FROM

PSION
COMPUTERS

SOFTWARE FOR
sinclair ZX81

FANTASY
GAMES

PERILOUS SWAMP
SORCERER'S ISLAND

16K RAM

LOADING A PROGRAM

The procedure for loading a program is described in chapter 16 of the ZX81 manual. The steps are summarised below.

1 Connect the ear socket on your ZX81 to the ear socket on your cassette recorder.

2 Position the tape before the beginning of the program that you wish to load.

3 Turn the volume control to ¾ of maximum or to a level which you have found to be reliable on your recorder.

4 Set the tone control for maximum treble and minimum bass

5 Type LOAD "PROGRAM NAME" but do not press NEWLINE yet. The program name is printed on the cassette.

6 Start the cassette recorder playing.

7 Press NEWLINE.

The approximate loading time is printed on the cassette. If the program has not loaded after this time, try again with a different volume setting. If you are still unable to load the program refer to chapter 16 of the manual.

TWO NEW FANTASY GAMES from Psion Computers

for the
SINCLAIR ZX81 with 16K RAM
or
ZX80 + 8K ROM with 16K RAM

SIDE A: PERILOUS SWAMP
SIDE B: SORCERER'S ISLAND

PERILOUS SWAMP and SORCERER'S ISLAND are role-playing, adventure-style games which are played without detailed instructions. The computer describes your situation (often hopeless) and prompts you with questions to which you reply using plain English words. The ZX81 responds to your reply by describing the consequences of your latest action and your new position.

SIDE A: PERILOUS SWAMP
[5 mins. approx.]

Load by typing LOAD "SWAMP" and then run by typing the keyword RUN.

You are deep in the PERILOUS SWAMP, surrounded by dark reeds, deep stagnant pools and numerous pits and caves where strange creatures lurk. Your task is to rescue the princess, who has been captured by the evil wizard, and make it back alive to the edge of the swamp. On your way you must FIGHT, BRIBE or RUN from the fearsome monsters that confront you. If your combat strength is too low for a fight you may have won enough treasure to bribe – otherwise you will just have to run. You may also find powerful magic spells, but can you work out how to use them? Only by conquering the mysteries of the PERILOUS SWAMP can you achieve the goal, and experience the unique pleasure of winning against the wizard and against your computer.

SIDE B: SORCERER'S ISLAND
[7 mins. approx.]

Load by typing LOAD "ISLAND" and then run by typing the keyword RUN.

You have been marooned on SORCERER'S ISLAND. The problem is simple – you must find your way off again. Take care, however, the exit is guarded by the most dreadful beast. You must gain spells of power or protection or you won't have a chance. Maybe you can get help from the King of the Dwarves or even the Grand Sorcerer himself. More likely though you will be lost forever in the devious maze or in the shimmering gates to other places.

This game is best played after some experience playing PERILOUS SWAMP. Do not expect to fight your way off the island on your first venture. Most likely your bones will be left to whiten with the others who rashly entered this place of deception.

Two role-playing adventure style games for the Sinclair ZX81 with 16K RAM or the ZX80 + 8K ROM with 16K RAM. Can you survive the fearsome monsters of the PERILOUS SWAMP and rescue the Princess from the evil wizard. You will find it even harder to escape from SORCERER'S ISLAND.

ZX81 SOFTWARE—16K RAM

FANTASY GAMES