

# DEMON KNIGHT



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## LOADING

The programs on this cassette can be loaded into the computer using the following instructions.

Commodore 64: Press SHIFT and RUN/STOP

BBC/Electron: CHAIN" ". If your tape recorder does not have motor control remember to stop the tape if told to do so.

Spectrum: LOAD" ". If the program loads subsequent programs remember to stop the tape if told to do so.

Check the label on the cassette to make sure that you are using the correct side of the tape for your computer.

## THE GAME

Once loaded this program will RUN to display a title page which contains examples of the sort of words that the program will understand. (Spectrum Users please note that all entries to the program must be in CAPITALS so it is essential to check that Caps-Lock is on.

Demon Knight offers the player a classic example of typical text-based adventure programming. Your quest, and you accepted this challenge as soon as you loaded the tape, is to find useful objects, explore the terrain and, should you be fortunate enough to solve all the puzzles, to kill the Demon Knight himself and rescue the beautiful maiden.

Much of what you discover will have a purpose somewhere else in the adventure, some of it has no purpose at all! You should keep your eyes open for subtle clues in the descriptions of your current location as you never know when bringing something to a place might reveal further, and more useful objects.

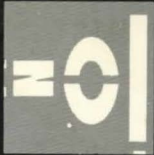
The rules of syntax are fairly straightforward. All commands must be entered as two words; GO WEST, SEARCH ROOM, KILL SKELETON etc. Your possible directions of movement are shown clearly on the screen but you should remember that some directions are not 'obvious' and need to be explicitly stated; ENTER ROOM for example.

Three single word commands are available; QUIT which will give you the opportunity to save your character on tape; HELP which can occasionally provide a ray of sunshine to your darkness and INVENTORY which lists all the objects you are carrying or wearing.

As with all adventure games remember to expect the unexpected, blundering through killing everything that moves and staggering under the weight of a pile of utterly useless objects is certainly not the way to solve the puzzle!

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