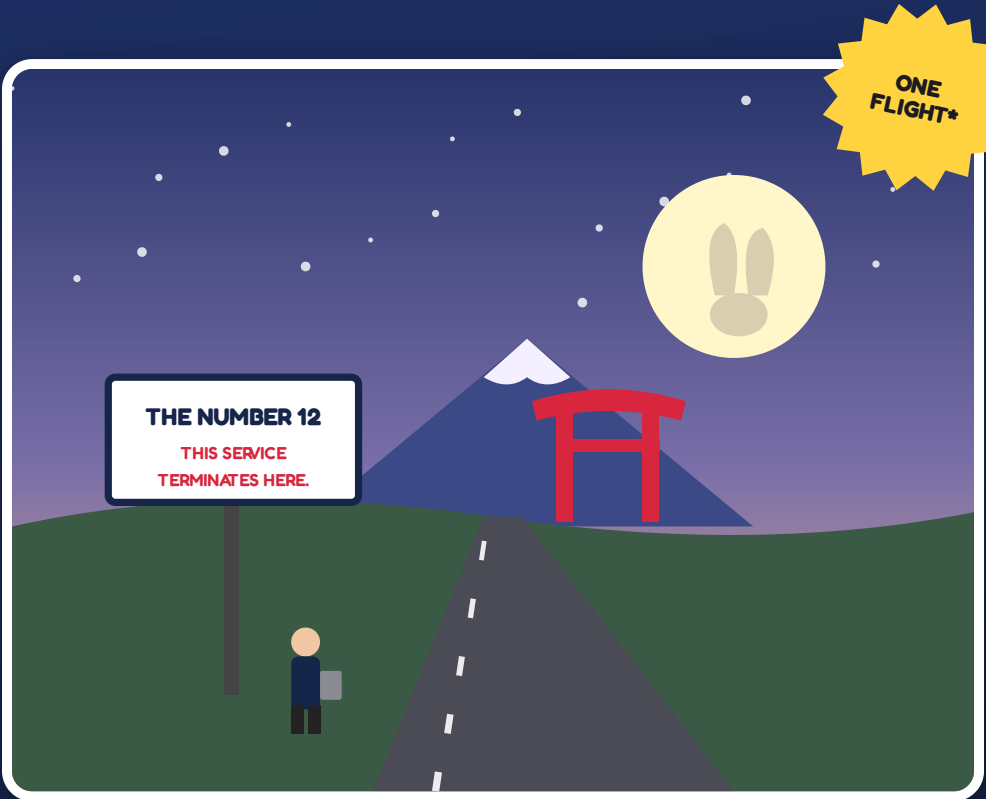


THE HOSHIMARU LEGACY DIVISION

# PRIZE WINNER'S HANDBOOK™

ONE  
FLIGHT\*



## TERMINUS

### The Number 12 to Tokyo

Thirteen stops. Five miles. And, at the end of the line, a sign that has never once said you couldn't.



A Z3NG TEXT ADVENTURE  
279 POINTS · NOBODY DIES  
\*TERMS APPLY

WELCOME

Dear Mr Holroyd,

Congratulations. You are the first person since 1992 to *read the small print*, which is how you found us. Welcome to the **Prize Winner's Handbook**, in which the Hoshimaru Legacy Division sets out, with great care and no authority whatever, what you must do to claim Your Prize.

The short version is as follows. You have a cartridge. We have a flight. Between the two lies a bus, a train, two aeroplanes, a great many vending machines, and a retired game designer who does not yet know you are coming.

Our company has changed its name several times since 1992. We apologise for this. We are, in some senses, not the people we were; but we do still have the paperwork.

The Legacy Division

Hoshimaru Seisakusho (formerly). Tokyo.



In this handbook

|                       |     |                             |    |
|-----------------------|-----|-----------------------------|----|
| Welcome               | 2   | A Short History of Nintendo | 10 |
| How to Play           | 3   | Why It Won't Fit            | 11 |
| Your Prize            | 4   | Japanese for the Collector  | 12 |
| The Route             | 5   | Getting Around Japan        | 13 |
| Map                   | 6-7 | Ask Mum (hints)             | 14 |
| People You Will Meet  | 8   | Scores, Ranks and Endings   | 15 |
| The Collector's Shelf | 9   |                             |    |

Norman: read this on the bus, not at the table. And take a coat. – Mum

# How to Play

This is a text adventure. You type what you want to do, in plain English, and the game tells you what happens. There is nothing to click. There is a great deal to read, and a lot of it is about buses.

> READ SIGN

THE NUMBER 12. THIS SERVICE TERMINATES HERE. PLEASE TAKE ALL YOUR BELONGINGS WITH YOU.

> E

You take a step. It is not a large step. It is a step of the sort one takes to avoid a puddle.

> EAT CARTRIDGE

It is plainly inedible, and the label says so, in two languages.

N S E W NE .. UP DOWN IN  
OUT

LOOK · EXAMINE (X)

READ

TAKE · DROP · I

TALK TO · ASK X ABOUT Y

GIVE · SHOW · BUY · PAY

REMOVE · FASTEN · PRESS · CHARGE ·

BOW

SLEEP · WAIT

SAVE · RESTORE · UNDO · HINT ·

SCORE

Go that way. In Bolton, **E** and **W** ride the Number 12.

Look at everything. A collector looks at everything.

Letters, lists, signs, labels, and the back of anything.

You can carry fourteen things. You will not need that many.

Nearly everybody has something to say. Some of it is useful.

Things change hands. Politely, in Japan, with both of yours.

Do what the situation seems to want. It usually says.

Time passes as you play. SLEEP in a bed or a capsule to reach the morning.

UNDO is your friend. HINT, if you must.

## Short forms, for the experienced traveller

**X** examine **L** look

**Z** wait **G** again

**I** what you're carrying

Type several at once: **N. W. TAKE TIN**

*If the game doesn't understand you, say it another way, more simply. The sidebar draws the map as you go, and keeps a notepad. In Japan, shoes come off a great deal. Nobody dies.*

# Your Prize

## HOSHIMARU LEGACY DIVISION • TOKYO

**Dear Mr Holroyd**, we are delighted to inform you that, as the holder of a verified original copy of our 1992 title *Moon Rabbit Express*, you have won Our Prize.

The Prize is one (1) economy-class flight from Manchester to Tokyo, via a connection. It is non-transferable, non-refundable, non-negotiable, and, we regret, non-meaningful to the lawyers who drafted it. It does not include luggage, meals, dignity, or the return, in the sense of getting back, though it does include the return.

To claim it, you must present the cartridge **IN PERSON** to an authorised representative of the original development team.



*it's only  
fifty pence!*

## The Sunset Clause (Appendix 9)

The promotion lapses at **midnight on Friday**. Not "Friday night, more or less". Not "the weekend". Midnight. The clock in the game runs Tuesday to Friday, in four parts to a day, and will tell you where you are. SLEEP moves you to the next morning. Shops close at night. The Clause does not.

### Before you go

- ☐ Read your mother's list.
- ☐ Find your passport.
- ☐ Find some money.
- ☐ Take a present.
- ☐ Visit Mum.
- ☐ Do not talk to anybody who isn't from Bolton. (Unavoidable.)

### The Fine Print, Fine

The cartridge is the only thing you need to bring that you cannot replace. It will be offered a great deal of money for itself. We would, as a matter of corporate feeling, rather it was not sold. It is, in several ways, still ours.

The Legacy Division accepts no liability for lateness, Lancashire, pigeons, or the return, in the sense of getting back.

# The Route

Eleven stages and a great many corners, but only five places. Take them in order, if you take them at all.

1

## BOLTON

The Number 12, Stops 9, 11, 14, 22. Thirteen stops, five miles. The edge of the world is a sign at the Terminus.

2

## MANCHESTER

By train, from the Interchange. Check-in, security, Gate 7. A dealer in a gilet will say hello.

3

## PARIS

An airport, a walkway, a gate you cannot remember the number of. You will not see Paris.

4

## TOKYO

Haneda, immigration, a card with a penguin on it, a green loop line, a capsule, and two shops with a great many cartridges.

5

## KYOTO

By Shinkansen. A very old street, a station for foxes, and a hill of red gates.

### The Number 12, in full



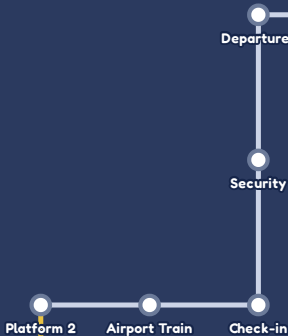
**A note on distances.** Bolton to Tokyo is a little under six thousand miles. The Number 12 is five. You have, in other words, been practising on a very small scale model.



The Map

a way on a long way on •••••up/ down  
Not to scale. Tokyo is shown a good deal nearer than it is.

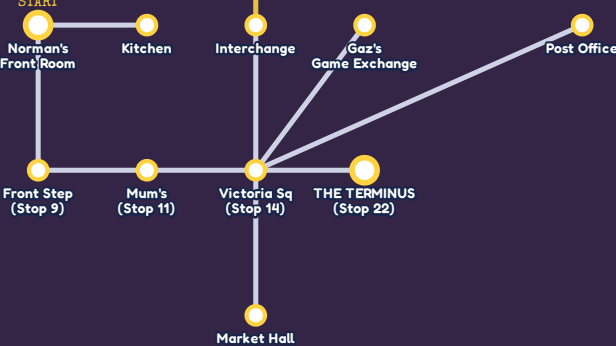
THE LONG WAY

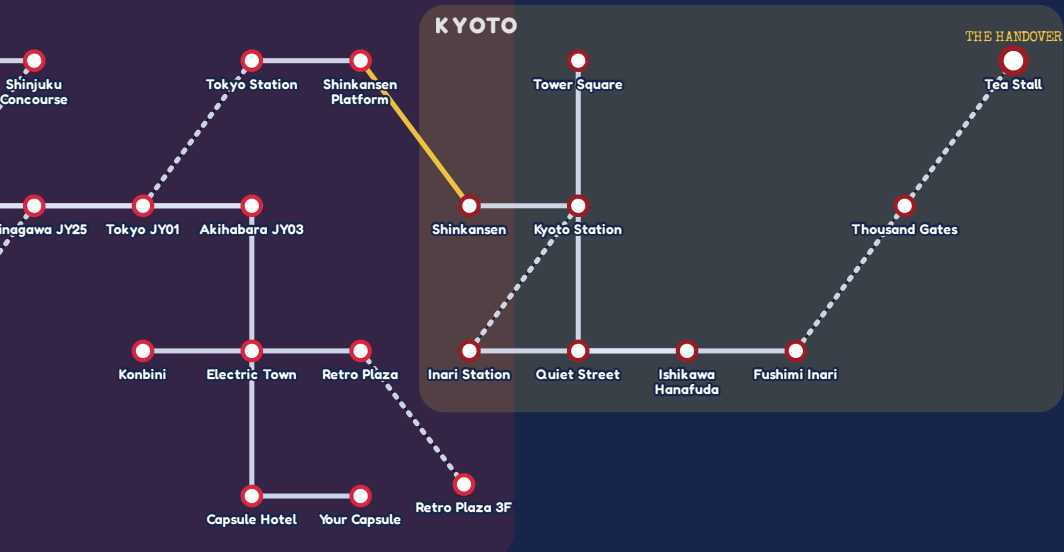


TOKYO



BOLTON





WITH RESPECT to the Number 12, which is on time; to every driver who has ever said "end of the line"; and to a card company in Kyoto that began in 1889 and, one way and another, got us here.

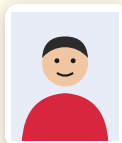
# People You Will Meet



## Mum

**STOP 11 · HAS DONE A FLASK**

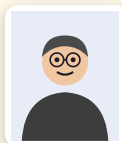
Has a list. Has opinions on pants. Does not want you to go, wants you to go, and will phone.



## Keith

**DRIVER · THE NUMBER 12**

Thirty-one years on the route. Mug: WORLD'S OKAYEST DRIVER. Has turned round in front of that sign eleven thousand times.



## Gaz

**GAZ'S GAME EXCHANGE**

Pot Noodle, loupe, price tags in a hand unchanged since 1994. The man to show it to first.



## Barry

**MARKET HALL · BAKERY**

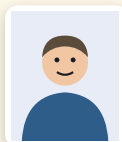
Eccles cakes, tied with string, handed over in both hands like a baby.



## Mrs Holt

**POST OFFICE**

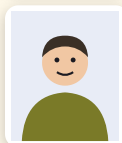
Lilac cardigan. Has seen everything and approved of none of it. Does currency like a woman defusing a bomb.



## Shelley

**CHECK-IN · TRANSCONTINENTAL**

Smile like a lighthouse. Delighted to see the first use of your booking code since 2013.



## Darren

**SECURITY · MANCHESTER**

Lanyard, tiny plumber pin. Knows a Super Famicom cart when he sees one. Wants you to say hello to Akihabara.



## Mr Pettifer

**STEWARD · A BUTLER, REASSIGNED**

Has seen a hundred thousand people sit down and has never once been surprised.



## Roderick Pym

**DEALER · GENTLEMAN COLLECTOR**

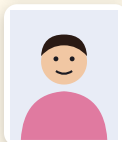
Gilet. Lanyard. Unhurried predation. Would like to buy something rather special, for rather a lot.



## Officer Tanaka

**IMMIGRATION · HANEDA**

White gloves, infinite patience. Two index fingers on the glowing pad, please.



## Mika

**HANTEN RETRO PLAZA · 3F**

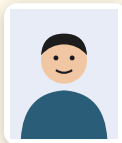
Labels, tea, glasses pushed up into her hair. Never seen one. Knows a man.



## Mr Kuroda

**KURODA RETRO · NAKANO 4F**

Seventy-something, cardigan the colour of porridge. Has every magazine from 1983, in order.



## Mari

**INFORMATION · KYOTO STATION**

Navy uniform. Draws you a map on a pad. Points south, helpfully, for anybody who missed it.



## Mrs Fujita

**NEXT DOOR · SHIMOGYO**

Sweeping the street. Makes a fox with her fingers. Says "Inari!" until you go.



## Mr Ishikawa

**THE ORIGINAL DEVELOPMENT TEAM**

Grey cardigan, flat cap, a pack of cards turned over one at a time. It was his idea.

# The Collector's Shelf

Your front room holds, in order, the history of a particular kind of grey plastic. Every shelf, and several shops in Tokyo, carry a **red-and-cream heritage panel** of the real story behind the thing in front of you. There are eleven. **EXAMINE** each one for two points. The knowledge is, we are told, worth even more. It isn't. It's worth two points.

- 1 ☐ **THE NES (THE MATTEL ONE)** · Front room, Britain, 1987
- 2 ☐ **SUPER NINTENDO (PAL)** · Front room, Britain, 1992
- 3 ☐ **GAME BOY** · Front room, 1989 to 1990
- 4 ☐ **GAME & WATCH** · Front room, Ball, 1980
- 5 ☐ **FAMICOM (THE ONE THAT DOESN'T WORK)** · Front room, Japan, 1983
- 6 ☐ **VIRTUAL BOY** · Front room, 1995
- 7 ☐ **MAGAZINES** · Front room, EMAP and Future
- 8 ☐ **THE GOLD CARTRIDGE** · Gaz's, A myth, mostly
- 9 ☐ **FAMICOM DISK SYSTEM** · Retro Plaza 3F, Japan, 1986
- 10 ☐ **NINTENDO POWER CARTRIDGE** · Retro Plaza 3F, Japan only
- 11 ☐ **SATELLAVIEW** · Retro Plaza 3F, Japan, 1995



*Tick them off  
as you go!*

## A NOTE ON ACCURACY

Everything on the red-and-cream panels is real: dates, machines, prices and games. Where the Collector's Price Guide (1997 edition) disagrees, the Guide is wrong, in the confident tone of a man who has just been to a meeting. Where Gaz disagrees, you may use your judgement. He has been right about the Virtual Boy.

# A Short History of Nintendo

- 1889** On 23 September, Fusajiro Yamauchi founds **Nintendo Koppai** in Shimogyo, Kyoto, to make **hanafuda**, the flower-playing cards.
- 1980** **Game & Watch**: the first, *Ball*, on 28 April, from Gunpei Yokoi, who is said to have been looking at a bored commuter with a calculator. 43 million sold by 1991.
- 1981** **Donkey Kong**, in arcades in Japan from July, by Shigeru Miyamoto, built on leftover *Radar Scope* cabinets.
- 1983** The **Famicom** (Family Computer) arrives in Japan on 15 July, at 14,800 yen.
- 1986** The **Famicom Disk System**, 21 February: rewritable disks, Japan only, flip the disk mid-game.
- 1987** The **NES** reaches Britain, distributed by the toy company **Mattel**, who weren't sure what to do with it. Nintendo takes over distribution here in 1988.
- 1989** **Game Boy**, Japan 21 April; Europe, September 1990.
- 1990** **Super Famicom**, 21 November, with *Super Mario World*. The same year: the Nintendo World Championships, and 26 gold cartridges.
- 1990** Britain's first Nintendo magazine of note, **Mean Machines** (EMAP), starts in October; **Total!** follows in December 1991.
- 1992** The **SNES** reaches Britain on 11 April, at £150. The same year, in the grey light of a Tokyo studio, a game about a rabbit on a train appears, and is not reviewed.
- 1995** **Satellaview** broadcasts to the Super Famicom (April); **Virtual Boy**, July, in red. It sells about 770,000 and is gone by 1996.
- 1997** The **Nintendo Power** cartridges (Japan only): download a game at a kiosk, onto a cassette. It runs to 2007.

## WHAT IS REAL

Everything with a year on it, except the 1992 rabbit; Mattel, Mean Machines and Total!; the gold Zelda not being rare; and Kyoto itself.

## WHAT IS INVENTED

*Moon Rabbit Express*, Hoshimaru Seisakusho, the Legacy Division, the Sunset Clause, and everybody you meet in the game.

# Why It Won't Fit

Norman has had the cartridge on a shelf for three days. His console will not take it. This is not Norman. This is the history of video games.

## Why it won't go in

A Super Famicom cartridge, from Japan or Europe, is narrow and curved. The American SNES cartridge is rectangular, with grooves that match tabs inside the console. Inside both lives a lockout chip that checks the cartridge and the console are from the same region. So a Japanese game will not simply fit a British machine, and if you force it you will meet a man called Gaz.

## 50 Hertz, 60 Hertz

British (PAL) televisions drew 50 pictures a second; Japanese and American (NTSC) ones, 60. Games that were not reworked ran about a sixth slower in Britain, with black bars. Some people never forgave this.

## Things Britain never got

The **Famicom Disk System**, the **Nintendo Power** cartridges and the **Satellaview** were Japan-only. Nobody in Britain officially saw one. That is exactly why a shop on the third floor of an Akihabara tower will have them.

## Three things the Price Guide says that are not true

### "The gold *Zelda* is rare."

No. The gold *Legend of Zelda* (1987) was the ordinary shop copy. A *sealed* one is valuable.

### "All gold cartridges are valuable."

No. Only the 26 gold *Nintendo World Championships* cartridges of 1990 are.

### "PAL games are just slower."

Unconverted ones were, by about a sixth. Careful ones were not.

Prices, as ever, are accurate at the time of going to press, and wrong thereafter.

# Japanese for the Collector

Gaz has given you a small red phrasebook. Every phrase in it begins either "Excuse me, is this the complete-in-box version?" or "I'm sorry, I did not mean to touch it." The Legacy Division has added the others.

|                            |                                                                                        |
|----------------------------|----------------------------------------------------------------------------------------|
| <b>Sumimasen</b>           | Excuse me / sorry / thank you for the trouble. The most useful word in Japan.          |
| <b>Arigatō gozaimasu</b>   | Thank you very much.                                                                   |
| <b>Konnichiwa</b>          | Good day. Hello.                                                                       |
| <b>Irasshaimase</b>        | Welcome! (What a shop shouts when you come in. You do not have to answer.)             |
| <b>Itadakimasu</b>         | Said before a meal: "I gratefully receive." The Number 12 does not have an equivalent. |
| <b>Gochisōsama deshita</b> | Said after: "thank you for the feast."                                                 |

## Manners

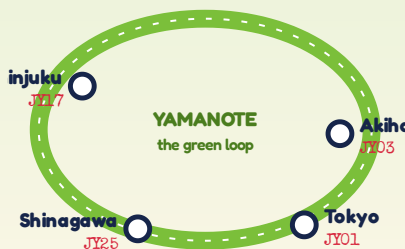
- **Shoes.** Off, in homes, in many ryokan, and (as you will find) in a capsule hotel. There will be a mat and a polite young man.
- **Bowing.** A small bow does most jobs. A bigger one does the rest. Give things with both hands, and receive them with both.
- **Tipping.** Not done. A small present, well wrapped, is a good idea.
- **Queues.** Orderly. On the platform, stand where the floor says.
- **Trains.** Phones on silent. Nobody speaks. You will be afraid of your own breathing.
- **Eating.** Not while walking, as a rule. Cash is still widely used.

**A present.** In Japan you do not go to anybody's house empty-handed. Your mother has been saying this since you were three. She is, on this occasion, in the right country.

**BOW  
DEEPLY**

# Getting Around Japan

Japan is a country of very clean floors and very exact times. Everything works, and it is all explained in four languages, one of which you speak, though not to the people.



## The IC card

A prepaid travel card (Suica, Pasma): buy one at a machine, charge it with yen, and tap through the ticket gates. If your balance is short, the gate shuts on you, with a ding that has no apology in it.

## The Yamanote Line

A green loop round central Tokyo, one circuit about an hour. Stations are numbered: JY01 is Tokyo, JY03 Akihabara, JY17 Shinjuku, JY25 Shinagawa. You can go round either way.

## The konbini

The convenience store: onigiri (rice balls), sandwiches, hot snacks, a cash machine that takes foreign cards. Open all night. Open all night to be kind.

## Vending machines

Roughly one for every 23 people. Many sell hot drinks and cold ones; look for the colour of the label. They do not give change in a hurry.

## The capsule hotel

A bed-sized pod, stacked two high, with a curtain; a yukata and slippers; shoes in a locker. The first opened in Osaka in 1979. You will sleep better than at home.

## Fushimi Inari

A shrine at the foot of a hill, with a tunnel of vermilion gates, thousands of them, and stone foxes with keys in their mouths. Open all hours. Free. Go up.

## Hanafuda

Flower cards: forty-eight in a pack, four to each month. Pine for January, plum for February, cherry for March. Nintendo began, in 1889, by making them.

## The Shinkansen

The bullet train, Tokyo to Kyoto in about two and a quarter to two and a half hours, with the platform marked where the doors stop. Buy a ticket. Buy an ekiben, a boxed lunch, with a picture of a fish.

Facts about trains: correct when we last looked. Facts about the Number 12: also correct, and unchanged since 1994.

## STUCK?

# Ask Mum

Type **HINT** in the game, or find your question here and **turn the handbook upside down**. Each answer goes from a nudge ① to a shove ③. Mum would like it known that she told you so.

- |                                                    |                                               |
|----------------------------------------------------|-----------------------------------------------|
| <b>A</b> I have nothing to take.                   | <b>B</b> I need money.                        |
| <b>C</b> What is the present?                      | <b>D</b> The barrier won't open.              |
| <b>E</b> The scanner won't let me through.         | <b>F</b> The man in the gilet keeps offering. |
| <b>G</b> I am in Tokyo. Who knows about Hoshimaru? | <b>H</b> I am in Kyoto and can't find him.    |

## MUM SAYS (one step at a time)

- |                                                                                                                                                                                                           |                                                                                                                                                                                                              |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>A.</b><br>① The list on the fridge.<br>② The passport is in a tin in the kitchen.<br>③ READ the LIST, OPEN the CUPBOARD, OPEN the TIN.                                                                 | <b>B.</b><br>① Not ours. Theirs.<br>② The Post Office, northeast of the square.<br>③ Mrs Holt wants three things.<br>④ ASK HOLT ABOUT YEN, with your passport, the gas bill and the envelope.                |
| <b>C.</b><br>① Mum was quite clear.<br>② Barry, Market Hall, Not Tesco.<br>③ BUY CAKES at Barry's stall.                                                                                                  | <b>D.</b><br>① You have to be ready to go.<br>② There is a sign at the end of the route.<br>③ Ride the 12 east to the Terminus and walk EAST past the sign. Then BUY a TICKET at the Interchange.            |
| <b>E.</b><br>① It does not like liquids.<br>② Your mother did you a flask.<br>③ DRINK the FLASK.                                                                                                          | <b>F.</b><br>① He is very persuasive.<br>② You do not have to do anything.<br>③ Keep walking. The cartridge is not his.                                                                                      |
| <b>G.</b><br>① A shop on the third floor in Akihabara.<br>② Mika sends you to a man in Nakano. Take a present.<br>③ SHOW the CARTRIDGE to MIKA, then GIVE the CAKES to KURODA and SHOW him the CARTRIDGE. | <b>H.</b><br>① Kuroda wrote you a card.<br>② A note with a fox on it. A neighbour sweeping.<br>③ SHOW KURODA'S CARD to the clerk. ASK MRS FUJITA ABOUT the NOTE, then Inari, up the gates, to the tea stall. |

# Scores, Ranks & Endings

There are **279 points**: for getting out of Bolton, for each stage of the journey, for the heritage panels, for the people who help, for the presents, and for a few things which are simply the right thing to do in a foreign country. Most of the rest are for the handover. A few are for finishing.

**265+** Freeman of the Number 12

**240+** Seasoned Traveller (Single, Not Return)

**200+** Day-Return Explorer

**UNDER 200** Five Miles and a Bit

## Four ways to finish

**One Stop Further.** The handover, the long way home, and a bus that does what it has never done. The best ending, and the only one with a lay-by.

**The Number 12 (Both Ways).** Catch the bus at the Terminus. It is on time. It is warm. You will be home for tea, and you will have been nowhere.

**The Highest Bidder.** Sell the cartridge. It buys a nice car. It never finds out what was at the end of the line.

**The Complimentary Lanyard.** Let midnight on Friday come and go. They give you a lanyard. It is a nice lanyard.

### NOTE

Nobody dies in this game. The bus, if anything, is kinder than it needs to be. Only one of the endings is the right one, and three of them are, honestly, quite nice.

**279  
POINTS**

# You've won a flight.

You are forty-three. You have never been further than the end of the Number 12. You have a grey cartridge, a letter, a list in your mother's handwriting and until midnight on Friday. The flight leaves this afternoon, or whenever the airline gets round to it, it having been delayed since January.

A comedy adventure in four days, three countries and one bus, with a great deal of real history on the shelf: the Mattel NES, the Super Famicom, the Game Boy, the gold cartridges that aren't, and a card company in Kyoto that started in 1889.



"End of the line."

KEITH

"Have you got your pants?"

MUM

"Did you play it?"

MR ISHIKAWA

TRANSCONTINENTAL AIRWAYS · BOARDING PASS

**MANCHESTER → TOKYO**

VIA NOWHERE YOU'LL SEE

PASSENGER: HOLROYD / NORMAN MR

GATE 7 SEAT 53K (WINDOW, IF YOU HOLD YOUR HEAD THE RIGHT WAY)

SUNSET CLAUSE: FRIDAY 23:59



PLEASE TAKE ALL  
YOUR BELONGINGS