

'Heroic Quest' Text Adventure

Minimum System Sega SC3000, 16K RAM minimum required.

How to Play 'Heroic Quest'

Reach the **Forbidden Island**. Match your wits against the obstacles put in your path by the **Curse of Urartu**.

To find the sacred emblem of Ra Shanrah you will need to pick up treasures and items to help you on your way.

Some of the commands you will need to use are **UP** to go up, **DOWN** to go down, **E** to go east, and **S** to go south. To see what you are carrying, type **INVENTORY**.

There are other instructions such as, **UNLOCK DOOR**, **CLEAN LANTERN**, **DIVE**, **GET EMPTY CANTEEN**, **LOOK URN** and many others left for you to discover.

Remember to use the items you pick up to help you complete your quest. But **be careful** death is always hovering just ahead...

HINT! **Map** your progress; and never give up.

Other Text Adventures include: '**Environoid**.'

Tape loading instructions

For John Sands Sega SC3000 Personal Computer.

1. Connect computer as shown on the user instruction card and insert BASIC cartridge.
2. Connect a lead from the earphone socket of the tape recorder to the "IN" socket at the back of the computer.
3. Switch the computer on.
4. While holding down the FUNC key press the key with the word **LOAD** written above it. The word **LOAD** should appear on the screen. Press the CR key, the message **LOADING START** will appear on the screen.
5. Insert the tape in the tape recorder and press the play button. If everything is set correctly the computer will put up a message telling you that it has found a program. The program will then be loaded from the tape recorder to the computer.

6. If the volume and tone controls are set correctly, after a while the message **LOADING END** will appear on the screen. You will probably be most successful with the volume on about 6 and the tone on about 6 or 7. If they are set incorrectly the message **TAPE READ ERROR** will appear, meaning that you will have to rewind the tape and go to step 4 and try different levels.
7. To start the program press the key with **RUN** above it along with the **FUNC** key, the program will then begin.
8. There are two copies of the program on the labelled side of the tape, separated by approx. 10 second gap.

John Sands
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