

Aztec

Hunt for the sun god

You are Quick-lizard, a young Aztec coppersmith. You have woken from a strange dream to find that the sun has failed to rise. The only light is the dull glow from the volcano; Condor Mountain. Scared, you rush into the village to find that no one is there. Alone you must interpret your dream and begin your adventure. Where is the sun? Where are the people of the village? As your journey begins strange creatures will appear, sometimes evil and sometimes friendly, but never quite as they seem.

Before you begin your quest make sure that you have with you everything you will need:

- Software cassette for the 48K Spectrum;
- Colour wallposter with the 'Story so far' and the Aztec spell-breaker;
- The running instructions included in this book;
- Keyboard overlay.

Good luck! You are the last chance for the villagers. . . .

Getting started

Set up your cassette recorder, computer, and TV set as instructed in your manual.

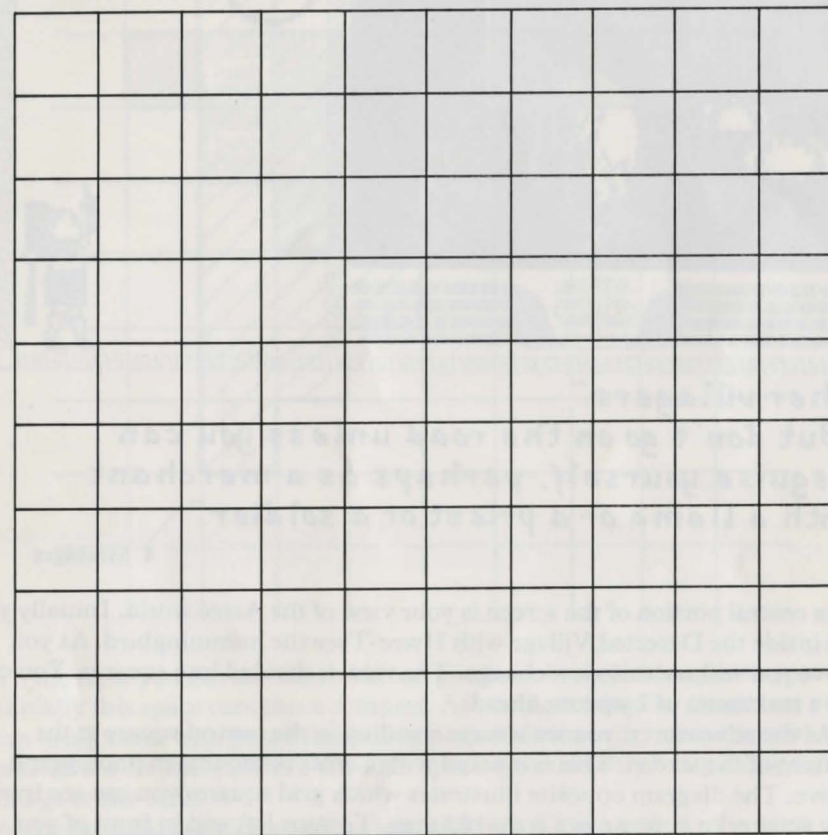
- 1 Place the keyboard overlay above the top row of keys on your computer keyboard.
- 2 Press **J**. Hold down **SYMBOL/SHIFT** and at the same time press **P** twice. **LOAD'''** should now appear on the screen. Press **ENTER** and then press **PLAY** on your cassette recorder. After a few seconds the Hill MacGibbon logo will appear.
- 3 About one minute later the title screen will appear.
- 4 The main program will continue to load while the title screen is displayed. Loading will take about four minutes after the title screen has appeared.
- 5 Stop the cassette when the screen border becomes white. It is important that you do not stop the cassette before the program has fully loaded.
- 6 Press **SPACE** to begin your adventure, or press **J** to load a previously saved adventure (this is explained later); or press **M** to save the program to microdrive (see page 10).

Continuing an adventure

- a To continue an adventure which you have previously saved (this is explained later) press **J**.
- b Replace the program cassette with the cassette that contains your saved adventure (see page 8) and rewind.
- c Press **PLAY** on your recorder.
- d After about one minute the adventure will re-start at the point you had reached when you saved the adventure.

Exploring the landscape

Quick-lizard's Aztec world contains eight areas: the Deserted Village, the River Valley, the Aztec City, the Temple, the Rain Forest, the Burnt Forest, the Condor City, the Mountain Top. Each area is based on a grid of 10 squares by 10 squares like the one shown below:



If you wish to succeed in your quest you will need to make your own map of the Aztec land using 10×10 squares like the one above. Remember to mark everything you find onto your map, even if it does not seem important (at first sight, that is).

1 The scene

2 Your objects

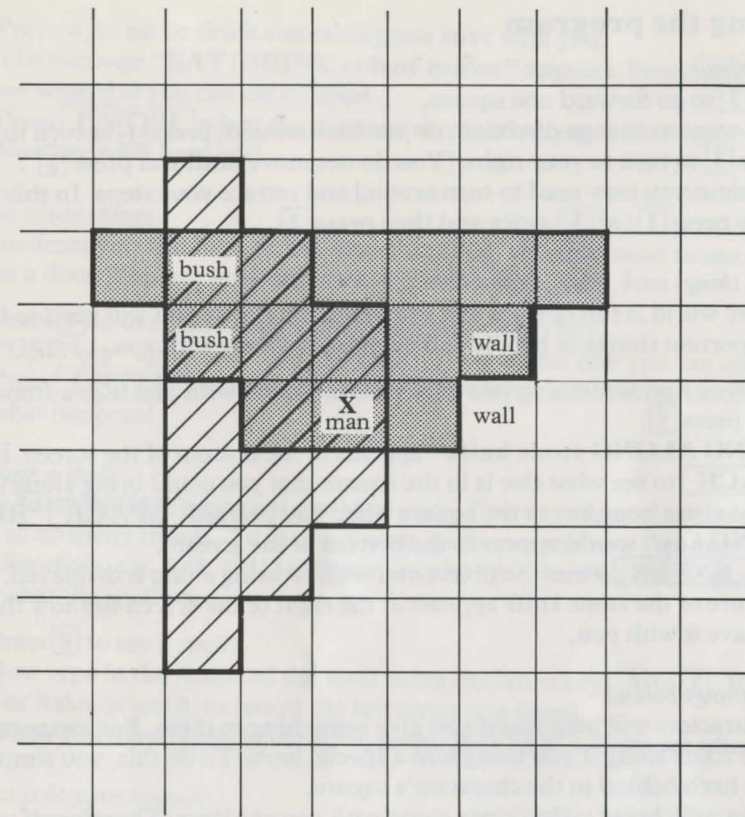
3 The sun

The diagram shows a 3D scene with a character, a clock, and a sun. The character is a small figure with a long neck and a pointed hat, holding a staff. The clock is a simple clock face with a single arrow pointing upwards. The sun is a simple sun with a face. The scene is enclosed in a rectangular frame with a decorative border. The character is positioned in the center of the scene, the clock is to the right, and the sun is in the top right corner. The character is labeled '1', the clock is labeled '2', and the sun is labeled '3'.

"But don't go on the road unless you can disguise yourself, perhaps as a merchant with a llama or a priest or a soldier."

- 1 The central portion of the screen is your view of the Aztec world. Initially you are inside the Deserted Village with Hwee-Tsee the hummingbird. As you move you will see this view change. The view is divided into squares. You can see a maximum of 2 squares ahead.

Each time you move, you move into the square directly ahead. You can always see cacti, trees, houses, walls etc (when you are close enough) but characters such as the old man or the llama only appear when you are in their square. When you turn left or right, you *do not* move.



- 5

Running the program

Moving about

- a Press **[2]** to go forward one square.
- b If you want to change direction, or just look around, press **[1]** to turn to your left; or **[3]** to turn to your right. (You do not move until you press **[2]**.)
- c Sometimes you may need to turn around and retrace your steps. In this case simply press **[1]** (or **[3]**) twice and then press **[2]**.

Bringing things with you.

The Aztec world is full of traps and obstacles. To get by you will need to find some important things or people and bring them along with you.

- a When you find something you wish to bring along with you (e.g. a stone knife) press **[5]**.
- b **"BRING ALONG stone knife"** appears at the bottom of the screen. Press **[SPACE]** to see what else is in the square that you could bring along (e.g. if there is also a bone key in the square when you pressed **[SPACE]** **"BRING ALONG key"** would appear at the bottom of the screen).
- c Press **[ENTER]** when the object you wish to bring along is displayed.
- d A picture of the stone knife appears at the right of the screen to show that you now have it with you.

Leaving things behind

Some characters will help you if you give something to them. For instance the sloth will come along if you bring him a special herb. To do this, you simply leave the herb behind in the character's square.

You can only bring eight things along with you at a time. Therefore if you are already carrying eight things and you want to bring along something else, you must leave behind one of the things you are carrying.

- a Press **[4]** to leave something (e.g. the herb) behind.
- b **"LEAVE BEHIND compass"** (if the compass is one thing you bring with you) appears at the bottom of the screen. Press **[SPACE]** and the message **"LEAVE BEHIND stone knife"** appears (if the stone knife is the second thing you bring with you). Keep pressing **[SPACE]** until the message shows what you want to leave behind; e.g. **"LEAVE BEHIND herb"**.
- c Now press **[ENTER]**. The herb disappears from the screen to show that you no longer have it with you.
- d If you return to this square the thing you left behind will still be there.

Eating and drinking

You can eat or drink some of the things you may find. Remember that you can only eat or drink what you bring with you; if you find something you wish to eat or drink immediately (e.g. maize) you will have to bring it along before you can eat it.

- a Press **[6]** to eat or drink something you have with you.
- b The message **"EAT/DRINK cob of maize"** appears. Press **[SPACE]** to see what else you can eat or drink.
- c Press **[ENTER]** when the message shows what you wish to eat or drink. Now see what happens!

How to use things

Sometimes you will need to use something, e.g. you may need to use a key to open a door. You can only use what you bring with you.

- a Press **[7]** to use something you are carrying (e.g. a key).
- b **"USE key"** appears. Press **[SPACE]** to see what else you can use.
- c Press **[ENTER]** when the message shows what you wish to use. Now see what happens!

Saying a spell

The Aztec world is a magical world of gods. There are special spells which help you to do many things. To find out what spells you can use, you need to find hidden clues, e.g. An↑, Cd↓, and then use the spell-breaker on the poster to find out what the spellword is.

- a Press **[8]** to say a spell.
- b Now type in the letters of the spell using the letter keys **[A]** to **[Z]**. If you make a mistake, press **[0]** to cancel the last letter you typed.
- c When you have typed in the spell, press **[ENTER]**. Now see what happens!

What is in your square?

Hwee-Tsee, your constant companion, always tells you what (if anything) is in your square. Press **[9]** to repeat what Hwee-Tsee has said.

Note: you cannot repeat what other characters say to you. If you wish to have more time to read other characters' speeches, press and hold down **[SPACE]** to hold their message on the screen. Release **[SPACE]** to continue.

Cancelling a command

- a If you change your mind about doing something (e.g. you do not wish to use your sword), or if you press the wrong key by mistake, then press **[0]** to cancel the command.
- b If you are saying a spell each time you press **[0]** one of the letters of the spell you have typed in is deleted. When all the letters have been deleted the command **"SAY SPELL"** is cancelled.
- c Otherwise, when **[0]** is pressed, the whole command e.g. **"BRING ALONG snake vine"**, **"EAT/DRINK herb"** is cancelled.

Moving from one part to another

Because of the large number of different scenes that this adventure contains, the program is actually stored in two parts. *Part one* contains all the scenes from the Deserted Village to the Aztec City; *part two* contains all the scenes following the Rain Forest to the top of Condor Mountain.

When you move from one part to the other (e.g. if you go back into the Aztec City from the Rain Forest) you will need to load information from the cassette.

Going from part one to part two

- a Make sure that side B of the cassette is facing upwards.
- b Rewind the cassette.
- c Press **PLAY** on the recorder and then **ENTER** on the computer.
- d After about 1 minute, *part two* will have loaded.
- e Press **STOP** on your recorder.
- f You may now continue your adventure.

Going from part two to part one

- a Make sure that side B of the cassette is facing upwards.
- b Rewind the cassette. Fast forward for about fifteen seconds.
- c Press **PLAY** on the recorder and then **ENTER** on the computer.
- d After a few minutes, *part one* will have loaded.
- e You may now continue your adventure.

How to use the spell-breaker

The Aztec gods use a special code for their spells. The priests have broken this code and left you a special spell-breaker with which you can decode the gods' most devious spells.

- a To decode a spell, first find the two letters of the code in the table on the left-hand page of the book at the foot of the poster. For example **Cz** is in row 13, column 6.
- b Now find the same square (e.g. row 13, column 6) in the table on the right-hand page.
- c Starting with the letter in the square, read off the other letters of the spell in the direction in which the arrow points.

Saving a game

The adventure continues until either you get killed, or you free the Sun. If you wish, you can stop playing the game and continue later. Follow these simple instructions to record your position in the adventure.

- a Replace the program cassette with a blank cassette and rewind.

- b Make sure that the *ear* lead is disconnected. Press **RECORD** on the cassette player.
- c Press **S** and then **ENTER** to save your adventure.
- d If you make a mistake, press **BREAK** before you press **ENTER**. Remember to stop the tape recorder.
- e After a few minutes your adventure will be saved on the cassette. You will need this cassette when you want to continue an adventure from this point.
- f After your adventure has been saved, you may continue with your quest.

Starting again

- a At any time (e.g. after you have been killed), you can press **J** to start again.
- b If you are starting the adventure from the beginning, insert the program cassette with side A facing upwards. Rewind and fast forward for about twenty seconds. (If you stopped the cassette after the program had loaded, the cassette should already be wound to the correct position.)
- c If you wish to restart a previously saved adventure, insert the appropriate cassette and rewind.
- d Press **ENTER**, and then press **PLAY** on your recorder.
- e If you make a mistake, press **BREAK** before you press **ENTER** (for the Spectrum).

To finish

Simply disconnect your computer from the mains power supply (microdrive users should remove cartridge first).

Using a microdrive

You are allowed to make only *one copy* of the program on to a Microdrive cartridge. You *must not* make more than one copy on to a Microdrive cartridge (or any other copy of the program) either for your own use or for hiring, lending, or selling to other people. This would be an infringement of copyright for which you could be prosecuted.

Please note Although you can save the program on to a Microdrive cartridge you cannot save your own adventures on to a Microdrive cartridge—you must use cassettes, as described on page 8.

How to make a copy on to a Microdrive cartridge:

- a Format a blank Microdrive cartridge by typing **FORMAT** "m";1;"AZT" and then **ENTER**.
- b Make sure the formatted cartridge has been inserted into your Microdrive.
- c Load the program from the cassette in the usual way.
- d When the program has loaded, press **M** to save it on to the Microdrive cartridge. After about 30 seconds the program will have been saved. A new adventure begins automatically.
- e If you press any key other than **M**, a new adventure will begin and the program will not be saved. To save it, you must start again from c.

Loading your Microdrive copy of the program

- a Make sure the Microdrive is connected and insert the cartridge which contains the program.
- b Press **R** and then **ENTER**.
- c The screen blanks and after 10–15 seconds the program will have loaded. A new adventure begins automatically.
- d To continue a previously saved adventure now press **J** and follow the instructions on page 9.

Summary of keys

How to move

- 1** Turns left
- 2** Goes forward
- 3** Turns right

How to do things

- | | | |
|----------------------------------|-------|------------------------------------|
| 4 Leaves something behind | then: | For keys 4 to 7: |
| 5 Brings something along | | SPACE Highlights the object |
| 6 Eats/drinks something | | you want |
| 7 Uses something | | ENTER Chooses that object |
| 8 Says a spell | | |

Other keys

- 9** Tells you what is in your square
- 0** Cancels a command
- S** Saves your adventure
- J** Restarts your adventure



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