How do I play adventure?

In an adventure game the computer becomes your eyes, hands & senses and you must direct it with commands of the form VERB NOUN e.g. REMOVE HAT, TAKE GUN, USE PLANK, etc. If you type in more than two words the computer will try to work out what you mean but sometimes it will get it wrong, so it is best to stick to two words of the form, VERB NOUN. If you have trouble then you probably just need to try a few more words (The computer will have quite a large vocabulary). If using different words doesn't help then you could be attempting something that is impossible and you should try a different tack.

The game position can be saved on cassette with SAVE GAME and loaded back with LOAD GAME.

The computer only looks at the first four letters of each word so you only need to type in the first four letters of long words. It also knows some abbreviations. R & I are short for REDESCRIBE LOCATION and TAKE INVENTORY. Also all directions can be shortened to one letter e.g. N means GO NORTH.

The Gold Collection
Volume 1

Released from the difficulties of machine code programming by the power and versatility of The Quill, the fertile imaginations of adventure authors have roamed free to produce this fine collection of adventure scenarios:

AFRICA GARDENS - What is the secret of the deserted hotel and who is Mr. Robinson?

MINDBENDER - Only you alone have the will to resist and thus save the world from the terrible power of 'The Mindbender'.

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