



EXPLORING ADVENTURES

on the Spectrum 48K

Peter Gerrard



EXPLORING ADVENTURES ON THE SPECTRUM 48K

This tape contains three complete adventures for the Spectrum 48K.

To run any of them, type LOAD"" and press play on tape. Wait until the program is loaded. This will take several minutes. When loading is finished, type RUN, and the program will start.

In order of appearance, the programs are:

Castlemaze Adventure: in which you are exploring an old castle, full of twisting and turning corridors, horrible sorcerers and mysterious spiders. It is you against the computer as you attempt to unravel all the secrets of the castle, collect all the treasure, and escape alive!

Tunnel Adventure: in which you are exploring deep underground in the magical caves, watching out for poisonous snakes and fierce animals, trying to solve many problems in your quest to find all the treasure and escape alive. Watch out for the diabolical maze!

Underground Adventure: in which you are deep underground, trapped inside a vast cavern, searching only for the key which will

let you out. Gargoyles throw knives at you, thieves steal your belongings, and poisonous insects all present a constant series of obstacles to overcome. Magic and danger lurk deep in these caves, and few have escaped alive!

This program has an additional feature which allows you to save and re-load program data, so that you can stop a game any time you want to, and return to it later without having to repeat everything that you've already done. Just type SAVE PROG while the game is running; and follow instructions. To start again, type LOAD PROG as soon as the program gives you its first prompt.

Like all adventure games, the programs can't understand very many words, so you'll sometimes have to be careful how you say things. If you're not getting anywhere, try different words.

Good adventuring!

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Exploring Adventures on the Spectrum

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A book is available listing the three games on this cassette – *plus* complete guidelines on how to write your own games. Inputting information, room mapping, movement, vocabulary – everything required to write an adventure game on the Spectrum is explored and explained in detail.

Paperback £6.95

Many other books are also available.
Write in for a leaflet.



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