



CELLS & SERPENTS

LOADING

The programs on this cassette can be loaded into the computer using the following instructions.

Commodore 64: Press SHIFT and RUN/STOP

BBC/Electron: CHAIN" ". If your tape recorder does not have motor control remember to stop the tape if told to do so.

Spectrum: LOAD" ". If the program loads subsequent programs remember to stop the tape if told to do so.

Check the label on the cassette to make sure that you are using the correct side of the tape for your computer.

THE GAME

Cells and Serpents is an adventure game set in an underground labyrinth of rooms. Each of these might contain one of an enormous variety of monsters (which could kill you), treasure or artifacts (which will increase your wealth or magical and physical capabilities). Your aim is to collect as much treasure as possible by delving deeper and deeper into the maze . . . and staying alive!

Having loaded and run the program you will be asked if you wish to load a previous character from tape. On the first time through the game you will have to key N for No. You will now be offered a choice of direction in which to move. Direction options are Left, Forwards or Right and you may also check your current STATUS. The latter option will display your strength (hit points), the number of spells you have, your present level, treasure won to date, monsters killed, whether you have found a luckstone and your score.

If you choose to enter a ROOM you will be shown what is in that room and may then decide to GO IN, call for HELP (which tells you the monster's strength), LEAVE or check your STATUS. If you go into the room you must kill any monsters present to recover any treasure they may be guarding. In this case you will be given the choice of COMBAT, SPELL or RETREAT. If you choose COMBAT then if your hit points are greater than the monster's you will defeat it . . . but you will be weakened by the number of hit points that

the monster had before you attacked it. A SPELL might kill them or weaken them . . . but then again the monster could attack you! If you choose to approach a DOOR you are given the opportunity to listen outside . . . but monsters don't always make any noise. Should you open a door and find an unexpected monster you will have to deal with it the best you can.

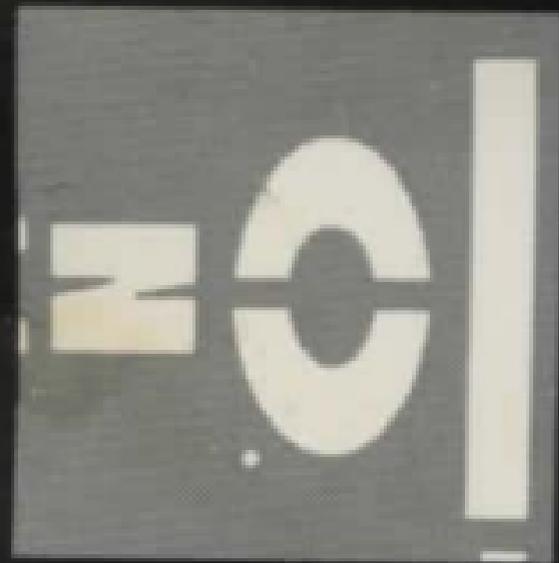
The deeper you go the stronger the monsters become, but the more treasure you will find. Some monsters also guard artifacts that will add to your strength and magical powers. A Luckstone increases the number of gold pieces you find. Should you be lucky enough to discover an EXIT then you may escape . . . only to re-enter on Level 1.

At any time when you have selected to examine your STATUS you may save your character and its present STATUS so that you may continue the game at a later date. Place a fresh, blank tape in the tape deck and follow the instructions displayed on the screen.

The maze layout of Cells and Serpents is such that although you may progress forwards and downwards through the labyrinth there is a magical barrier that inhibits you from exactly re-tracing your steps, the rooms and exits may not be in the same places when you return. Beware of wandering monsters as well and don't walk into the walls!

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