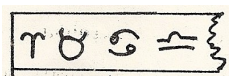


ADVENTURE 200

SCENARIO

You are the head of palace security. Agents from the evil land of Grunlock, which lies to the East of the great ravine, have stolen some treasures and you are in disgrace. The king has told you that "if you return to the palace without recovering ALL the treasures you will be killed". You are dressed as a peasant and will be able to travel freely in most parts of Grunlock provided you do not arouse suspicion. A torn piece of paper was left behind by the thieves with the following symbols on it:



PLAYING THE GAME

1. Loading

Type

LOAD "ADV200"

The program will load and run. A checksum is performed at the start of the program, if this fails a "C" is printed at the top of the screen. If this happens press a key and repeat load. If the checksum succeeds a copyright notice appears on the screen. Press "S" to start game. (Loading tip for ZX81 users- 30 seconds into load sequence, stop tape. If ZX81 comes out of LOAD mode then the filename was read and volume level was roughly correct in which case load in the normal way else rewind, adjust level and repeat.)

2) HOW TO PLAY

All your actions are performed by a 'puppet' who you control by simple commands. These commands consist of a verb followed by zero or more nouns separated by spaces.

VERBS (minimum abbreviations in capitals)

Verbs not requiring nouns:

- a) The movement commands - N orth, S outh, E ast, W est, NE, SE, NW, SW, U p, D own
- b) verbs which imply or do not need a noun: - DI g, DRI nk, L ock, UN lock, LI ght (assumes lamp), I nventory, V iew (repeats description of location), Q uit.

Verbs requiring nouns:

T ake, DR op, TH row (implies use of the object for some sensible purpose (eg. tool, weapon, gift) if there is one.), DE scribe (gives more detailed description of object).

NOUNS

If no nouns are given in a command the last object mentioned by you (in a command) or the computer (in an inventory or view description) is used. If more than one noun is given the verb is applied to each in turn.

ABBREVIATIONS

Verbs and nouns may be abbreviated down to one letter. If this results in ambiguity the more commonly used word will be taken. For example "D" will be taken as DOWN, "DE", "DI" and "DR" are the minimum required for DESCRIBE, DIG, DROP. To DRINK you will have to say DRI.

EXAMPLE

To take a lamp that the computer has just told you is near: Type "T" followed by return. This is equivalent to "T L" or "TAKE LAMP" or "TA LA" etc. To drop lamp and water you type "DR L W" or "DROP LAMP WATER" or "DR L" return "DR W" return etc.

3) HINTS AND TIPS

There are over 220 places for you to explore. ONLY THE OBVIOUS PATHS are described in the description the computer gives you - there may be others. If you have trouble getting past a certain point think about what you are carrying (or not carrying). Maybe you need to look elsewhere for something to help you. YOU WILL NEED TO DRAW A MAP! This is a very complicated game. You may never recover all the treasures. It is best to explore well before attempting to take anything back as this often raises the alarm and causes you no end of trouble as various people chase you. THERE ARE NO RANDOM FACTORS - if you are killed you did something to cause it - there will be a sensible explanation and a solution. As an example - stumbling round a cave you do not know in the dark is liable to be fatal.

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SPECTRUM USERS:

Use 'Cursor Left' key to backspace
and 'Delete' key to cancel line.