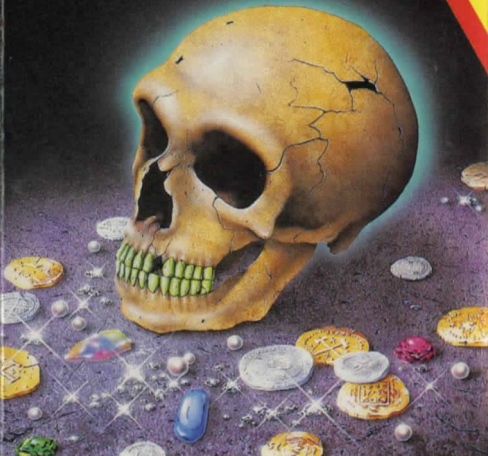**Melbourne House**
software for the
48K SPECTRUM ™

M

Classic
Adventure

Before Crowther and Woods wrote Adventure in 1978 games all had something more or less in common. The player knew the rules, and had to try to use them to get the best possible score. In an Adventure the aim of the game is to discover the rules!

To do this, the computer acts as your eyes and hands. It will tell you where you are, and what you can see. You can tell the computer what you would like to do by giving it simple one or two word commands like "THROW AXE", "CLIMB" or "DRINK WATER".

The aim of the game is to find the many fabulous treasures hidden, and often guarded, in the Colossal Caves, and get them back to the building. But take care! Magic is said to work in the caves, and things are not always what they seem! Many things you pick up have strange side-effects, and there are shady and often unfriendly characters lurking in the dark.

Typing "INFO" will get you some general information about playing Classic Adventure. To see how well you are doing type "SCORE". "HELP" may be helpful at

times. "INVENT" gives you an inventory of what you are carrying. "QUIT" allows you to finish the game.

Don't forget the caves have very twisty tunnels so if you go "NORTH", going "SOUTH" doesn't always get you back where you were!

HINTS

The computer only uses the first four letters of the words you enter so you can save time by typing "TAKE SILV" rather than "TAKE SILVER". The direction commands can be abbreviated to a single letter. If you have tried several different ways to do something without success, it probably can't be done. Try dropping something, or move on to something else — there's plenty to see in the Colossal Caves. Experienced adventurers generally make maps as they explore, and although mazes are difficult to chart, it can be done! If you get really stuck, go adventuring with a friend — they may think of something you haven't.

And remember the etiquette of adventuring — revealing the tricks is like announcing the end of a whodunnit — the act of a cad!

Software for the 48K Spectrum ™

Classic Adventure

CLASSIC ADVENTURE is the program that started it all! In the dim, dark, pre-history of computers (1978, actually!), Crowther and Woods at MIT invented ADVENTURE. It was a program written in FORTRAN, and if you had a computer with 200K of memory you could kill dragons, find treasures, and bribe trolls. It was so amazing it changed the course of computer games. Now YOU can discover the excitement of Classic Adventure on your 48K Spectrum, and if you are masterful enough, you too could become a Master Adventurer. **Made in U.K.**