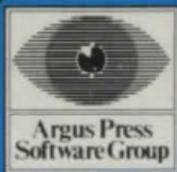


MIND GAMES

QUEST FOR ETERNITY



QUEST FOR ETERNITY

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QUEST FOR ETERNITY

by David Cockram

MIND GAMES

The computer has opened up a whole new world of games. Go beyond the games of fast reflexes and zapping aliens and you reach into that world. The computer takes on a life of its own. Adventure and strategy games start where arcade games finish. Here is the world of imagination and thought. MIND GAMES are a range of programs designed to stimulate that imagination and take you into new and strange worlds. Sophisticated graphics, and great presentation are all part of the package.

Loading:

The program on the cassette can be loaded into the computer using the following instructions:

Atari 4/6/800: **CLOAD**. When the program is loaded type **RUN**. If the program loads subsequent programs remember to type **RUN** to run each program.

BBC, Electron: **CHAIN''''**. If your tape recorder does not have motor control remember to stop the tape if told to do so.

CBM64, VIC20: Press **SHIFT** and **RUN/STOP**.

Dragon 32/64: **CLOAD''''**. When the program is loaded type **RUN**. If the program loads subsequent programs remember to type **RUN** to run each program.

Oric: **CLOAD''''S**. When the program is loaded type **RUN**. If the program loads subsequent programs remember to type **RUN** to run each program.

Spectrum: **LOAD''''**. If the program loads subsequent programs remember to stop the tape if told to do so.

Check the label on the cover to make sure that this tape is the correct one for your computer.

Playing the Game:

As adventures go this is a mind-twister. Over seventy locations and objects to collect. Your mission begins with the problem of getting the starship to work. Then you must visit a number of planets to find the objects you need, then go and find the teleportal booth. Once you've got that going you can make it to the Chamber of Creation.

The game responds to inputs such as:

GO NORTH

PICK UP THE ROPE or **TAKE ROPE**

PRESS THE BUTTON or **PRESS BUTTON**

It also accepts the following single letter abbreviations: **N, S, E, W, U, D**: for North, South, East, West, Up and Down

I: Inventory

Remember to finish each input by pressing **RETURN** or **ENTER**. The program recognises 99 verbs and 162 nouns—if you try to do something that it doesn't know about it will soon tell you. The game has a **SAVE** facility in case you find it too much for one sitting. Just type **QUIT** and follow the screen prompts.

The best of luck.

If you have any comments on the range or on a game please write to MIND GAMES, Argus Press Software Group, No.1 Golden Square, London W1A 3AB.



MIND GAMES - ADVENTURE

The Overlords of the Universe have a vacancy for one Master of Eternity. As a candidate you must pass a small test of ability. Of course, failure means death!!!

To begin with you find yourself on a starship. On the surface, your objective is fairly straightforward, to operate a disused teleportal booth, and thereby return to the Chamber of Creation. However, the Overlords must be absolutely sure of your logic, endurance, courage and determination. So the teleportal booth is 2000 light years away, on one of the most hostile planets in the Universe. Oh, and by the way, the starship doesn't work either.

**INSTRUCTIONS ON REVERSE
OF THIS INSERT**



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