PROGRAM POWER

BBC MODELS A or B

ADVENTURE

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The following B.B.C. programs are also available:—

Swoop (B); Alien Destroyers (B);
Galactic Commander (B); Timetrek (B);
Laser Command (B); Spacemaze (B);
Moonraider (B); Astro Navigator (B);
Maze Invaders (B); Startrek; Chess (B); Chess;
Footer (B); Adventure; Cowboy Shootout (B);
Munchyman; Seek; Eldorado Gold (B);
Roulette (B); Reversi 1; Reversi 2 (B);
Cat & Mouse; Mastermind; Gomoku;
Hell Driver (B); Croaker (B); Disassembler; Filer;
Micro Budget; Constellation (B); Where (B);
World Geography (B); Junior Maths Pack (B).

(The programs marked with a B require a Model B or 32 K Model A. The remainder will run in either model)

ADVENTURE

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Loading Instructions:

To run the program:

1. If your BBC is fitted with a Disc or Econet Interface, return to the cassette filing system by typing:

   *TAPE (press the Return Key)

   PAGE=&2500 (press the Return Key)

2. CHAIN'' '' (press the Return Key)

The program should then load into your computer and automatically run.

The Game:

The object of the game is to collect as much treasure as possible, visit as many different locations as possible but most of all, to stay alive. To explore the fantasy world of this adventure you must tell the computer what to do. The computer is your eyes and ears and will tell you where you are, what you can see, etc. Commands available to you include TAKE an object, LOOK, GO NORTH, USE an object, INVENTORY which will tell you what you are carrying and SCORE to find out how many points you have gained. There are many more but part of the adventure is to discover them. You could be surprised by what the computer can understand. There is no harm in trying. If you do get stuck, go back and explore a different section of the adventure. You may find something that could be useful.

Hints.

Stories that you should read during your adventure include Ali Baba and the 40 Thieves and Aladdin.

Rats are afraid of owls. Owls are afraid of the light.

If you have problems: When the program is loading into the computer (after you have entered *RUN, *LOAD or CHAIN'' '') the message 'Searching' should appear on the screen followed by 'Loading' and the program name when the program is found. If the program name appears without the 'Loading' message or messages like 'Data?', 'Block?' or 'Header?' appear, rewind the tape a short way and alter the volume level on the cassette recorder. If, after repeating this several times, the 'Loading' message still does not appear, try the second copy of the program on the cassette.

If, after trying the above, you are still unsuccessful or the program does not load very reliably, then return the cassette to us stating when and where you bought it, details about your computer (memory size, Operating System, any Interfaces fitted, etc) and which cassette recorder you have been using. These latter questions are important due to the frequent updating of the computer's specification.

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