TWIN KINGDOM VALLEY by BUG BYTE

LOADING INSTRUCTIONS:
    TYPE: LOAD"TKV",8,1   then press RETURN
        when the READY appears,
    TYPE: RUN then press RETURN

IN THE BEGINNING

You start the game standing on a road, running from east to west. Nearby is a wooden cabin, which you have just rented from the innkeeper of the Sword Inn. A message is given. What you do next is entirely up to you! I cannot, of course, place you bodily in this valley. You and your actions are simulated inside the computer instead. For instance, the computer keeps track of your strength which will go down if you are set upon by unfriendly creatures, just like in real life. Although the machine becomes your physical body, you are left with your own mind. It will be your decisons which determine your fate!

PLAYING THE GAME:

To play the game, you must type the actions which you wish to perform, such as, MOVE NORTH or ENTER CABIN. Whenever you wish to move to another place, you need only enter the corresponding compass direction, NORTH or EAST. Remember, you must press RETURN after you type in each action. You may not ask questions of the computer. The computer only reports what you see and feel -- you must do the thinking. Similarly, you cannot give it commands which imply knowledge, such as "Go home" or "Find the treasure." Commands which you may enter include: HELP, INVENTORY, SCORE, STRENGTH, VIEW, SEE, LOOK, QUIT, END, DRINK, SWIM, WAVE, WAIT, ASK, READ, EMPTY, POUR, FILL, GIVE, OFF, ON, LIGHT, UNLOCK, OPEN, CLOSE, SHUT, LOCK, GET, TAKE, DROP, THROW, CUT, HIT. For instance, you can say "Hit Guard with Hammer", assuming you met a guard and are carrying a hammer.

If you get the message, "I don´t understand", try
to replace your command using one of the above words.
You may use the HELP key to list the above commands
on the screen. Five of the commands do not perform
any function but merely help you keep track of your
position in the game: INVENTORY (lists the items you
are carrying), VIEW/LOOK, SEE (repeats the description
of the place you are in), SCORE/STRENGTH (current
points). STOP is used to abandon the game, after
checking that you really want to, of course.

   Status commands do not take up any time. After
all other commands a purple line will appear,
indicating the passage of time. If any people or
animals are nearby they will be mentioned immediately
after the dotted line, along with information as to
whether they are carrying anything. Try to make a map
of the Valley to keep yourself from becoming lost.
If you get yourself stuck in a maze, think hard on the
clue. Remember, death is irreversible! Somewhere
along the way, you will probably reach a situation
where you can find no way of progressing. Keep trying
-- the game is completely soluble.

Any questions?

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