martech®

THE ODYSSEY
OF HOPE

A Classical
Graphic Adventure

48K SPECTRUM

THE ODYSSEY OF HOPE

LOADING INSTRUCTIONS
Load " " — to load everything.
Load "hope" — to by-pass introduction.
Absence of the loading pattern does not necessarily mean that the game is not loading.

PLAYING 'THE ODYSSEY OF HOPE'
Instructions usually take the form of single letters or two words (NOUN - VERB).
Some examples:—

a. N — move North
   S — move South, etc.
   I — Inventory - of objects carried
   L — Look, what else can you see
   H — Help, sometimes given
   T — Total score so far
   Q — Quit game - you will be offered a 'save game' option first.

b. Examine — an object e.g. Examine Pebble
   Take — an object
   Drop — an object
   Use — an object, does it do anything here

c. To attack something, enter a four word sentance.
   e.g. Kill Cyclops with Oar — some chance!!!

There are many other instructions the computer will accept and most of these you will have to find out for yourself.

If you get *really* stuck, send us a s.a.e. together with a small note indicating where we may help. Good luck!!

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Enter the magnificent and dangerous world of Ancient Greek Legend in this amazing hi-res graphic adventure. Sail treacherous seas and cross dangerous landscapes inhabited by the incredible creatures of old.

Hope has been stolen from Pandora's Box and the Gods on Mount Olympus are angry.

SOFTWARE COMMUNICATIONS LTD.

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