



GROUND ZERO



ZX SPECTRUM 48K

LOADING THE PROGRAM

You will find the procedure for loading a program in the Spectrum basic manual, chapter 20. The procedure for loading GROUND ZERO is given below.

1. Connect the ear socket of the Spectrum to the ear socket of your cassette recorder.
2. Make sure the tape is wound to the beginning.
3. Set the volume control to a suitable level.
4. Set maximum treble, minimum bass on the tone controls.
5. Type LOAD''''.
6. Press ENTER.
7. Start the cassette recorder.
8. The program will RUN itself once loaded and will provide instructions.

If the program does not load correctly try a different volume level.

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GROUND ZERO

Adventures are games in which you explore and discover strange new worlds without leaving the comfort of your chair. The computer will act as your puppet, eyes and other senses. You instruct the computer using short sentences, usually verb-noun, and providing the computer understands it will obey your command. If the computer does not understand, then try re-wording the command.

In each location you may find objects which you can manipulate and use in further locations to help you progress on your adventure. When entering a command, you may use the DELETE key to erase any letters.

Use full words including: GET, DROP, HELP
I - Inventory REDE - Redescribe location.

This adventure is based upon the events leading up to and surviving a nuclear attack in Britain. You will have to negotiate all the problems expected in such circumstances.

As the adventure is very large, the program also has cassette routines with which you can load and save a game at any stage.

To save a game type in SAVE during the game. To replay a previously saved game type in LOAD. You can then continue where you left off.

Full instructions are provided within the game.

GOOD LUCK!!

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ACS 095

GROUND ZERO by C. SMITH

Can you survive a nuclear attack? If you think you can, then play this fabulous new adventure , and find out!

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