FOR USE ON

# SHARP

# MZ-700 SERIES

THE SEARCH FOR

# KING SOLOMON'S MINES

PART 7

ACTUAL
SCREEN
DISPLAY

KING SOLOMON'S MINES

MZ-8G047

This programme is written in the language called BASIC. To load the programme, follow the following procedure:

(1) Switch on the computer and place the BASIC cassette in the tape deck.

(2) Type **L** on the keyboard and then press the Carriage Return (marked **CR**).

(3) As indicated on the screen, now press **PLAY** on the tape deck.

(4) Wait until the **READY** signal appears on the screen (3 mins approx).

(5) Rewind and remove the BASIC cassette.

(6) Place your programme cassette in the tape deck.

(7) Press **RESET** button on rear of computer.

(8) Type **L** on the keyboard and then press the Carriage Return (marked **CR**).

(9) As indicated on the screen, now press **PLAY** on the tape deck.

(10) The programme will now run automatically after loading.

(11) Rewind and remove the cassette ready for next time.

When you have finished with this programme, simply switch off your computer to clear or press the **RESET** button on the back of the machine.

You may now load another MACHINE CODE programme or the BASIC language cassette by repeating the above procedure.

# KING SOLOMON'S MINES

## SOLO SOFTWARE

**SHARP MZ-700**

### KING SOLOMON'S MINES

This is the first of a two part graphic adventure, each of which is self-contained so, watch out for the sequel!

There is a Game Save routine to allow pauses during play.

A delirious adventurer staggers from the Jungle raving about 7ft tall natives, a searing volcano and a cache of treasure fit for a King And so the Quest begins.