

FORGOTTEN CITY!



HAWK

Adventuring

FORGOTTEN CITY!

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THE GAME

There are two versions on the tape. The version on side A features black text on white background, whilst the version on side B features yellow text on a black background. Choose the one which appeals to you most. Both versions are identical as far as gameplay is concerned and feature "split - screen" graphics at several locations. Each version consists of two programs, the adventure itself and a "Final Effect" program. To see this final effect you will be required to enter the mystery code revealed once you have successfully completed the adventure. (See also Competition Details)

LOADING

The program is suitable for the 48k Spectrum, Spectrum + and 128k Spectrum (in 48 mode). Connect the EAR socket of the computer to the EAR socket of the recorder. Position the tape in the recorder (side A or B depending on which version you wish to play) and ensure that it is rewound to the beginning. Type LOAD" " and press ENTER, then press PLAY on your recorder. The program will load automatically. If it does not, try adjusting the volume controls on the recorder,

then rewind and try again. Once loaded the border will go black. When this happens, press any key and you will be into the adventure itself. After the adventure you will find another short program on the tape. This is the FINAL EFFECT program. Load this in exactly the same way as described above. After loading you will be required to enter the mystery code before you are allowed to see the final effect.

If you do have genuine problems in loading the program, and you believe that there is a fault, please return the tape (complete with inlay) with an SAE to the address below. We will send you a replacement copy immediately.

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THE STORY SO FAR

Reports from the earth monitoring satellite "Intelsat X15" have pinpointed a source of radiation somewhere in the mid - Atlantic. The strange thing is that the steady stream of radiation seems to be coming from no - where. Coordinates obtained from radio - thermal scans point to open sea! It is obvious that the radiation is not coming from a natural source. All the facts suggest some kind of man - made source. However that is impossible as there is no land within a thousand miles of the located area, or is there? You believe that there is, and after months of intensive search, you become con-

vinced that what you have discovered is actually the lost city of Atlantis. You become interested in the numerous myths and legends that surround Atlantis, none more so than the story about Neptune and the Power Trident as told by the philosopher Plato. In his works he talks of "a great Sea God riding his golden chariot across the waves, driven by three magnificent white horses of the deep, trident in hand. According to Plato, this Trident gained it's energy by concentrating a power from the green rays of the planet Neptune, providing the Sea God with the ability to control the elements. When the god Neptune descended to the depths for eternity to join the immortals, he left his trident in the hands of the Atlanteans. This great civilisation promptly designed a vast security complex in which to house such a fantastic treasure, and there it has remained ever since.

You can't help but feel that, if the city of Atlantis really does exist, then there is a chance that the Trident exists also. Clearly, such a legendary treasure would fetch astronomical prices on the world's markets and prove conclusively the reality of Atlantis and the myths surrounding her. You decide to investigate for yourself, and set off in a light aircraft towards the located area. On arriving there, your suspicions are confirmed. A mysterious low - lying fog bank shrouds the area. Flying through this dense grey blanket puts you in clear blue skies, the Island of Atlantis dead ahead, shining brightly under the early morning sun.

This is where you begin your adventure, on the golden sands of the western side of the island. Your task is simple; to locate the trident and bring it home to England.

SOME BACKGROUND INFORMATION TO ATLANTIS

The island and it's city have lay hidden from the inquisitive eyes of the world by a dense fog - bank for centuries, until now. To help you once you reach the city itself, here are a few details concerning Atlantis:

The city of Atlantis is a highly advanced one, it's marvellous structures and buildings being enclosed in a huge glass dome which is used to regulate the temperature and climate in the city. This dome may be lifted at times, depending on weather conditions. All similar operations are controlled directly from the ACCP. The city area is divided up into blocks or sectors, according to the structures found within. Notable examples are the Cultural and Civilian sectors. Galleries and Museums are to be found in the Cultural Sector, while homes, gardens and parks lie within the perimeter of the Civilian Sector.

Several areas of the city are interlinked by a sophisticated teleport network. Teleport booths are dotted in and around the city area. Entering one and pressing a couple of buttons will transport you instantly to a new location. These booths operate by computerising the chemical structure of a body, de - materialising it and then reproducing it at a new location, atom by

atom, and all in a matter of seconds. Power is supplied to the city by means of power stations and control plants. However these power stations use nuclear fuels, producing harmful radio - active waste. This has caused a great deal of unrest amongst the citizens of Atlantis. So, in recent years, the Atlanteans have been turning to more natural forms of power, and have developed an efficient system of harnessing one of the most powerful of natures power-sources - the wind. The Atlanteans have built giant power windmills, designed to convert this power into valuable energy. All such operations are controlled from the ACCP.

As you go about the city, you may come across a VIS or Videotex Information System. These consist of huge video screens which provide an up to the minute guide to the latest news concerning Atlantis and the "outside world". As you will soon see, the city of Atlantis is a highly automated one, with computers and robots doing many of the normal everyday jobs. These robots are so technologically advanced that most of them act like real people anyway.

The Atlanteans themselves are a kind and gentle race, who refrain from any sort of violence. Even so, crime in Atlantis does exist, hence the existence of AFLO. All citizens are required to wear "identity tags" which bear the symbol of the trident. These tags are referred to by city inspection robots whose job it is to keep out intruders. As you will soon discover, money is very important in Atlantis as not much can be done without it. The unit of currency is the Graxon.

USEFUL ACRONYMS

- AFLO — Atlantis Federation for Law and Order
ACCP — Atlantis City Control Plant
WTS — Workers Transport System
VIS — Videotex Information System

PLAYING THE GAME

Type short English phrases of verb/noun format to communicate with the program. eg CUT ROPE. Longer sentences such as CUT ROPE WITH KNIFE will also be understood. There are some 200 words residing within the program's vocabulary. The program accepts the first four letters of any word and the first two words of any sentence. If either or both the words typed in are not understood (ie they do not reside within the program vocabulary) it will reply with the message - "VOCABULARY ERROR".

GRAPHICS:

These are drawn at several locations whenever the player visits them, but they can be toggled on and off as the player wishes. (Please refer to SPECIAL COMMANDS section)

NB: If, while attempting an action which causes the automatic taking of an object (eg BUYing) the program replies with the message "YOU CAN NOT CARRY ANY MORE", you will be forced to drop one of your possessions before attempting the particular action again. This is simply one of the various error trapping routines.

MOVEMENTS:

You are allowed to move in eight compass directions plus several extra ones, most of which may be abbreviated to the first letter. The full list is as follows:-

NORTH or N EAST or E SOUTH or S
WEST or W and NE, SE, SW and NW
ENTER or IN UP or U DOWN or D
OUT or O

SPECIAL COMMANDS

As well as the player's vocabulary, (ie verbs and nouns) there are some thirteen additional commands which may be used by the player to make the adventure more versatile. These are:-
INVENTORY or I — Lists all objects worn and carried by the player.

GRAPHICS ON — Turns the graphics on. These will now be drawn at all times.

GRAPHICS OFF — Turns the graphics off. If however the player is visiting a location for the first time, they will be drawn regardless.

CLEAR MEMORY — Completely resets the computer, equivalent to the BASIC command RANDOMIZE USR O.

NEW GAME — Automatically quits the current game and jumps straight to the introduction screen.

RAM SAVE — Saves the current game position in memory.

RAM LOAD — Recalls a RAM SAVED game position from memory.

SAVE — Saves current game position onto tape.

LOAD — Loads a SAVED game position from tape.

WAIT or WA — Simply passes the time.

QUIT or Q — Quits the current game.

LOOK or L — redescribes the current location.

HELP or H — May or may not offer help if you are stuck!

NB: TAKE may be abbreviated to T to take an object (GET may also be used).

Pressing BREAK during a peripheral operation (SAVE or LOAD) will abort, but will also reset the current game, jumping to the introduction screen.

FREE COMPETITION

As mentioned, a code is revealed when you successfully complete the adventure. This code is used to allow access to the FINAL EFFECT program. You can also use that code for a competition. As soon as you complete the adventure, send the mystery code to us. The first 25 people to do so correctly will receive a free copy of our brand new game. (to be released in a few months time). Happy adventuring!

The address to send your entries to is:-

M Adams
29 Hollowgate
Barnburgh
South Yorkshire
DN5 7BH

Closing date for entries - 1st February 1987

Artwork by M Kennedy
Coding by M Adams
Testing by Andrew "Sherlock" Heads