

BLACKSTAR



PCW
8256

CRL

A MAGICAL
TEXT ADVENTURE

Loading the Program

To load the program from disc, first insert a disc containing the CP/M operating system. When the "A >" prompt is displayed type the following:-

B:BLKSTAR

Remove the CP/M disc and place the BLACKSTAR game disc into the disc drive and then press any key.

Instructions

To give the game a command just type in the words of the action and finish with the ENTER key. If you make a mistake then pressing the DEL key will rub out the last character while < ALT U > will rub out the entire line.

Some typical commands are:-

TAKE LAMP AND LIGHT IT
DOWN THE WELL
DROP SWORD AND LOOK
LOOK AT SWORD

Here is a short list of some useful words:

TAKE, DROP, WEAR, LAUNCH, LOOK, PUSH, READ,
INSERT.

There are also a number of commands that you can use:

GOES	— number of turns taken so far
SCORE	— current points score
VERBOSE	— give full location description (this is the default setting).
QUIET	— only give full description for new locations.
SAVE	— save current game position to disc.
LOAD	— reload previously saved position.
QUIT	— leaves the game.
FREEZE	— save a copy of the current position in memory.
UNFREEZE	— restore the above saved game.
RESTART	— restart the game from the initial position.

A selection of common commands can be input with abbreviations including N, NW, W, SW, S, SE, E, NE, U, D for directions. I for inventory of objects carried and L for look.

Occasionally on long messages the words << MORE >> will appear at the screen bottom, this pauses printing to allow you to read it. To restart output press any key.

Hints on play

Try to keep your commands fairly simple.
Look at every clue that you are given.
Avoid the forest until you are ready to map it.
The maximum score is 250 points. You score for finding treasure, performing certain actions, returning your treasure to be cleansed and, of course, for attaining the true objective of your quest, the return of the power orb to Artemis.

It only remains for us to wish you the best of luck exploring the world of Blackstar.

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BLACKSTAR

By SCR Adventures

Imagine

As you awaken from a sleep troubled by strange dreams and visions you find yourself in a luxurious room furnished in silver and glass. The ceiling is high and arched with a huge relief map of the moon hanging overhead.

The most striking feature of the room is the woman speaking to you. She is tall and willowy with hair like spun silver. She carries easily an air of authority and wisdom.

She speaks again, “. . . finally when you locate the orb you must return it to me. You may keep any mortal treasures you find after I have cleansed them of their evil”.

She pauses then, “Go forth and do my bidding”. You bend and bow saying, “My Lady Artemis” Darkness enfolds you, until suddenly you find yourself awake in the sunlight of the vale of the castle Blackstar. Your quest has begun

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