## SUPERSOFT F FIRE

## CRACKS OF FIRE

To load CRACKS OF FIRE place the cassette in your tape deck, then tap RUN/STOP while holding down one of the SHIFT keys. The screen will be blank whilst the program loads — this is quite normal.

Adventure programs offer you a chance to pit your wits against the ingenuity of the author. By instructing the computer to do things (move, examine objects, take objects etc) you must alternpt to score as many points as possible. Points are usually scored for finding treasures and other objects, and sometimes for visiting particular places. Adventures can take months to solve, and so the best programs allow you to save the state of the game on cassette so that you can continue your quest another day.

The computer will understand quife a few words and phrases, but not absolutely everything that you throw at it. Some words are standard throughout most adventures—NORTH, SOUTH, EAST, WEST, UP, DOWN, INVENTORY, DROP, TAKE, and SCORE are some of the most common, but you will usually have to experiment to find out just what the computer does understand. And beware, words that are understood in one location may not be understood in another. You can abbreviate the more common words — NORTH becomes N and INVENTORY is 1, for example.

All adventures have mazes. They may not always look like mazes, buil if you keep coming back to what seems to be the same place then you are probably in a maze. When you get lost in a maze (as you most certainly will) don't wander about aimlessly, but try to map the maze. To do this you must be able to distinguish one part of the maze from another — which sually means dropping some of the objects you are carrying. Of course, you might not ever find them again!

You can SAVE the state of the game at any time (if's a good idea to do it before doing anything particularly risky). Make sure that you have a blank cassette handy. The command LOAD allows you to reset the state of the game to one that you have saved previously.

There are dozens of places to visit and objects for you to discover, but unless you use a little bit of logic you are likely to find yourself going round in circles! If you do get stuck try typing HELP, and you may be rewarded with a clue. Have fun!

Before loading any program, please ensure that the heads of your cassette deck are clean and demagnetised.



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