

The clues are there; so is the treasure ...  
but can you find it? For one player.

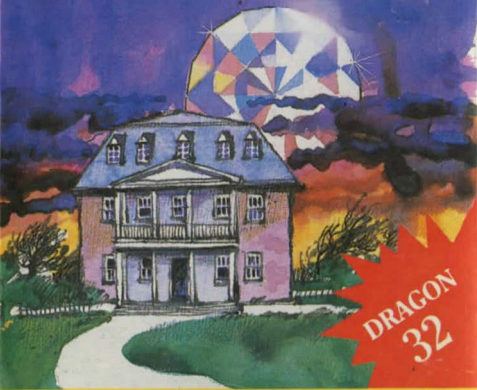
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# MANSION ADVENTURE 1

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**M I C R O D E A L**

### **Loading instructions**

There are 3 copies of Mansion Adventure on each side of the tape. Once you have a successful load it is advised that you save the tape onto another tape to ensure that you have a copy should the original become damaged.

To load type:

#### **Load**

Then press enter. If you get an I/O error then try the tape at different volume settings. If you still have trouble loading then try the second or third copies that are on the tape, you can find these by listening for a large gap on the tape. If you still can't load side 1 then try side 2.

#### **Care of tapes**

That large transformer, the magnetic paper clip, the magnetic screwdriver and anything else that can produce magnetic fields are potential hazards to your tapes. Although they may sound correct they can easily become distorted. Keep them away. One other point is that the tape head in your recorder must be clean, remember you are loading data at a very high speed. The slightest deposit will interfere with loading. Buy a tape head cleaning kit and use it regularly.

#### **Program operation after loading type**

#### **Run**

Then press enter. You are now playing Mansion Adventure.

### How to play

Playing adventures is simple, it's solving them that's difficult. When you start the adventure the computer will tell you where you are and where you can go. Now you must enter two words the first of which must be a verb something like: go, walk, examine, take. The second word is generally a noun or a direction words like: door, statue, desk, safe, paper north south east. So you can end up with phrases like: go north, open door, go south, examine bar, unlock door. One other point is that there are a group of single words you can enter these are: help, inventory, score and most important of all is: look. Look tells you where you are when you forget and also what you can see. I haven't given you all the words you can use, that would be too easy. Much of the fun is finding out which words to use.

### Tips

Always make a map. When you're really stuck type help. Taking inventory at the start of an adventure is always a good idea. Inventory tells you what you're carrying. Good luck.

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FRY DOOR

# MANSION ADVENTURE 1

Dragon

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“Go North” you tell your robot computer  
“Take inventory”, “Open Door”. Make your way  
through an old mansion finding the clues as you go.  
The solution is days away.

*Made in England*