Sinclair ZX Spectrum

ADVENTURE A: PLANET OF DEATH





—16K or 48K RAM

ADVENTURE A: PLANET OF DEATH

ADVENTURES are games in which you explore and discover a strange new world 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 your command you may use the DELETE key to erase any letters.

The game is written in machine code. The program is saved with a name of 'ADVENT' but it is simpler to load by the LOAD " " CODE command.

* In this Adventure you find yourself stranded on an alien planet. Your aim is to escape from this planet by finding your, now captured and disabled, Space Ship.

You will meet various hazards and dangers on your adventure, some natural, some not, all of which you must overcome to succeed.

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.

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In this adventure vou find vourself stranded on an alien planet. Your aim is to escape by finding your space ship which has been captured. You will meet hazards and dangers on your adventure, all of which you must overcome to succeed.

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