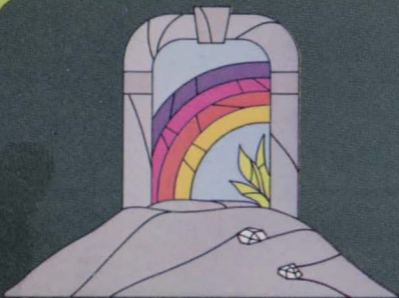


Escape from Shazzar!

An Adventure Game

A.F. Nuttall

16K



SoftWare

T/S 1500

T/S 1000

ZX-81

ESCAPE FROM SHAZZAR

LOADING: LOAD "SHAZZAR"

PLAYING: The aim of the game is to recover the Thruster which has been taken from your spacecraft and placed in the Temple of Shazzar. At each stage, your surroundings are described. You must make a choice by typing in a two-word command, e.g. GO NORTH, or TAKE GOLD. You may: GO, GIVE, SMASH, EAT, OPEN, ENTER, LEAVE, DRINK, TAKE or DROP. When you ENTER a place, the only way out is to LEAVE. You may TAKE or DROP items that you encounter. You may not carry more than 6 items in any location. The first time you reach a location you will gain points for success, but if you go back to a location you will lose points for wasting time. Items discovered have a Treasure Value which you are told only after taking them. You will need a Treasure Value of at least 500 in order to enter the Temple. Your way may be blocked because you are not carrying a specific item. If you wish to go past the block, you must go back, find the item you need then return to the block. Monsters may appear and attack you.

At the start of each journey, you are assigned (randomly) a strength rating. The higher the rating is the better.

FIGHT SEQUENCES: You can KICK, STAB, BASH, or HIT. Type K, S, B, or H. If your opponent uses an attack word, you defend as follows:

KICK you COWER (C), STAB you PARRY (P), BASH you BLOCK (B), HIT you DUCK (D). An incorrect defence is ignored. You must defend correctly within the allotted time.

During a fight, you must make your responses quickly (as in a real fight).

Success depends upon:

1. your strength rating.
2. the monster's strength rating.
3. the chosen skill level. Level 1 is the slowest and level 6 is the fastest.

After each move, a score of "hits" is generated. This is taken from your rating or the monster's. The one whose rating falls to zero first is the loser. If you lose you are dead. If you win, you return to full strength.

RESTARTING THE GAME: If you wish to replay after you have been killed, type Y. ENTER ends the game.

COMMANDS: Type:

LIST — to see a list of the items being carried

SAVE — to save the game on tape

QUIT — to end the game

If you are inside a building you must LEAVE before using one of the above commands. After the commands, the program will return to the game at the point you left it.

SAVING THE GAME: You may save the game part way through. Type SAVE (separate letters, not the keyword). Start your tape and press ENTER. The save will be titled "SHAZZAR". After it is saved, the game will resume. Type QUIT to stop the program. When the game is reloaded later, play will automatically resume from the save point.

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