

THE JEWELS OF BABYLON AMSTRAD CPC 464 ONLY.

LOADING THE CASSETTE.
TYPE RUN" FOLLOWED BY ENTER.

A graphics adventure for advanced players.

FEATURES:-

1. 100% machine code.
2. 'Real' English command decoding.
3. Superb Graphics.
4. Over 100 locations.

THE STORY.

3000 years ago, before the Christian era, a fabulous treasure was created by master craftsmen in the old city of Babylon. Such was the beauty of this collection, many men died to obtain possession of them. The collection was known as the Jewels of Babylon.

At the end of the 19th. century the jewels were in English hands. In a great gesture of friendship, Queen Victoria intended to give them as a wedding gift to an Indian Princess. On route from West Africa, the ship carrying the jewels was attacked by pirates who took them and left the crew for dead.

You are the sole survivor of the attack. After recovering from your wounds, you vow to reclaim the jewels. After much searching, you have located the pirate base on a remote island. Your objective is to search the island, find the jewels and return with them to your ship.

Many dangers await you on the island, be wary.

GIVING INSTRUCTIONS.

COMMAND SYNTAX.

Full use of nouns, verbs, adjectives, adverbs and prepositions is allowed, where relevant to the game, as in standard English usage but note the following:-

- 1.If you make a mistake in the command line, before you press ENTER, you can delete part or all of the line using DELETE.
- 2.The command decoder will understand simple verb and noun commands if you wish, but you will have to be specific if the omission of an adjective could be ambiguous. EG. Imagine there are two buttons on a piece of equipment, a red one and a green one say. Obviously just saying "PRESS BUTTON" would be insufficient. You would have to say "PRESS THE GREEN BUTTON" or "PRESS THE RED BUTTON".
- 3.You are allowed to omit the word 'THE' if you wish.

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INSTRUCTIONS CONTINUE ON REVERSE

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**INTERCEPTOR
MICRO'S**

Lindon House, The Green, Tadley, Hants.

SPECIAL COMMANDS.

In addition to the words in the adventure vocabulary, there are some special commands which can be used on their own. These are as follows:-

1. 'HELP' or 'H'.

This command will give a help message, where appropriate.

2. 'INVENTORY' or 'I'.

This will give you a list of the objects you are carrying.

3. 'LOOK' or 'L'.

The location description will be reprinted.

If there is a picture associated with the location, it will also be displayed.

4. DIRECTION COMMANDS.

These commands can be given in full eg. 'NORTH' or abbreviated to the first letter eg. 'N'.

5. SAVE.

This command is used to save your current position and status on tape.

6. LOAD.

This command is used to restore your previous position and status from tape.

7. QUIT.

Used if you've had enough. You will be given the option to save your current position and status.

GRAPHICS.

Many of the locations that you visit have pictures associated with them. On your first visit to the location, the picture will be displayed, together with the location description. To continue, press any key. If you have already visited the location, no picture will appear, unless you use the 'LOOK' command.

GOOD LUCK.