DON'T PANIC!

Two classic adventures for the Dragon 32

PEAKSOFT

It may sound strange to use a word such as "tradition" in connection with computers, but role-playing text adventures were among the first games to be developed for the old main-frame monsters.

Clive Johnson's Towers of Death and The Ice Kingdom are two fine modern examples of the art. In each case, you take the role of the hero, who is despatched on a quest for a treasured object. At each move, your location is described, and you must decide on your next course of action. Sometimes, there is a simple choice of direction should you enter a castle, investigate a log hut or move along a path? If you encounter an object, should you take it with you, in case it is of value to you later?.

The computer will accept simple two-word commands, consisting of a verb and a noun, such as "look book", "get sword" or "go door". If one of the words is not in its vocabulary, it will tell you so, and you will have to find another way of expressing yourself. For convenience, you need only use the first three letters of each word. The simple command "look" will produce a description of your surroundings, and "inve" (for inventory") will produce a list of your current possessions. To move in a particular direction, you need only enter "N", "W", "S", or "E". If you're really stuck, you might have missed a clue along the way, or left some necessary object behind.

Each program is double recorded. To load, connect the leads between your computer and tape recorder, as specified in your Dragon 32 manual, type CLOAD, and press the recorder's PLAY button. If the program will not load, try different volume settings.

It may take months to reach the end of the quest - but that's all part of the fun.

Go
LOOH
INV
SET
FIVE
DROP
POI
FLY
BRE
MOVE
DRI
STR
READ

DON'T PANIC!

Towers Of Death & The Ice Kingdom

by Clive Johnson

a great double bill of adventures