PROGRAM POWER

BBC MODEL B
WIZARDS
CHALLENGE

PROGRAM POWER

"PROGRAM POWER" is the software mark of Micro Power Ltd. As one of the largest independent software houses in the U.K. we are able to offer a continuously expanding software range. Micro Power are also involved in all other aspects of Micro Computing, ensuring high quality products and expert support services for our customers.

The following B.B.C. programs are also available:—

Croaker (B); Munchyman; Wall (B); Killer Gorilla (B); Demon Decorator (B); Hell Driver (B); Danger! UXB (B); Cowboy Shootout (B); Escape from Moonbase Alpha (B); Moonraider (B); Timetrek (B); Galactic Commander (B); Maze Invaders (B); Astro Navigator (B); Startrek (B); Alien Destroyers (B); Asteroid Storm (B); Laser Command (B); Spazemaze (B); Swoop (B); Alien Swirl (B); Chemistry (B); World Geography (B); Where? (B); Barrage (B); Junior Maths (B); Constellation (B); Physics; Reversi; Beebtote (B); Poker Dice (B); Codebreaker; Chess; Roulette (B); Footer (B); Seek; Caveman Adventure (B); Labyrinths of LaCoshe (B); Adventure; Eldorado Gold (B); Filer; Beebmon; Draw (B); Disassembler; Micro Budget; Felix & The Fruit Monsters (B).

(The programs marked with a B require a Model B or 32 K Model A. The remainder will run in either model)

WIZARD'S CHALLENGE

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Loading Instructions:

Insert the cassette with the label facing upwards and ensure that the tape is fully rewound.

If you have Econet or a Disk Filing System fitted please type the following:

*TAPE (press the 'RETURN' key)
PAGE=&E00 (press the 'RETURN' key)

If you have. Econet please type the following and press 'RETURN': ?&224=&A6

Press PLAY on your cassette recorder. When the tape has finished loading remember to press STOP.

The Game:

Wizard's Challenge is a text-only adventure where the computer acts as your eyes and ears as you wander through the fantasy world in search of the 12 treasures which the evil wizard has ordered you to find and bring to him.

You have to travel through more than 100 different locations and solve over 50 problems to achieve this goal.

You interact with the computer by using one- or two-word commands. Compass directions are available for moving from location to location: GO NORTH, MOVE NORTH, NORTH or just 'N' produce the same result. Also: S, E, W, NE, SE, NW, SW, U (up), D (down), ENTER and EXIT.

If you want to pick something up you can type TAKE SCEPTRE or GET SCEPTRE.

GET on its own picks up the first object found at that location.

Typing INV causes the computer to take an inventory. LOOK recaps the current location's description. HELP is available if you get stuck: this gives an appropriate message for the current location.

You are well advised to make a map as you go along so that all avenues open to you can be thoroughly explored.

If you have problems: When the program is loading into the computer (after you have entered *RUN, *LOAD or CHAIN" ") the message 'Searching' should appear on the screen followed by 'Loading' and the program name when the program is found. If the program name appears without the 'Loading' message or messages like 'Data?', 'Block?' or 'Header?' appear, rewind the tape a short way and alter the volume level on the cassette recorder. If, after repeating this several times, the 'Loading' message still does not appear, try the second copy of the program on the cassette.

If, after trying the above, you are still unsuccessful or the program does not load very reliably, then return the cassette to us stating when and where you bought it, details about your computer (memory size, Operating System, any interfaces fitted, etc.,) and which cassette recorder you have been using. These latter questions are important due to the frequent updating of the computer's specification.