

**martech**  
games

# The Quest of Merravid

**An Adventurer's  
Adventure**

**Commodore 64  
OR  
VIC 20 (16K)**

# THE QUEST OF MERRVID

## LOADING INSTRUCTIONS

Insert the cassette into the tape recorder making sure that the correct side will be playing for your microcomputer. Check the tape is fully rewound. Type LOAD " " then press RETURN key. Press play on tape recorder. When loaded, type RUN then press RETURN key.

## PLAYING AN ADVENTURE

An adventure game allows you to become the adventurer from the safety of your armchair. When playing an adventure you tell the computer what action you wish to take and if it is able to, the computer will follow your instructions and report the result.

Instructions may be complete sentences containing up to 9 words, but for most situations it is better to stick to a more simple two or three word format.

The RETURN key must be used after the sentence is complete before the computer can understand it. Some examples to help give you an idea of how to proceed might be:

GO N-(moves you north)

GET GUN (picks up gun)

SHOOT DWARF GUN (shoots the dwarf with a gun)

L (tells you where you are)

LOOK KNIFE (describes a knife)

INV (tells you what you are carrying)

DROP THE EGG ( . . . get the idea!!!)

You will have to use your imagination and trial and error to find out what the computer will accept and what it will not accept. Good Luck!

## THE STORY SO FAR

The magical firestone of the Dwarfs has been lost for many years. The owners have finally tracked it down to a mountain in the land called Thargon, where it is guarded by a large, and ill-tempered Dragon. Despite their attempts to retrieve their property the Dwarfs have had to admit defeat. They have, therefore, sent out word that they are looking for an intrepid adventurer to take on the dragon and retrieve their stone. They have received many replies and of all the courageous souls they have chosen you, Merravid, son of Aranord.

As a measure of protection they will not allow you to enter the Dragons lair without being fully armoured. There lies the snag. Only one full set of armour exists in Thargon, but over the years it has been scattered to the four winds. You must therefore collect the pieces as you find them, before doing battle with the Dragon which is easier said than done!

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Become Merravid, a fearless adventurer, attempt to regain the magic firestone of the Dwarfs from the clutches of the Dragon of Thargon.

Hours of compulsive entertainment!

**MARTECH GAMES**

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