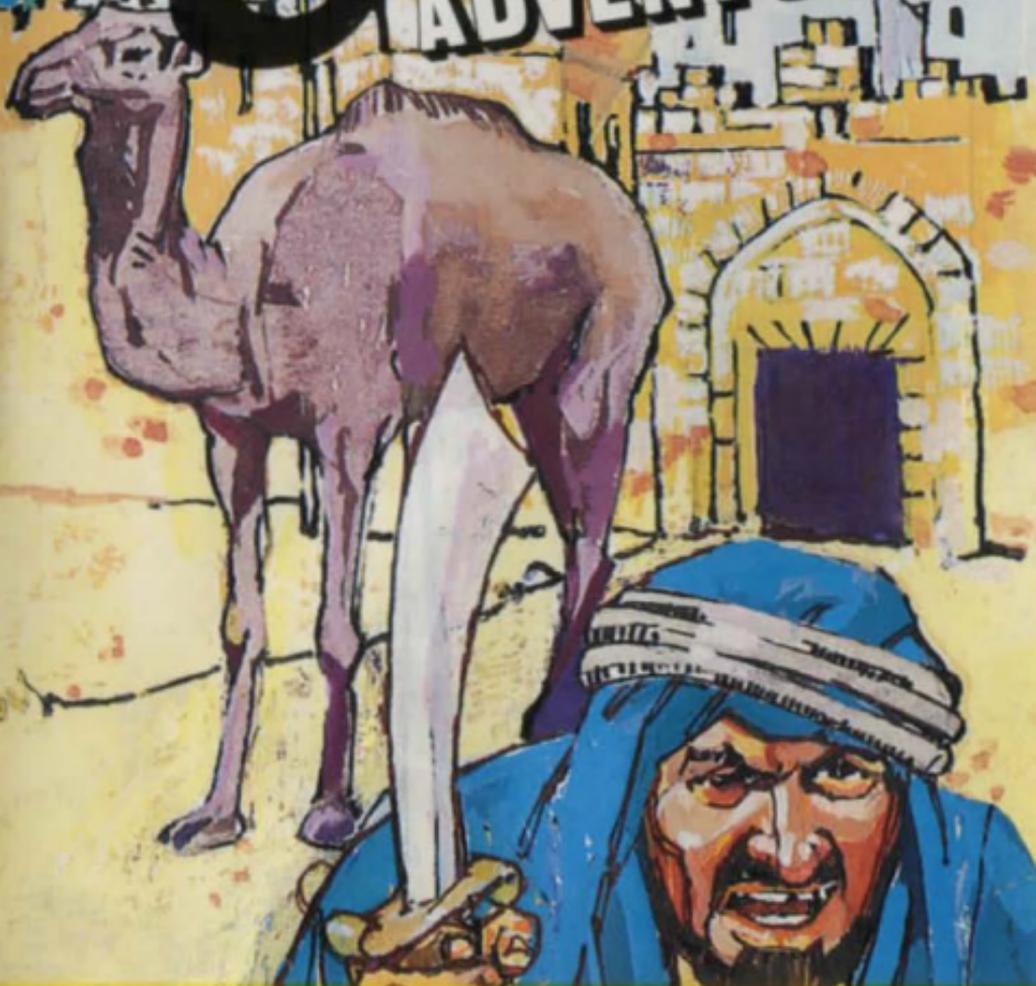


COMMODORE  
C16<sup>or</sup> PLUS  
4

# Jerusalem ADVENTURE 2



**MICRODEAL**

## JERUSALEM ADVENTURE

To load your new adventure, type LOAD and then press the RETURN key. The screen will go blank while the program loads. Once loading is completed, type RUN and press RETURN. You will now be ready to set forth on an adventure in ancient Jerusalem.

Your computer has placed you in an imaginary world, set in Jerusalem. You may control your actions by entering one or two-word commands via the keyboard. Your computer will carry out these actions for you and inform you of the results. The object of the adventure is to find and collect 9 treasures which are hidden - ????. To move about, use commands such as GO NORTH or GO EAST - which can usually be abbreviated as N or E. Whilst exploring this imaginary world, you will come across certain problems which need to be solved. For example, if you come across a locked door it's a fair bet that you need to find a key first! That one was simple but others are not so easy! Remember, adventures are all about exploring and problem solving.

There are a few 'standard' commands which are useful in most adventures:-

INVENTORY will display a list of all the items which you are carrying.

HELP may give you a clue (maybe not!)

LOOK - try it!

EXAMINE GATE may give you more information about the gate.

TAKE BOOK will add the book to your inventory (if there's a book about for you to take!)

These are the most used commands, but there are plenty of others which the computer may understand. Examples are:- DROP BOOK, MOVE TABLE, OPEN DOOR, etc. It will help you a lot to make a map of the terrain - you'll find it a lot easier to find your way back again!

Have you played the other adventures in the series.

1. Mansion Adventure
2. Williamsburg Adventure
3. Ultimate Adventure
5. Castle Dracula Adventure

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