

## AXE

LOADING - Type LOAD "

## CONTROLS

Axe has a single key control method.

Key 0 is your enter key. Watch the cursor at the top left hand corner, it has three main modes.

C: - Command mode for single key commands

t: - Talk mode for questions and written commands

A: - A Computer or general answer

The computer will select these modes. You may override the computer except when you are given a specific choice.

Key 1 To enter Command mode. This key will also remove all text from the top of the screen, except for your heading - for fast readers.

Key 2 To enter talk mode. Key 0 this is your enter key in talk mode.

Key 9 Delete.

## Quick Commands

A Approach B Back off C Change Vantage point D Drink E Go East H Help I Investigate K Kill L Look for friends N North Q Question

R Rest S South W West

Note - None of these commands are mimicked in talk mode, however the talk mode can perform all active functions and more, e.g. to approach simply write move closer.

When talking to characters talk normally e.g. -M: Greetings Barrin t hi Mirriam

M: Which direction do you head t: north

Questions can be useful & the answer service A: gives helpful hints written in capitals.

Load and Save are normal talk commands which function outside built up areas. Save saves to tape and to memory. Normally if you get yourself killed two presses of any key will restart the game. However, if you have used the save lacility the game will restart where you last saved. You cannot reimburse your finances by using this option.

Original game designed by Darryl Still/Dave Baines of GSD Game written by Frank Oliver. Cover Artwork by Oliver Frey. AXE is based upon the book by Frank Oliver, the book and a special soundtrack are available from Maynard Int for £6.95 there is a demo program with music on the B side of the game.

## MIL, 12 CHILTERN ENTERPRISE CENTRE STATION ROAD, THEALE, BERKS. RG7 4AA







Axe is based upon the Science Fiction classic, Axe: A Tale of Carthelion by Frank Oliver. Barrin & Mirriam, a young brother and sister are pitched headlong into a deadly battle against the forces that do evil within the walls of Lochgor. You take on the role of Barrin and must track down the city of Lochgor and its evil inhabitants by using all your cunning and by interacting and communicating with your allies.



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