Spectrum 48K

B Y T E

ADVENTURE GAMES

LOADING INSTRUCTIONS

The procedure for loading a program into your Spectrum is given on page 146 of the manual. Please follow these steps for loading the program.
1. Connect the ear socket of the computer to the ear socket of your tape recorder.
2. Set the volume control as per Sinclair manual.
3. Adjust the tone control to maximum.
4. Type LOAD "BYTE".
5. Start the tape recorder. The program will RUN automatically once loaded.
6. The program takes 5 minutes to load.

1. **INTRODUCTION**

    The evil chips and the hideous circuits of BYTE welcome you to this new adventure game. The object of this game is to travel through a three dimensional maze and to find ten computer circuits in order to build a computer system and then find home.

    To prevent you from completing your mission the mighty computer BYTE has sent his many monsters to kill you. Your mission is, therefore, to build the system and to escape alive. You will have to use common-sense and act fast in order to survive in this game. LUCK will not be the only reason for your success or defeat. You may choose between seven skill levels depending on your capabilities. In addition to the circuits there are other 'treasures' to be found – a map, an estimate circuit and various tools that can help you find your way around the maze.

2. **OBJECTIVE**

    To build a computer system and return home alive. Home is Room 1.1 at level 1.

3. **COMPUTER SYSTEM**

    A computer system will be complete when you have collected the following circuits:—

1. COBOL Compiler	6. SERIES Interface
2. FORTRAN Compiler	7. TELETEXT Module
3. RPG Compiler	8. PRINTER
4. PASCAL Compiler	9. MONITOR
5. PARALLEL Interface	10. DISC DRIVE

    These circuits are spread randomly around the maze in boxes, caches and other hiding places. However, since life is not that easy, some of the hiding places will have evil circuits which will weaken your tracts culminating in your possible death.

4. **COMMANDS**

    You control your movements and actions by entering one and two letters, abbreviations of the basis adventure game commands. Nonetheless, there are some new commands which allow you to get around the new 'MONSTERS' and 'OBJECTS' found in the game. If you feel lost, type in 'h' and the explanations of the commands will be displayed as follows:—

    a. **Movements**

s – go south	ne – go north east
n – go north	nw – go north west
e – go east	se – go south east
w – go west	sw – go south west
u – go up	d – go down

    b. **Commands**

o – open a box etc.	e.s. – estimate objects location.
p – pick an object.	(with estimate circuit)
(from an open box)	ru – run away or escape.
c – challenge a monster.	f – fatalize the monster.
r – read using map.	(beware this does not always work)
r – computers telepathy.	s.a – save position in game.
(use with teletext modem)	l – load old games position.
h – HELP	

    NOTES

    1. To estimate you need the estimate circuit.
    2. To read you need the map.
    3. To telecommunicate you need the teletext module.
    4. Fatalize is not totally random so beware.
    5. Before picking an object you must open the box.

5. **SKILL LEVELS**

    Basically, each level is twice as hard as its previous phase with the exception of level one which is very easy compared with level two. In addition, you will become more vulnerable as a target for the monsters in their drive to hit you physically and hurt you spiritually. The first level is designed for the beginner who wishes to have a mild introduction or an easy game. The higher the level of difficulty the higher the number of rooms, monsters and evil circuits, whereas the number of 'healthy' circuits dwindles. Level 1 has 27 rooms, Level 2 has 64 rooms and Levels 3 – 7 have 125 rooms.

6. **MAP**

    If you have the MAP you may obtain a read out of the MAP on the level you are on. Co-ordinates used on the MAP for the position of a room are x, y i.e. column, line.

7. **SELECTION OF A COMPUTER SYSTEM**

    You may select any one of the ten micros to represent you in this venture into darkness and hopelessness. Each micro has its advantages and disadvantages but cheap micros are weaker than expensive ones. You can enhance your computer system initially by purchasing extra facilities.

8. **TRAITS**

    Instead of the normal traits found in a mediocre adventure game, there are new categories in this game.

    1. SPEED (0 – 7) MHz
    2. RAM level (0 – 1000) Kbytes
    3. ROM level (0 – 100) Kbytes
    4. LINGUISTIC level (0 – 200) IQ
    5. EXPANSION level (0 –18) slots

    Well, the rest is for you to find out – after all this is an ADVENTURE game . . . .
    We wish you luck – you'll need it!

BYTE

An adventure game with a difference! Yes, there are monsters but these are electronic. Yes, there is a network of rooms but this is an electronic jungle of circuits. Make sure your ROM and RAM levels are high or the Vicious Vic will get you! Your mission is to build a computer system and escape alive. You must collect 10 circuits to complete the computer system and then return home. The game has 7 levels of difficulty ranging from a training level to near impossible.