

In adventures you can explore strange new worlds without leaving the comfort of your armchair. Your computer will act as your puppet and control your senses. You instruct the computer in short phrases, usually verb-noun. For example, if in the adventure you see a laser gun then you would enter GET LASER or GET GUN.

In each location you may find objects which you can use and manipulate in further locations to help you progress.

As this adventure is large, the program also has routines with which you can save your position to return to it at a later date.

To save the game, enter "QUIT". You will then be asked "DO YOU WANT TO SAVE THE GAME?" to which you reply "Y". You will then be asked "READY CASSETTE". Insert the cassette that will be used to save the game, press PLAY and RECORD on the datacorder, and then press any key on the keyboard. The game will take approx. 10 seconds to save.

You will notice that when you first begin the adventure you will be asked if you wish to restore a previously saved game. Normally you would answer with "N" for NO, but if you wish to load in a partially completed attempt, answer "Y". You will then be asked "READY CASSETTE". Insert the cassette, rewind to the correct position. Press PLAY on the datacorder and then any key on the keyboard. The game will continue from where you left it.

PLANET of DEATH

HINTS and TIPS:

- Find the old house. Get the floorboard.
- Find the ravine.
- Cross ravine using board.
- Find the maze.
- Go N.S.E.W. into ice cavern.
- Get ice.
- Slide down using ice.
- Go into wind tunnel.
- Get gloves.
- Wear gloves.
- Go East (door).
- Get key.
- Return to cavern.
- Get man.
- Drop man.
- Kill man.
- Get mirror.
- Find force field.
- Fire laser at field twice then dance.
- Go to lift.
- Get starter motor.
- Go to lift control room.
- Push 3.
- Push 2.
- Push 1.
- Go into spaceship.
- Push aux.
- Sail into the lift.
- Push (press) 4.