

IN SEARCH OF THE ORB



For the SINCLAIR 48K SPECTRUM

THE ORB by V. Ward.

Hardware Required 48K ZX SPECTRUM

INSTRUCTIONS

To load enter LOAD "THE ORB" as a direct command. Once loaded The Orb will Auto-run. If you break into the program and stop it, RUN entered as a direct command will restart the game.

THE GAME

The idea of the game is to search the evil infested valley for the ORB and it's BASE and SIX STUDS. You move using keys 1-8 which send you,

1 = North	2 = North East	3 = East	4 = South East
5 = South	6 = South West	7 = West	8 = North West

If you attack or are attacked by a creature your blows are

Key H = a strike to the head

Key B = a strike to the body

Key L = a strike to the limbs

If you surprise a creature press key A to attack or Key R to retreat. If you do not strike quickly enough the creature will gain the advantage. Instead of physical combat you can invoke a spell by pressing S. You must then press 1, 2 or 3. Spells 2 and 3 will only work when you have had sufficient combat experience.

Creatures may become visible and flashing stars may also may also appear and may reveal the hidden objects for which you search. You should be prepared to meet creatures that have remained invisible and the most dangerous creatures only inhabit certain places. Swimming the river or lake saps your strength. Some creatures may try to grab the BASE and you must then press D quickly to dodge. Anything lost must be searched for again. In the safe castle S key will save the present game on tape. I will show you the full instructions. You can check your status by pressing E.

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THE ORB

SINCLAIR 48K SPECTRUM

A graphic role
playing
adventure game
for the Sinclair
48K Spectrum
from Computer
Rentals.

Made In UK

CRL