

  
GLOBAL  
SOFTWARE

£7.95

# FOURMOST ADVENTURES



## OUT OF THE SHADOWS

A **CRASH** Smash



## GALAXIAS

A new classic from the author  
of **BORED OF THE RINGS**



## MICROMAN

The ultimate nightmare



## THE MURAL

A tantalising comic masterpiece

CHOSEN BY  
**TONY BRIDGE**

Adventure reviewer  
for Popular  
Computing Weekly

FOR THE  
SPECTRUM  
48K

COMMANDS	ADDITIONAL INFO REQUIRED	DESCRIPTION
ANOint or HEAL ATTack or A	bodypart  (direction)	Use ointment to heal part of body Attack in the direction given (monster, container etc.)
BLOW BUY	 (quantity) item	 Buy item(s) off merchant
CAST CAST CAST CAST	SLEEp SLOW BLASt TELEport (Up or DOWN)	
COST	(class)	Cost of items in copper pieces Discarded items are lost for ever
DISCard	(quantity) item	
DRINK	POTIon	Restores you to full health
EAT FILL GO or G INFO LANTerN or LIGHT	  (direction)	Puts oil in lantern Moves you about
LIST	(class)	Turns lantern on or off Tells you how many of each item you have
LOOK or L MARK or M	 (direction)	Looks in container Place or pick up marker
OPEN or O		Attempt to open container
QUIT RING or R		Stop playing Put on magic ring or take it off
SAVE SELL	 (quantity) item	Save game to tape Sell item(s) to merchant
SMITe STAFF	(direction) (direction)	Use magic rod Place staff (as monster barrier) or pick it up

TAKE TORCh UNLOck	(quantity) ON or OFF	Take treasure  Attempt to unlock container
USE, WEAPon or DRAW WAVE WEIGHt	weapon name  (class)	Prepare weapon for attack Use magic wand Weight of items in copper pieces
WISH	(quantity) item HOME SHOP	Use wish spell (results depend on experience level)

The last direction is always remembered, so only give a direction if you need to change it. Furthermore the last command is also remembered so just pressing (enter) will repeat the last command and direction; just entering a direction will repeat the last command with the new direction.

Example	GO N(enter) (enter)	Moves you north Moves you north again
	E(enter) A(enter) (enter) S(enter)	Moves you east Attack east Attack east again Attack south

LIST COST and WEIGHT will give the next class if no class is entered.

#### COMMAND EXAMPLES

BUY 3 TORCHES or BUY 3 TORC  
BUY HELMET or BUY HELM  
CAST TELE DOWN  
ANOINT L.ARM or ANOI L.AR  
G NE  
COST ARMOUR or COST ARMO  
LIST MONEY or LIST MONE  
USE DAGGER or WEAP DAGG  
or DRAW DAGG

**DIRECTIONS** N, S, E, W, NW, NE, SW, SE

**CLASSES** WEAPOns, ARMOur, BAGGage, MAGic,  
STAVes, SPELis, MONEY, GEMs, QUESTs

**BODY PARTS** HEAD, CHESt, L.ARM, R.ARM, L.LEg, R.LEg

Thanks to Tony Bridge for his help in compiling this collection.  
Design and Artwork by Brandmark Advertising Ltd.  
Title screen by Stuart Rucroft.

## FOURMOST ADVENTURES

### LOADING INSTRUCTIONS

The cassette contains four individual games:

#### SIDE 1

1. Out of the Shadows — Tape Counter No: \_\_\_\_
2. The Mural — Tape Counter No: \_\_\_\_

#### SIDE 2

3. The Microman — Tape Counter No: \_\_\_\_
4. Galaxias — Tape Counter No: \_\_\_\_

When loading the program for the first time insert side one and rewind tape fully.

1. Load by typing **LOAD** "ENTER and press **PLAY** on recorder
2. Once the tape has loaded you will be prompted to **STOP THE TAPE** and **PRESS A KEY TO CONTINUE**. Eventually, a menu will come up.
3. At this point you may select which game you wish to play by pressing a number from 1-4. Remember if the game you wish to play is on side 2 rewind tape fully and make your selection. Press **PLAY** on recorder.

The game selected should now load automatically.

If your data recorder has a tape counter it will be possible to find the point at which each program starts. If your recorder does not have a counter an audio cassette recorder may be used to find the silence between the programs at which point a new game may be loaded.

There are certain conventions recognised in adventures: although you will certainly need to use your imagination and a lot of lateral thinking throughout the adventures contained in this collection, nevertheless, there are several words that you can try at any time and which should give you some much-needed information. "I", or if you feel energetic and want to type the whole word, "Inventory", elicits a list of those objects presently carried by you, while Exam(ine) may give you some additional, important, information regarding the object. Note that the object will usually have to be in your possession before examination is possible. Other useful words are "Help", "Score", "R(edescribe the current location)" and "Get (or Take) object". If you want to stop, Quit usually does the trick, though some authors insist on Stop or something equally esoteric — it helps to have a Thesaurus handy!

#### THE MURAL —

Author: Nic Ford

It's a sunny day and you're walking along Neasden High Street in the hope of finding some excitement when suddenly you're accosted by two men wearing suspender belts (anything is possible in Neasden). You discover that they have been sent by the Tightmouse Board of Censors, to engage you in a task of painting over an obscene mural. Having made their deliverance they knock you out; you awake to find yourself in a cave. . . . .

All usual adventuring commands may be used in the game.

#### PROJECT X — MICRO MAN

Author: T Kemp and J Lemmon

Working on experiments on animal miniaturization, a freak accident occurs to you, Professor Neil Richards. Receiving a massive dose of Gamma Radiation, you find yourself in a world in which insignificant things, the spider in the garden, the mole and the ant; all these and more take a terrifying new meaning. You must use familiar, everyday objects in new ways and beware of taking anything for granted. Your only hope is to somehow make contact with your colleague — his laboratory is several miles away, however, and not only is the lab protected by COM-2, a computer system dedicated to keeping intruders such as yourself out, but your car has crashed and you have to make your way across country and all the attendant horrors.

All the usual adventure commands are supported, as well as RamSave and RamLoad. By typing **STORE** your position will be quickly saved, as a 'snapshot', to RAM memory. If you are killed, or find that you have otherwise made a wrong move, **RECALL** will return you to the saved position. Every time you save a position in this way, the previous save will be erased. Should you wish to save your present position more permanently, then **SAVE** will allow you to use your cassette recorder. After re-loading the main program, **LOAD** will return you to this position, ready to continue the adventure.

#### GALAXIAS

Author Fergus McNeill

Galaxias is an early adventure from the Quill genius who eventually brought us Bored of the Rings and Robin of Sherlock, the best selling parodies.

As a space pirate, your mission is to tour the planet of the local system and find the fabled Crystal of . . . . . Well, you know the one everyone wants to find!

Use the usual commands with the addition, in the space cruiser, of "type list" upon which your onboard computer will give you a rundown of the planets presently within range. Type "name" will then launch your cruiser. Typing "help" at this location will also give you this information. After loading, the first graphic will be drawn, to

continue press any key. Good luck in your mission.

#### OUT OF THE SHADOWS

Author: Mizar Computing

You are in a fantasy world of monsters and magic in which your only friend is a merchant living nearby. Use your cunning and guile, as well as the weapons that you may have been clever enough to buy at the start, to combat the various fiendish adversaries who will do their best to make your life a short one. As you progress, you will gain experience and treasures: but the going gets even tougher!

The game uses the following complex set of commands — it pays to study them carefully.

#### INSTRUCTIONS FOR PLAY

##### THE DISPLAY

The display provides information on your character's current state and gives a map of your immediate surroundings. The right hand side of the screen provides a scrolled commentary on events.

Any portion of the map which is obscured by a wall is blanked out so that you can only see those things that are really visible. So be careful, you never know what may be lurking round the corner.

##### MOVING AROUND

Using the "GO" command (see commands) you may move around the map. Movement off an edge will put you on the edge of the next map. Stairs lead to rooms below or above. Falling through a hole will take you to the room below.

##### ATTACKS

Of course any other inhabitants (apart from the merchant) are hostile and will attack on sight. You may fight, run away or possibly use magic.

Monsters may be attacked with any weapon you have, or bare-handed if you have none. Your chance of hitting a monster (or dodging if it is attacking you) depends on both its dexterity and yours. The amount of damage you inflict depends on your strength. Possession of an item of armour automatically protects the relevant part of your body.

The maximum amount of injuries you can sustain is called your hit points. The percentage of your life is shown by the length of the life bar on the screen.

Experience points are gained by slaying monsters. Every 1000 experience points raise you an experience level which adds to your abilities. The number of experience points gained per monster depends on the type of monster and your experience level.

##### POSSESSIONS

There are over 50 different types of item that you can acquire. These may be found in treasure containers or bought from the merchant. Of course the more you carry, the greater your burden and the sooner you get out of breath. As night falls, or when you venture below, a light becomes essential. Remember — Monsters can see in the dark, but you cannot.

##### THE HOME

Characters are created in their home, on the sacred healing cross.

##### THE MERCHANT

The Merchant lives in a shop not too far from your home. He offers a 24-hour service and will buy or sell most items. Food cannot be found, only bought from the merchant.

##### RACES

You can choose to be an elf, a human or a dwarf. Elves are more dextrous, less strong, have fewer hit points and greater spell power than humans. Dwarves are less dextrous, stronger, have more hit points but less power.

##### QUESTS

At the creation of your world, you may request any one of 6 unique quests. Your aim is then to find your chosen quest and return it to the special cross in the centre of your home. If at home any time before or after achieving your quest, you may set up a new scenario keeping your existing character and possessions of starting a brand new hero.

##### COMPETITIONS

When setting up your scenario you can give it a name. This allows you to have competitions with your friends by all using the same name for your scenarios. When you return your quest to your home you will be told how long it has taken you and how many times you have saved the game. The winner is the one who does it quickest and with the least saves.

##### COMMANDS

The commands available are listed below. All words are separated by spaces and the command is completed by pressing (enter). Any word may be shortened to its first 4 letters. Caps shift/O deletes the last character.

In the following table, anything in brackets is optional. (See over)

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If you have written a game that you think worthy of some attention write to us at PO Box 67 London SW11 1BS or give us a call on 01-228 1360.

# THE CHOSEN FOUR

Save a fortune on these four full-length adventures. Enjoy them, they are excellent examples of the adventure-writer's art.

*Tony Bridge*

## OUT OF THE SHADOWS

A vast graphic dungeons and dragons style game with some special twists which earned it a CRASH SMASH award. Unlike anything you've tried before.

## MICROMAN

A fantastic voyage where life itself is a nightmare. Experience the frustration of needing a superhuman effort to do the simplest of things.



## GALAXIAS

A brand new game from the Master, Fergus McNeil who brought you BORED OF THE RINGS and ROBIN OF SHERLOCK. In this game he steps out into unknown space to bring you his most fascinating adventure yet.

## THE MURAL

You'll need a good sense of humour or this will drive you up the wall! This comic strip adventure involves finding the right wall – get the message? You might if you're clever.

Full playing instructions on reverse of inlay.

FOURMOST ADVENTURES

Chosen by TONY BRIDGE

