ADVENTURE INSTRUCTIONS:

The normal instruction for an adventure would read: "Use small words and two (2) word commands" - That's it, the rest is up to you. In fact, you can use any sentence with as many words in it as you wish, but the system will assume that the first word is a verb and the last word is the object - the rest is ignored. Some of the commands common to every adventure are 'Inventory' (to tell you what you are carrying), 'take' (to pick up an object), 'go' (followed by a direction or a place), 'look' (followed by an object or direction) and 'drop'.

You will be given the obvious exits from any area, but you will have to figure out the other no-so-obvious ones by yourself. Remember that you can go places as well as directions - sometimes. Also remember to 'look' at everything.

This adventure is more sophisticated than most. It includes a new command 'put' which allows you to place objects inside or on other objects. It is a two part command. The first sentence tells what you want to 'put', i.e. 'put the cards', while the second part (after the computer asks 'where?') is the place like on the table the command or if the object will not fit in the place you want to put it, the object is simply dropped in your present location.

LOADING INSTRUCTIONS:

TRS 80 Colour - Type "CLOADM" press play on tape. Program will autorun.

TRS 80 Colour Disk Type LOADM "NAME OF PROGRAM" (Enter).

COMMODORE 64 / VIC 20 - Cassette - Type LOAD"",1,1 - (Return) and start cassette. CMD 64 users press 'Commodore' key when the screen returns with the 'FOUND' statement, when 'READY' appears press the 'Commodore' key again. The program will autostart when ready.

COMMODORE 64 / VIC 20 - Disk - Type LOAD"*",8,1 - Will load first program on disk.

TI-99/4A - Cassette - Type "OLD CS1" press Return, when 'READY' appears - type 'RUN' to begin.

PYRAMID

EXPANDED

VIC 20

This is one of our toughest adventures. Average time through the Pyramid is 50-70 hours. When it was written, it was not meant to be ransacked by people like you. With clues everywhere it's a very tough adventure–but very entertaining.