

## CALIXTO ISLAND

### LICENCE

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#### WELCOME TO CALIXTO ISLAND

Your object in this game is to find a treasure and return it to its rightful place.

## PLAYING CALIXTO ISLAND

The computer will interpret two word commands, the first word a verb, the second a noun. For example:-

То	pick up a bo	• • X	0 0		• ••	••	Get Box
То	move north .						Go North
То	get a descri	.ption	of your	surr	oundings	5	• • Look

To get a list of the objects you are carrying ...Inventory

A sizeable vocabulary of verbs and nouns is incorporated in each game, so you can be creative in your choice of commands. To speed play, the first four letters of each word is sufficient for the computer to understand you.

Examining objects will generally give you their description and may help you discover valuable information.

To move from one location to another, check to see if obvious directions are listed. However, compass points may not be your only choice. The commands you type can help you find out where you are, what you see, directions you can go and what you can do. If all else fails and you really get stumped, you might try HELP and occasionally get an interesting response.

If you don't finish a game in one sitting and would like to save your progress, type SAVE GAME or just SAVE. The computer will request a file name, which you must enter, and ycu should have a cassette ready in the cassette recorder to accept data. (Place the cassette in the recorder, wind past the plastic leader and press the PLAY and RECORD buttons.) Each time you start a game you will be asked if you want to play a SAVED GAME. If your response is yes, you will have the opportunity to reload your previous game status.

#### LOADING CALIXTO ISLAND

- 1. Place cassette in cassette reader.
- 2. Press PLAY button.
- 3. Type CLOADM and press the ENTER key.
- 4. When the computer responds with OK, type EXEC and press the ENTER key.

Dragon Data/Mark Data Products hope you enjoy playing Calixto Island as much as they did creating it.

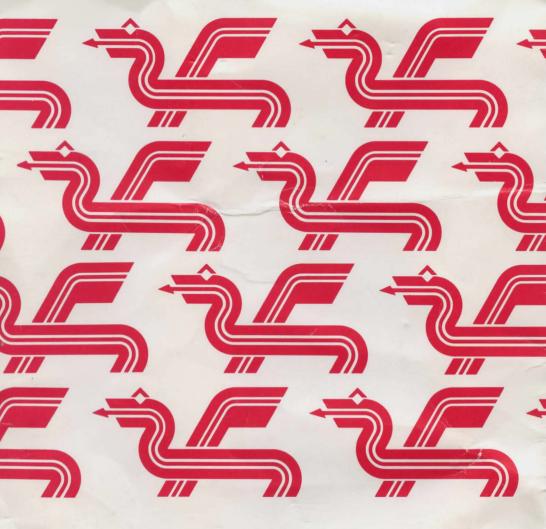
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