from the

MICRO GOLD

Collection

the Classic

ADVENTURE

into the

MAGICAL COLOSSAL CAVE

A powerful machine code adventure
with a comprehensive vocabulary
and hundreds of different locations.
Worthy of the most ardent adventurer.

ZX Spectrum 48k

LOADING INSTRUCTIONS

The game is recorded on both sides of the tape: Rewind before loading.

With ear sockets connected, type in LOAD "adventur" or LOAD " ", The press ENTER.

Play the tape until the O.K. prompt appears at the bottom of the screen. Adventure takes about 4 minutes to load.

If Adventure fails to load, rewind the tape, adjust the volume and try again.

To RUN the program press RUN and ENTER.

The current state of the game can be saved at any time during play, to allow you resume from the same point at a later date. With mic sockets connected load a blank tape into the cassette recorder and press Record. Type "save" or "tape" as a normal instruction and press ENTER.

To restart the game firstly LOAD Adventure as normal but do not RUN the program. Type RUN 30 and press ENTER. The program will then wait for you to play the tape containing the previously stored variables. When the OK prompt appears type RUN 20 and press ENTER to resume your game.

Copyright SYRTIS SOFTWARE 1983

MICRO GOLD

19 Stable Croft, Chelmsford, Essex CM1 5YX

GAME

I know of places, action and things. Most of my vocabulary describes places, and is used to move you there. To move, try words like forest, building, dnstream (downstream – to distinguish it from "down"), either enter, east, west, north, south up or down. I know about a few special objects, like a black rod hidden in the cave. These objects can be manipulated using some of the verbs that I know. Usually you will need to give me both the object and the verb, but sometimes I can infer the object from the verb alone. Some objects also imply verbs, in particular, "inventory" implies "take inventory", which causes me to give you a list of what you're carrying. The objects have side effects; for example, the black rod scares the bird. Usually people having trouble moving just need to try a few more words. Usually people trying unsuccessfully to manipulate and object are trying something beyond their (or my!) capabilities and should try a completely different tack. To speed the game you can sometimes move long distances with a single word. For example, "building" gets you to the building from anywhere above ground except when lost in the forest. Also, note that cave passages turns a lot, and that leaving a room to the north does not guarantee entering the next from the south. I look at only the first four letters of each word, so you'll have to enter "northeast" as "ne" to distinguish if from "north". (Should you get stuck, type "help" for some useful hints. For information on how to end your adventure, etc., type "info".)

If you want to end your adventure early, say "quit". To suspend your adventure so you can continue it later, say "suspend" or "pause". To continue after a "suspend" or "pause" type RUN 20. To save the current state of your adventure on tape, to allow you to resume from where you left off at some later stage, type "save" or "tape". (See loading instructions.)

To see how well you're doing, type "score". To get full credit for a treasure you must have left it safely in the building, though you do get partial credit for just finding it. You lose points for getting killed, or for quitting, although the former costs you more. There are also points based on how much (if any) of the cave you've managed to explore; in particular there is a large bonus just for getting in (to distinguish the beginners from the rest of the pack), and there are other ways to determine whether you've been through some of the more harrowing sections. If you think you have found all the treaures, just keep exploring for a while. If nothing interesting happens, you haven't found them all yet. If something interesting **does** happen, it means you're getting a bonus and have an opportunity to gather more points in the master's section. I may occasionally offer hints if you seem to be having trouble. If I do so, I'll warn you in advance how much it will effect your score to accept the hints.

Initially, Adventure asks whether you would like instructions. As with all questions, it expects either a "yes" or "no" response – and will persist until it gets one! If you do reply "yes", part of the instructions reproduced above will be displayed; otherwise the first location will be described, and Adventure will then wait for you to enter a command. You may use all the words mentioned above, as well as plenty of others, to explore and pursue your adventure. Examples of a few useful words follow, but you should also try out other English words to get some idea of the vocabulary.

To pick up objects say "get", "grab" or "carry". For example, should you wish to pick up the rod which is laying nearby, say "get rod". To drop an object to the ground, say "drop", e.g. "drop rod". If you aren't used to Adventure, try a few dry-runs getting used to the words and ways of manipulating things. Most things are fairly logical, if you take the time and trouble to think about them, although it must be said that some are not all that obvious at first. The moral is to try as many different combinations of actions as possible (no matter how ridiculous it may seem at the time) just to see what you are and are not allowed to do.

As no distinction is made between upper and lower case, the keyboard may be used in either shifted or unshifted mode. Note that typing in commands is prompted by a ':' on the left of the line, and up to 32 characters may then be typed in. There is no flashing cursor, but don't let this put you off.

Good Luck!

More about ADVENTURE

ADVENTURE (full title ZX Adventure 32K) is a full version of the classic mainframe game, also entitled Adventure, and one of the most popular computer games ever written. Developed as an experiment in artificial intelligence, it displays an uncannily human touch and gives a distinct air of realism. ZX Adventure 32k uses advanced text compression techniques to give all the descriptions and messages and all the genuine locations and objects. Once you have found your way inside the cave, among some of the many hazards and surprises which will confront you are: attacks by evil killer dwarves, fierce green snakes barring your path, active volcanoes, trolls, five foot giant clams . . . and much more! Collect all the treasures and become a Grand Master – or are you only good enough to be a novice?

INTRODUCTION

Somewhere nearby is Colossal Cave, where others have found fortunes in treaure and gold, though it is said that some who enter are never seen again. Magic is said to work in the cave. I will be your eyes and your hands, direct me with simple English commands. Heed my warnings and ignore my insults as we travel to the depths of the cave in search of our fortune. Only by careful thought and inspired guesswork will we overcome the obstacles ahead.