

DOCTOR WHO

AND THE

WARLORD



A TEXT ADVENTURE

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Running the game

The game is in two parts, A and B, each of which takes about 12 minutes to load.

Place the cassette in your recorder to play side A or B, as appropriate.

If you have a tape-based system, type **CHAIN ""** and press RETURN. Now press PLAY on your recorder.

If you have a disc interface, begin by typing **PAGE=&E00** and press RETURN. If you have an ECONET system, also type **!&224=&A6;!&D00=&40** and press RETURN. Then type **CHAIN ""** and press RETURN.

Do not stop the tape until the cassette LED goes off.

Note that if you want to complete the adventure you must complete Part A successfully before going on to Part B. There are objects that you have to find in Part A, which are required in Part B.

Playing the game

Enter commands in simple English like

**TAKE GOLD
DROP RADIO
GO NORTH**

(You can use capital or lower-case letters.)

If you wish, you can join commands together, separating them by commas, full stops or the word **AND**, like this:

TAKE OFF THE ROBE. GO WEST.

DROP THE RADIO, THE GOLD AND THE BONE.

The program will disregard minor words like 'the' and correctly understand those words that are in its vocabulary. You can use the word **IT**, provided that it is obvious what is referred to, e.g.

GET RADIO, SWITCH IT ON AND USE IT.

If the program does not understand, it will produce a message, such as **'Your meaning is unclear'**. This does not necessarily mean that you are on the wrong track. Try to rephrase your instruction in simpler words.

You can use the **COPY** key in the usual way to copy a command you wish to repeat or edit.

To get a list of the primary words you may use, type **HELP**. You can do this at any time while playing the game. Not only can you use these words, but also the names of any objects you come across in the game, and words such as **ON, OFF, IN** and **WITH**. The way in which you use these is important, however. You will have to say **GIVE THE SCROLL TO THE DOCTOR** rather than **GIVE THE DOCTOR THE SCROLL**, for instance. In Part B of the game, certain adverbs (e.g. quickly, slowly) are also important – it matters *how* you do things.

You can abbreviate the directions you are allowed to move in as follows:

| | |
|----------------|---------------------|
| NORTH N | ENTER EN |
| SOUTH S | EXIT X |
| EAST E | BACK B |
| WEST W | FORWARD F |
| UP U | NORTHEAST NE |
| DOWN D | NORTHWEST NW |
| LEFT L | SOUTHEAST SE |
| RIGHT R | SOUTHWEST SW |

The only other abbreviation you can use is **INV**, for inventory.

Here are a few of the more useful phrases available to you:

TAKE ALL
DROP ALL
LOOK AROUND
WHERE AM I?
WHAT AM I CARRYING?
WHAT AM I WEARING?
INV
WHAT IS THERE HERE?
INSPECT (or **EXAMINE**)...
SEARCH...
HELP

Commands for operating the program

STOP (or **QUIT**) to finish playing.

SAVE (followed by a letter) saves your current position on tape in a file. The letter following **SAVE** can be any of the letters A to Z (or a to z) for different files. Thus you can replay the game at any later time, starting from where you left off. Use a new tape to save this file.

LOAD (followed by a letter) loads the position you previously saved. The numbers 1 and 2 shown on screen are there to distinguish between files saved in Part A and Part B.

RESTART takes you back to the beginning of the game.

STORE stores your current position inside the computer rather than on tape. If you think that you are about to get killed, use this command so that you can then carry on from that point by using:

RESTORE starts the game again from the last stored position.

If you haven't used **STORE** and do get killed, you will have to start from the very beginning. To start from where you stored your last position, you must press **CTRL-S** when you see the message **'Press any key to restart'**.

SCORE tells you roughly how far you have got in the game. But be warned that an increase in the percentage given does not mean that the actions you have taken most recently have been at the right time or even in the right place!

On completing Part A, you will be invited to save a special cassette file called **SP**. (Use a fresh tape.) The saved file **SP** must be reloaded at the beginning of Part B. This file allows you to carry objects found in Part A on to Part B. You will need more than a dozen such correct objects from Part A if you are to defeat the Warlord. (Part B can be played without these objects, but not successfully.)

If you are completely stuck, send a stamped self-addressed envelope to:

Operation Warlord
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BBC Publications
35 Marylebone High Street
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