

To load each of the two BASIC games on this tape load BASIC as usual. Type LOAD and press the CR key.

CAVE ADVENTURE is a question and answer type adventure game. You start at a clearing in the forest where a large sign is clearly visible. Start your adventure by entering READ to see what the sign says. The object of the game is to find the treasure and take it away. Move around by entering N.S.E and W for direction.

Type command words like GET to pick up an object, or PUT to drop something.

e.g. GET OIL would pick up any oil you had stumbled upon. There are 17 valid word commands - you must find out what they are !

It is best to map your moves so that you don't go round and round in circles. If

you have not been able to complete the adventure due to time - enter SAVE and your present position is stored on to tape. load the program later and then enter LOAD to go back to your last position. One customer reports that it took her 23 hours to solve all the mysteries and complete the adventure.

TRAP OF DOOM is a marvellously simple yet annoyingly clever game. Use the cursor keys to move around but choose your direction with care. A score above 150 is considered expert.

FULL CATALOGUE OF KNIGHTS SOFTWARE KNIGHTS, 108 Rosemount Place
AND DETAILS OF THE Internation Sharp ABERDEEN, SCOTLAND TELEPHONE 0224 630526

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PASCAL LANGAGE	MDDO TO GART	SUICIDE RUN	AMERICAN BOWLING	
GALACTIC INVADERS	MAIGHTS CASTLE	MIZARD'S CASTLE	CATERPILLAR CRAWL	
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## CAVE ADVENTURE + TRAP OF DOOM MIGHTS (MZ-071 rap)

CAVE ADVENTURE is a fantasy game of exploration and discovery. Map the tunnels and caverns of an underground empire. Try to steal the treasure of the Copper Dragon. Pit your wits against the sacred Wizard. Explore the mysteries of the underground health food shop. Try to unscramble the starnge daubings that adorn the cave walls. Look out for the bear. Cave Adventure is an introduction to the world of microcomputer adventure games, it will take you hours to complete the adventure. TRAP OF DOOM allows you to move around the screen but the computer sets an extra trap after each move. It is inevitable that you will be trapped eventually - the skill lies

in the number of moves you can make before falling into the Trap of Doom.