SEVERN
SOFTWARE

Encounter

FOR ORIC 48K

INSTRUCTIONS

ENCOUNTER WILL WORK ON THE ORIC-1
48K.

LOADING
The program is recorded once in fast:-

Type CLOAD"" RETURN (where RETURN
means to press the key marked RETURN).

Should you have difficulty in loading, adjust the
controls of your recorder. Chapter II of your
Oric Manual sets out the procedure for loading.

PLAYING ENCOUNTER

Encounter is a complex, intriguing classic-style text adventure.

Your task is to find and rescue a young girl kidnapped by thugs. Everything you need is here but you may have to manufacture some items. CLUE - Chemistry knowledge helps!

SINGLE LETTER COMMANDS e.g.
N for NORTH, U for UP, L for LOOK,
I for INVENTORY.

Most other commands are VERB followed by NOUN (e.g. EMPTY BOTTLE). These may be typed in as 3 letter abbreviations - for instance EMP BOT. If the computer cannot understand your command, re-phrase it. You will soon learn the accepted vocabulary.

If the alarm rings, you have twenty moves to stop it before you are caught.

HING - Make a map as you travel noting what you find and where. The time limit is 500 moves

COMMON COMMANDS - GET DROP
                  THROW KILL HIT
                  MAKE CLIMB QUIT

Only use QUIT if you wish to give up. Don't worry if you fail first time - WE EXPECT YOU TO!!

Telephoning SEVERN SOFTWARE for help is strictly forbidden.

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