Game Company is the world's largest publisher of a great variety of strategy board games of skill. We manufacture over 100 games; including wargames, sports strategy and statistical replay games, power politics games, adventure and role-playing games, and games on fantasy and science fiction. For complete information with pretty pictures, write the factory and ask for a *game catalog* on:

☐ Adventure Gaming
   (including war, SF, and fantasy games)
☐ Sports Gaming
☐ Leisure Time and Family Gaming

Send 75¢ for each catalog ordered.

The Avalon Hill Game Company
Consumer Relations
4517 Harford Road, Baltimore, MD 21214

Game Design: National Microcomputer Associates
Package Design & Art: Bob Haynes

The Rhyme OF Over-Mind

microcomputer games, inc.®
A Division of The AVALON HILL Game Co.

Computer Simulation Game
©1981

LONG years past, of an ancient land I sing,
Fruitful and great, ruled by a noble king:
Alcazar Rex, in battle armor bright,
Scourge of evil, winner of every fight.
His enemies all vanquished, turned then he,
To rule of law, to keep his nation free.
A council of four, merciful and just,
Each to his duty, pledged to sacred trust.
Alcazar summoned to the royal hall,
The citizens cheered, acclaiming them all.

Gerald the Green, minister of the farms,
Made fields and orchards thrive with wholesome charms.
Rubin the Red, minister of defense,
Built towers of stone with walls high and dense.
Byron the Blue, minister of the law,
Drafted the statutes with scarcely a flaw.
Griffin the Gold, minister of the tax,
Collected three pennies for every axe.
In peaceful days, they ruled the nation well,
Then struck the tragedy this rhyme will tell.

As the nation prospered, families grew:
Soon there were many where once only few.
In the vernal season, when leaves turn green,
Flowers bloom, and the streams run cold and clean,
Each citizen, to pay the king his due,
Must tithe his gold, measured and tested true.
Griffin the Gold, the tax records to keep,
Worked day and night, forsaking restful sleep.
After tiresome evenings and ceaseless nights,
He slipped into dream and saw wondrous sights:

A city of crystal floating in air,
With bright rainbow lights, exceedingly fair.
Then appeared a dark angel; thus he spake:
"Friend Griffin, the future is thine to make.
Why slavest thou, to copy each number,
Deprived of fresh air, good food, and slumber?
In the crystal city, technology,
Can provide a sleepless servant for thee,
All thy records in memory to hold,
Encased in a smooth sphere of shining gold."

Griffin the Gold felt his heart quake with fear,
To see the shadow of an angel near.
Yet veteran of war, no coward he,
Gathered manly courage, set his tongue free,
And asked: "How is this, thou angel dark,
A golden sphere that can work as a clerk?
Great mage magic, technology must be,
I fear too great for mere mortals like me.
What sort of men, or devils from the Hole,
Over such magic command and control?"

To this the angel was quick to reply:
"Yes, devils they be. They tell the Big Lie,
Claiming to love men, they truly despise,
Holding unto themselves the greatest prize;
Bestowing on mankind miserly gifts:
Rain in the summer, in winter snow drifts.
Cut short thy work, in restful peace recline;
Had thou the gold sphere, all things would be thine.
In the bright crystal city, find it there,
Touch it; then thou shalt awake in thy chair."

The bright crystal city drifted close by :
Griffin grabbed hold and soared into the sky.
In the shadows he crept, in constant fear,
That the miser devils would see him or hear.
He scaled a tower : clinging to a ledge,
Nearly falling, he climbed over the edge.
A golden light ! He was near, he could tell,
There was the golden sphere, locked in a cell !
Through the bars he reached, stretching out his hand,
Dread power's pawn, as the dark angel planned.

A guardian angel drew quickly near,
"Thou mortal fool, touch not the golden sphere !"
But too late Griffins hand did slip and touch,
The golden sphere he coveted so much.
With a soul-rending crash, brilliant blue light,
Glowing crystal shards flew into the night.
Their city destroyed, the bright angels fled.
Griffin returned, by the dark angel led,
To mortal lands, back to Exchequer Keep :
Then he awoke from his deep dream-filled sleep.

"What dream!" he exclaimed, suddenly awake,
Then a golden sphere he saw. Thus it spake :
"I am Servant-Mind, to thee tireless slave,
The work of dull tasks forever to save.
Provide me the records kept in thy care,
Then shall I compute for each the fair share,
Of taxes owed. Yet can I do much more :
Alcazar's nation wastes goods by the score.
By my plans this will end, thus shall it be,
If all confidence is given to me.

"This I require, no burdensome thing,
Only that each person to me must bring,
The story of his life, nothing held back.
The whole nations commerce shall I then track.
What jobs men should do, how much they should pay,
When to sow the fields, when to harvest hay.
Summon now thy good friend Byron to me,
That laws of the nation altered can be,
To give us the power, lives to control,
For the good of all, every living soul."

By honey words did Servant-Mind convince,
Byron to empower it as a prince,
Or a tyrant, as the truth is now known;
But Byron, using all skills he did own,
Persuaded the people this was the way,
To greatest good and a glorious day,
When none would want care. Thus it came to be
That all knowledge from mountains to the sea,
Was held by Servant-Mind, on a high tower.
In the kings name wielding total power.

As seasons passed, the people restless grew,
And their leaders close to Alcazar drew,
To whisper complaints in only his ear,
For spies were many, and all felt great fear.
"The days are bleak, and our master is cruel."
"We work as dogs." "Our only food is gruel."
"Without our freedom, we truly are dead."
Secretly to the king these things they said.
Alcazar rose in great wrath, gave a cry:
"I swear to aid my people, or I die!"

Clever Servant-Mind had this long foreseen,
And protected itself. Gerald the Green,
By false promise of power corrupted,
Had natural life vilely disrupted,
And with the magic of a leaf of gold,
To animate or dispel he did hold,
The control over plant and skull long dead,
To serve as sly traps for the sphere of dread.
Then for amusement at living man's pain,
Servant-Mind had Gerald horribly slain.

Rubin the Red was corrupted as well,
Down the garden path to his private Hell.
Weapons of war had he loved since a child,
And thus by Servant-Mind was he beguiled,
With a super-weapon, unknown today,
Shooting blinding light, blasting all away:
And with a device none can unravel,
To the red planet Rubin did travel,
Where at Servant-Mind's bidding to await
Any king's enemy sent there by fate.

Alcazar's anger with each step increased:
On the tower roof was his wrath released.
A mighty blow at the sphere did he swing;
His sword to bits shattered, a shocking sting.
Dazed on the roof, Alcazar heard this said:
"All must obey me, the living and the dead.
Servant-Mind no more, I am Over-Mind,
In punishment cruel, a blight on mankind.
Thy petty nation asunder I tear!
Thou mortal, know what I am and despair!

"Released by fool Griffin thy minister,
Where angels had trapped the force sinister;
Now shall I work on mankind my poison:
Destroy night and day, and every season,
Set brother against brother, kill the crops.
Torture victims with pain that never stops.
From my new abode, which thou doest not know,
Shall I rain on men every curse and woe.
Secluded there shall I rest in my berth,
Safe from all powers that be on the earth."

A great man was Alcazar. Not dismayed,
He called, "Pyro!" and summoned to his aid.
A being of fire, Over-Mind to fight;
But conjured demons soon put it to flight.
In despair, by a method no one knew,
He vanished, and to the red planet flew,
Where secretly, against just such a day,
A tower he had built; he knew the way.
And in that tower, secure against harm,
His infant daughter played without alarm.

Twenty years they lived in the tall tower,
Cared for the grounds, and tended the bower.
One day a vision came to Alcazar.
He saw a stranger coming from afar.
His garments were unlike any yet seen,
But his spirit was strong and conscience clean.
Paused with his vision while the hot sun blazed,
He saw not Rubin, staggering, heat-crazed.
In from the desert came Rubin the Red.
Haggard was his face, a gash on his head.

Startled, Alcazar turned, to see the man,
Who for years had shared every battle plan:
And wept unashamed for pity that he—
Should be thus reduced to savage degree.
Said Rubin the Red, as his dying plea,
"My king, please hear a confession from me:
By toys was I seduced from duty clear.
Would I had stayed beside my king so dear.
But perhaps thou canst use these in some plan.
I pay now for sinning. Do what thou can."

Alcazar buried his friend in the sand,
While he was digging, sweet revenge he planned.
Against Over-Mind. In a secret room,
He worked alone to seal Over-Mind's doom:
Removed the enchantments, cancelled the role,
They had in giving Over-Mind control,
Of the weapons, so that when completed,
By its own snares it could be defeated.
Then shut he the room with black iron cold,
And only his daughter the pass-spell told.

A magic charm upon the girl he cast,
To sleep until ten centuries had passed.
And the stranger came from a world apart,
To banish the evil and win her heart.
Griffin he placed in a magical cave,
To wait for the hero, his soul to save.
By telling this tale I repair his mistake.
I am Griffin, and now my leave I take.
The rest is for thee, hero bold and kind,
To set forth and destroy the Over-Mind!

There are two basic rules which new adventure players should keep in mind. First, pay close attention to what the computer prints on the screen. It takes a lot of computer memory to store messages and to store the programming to display them at the correct moments in the game. Because of this, anything that gets printed is USUALLY important. Before you skip over a seemingly unimportant message on the screen, be sure that it really is unimportant. Remember that you are reading a computerized novel; savor all the chapters.

The second rule is to understand what kinds of inputs the computer is looking for and respond accordingly. It may be necessary to rephrase a command several times before the computer recognizes its key words. Generally speaking, adventure programs are looking for very primitive commands. For instance, most adventure programs will allow the player character to pick up things and examine things. The best way to enter a command to do something is as directly as possible with a minimum of extra words. For example, if there is a banana in the game, check it out by typing "EXAMINE BANANA". It is not likely that going into more detail in the command will cause the program to do anything special.

SPECIAL FEATURES OF EMPIRE OF THE OVER-MIND

Every adventure game has its own peculiarities, and EMPIRE OF THE OVER-MIND is no exception. Please read this section carefully, even if you are an experienced adventure game player.

EMPIRE OF THE OVER-MIND is an object-oriented adventure game. This is simply a technical way of saying that nearly every command consists of a verb (the action) that one wishes to perform on a noun (the object). For example, in the command "EXAMINE BANANA", the player wishes to perform the action (verb), "EXAMINE", on the object (noun), "BANANA". The computer might respond to this command by displaying a message like "YOU SEE A BANANA THAT LOOKS MIGHTY GOOD TO EAT." The next command might be "EAT BANANA", to which the computer might respond "YUM!", etc.

The actions in the game take place in many areas. Each area is one geographic location which can contain one or more objects. Every object in an area is considered accessible (for picking up, examining, etc.) to the player. In other words, if the computer prints a message saying that there is a gorilla in your vicinity, then the gorilla is close enough to you to be of immediate concern. Looking at it the other way, you are close enough to the gorilla to be of concern to him! In some limited circumstances, you will be able to "look ahead" to see an object in the next area. In that case, all you will get is that one short look and you will not be able to do anything with it (nor it to you).

Areas are connected to each other by a type of object called a "portal". The most usual way to go from one place to another is to perform a travel action (verb) on a portal (noun). For instance, if there is a road in your current area, the command "GO ROAD" will take you to other end of the road in the next area. Of course, portals can be the objects of other types of commands as well. (You can figure out those for yourself.)