ASP

ASP SOFTWARE

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DEMON KNIGHT

a terrifyingly difficult adventure.

Loading:

The program on the cassette can be loaded into the computer using the following instructions:

Atari 4/6/800:   CLOAD. When the program is loaded type RUN. If the program loads subsequent programs remember to type RUN to run each program.

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

CBM64, VIC20:   Press SHIFT and RUN/STOP.

Dragon 32/64:   CLOAD''''. When the program is loaded type RUN. If the program loads subsequent programs remember to type RUN to run each program.

Oric: CLOAD'''',S. When the program is loaded type RUN. If the program loads subsequent programs remember to type RUN to run each program.

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

Check the label on the cover to make sure that this tape is the correct one for your computer.

Playing the Game:

Once loaded and running Demon Knight offers the player a classic example of a typical text-based adventure program. Your quest, and you accepted the 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 so rescue a 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 also 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 strightforward. All commands must be entered as two words: GO WEST, SEARCH ROOM, KILL SKELETON, etc. Your possible directions of movement are clearly shown 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 allows you to exit the game and save your character to tape; HELP which can sometimes provide a ray of sunshine in your darkness; and INVENTORY which lists 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 a pile of utterly useless objects is certainly not the way to solve the puzzles!

This program is part of the ASP range of software, a catalogue of which can be obtained from the address below.

Argus Press Software Ltd is always seeking to expand its range and if you have written any software yourself that you think might be suitable for inclusion in our future catalogue please do not hesitate to contact us. We pay commercial rates for all programs published.

ARGUS PRESS SOFTWARE LTD., No. 1 Golden Square, London W1R 3AB

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DEMON KNIGHT

Available for most popular micros. Just ask!

DEMON KNIGHT

Had any good Adventures lately? It's probably all becoming a little easy now isn't it? You found the treasure, killed the monsters . . . . . and got home in time for tea.

Try this one. It is difficult, deadly and logical. Your task is to find, face and defeat the Demon Beelzebub. You will need a strong nerve and a clear, incisive mind to succeed.

In order to defeat the Demon, magic must be used— so don't think you're just going to stroll up to Beelzebub and start swinging a sword around. Not a good idea. This is an Adventure in which it will be a long time before you get **that** far— so don't blow it!

You only get one life, but you can save onto tape at any stage and restart later if it all gets too much to cope with. DEMON KNIGHT is a challenge to Adventurers of all levels—can **you** meet it?

INSTRUCTIONS ON REVERSE OF THIS INSERT

DEMON
KNIGHT

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