COMMODORE 64

THE HELM

ADVENTURE

FAST LOADER

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wall is an extremely large sign.
Upon further detailed,careful opticular
contemplation of the immediate and
intermediate surrounding environments, I
find the following -

An open chest.

Right then, what would you have your
obedient slave do now?

▶1
At the present moment in time, I'm
holding the following -
A knife.
A hook.
A plastic bag.
A torch.

Right then, what would you have your
obedient slave do now?

▶
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FIREBIRD

THE HELM

© SIMON JAY

(written with the aid of 'The Quill', courtesy of Gilsoft)

THE GAME

Your task is to recover The Helm of Immortality from the evil Lich's castle. But first you must scour the countryside for certain objects, solve many intriguing puzzles, and perform various tasks (such as defeating a hypnotic ball of light known as a Psyak) to gain entry to the Lich's lair. Once inside, you will find yourself face to face with the dreaded man himself – who is a singularly nasty piece of work! And he will not hand over The Helm willingly . . .

LOADING

1. Ensure that your tape recorder is connected according to your Commodore 64 manual.
2. Place the tape in your tape recorder and rewind to the beginning.
3. Press SHIFT and RUN STOP on your Commodore 64, simultaneously.
4. Press PLAY/LOAD on your tape recorder.
NOTE: Full loading instructions can be found in your Commodore 64 manual.

PLAYING THE GAME

In your journey through this adventure, enter commands in two word Verb/Noun sentences, e.g. 'Open Door'.

Directions can be abbreviated to one letter, e.g. for Go North simply type 'N'

At any time during The Helm you can save your position to tape by typing 'SAVE'. A previously saved game can be reloaded by typing 'LOAD'.

Remember that in The Helm everything has a purpose, so always read signs carefully and do not discard objects which at first might seem useless.

FIREBIRD

CBM 64

THE HELM

Long ago, The Helm of Immortality was stolen by the evil Lich, who kept it corrupt and incomplete in the Bowels of his castle. Have you the cunning, power and knowledge to enter the dark one's lair and wrest the fabled object from his evil grasp? Because then, and only then, will the gift of immortality be bestowed . . .