

MORON

48K SPECTRUM



ATLANTIS

REMOVE JOYSTICK INTERFACE BEFORE LOADING

LOADING

To load, press **LOAD** "" Press **PLAY** on your cassette recorder. The programme will now load automatically. (*The programme is recorded on both sides of the tape. In case of loading difficulty, turn the tape over, rewind to the beginning and load again.*)

INSTRUCTIONS

As well as the normal verb/noun commands (i.e. get torch, pull lever, search room etc) you can also use the following abbreviations:— N (north), E (east), S (south), W (west), NE (north east) etc. etc., U (up), D (down), O (open), G (get), T (take), L (look) (re-describes your current location), I (inventory) (gives information on objects carried or worn).

Game Save will instantly save your current location to the computer's memory.

Game Load will re-start the game from the position previously saved.

The normal **Save** and **Load** facility can still be used to save the game to tape if you need to turn the computer off.

Picture off/on will turn the graphics off or on as required.

Help might give you a clue (then again, it might not)

continued over

Moron . . . The Story

Aeons ago, whilst out joy-riding in their spaceship, a race of people known as "Morons" managed to stumble upon and subsequently steal the Three Pillars of Time (the PAST, PRESENT and FUTURE).

Overcoming their amazement at their good fortune they put the Three Pillars of Time in the Purser's safe aboard the spaceship and set a course for their home planet.

The Moron Captain, being a sneaky sort of Moron, removed the Three Pillars of Time from their place of safe keeping and hid them elsewhere within the ship.

When the crew realised that the Pillars of Time were missing, they knew that their Captain had been sneaky and promptly killed him.

As the crew's I.Q. was even lower than their now deceased Captain they omitted to question or torture him first to find out where he had hidden the Three Pillars of Time.

They immediately abandoned their posts and began a frantic search of the spaceship.

The ship meanwhile, drifted aimlessly through space until it approached the planet Earth . . . on a collision course . . .

Realising their danger they managed to put the spaceship in an unstable Earth orbit, then the Moron crew twiddled their thumbs and generally mooched about . . .

This is where you take over . . .

Your objective is to teleport aboard the Moron spaceship, find the Three Pillars of Time and teleport back to Earth.

To help you, your dead predecessor has scattered 9 replacement Oxygen cylinders and 9 replacement Batteries aboard the spaceship.

You'll need to:

Maintain your life support system

Avoid tripping the Intruder Alarm

Deal with the Moron's pets

Then, *if* you find each Pillar of Time, you'll have to dispose of the Moron (who comes to claim it), in a novel and unusual way.

Finally you'll need to complete your objective before the spaceship spirals out of its orbit and crashes onto the Earth.

The Morons couldn't find the Pillars of Time . . . CAN YOU?

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If you have written a good programme and would like to discuss marketing, please write to:

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MORON

48K SPECTRUM GRAPHIC ADVENTURE

48K SPECTRUM KEYBOARD



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Many years ago, a race of people known as "Morons" stumbled across the 3 pillars of time. The Captain, being a sneaky sort of moron, stole the pillars from the crew and hid them aboard their space ship. Can you succeed where the morons have failed? They couldn't find the pillars of time . . . can you?

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