VALKYRIE 17

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The game is loaded by issuing the command:-

```
        LOAD "VALKYRIE17"  (enter)
   or   LOAD ""  (enter)
```

When loading is completed, you will see an initial question on the screen which you should answer. The game will then continue.

Several features are included in all RamJam Adventures - game save/restore, Microdrive transfer (Spectrum only), sentence input, plus much more.

1.   Game save/restore.

     At any time during play, you can save your current status by entering the command SAVE (spelt in full). Prepare the cassette recorder and follow all further commands on the screen display. This process takes roughly 30 seconds.

     The game can be restarted from this saved position by entering the command LOAD (again, spell it in full). You can keep several game positions on different cassettes in order to restart from many different situations.

2.   Sentence input.

     Valkyrie 17 will allow you to enter a full' sentence, although it must be simple in construction. The game will analyse your command and interpret it depending on the circumstances prevailing. Good commands are:-

```
        GET THE BLOND WIG
        GET IN THE CABLE CAR
        TALK TO THE MANAGER
        TALK TO THE BARMAN
```

     Bad commands are:

```
        GET THE BLOND WIG AND WEAR IT
             (in this case, only the first part will happen)
        OPEN THE WINDOW AND CLIMB OUT
```

3.   Microdrive transfer (Spectrum version only)

     Following the game on Side A of the cassette is an extra program which will transfer the game from cassette to microdrive cartridge. This can be loaded by first loading the main game and then stopping the cassette at this point. You can return to the Spectrum command line by entering the command QUIT while the game is running. Enter the command:

```
            LOAD "V17MDLOAD" (enter)
    or  LOAD "" (enter) - but only if cassette is positioned
                as indicated above.
```

This program will ask for a blank microdrive cartridge to be
loaded in drive 1. THIS CARTRIDGE WILL BE FORMATTED - ensure
you have no valuable files held on it. The program then asks
for the cassette to be rewound to the start so that the
various files can be copied to microdrive. The process is
complete when the main game is left running on screen
(approximately 6-7 minutes in total).

The new microdrive version can then be loaded by the usual
sequence of commands NEW followed directly by RUN.

Please note, however, that the game save/restore feature
(above) still operates with a cassette recorder. This was
deliberately retained since (a) it's actually quicker(!) -
the microdrive ERASE command slows the process down and (b)
it was felt that players would want to keep two or three
"saved situations" while a microdrive version would only
allow the latest to be recorded on any one cartridge.

4.   Various recognised words.

No full list - just some of the important ones:

```
        NORTH, EAST, SOUTH, WEST, UP, DOWN (as usual)
        IN, ENTER, OUT, LEAVE,
        INVENTORY, INVE, or just I, LIST,
        REDESCRIBE (to completely redescribe a location),
        GET, TAKE, DROP, ALL (only works with moveables),
        SAVE, LOAD
        QUIT
```

        The RamJam Corporation accepts no
        responsibility for loss of sleep or
        sanity as a result of participating in
        Valkyrie 17 - this paragraph affects your
        statutory rights.