

LOADING THE PROGRAM

You will find the procedure for loading a program in the Spectrum basic manual, Chapter 20. The procedure for loading Fred is given below:

1. Connect the ear socket of the Spectrum to the ear socket of your cassette recorder.
2. Make sure that the tape is wound to the beginning.
3. Set the volume control to a suitable level.
4. Set maximum treble, minimum bass on the tone controls.
5. Type LOAD ""
6. Press ENTER.
7. Start the cassette recorder.
8. The program will RUN itself once loaded and will provide instructions.

If the program does not load correctly, try a different volume level.

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The Game

The more tombs (mazes) Fred explores, the tougher the going. The number of monsters increases and they get meaner and faster.

MONSTERS

Rats: These run through the labyrinth, the only way to avoid them is to jump at the right moment.

Acid Drops: From the decomposing mixtures of the Egyptian Magicians. Careful timing is needed to get past them.

Ghosts: Beware, they can go through walls. They change direction when shot.

Chameleons: They can be passed by climbing the rope on the opposite side, but they can change sides too!!

Mummies: They fall through the vertical corridors. They can teleport when they stop falling or are hit by a bullet.

Vampires: They chase through the maze and can stop flying or even develop a high speed. They can be stopped by being shot.

Skeletons: They chase relentlessly, and can only be stopped by being shot.

Power: Fred's strength is maximum at 15 and reduces by one each time a monster hits. Two extra units are gained each time the magic elixir of Nefertiti is drunk and when he reaches the exit.

Weapons: Fred has a gun and six bullets which he can replenish en route. He cannot shoot whilst climbing a rope.

Treasures: Varying in value, they may be picked up by just walking over them, with bonus points on exit.

Map: A map is displayed when Fred discovers one in the maze. Fred is in the centre.

Screens: There are six screens, increasing in difficulty, followed by the option to return to screen 1 or redefine the maze. The number of monsters has to be defined with two figures, e.g. 09, etc.