LOADING INSTRUCTIONS:

To load a Scott Adams Adventure for the BBC computer, ensure that your cassette recorder is correctly connected, insert the cassette, ensuring it is fully rewound and switch on your computer. Ensure that your machine is in the correct loading mode by typing *TAPE then press RETURN and, if you have a filing system other than Tape installed, type PAGE=&EOO then press RETURN (if you are uncertain as to whether this applies then do it anyway).

Type CHAIN " " then RETURN followed by PLAY on the cassette recorder at which point the screen will display Searching then when the program is found, Loading. Shortly after a title page will appear whilst the main program is loaded.

When the load is complete a message will appear asking if you wish to start a new game or load a saved game. To commence play simply answer the prompt for a new game and you will be at the start of one of the most fascinating computer experiences available. If you wish to continue a Saved game, respond appropriately to the prompt and insert the cassette of your saved game (fully rewound) into your cassette recorder, press PLAY and then press RETURN as instructed on the screen.

If you wish to save a game to continue at a later time, simply insert a blank tape into your cassette recorder then press PLAY & RECORD. Type SAVE GAME and press RETURN and follow the instructions on the screen which will prompt you to ready your cassette and press RETURN—Do so and your current position will be saved. Please note that, as per the instructions above, it is essential to load the program first before loading a Saved game.

PLAYING HINTS:

Draw a map as you go, there are a lot more places than you think and without a map you will end up going round in circles or missing areas which you haven't tried. It doesn't need to be perfect as long as you have some record of where you have been and what you've found (as well as where you found it). Examine things you find and try to remember that most problems have solutions that require no more than some careful thought and a little common sense. If you get stuck try typing HELP—you may or may not get assistance but you won't know until you ask and be careful about assuming things, it can be fatal.

To speed things up you may use the following abbreviations: N, S, E, W, U, D for Go North, South, East, West, Up or Down. I is short for Inventory and will list what you're carrying.

Some (but not all) of the words available that you may find useful are:—

Get, Take, Drop, Go, Climb, Jump, Enter, Examine, Go, Leave, Move, Quit, Say, Wear, Read, Save, Light, Pull, Push and Look . . . There are others!!!

Instructions are entered by you in the form of two word commands with the first word being a verb. If the computer doesn't understand, it will tell you so and you must try rewording what you wish to do, e.g. instead of GO FLYING try FLY. You will find that objects which can be picked up usually require only the last part of their name as in the Blue Ox where typing GET OX is all that is needed.

Good luck, happy adventuring and try not to die too often.