Sphinx Adventure

An Adventure on cassette for the Acorn Electron

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SPHINX

Loading instructions

To load and run the program place the cassette (fully rewound) in the cassette recorder, type

`CHAIN "SPHINX"`

and press RETURN; the 'Searching' message should appear on the screen as you do this. Now press the PLAY button on the cassette recorder and wait for the program to load. The title page will load in less than one minute and the main program will take a further four minutes to load. The game will start as soon as loading is complete.

The game starts by describing your immediate surroundings and possible routes that you can take; type in a command such as **GO WEST**, or just **W** (you will discover other abbreviations as you play the game). Press RETURN after each command.

As you travel you will come across various objects which you can take with you. To pick up objects type in **TAKE** followed by the name of the object. You can take as many as you want, but you can only pick up one at a time since the computer only looks at two words in one command.

The computer becomes your eyes, ears and hands. It tells you what is happening to you, and you must tell it, in return, your response to the situations that you find yourself in.

Some general advice

Going North may take you North to begin with, but the path or tunnel may bend round so that you find yourself back in the same place. Take note, and try a different direction.

You will be travelling in the dark sometimes, and so will need a light source.

Useful words

Don't be afraid to experiment with a wide range of verbs and nouns. Only in this way will you discover the vocabulary of the adventure; this is part of the fun but is also vital in order to overcome all the obstacles in your path to the Sphinx.

To move in some direction try something like **GO UP, DOWN, IN, NORTH** or **N** etc.

To get or drop some keys, for example, try **GET KEYS, TAKE KEYS,** or **DROP KEYS**.

To get a full description of where you are, use **LOOK**.

For a full list of your current possessions, use **INV** or **INVENTORY**.

A selection of other words: **FILL, ENTER, PAY**.

To stop altogether use **QUIT**.

Score

The score depends on two things: how much treasure you manage to bring to the Sphinx, and how many mistakes you make on the way. So although the maximum score is 800, in the first few games when finding out what you can or cannot do the penalties for errors may keep your score right down. Don't be discouraged (unless you score less than 5!).

You can find out your score at any point during the game by typing **SCORE**.