

***** THE TALES OF MATHEMATICA *****

Back before the passing of the last of the great lords, back when pale-blue dagrets hovered in the crimson sky, there had been a great peace and tranquility in the land. In those joyful years much faith was placed in the hands of 'The Keeper' and those four objects of power that he stood guard over. As long as the scribes could remember, there had been a 'Keeper' and his sole task had been to preserve the 'Power of numbers' that the four objects lent to the land. Without this power the very essence of what was MATHEMATICA would crumble surely to dust and be blown away on the wings of the chilly eastern winds.

.... Then the fateful day dawned when the 'Keeper' was slain by the hand of an unknown assailant and the objects of power whisked away into the soft darkness of the night sky. For many moons the land of Mathematica was cast into turmoil and chaos, for without the 'power of numbers' none could survive and then just when all seemed lost, a lone hero chose to go in search of the objects and to attempt to restore Mathematica to its once former glory



YOU are that chosen hero, so prepare yourself for the task in hand and see if you are wise enough ... nay, brave enough, to find and recover the lost.

Do battle with mighty Bears, brave Knights and awesome beasts. Trick your way past wary guards and negotiate tricky puzzles in your search for the objects of power.

Only when you have all FOUR objects will Mathematica stand a chance of regaining its lost powers, so search and find them before it is too late

THE OBJECTS The objects you seek are ...

The STAFF OF ANGLES, the CROWN OF POLYGONS, the SCROLL OF TRIGONOMETRY and the ROD OF LINEAR POWER find them all and there is a chance that the 'Power of Numbers' will once again dominate in the land of Mathematica.

NOTES

This game will recognise such commands as GET ALL as well as the more standard ones such as EXAMINE, LOOK and SEARCH. It will also accept such complex commands as PUSH THE SPEAR THROUGH THE OPENING, though the standard verb/noun input will suffice in most cases.

TIPS

A comprehensive help-sheet does come with the game, so if you type in help just note the number you are given in reply and then check that out on the enclosed hint-sheet.

"The Tales of Mathematica"

CLUES

Part I

- 1 North or East? Both ways are slow.
West is first the way to go.
- 2 Male: This honourable knight is a strong adversary,
But honour may make him show mercy.
Female: This knight is drawn by thine beauty,
Were you a monstrosity he would surley flee.
DBTU B TQFMM
- 3 This person's foe was surley lethal,
Perahaps you should consider in more detail.
- 5 Need to go down into the depths?
Then rope must be found in long lenghts.
- 6 You must defeat this creature of hell,
So start again and reflect well.
GJOE B NJSSPS
- 8 This charming uses sound, not sight,
A blockage could maybe help your plight.
- 9 This bear is impossible to defeat,
But what it has not killed it will not eat.
QMBZ EFBE
- 11 It is difficult to catch a creature here,
Unless you possess the proper gear.
- 12 All is not as it seems,
A short spell can attain a person's dreams.
MMFQT B UTBD
- 13 Choose the shape that looks like this room,
To save your mission from certain doom.
- 15 The first one shines out like a star,
The second carries nothing from afar.
- 16 This problem is not very weighty,
And internal structures appear very shaky.
EFC FMUOBNJTE
- 18 A wanted object is over this ditch,
What's needed is some sort of bridge.
- 19 These rats may now block your ways,
But they won't take kindly to being set ablaze.
- 20 Portal of Despair is its name,
Making you despair is its game.
EFTQBJS
- 21 That room could be set aflame,
But that slit will take some aim.
- 22 No use hanging around,
Hurry up on your quest underground.
- 23 The rope is useless here, supposedly,
But have you tried looking closley.
- 24 The choice of exit is not clear,
Lucky there is no danger near.

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CLUES
Part II

- 4 Some help may be given by the statue,
Imagine yourself at a rodeo.
- 7 The key to the problem lies with the woman,
Perhaps she would like something for her oven.
- 8 Look around, take what you see,
But the cook said don't be greedy.
- 15 This guard can wait at his leisure,
But perhaps some objects can bring him pleasure.
CSJOH B CPUUMF BOE B QPVDE
- 16 This door is locked, as you can see,
But you do not have to use a key.
- 18 You could try to lift for days and days,
But a famous portal spell may this portcullis raise.
- 19 Male: This guard will let only one person past,
So donn your guise and act fast.
DBTU B TQFMM
- Female: This guard will not do you harm,
What's needed is some feminine charm.
- 20 Pot luck is the advice I give,
But guess wrongly and you will not live.
- 21 Fire is often a deadly weapon,
But not when you have the element in opposition.
ECUVCURGNN
- 22 Numbers in red in the caves you may of found,
If not, restart and look around.
TMMPX MMJGTF

NOTE

These clues should enable you to get past most of your problems but if they don't, blame KARL BUNYAN as he was the person who compiled them full credit should also go to him for the appalling poetry and the numerous spelling mistakes .. hee! hee!

Balog