Amstrad
CPC 464

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Melbourne
House

The Classic Adventure continues

MORDON'S
QUEST

"Mordon's Quest" is an extremely complex text adventure, along the lines of the immortal "Classic Adventure" (by the same author). However the use of sophisticated text-compression routines has made the puzzles in "Mordon's Quest" even more challenging and complex, with very descriptive locations text to set the scene. "Mordon's Quest" contains over 150 locations and a vocabulary of over 500 words.

In this adventure the computer acts as your eyes, ears and hands — it tells you where you are and what you see. You can tell the computer what to do by giving simple one or two word commands like "throw sword", "swim", "bribe guard", etc.

THE STORY

This adventure takes place over many thousands of years, and it is your quest to save the universe from destruction.

In the beginning, you find yourself in a curiously familiar house, looking for a way out. The exit leads you through a mist-filled jungle where you encounter quicksand and many other hazards. You finally stumble into the ruins of an ancient city which conceals many old relics beneath its dust, such as pieces of machinery, old coins, pottery and so on.

Your journey continues through caves, tunnels and jungles and seemingly thousands of years are passing with each step. Now you're in a fantastic future world with perspex domes, flashing lights and ambient music. It's all very mysterious.

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AMSTRAD MORDON'S QUEST

Where did you learn of this product?

☐ Magazine. If so, which one? ....

☐ Through a friend

☐ Saw it in a Retail Shop

☐ Other. Please specify ....

Which magazines do you purchase?

Regularly: ....

Occasionally: ....

What Age are you?

☐ 10-15   ☐ 16-19   ☐ 20-24   ☐ Over 25

We are continually writing new material and would appreciate receiving your comments on our product.

How would you rate this software?

☐ Excellent   ☐ Value for money

☐ Good   ☐ Priced right

☐ Poor   ☐ Overpriced

Please tell us what software you would like to see produced for your computer.

_____

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After many other hair-raising adventures, you finally wake from your dream to find "Mordon", the Ancient One, appearing before you shrouded in light. He seeks your help in desperation, and your quest is to retrieve all the lost components of his precious immortality machine and bring them to him. Your failure means the destruction of the universe. Success brings rewards unlimited.

You set out from your house and soon the surroundings are oddly familiar. You find yourself in a misty jungle, surrounded by quicksand and many other hazards ....

Haven't we been here before?

HINTS

To control the adventure, use simple English sentences, such as "GO SOUTH", "WHERE AM I" and "GIVE THE PAINT TO THE PYGMY". The adventure understands over 400 words, so if something you say does not work, try another sentence.

To see how well you are doing, type "SCORE". "HELP" may be useful at times. "INVENT" gives you an inventory of what you are carrying. If you wish to have your current location description shown again, type "WHERE AM I". This may be abbreviated to "WHERE". "QUIT" allows you to finish the game.

SAVE and LOAD (or RESTORE) allow you to save what you are up to and load it back in later.

Don't forget that the ways out of some places can be very deceiving, so if you go "NORTH" to get out, going "SOUTH" doesn't always get you back where you were!

As the computer only uses the first four letters of the words you enter, you can save time by typing "TAKE MACH" rather than "TAKE MACHINE". The direction commands can be abbreviated to a single letter. If you have tried several different ways to do something without success, it probably can't be done. Try dropping something, or move onto something else — there's plenty to see in "Mordon's Quest". Experienced adventurers generally make maps as they explore, and although jungles are difficult to chart, it can be done!

If your really get stuck, go adventuring with a friend — they may think of something you haven't.

Always remember the etiquette of adventuring — revealing the solution is like announcing the end of a whodunnit — the act of a cad!

Enjoy these other great Amstrad titles from Melbourne House

THE HOBBIT "A most impressive package" – Daily Express

SIR LANCELOT "Incredibly addictive" – CRASH

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MORDON'S QUEST is the challenge of a lifetime. The adventure takes place over many thousands of years, and it is your quest to save the universe from destruction. Your journeys will take you to many fascinating worlds, both ancient and futuristic and you will have adversaries to outwit and hazards to overcome. Are you prepared for the challenge?

MORDON'S QUEST is an extremely complex text adventure, and the use of text-compression routines has allowed the puzzles to be even more sophisticated than ever. From the author of CLASSIC ADVENTURE, also published by Melbourne House.

MADE IN U.K.

Classification: **Adventure**

Level: Suitable for all ages

Average Completion Time: **Several weeks**

100% machine language Loading Time: **Approx. 5 minutes**

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MORDON'S QUEST

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