



Adventure 'C'

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The Alien Space Ship Adventure.

ADVENTURES are games in which you explore strange new worlds without leaving the comfort of your home.

The Computer will act as your puppet and control your senses. You instruct the computer with short phrases usually Verb Noun. If the computer does not understand then try to re-phase the command. When entering your command you may use the RUBOUT key to erase any letters. In each location you may find objects which you can manipulate and use in further locations to help your progress. The game is written in machine code. The programme is saved with the name 'ADVENT' but it is simpler to load by Load "" command.

In Adventure 'C' while on a reconnaissance flight, your ship has been drawn by a Graviton Beam onto an Alien Cruiser. Fred, your pet android, informs you that the cruiser is on a Humanoid slave mission, its aim to seek out Humanoid planets from which samples are taken and their brains replaced by micro-

chips.

Your aim is to free your ship by pressing the control button in the main computer room. Sounds easy. However, there are various hazards.

As this adventure is very large, the programme also has Cassette routines with which you can load and save a game at any stage to return to at a later date.

To save the game, you QUIT the game. The computer then asks, if you want to save the game. If you reply 'Y' the computer will display the READY CASSETTE. Now start your cassette player on RECORD and hit any key. The game takes 2 seconds to save.

To play a previously stored game. When you run the programme you are asked if you wish to restore a previously stored game. If you answer 'Y' the computer again displays READY CASSETTE. You then cue up your tape; press play on your cassette and hit any key. The game will then continue from where you last left it.

GOOD LUCK ! ! !
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