MESSAGE FROM ANDROMEDA

INTERCEPTOR SOFTWARE

A GRAPHICAL ADVENTURE GAME

SUITABLE FOR THE 48K SINCLAIR SPECTRUM

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LOADING THE CASSETTE.
Type LOAD "" followed by enter.
INTRODUCTION.
This exiting graphics adventure has been specially developed for the
seasoned spectrum adventurer.
It features advanced 'REAL' English command decoding and instant
graphics, together with load and save facilities.

THE STORY
You are the captain of the space patrol cruiser galaxy.While on
routine patrol, you receive a distress signal originating from a
previously unknown planet. Your mission is to investigate the source of
the signal.
A word of warning though; your mission is fraught with danger
and things may not be all they seem. Be prepared for the unexpected.
This is the first of the adventures in the galaxy series.

GIVING INSTRUCTIONS.

COMMAND SYNTAX.
Full use of nouns, verbs, adjectives, adverbs, prepositions and conjunctions
is allowed, where appropriate, as in standard english usage but note the
following:-
1. If you make a mistake in the command line, before you press enter,
you can delete part or all of the line using shift & delete.
2. The command decoder will understand simple verb and noun commands
if you wish, but you will have to be specific if the omission of an
adjective could be ambiguous.eg. imagine there are two buttons on
a piece of equipment, a red one and a green one say. Obviously just
saying "PRESS BUTTON" would be insufficient.You would have to say
"PRESS THE GREEN BUTTON" or "PRESS THE RED BUTTON".
3. You are allowed to omit the word 'THE' if you wish.

INSTRUCTIONS CONTINUE ON REVERSE

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INTERCEPTOR
MICRO'S Lindon House, The Green, Tadley, Hants.

SPECIAL COMMANDS.

In addition to the words in the adventure vocabulary, there are some special commands which can be used on their own. These are as follows:-

1. 'HELP' or 'H'.
This command will give a help message, where appropriate.

2. 'INVENTORY' or 'I'.
This will give you a list of the objects you are carrying.

3. 'LOOK' or 'L'.
The location description will be reprinted.
If there is a picture associated with the location, it will also be displayed.

4. DIRECTION COMMANDS.
These commands can be given in full eg. 'NORTH' or abbreviated to the first letter eg. 'N'.

5. SAVE.
This command is used to save your current position and status on tape.

6. LOAD.
This command is used to restore your previous position and status from tape.
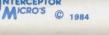
7. QUIT.
Used if you've had enough. You will be given the option to save your current position and status.

GRAPHICS.

Many of the locations that you visit have pictures associated with them. On your first visit to the location, the picture will be displayed, together with the location description. To continue, press any key. If you have already visited the location, no picture will appear, unless you use the 'LOOK' command.

GOOD LUCK.

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