RANDY WARNER and the AZTEC IDOL

SPECTRUM

SCORPIO GAMESWORLD

RANDY WARNER AND THE AZTEC IDOL
By B.J. Curtis

A TEXT AND GRAPHIC ADVENTURE FOR
THE SPECTRUM 48K

It was just another day at the office when Gloria dumped the letter in my in-tray. I looked up at her, granite-faced; maybe I'd invite her to dinner. She turned away ignoring my unspoken invitation. The letter contained a note from God (the Editor) telling me to 'haul my mangy carcuss' down to a little place in South America to find out why so many people had mysteriously disappeared there. The thought of the Editor disappearing mysteriously cheered me up a little until a brick with a plane ticket attached landed on my desk.
I arrived at the sleepy peasant village the following day. The welcoming commitee had seen to everything. The Hotel was closed and the well had a health warning on it. But I had a job to do and a paycheque to collect, so after finding a Coke machine getting this mystery solved was top priority. I had no idea what was in store for me. Maybe if I had I would have gone to the Ballgame instead...

TO LOAD GAME : Type LOAD"" and then press ENTER. (Load side one first, once this side is solved then load side two)

SOME WORDS USED IN THIS GAME:-

North, south, east, west, (n,w,e,w,). Run, get, take, remove, wear, tie, jump, climb, cross, examine, inventory, kill, throw, buy, untie, free, cut, stab, on, off, redescribe, place, put, offer, up, down, save (to save game), quit (to leave game).

AN INTRODUCTION TO ADVENTURE GAMES.

If you are having problems in coming to grips with this game then please read on. You must solve the mystery of Wanda Wooman Spin by controlling the character of Randy Warner, using COMMAND words. You can tell Randy to do a number of things, the list above gives you an idea of what you can do.
EXAMPLE: You start in a village, there seems to be nothing of interest here so we can try going to another location. If we type SOUTH (followed by ENTER) we will end up at a different location, (if we went north now we would be back at the village). If there was an item here, perhaps a hat, you could tell Randy to pick up the hat by typing TAKE HAT. Typing I (for inventory) will tell you what items you have got. You could now examine the hat by typing EXAMINE HAT and the computer may tell you you have found a note, you would have to READ NOTE and then you may find an important clue to solving the adventure. Many of the locations set problems for you to solve such as how to cross bottomless pits, and generally as long as you are logical you should solve them (maybe try to make a bridge). You will also find there are a lot of words the computer does not like, here you should try to form your command in a different way. Remember a command should be no longer than four words. If you do need any help please contact us at the address given and we will be only too pleased to assist.

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