

SPECTRUM 48K

# THE CURSE OF SHALETH



GRAPHIC ADVENTURE

THE CURSE OF SHALETH

WRITTEN BY M J GEARING

THIS ADVENTURE HAS AN EXTENSIVE VOCABULARY AND UNDERSTANDS A VARIETY OF WORDS WHICH CAN BE SHORTENED THUS.....

N = NORTH      S = SOUTH      E = EAST      W = WEST

USEFUL COMMANDS.....

INVENT....CURRENT ITEMS CARRIED OR WORN ALSO SHOWS CURRENT FORM MAN, WOLF OR BIRD

SAVE.....SAVES CURRENT POSITION ON TAPE

LOAD.....LOADS PREVIOUSLY SAVED POSITION

QUIT.....TERMINATES ADVENTURE

SCORE.....TO SEE CURRENT SCORE

GRAPH.....RE-DRAW GRAPHICS (IF AVAILABLE)

WORDS ..INSTRUCTIONS AND A SELECTION OF VOCABULARY ALL REMAINING COMMANDS ARE DISCOVERED DURING THE ADVENTURE. IT IS ADVISABLE TO SAVE YOUR POSITION FROM TIME TO TIME.

GOOD LUCK!!!

TO LOAD THE PROGRAM USE:- LOAD""

SHOULD YOU HAVE ANY PROBLEMS LOADING THE TAPE, REWIND AND ADJUST THE VOLUME/TONE CONTROLS BEFORE TRYING AGAIN.

IF YOU ENJOYED PLAYING THIS TAPE, WHY NOT SEND FOR AN UP TO DATE LIST?

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*The curse of shaleth is a collar which slowly tightens around your neck as time passes. Using spells and objects found during the game you have 10 days in which to find a way to remove it and thus survive!!*