

MASTERS OF THE UNIVERSE™

SUPER ADVENTURE



SOME HELP ON HOW TO PLAY

Masters of the Universe™ has an extensive vocabulary of words which can be used to enter players COMMANDS. To enter a COMMAND just type in the action you want to perform, as an example, some possible commands are listed below.

GO PALACE - EXAMINE WAX ENLIST ORKO
TALK TO RANDOR DROP HEX ASK MOSSMAN TO DRINK
ASK THE SORCESSER FOR HELP FIT MINUS MANACLE TO MIRROR

These are a few simple COMMANDS but as you can see they range from simple two word (verb/noun) instructions to multiple action COMMANDS.

Several actions can be strung together, but should be separated from each other by the use of AND or by a comma:-

GET THE BOX AND OPEN IT
GO BRIDGE, S, CUT THE ROPE
SPECIAL WORD COMMANDS

LOOK - This will redescribe your current location if you lose your bearings.

EXAMINE for closer look at an object just use the word examine followed by the name of the object you wish to inspect, and if appropriate the computer will give you further information.

I for INVENTORY

This will tell you what you are carrying and wearing.

QSAVE

This will save your current state of play, to RAM, so that if you should accidentally be killed you may QLOAD to return to the scene of the crime without reloading a saved game from tape.

QLOAD

Loads previously Qsaved game.

QUIT

This command will ask you if you want to play again and also ask if you want to RESTORE a saved game.

SAVE GAME

This allows you to save the current game position to tape. The saved game can then be restored at a later date by answering YES to "Do you want to RESTORE a saved game?"

LOAD GAME

Loads a saved game from tape.

WAIT

There may be times in the game when being able to wait has a distinct advantage. This command will let the game move on by one move - longer waits can be entered by WAIT 5: WAIT 10:

BOM

Very useful this, particularly if you are playing in a cavalier manner, constantly being killed by wandering nasties and ending up as lunch for some hideous looking quadruped.

Typing BOM (back one move) does just that, you will be given another chance to wipe the egg off your face. If one of your thoughtless actions results in death, then by typing BOM as your first command after the title page at the restarted game position, you will get another chance at survival from your last move.

GET ALL

Picks up all the available objects in your current location, but will not get objects that you have yet to discover and will not allow you to carry more than you are capable of.

DROP ALL

Drops everything that you are carrying.

Loading Instructions

Commodore 64

Cassette: Press SHIFT and RUN/STOP keys together. Press PLAY on the cassette player.

Disk: Type LOAD *"/B1, then press RETURN.

C16

Cassette: Type LOAD and press RETURN. Press PLAY on the cassette player. At ready type RUN then press RETURN.

Save game as per CBM 64T28.

BBC

Cassette: Type *TAPE then press RETURN. If you have a filing system other than tape installed, type PAGE = &EOO then press RETURN. If uncertain do this anyway. Type CHAIN "" then RETURN followed by PLAY on the cassette recorder.

BBC

Disk: Type CHAIN "LOADER" and press RETURN. Game will load automatically.

Electron Cassette: As BBC

IBM Disk: Insert disk and game will load automatically.

Amstrad

Cassette: Press CTRL and SMALL ENTER and then press PLAY on the cassette recorder.

Amstrad

Disk: Type RUN "MOTU" and press ENTER and game will load automatically.

Spectrum 48K:
Type LOAD "" and press ENTER.

Spectrum 128K:
As 48K loading.

