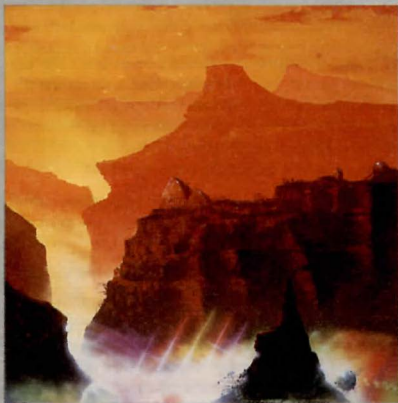


sinclair

QL-Classic Adventures

incorporating
Mordon's Quest and The Adventure



Software by
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QL-Classic Adventures

incorporating Mordon's Quest and The Adventure

QL Classic Adventures is a special two-in-one collection of adventure games. The Adventure itself is an updated version of the famous program written by Crowther and Woods – the first computer adventure game – which spawned a whole host of imitators. Mordon's Quest is an equally exciting sequel.

Both programs are stored on a single Microdrive cartridge, and you can choose to load either one as you want.

Getting started

Before you load QL Classic Adventures, you should make a backup copy of the master program cartridge. Keep the master somewhere safe and always run the game from the copy. Then, if your cartridge is accidentally damaged in any way, you will always be able to make another copy.

To make a copy

- Put the master cartridge in Microdrive 1 (on the right)
- Press [F1] or [F2]

After a few moments, the master cartridge will load and you will then see the main menu screen. This offers you the choice between playing The Adventure or Mordon's Quest. It also allows you to make a copy of the program. There is a highlighted selection cursor over The Adventure, which you can move up or down with [↑] or [↓]. Move the selection cursor down over the **BACKUP CARTRIDGE** option and press the space bar.

The Microdrive will run for a few seconds. When you see the screen prompt

Format mdv1 – type space to continue

Proceed as follows

- Remove the master cartridge from Microdrive 1 and transfer it to Microdrive 2.
- Place a blank cartridge in Microdrive 1 for the copy.
- Press the space bar

Wait until both Microdrives have stopped running then remove the cartridges.

To run your copy

- Reset the QL
- Place your copy in Microdrive 1
- Press [F1] or [F2]

When the main menu screen appears, use the cursor to choose between The Adventure or Mordon's Quest. Press the space bar to load and run the selected game.

Classic Adventuring

In both games, you are the central character in the world of the adventure, and are free to make any move you wish within the limits of your imagination and the rules of the game. What those rules are (and what the object of your quest is) is something which you will only learn as the game progresses.

Each 'move' consists of giving an instruction to the QL, using a simple two word English phrase such as

CLIMB LADDER
KILL DRAGON
TAKE GOLD

to which the QL should make the response you want. If the QL doesn't understand something, or if you aren't allowed to make the move, it will tell you (there will be more later on possible commands).

The adventure world consists of a large number of different locations through which you can wander according to the rules of the game – for example, you can only enter a room by the door (or window!) and you may need to unlock it (or break it down!) before you can do that.

The instructions for moving around are normally given as compass directions, and can be abbreviated for convenience. So

GO NORTH
NORTH
N

are all the same to the QL. You can use NE, NW, SE, and SW in addition to the main points of the compass, and can also go UP and DOWN (or U and D).

It is a good idea to draw a simple sketchmap as you go, showing the direction you went, and what you found. Note that the connections between different locations are not always as obvious as they seem. For example, if you move from one room to another by going north, you may not necessarily enter the next room from the south. This means that you may find it hard to retrace your steps – and there are a number of mazes in which it is easy to get lost!

In each location you will be given a brief description of the place in which you find yourself, and other useful information. If you want to find out more about something you can try typing

LOOK
or
EXAMINE DOOR

which may or may not result in you being shown some more details.

If you forget where you are, try typing

WHERE

The things which you are most likely to find in any location are useful objects, and people.

Various objects you find may be used to help you in your quest – some may prove a hindrance. For example, you may need the sword to kill the dragon, but if you attempt to swim the river with it, its weight would mean that you would drown. You can pick objects up for later use by typing

TAKE UMBRELLA

or whatever, or drop them by typing

DROP HELMET

If you forget what you are carrying

INVENTORY

will show you a list.

People and creatures you meet on your travels may be either friends or enemies, and sometimes aren't all they seem. You will have to use your imagination to decide whether to greet them warmly or engage in mortal combat.

The worst thing which may happen is that you will get killed. Obviously, this is something to avoid, but you will always live to explore again another day – just by starting a new game. You can also save a position which you have reached partway through a game, which means that you don't have to start from the beginning every time.

Special commands

Although you will have to use your imagination to find out exactly what you can and can't do, there are several special commands which you need to know.

HELP

may give you some useful information – or may not!

SCORE

will let you know how well you are doing

SAVE

will let you record your current position on a Microdrive cartridge. This is useful if you want to leave a game and come back to it later, or if you are about to try something which is risky and may result in you being killed.

You can record up to 20 positions on the game cartridge itself (but only on a copy, not on the original master), or keep them on a spare, formatted cartridge. You will be asked to type in a file name (such as MDV1_ADVSAV) for the data. If you are saving the position on the game cartridge, do not use either AD1 or AD2 as the file name.

RESTORE

allows you to load back the position which you have previously saved on Microdrive. Once again you will have to supply the file name.

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