The Search for

KING Solomon's MINES

GRAPHIC ADVENTURE
For CBM 64

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This is the first of a two part graphic adventure, each of which is self-contained so, watch out for the sequel! Each location or action is graphically displayed during the game. There is a Game Save routine to allow pauses during play.

The Setting

Trader Jims Outpost
Zambesi, Africa
March 1903

A delirious adventurer staggers from the Jungle raving about 7ft tall natives, a searing volcano and a cache of treasure fit for a King ... And so the Quest begins ...
In this graphic adventure you must find your way through the perils of the African jungle, past hostile natives, across raging rivers and into the mysterious snow-capped Tallawasi Mountains in search of the legendary King Solomon's Mines.
Can you find the ancient city?
Can you find the mines?
Better still, can you get out of the jungle?

How to Play

In adventures, you instruct the computer with two word English commands consisting of a verb and a noun. Your computer will respond as appropriate. Your aim is to solve the puzzles and mysteries within this adventure by taking note of all occurencies and using your logic. If there is no response to a word, try another.

It will be helpful to take note of any clues and make a map as you explore. Keep pen and paper handy!

Some commands to remember are:-

I – lists contents of pack.
G – lists obvious exits from sites.
L – lists items at site.
HELP – gives assistance, where appropriate.
GO – to travel from site to site.
GET – to pick up item to use.
DROP – to drop an item.
LOOK – to examine objects at the site.
QUIT – to end the frustration.
NORTH, SOUTH, EAST, WEST, UP and DOWN – use the first letter only.

Discovery of other words that apply is left up to your logic.

The Search for King Solomon's Mines has two parts, 1 and 2 (see tape) if you manage to reach the last location in Part 1, you will be given codes to insert, on prompt, in Part 2. The whole adventure uses up over 80K of memory.
At the outset, you will be asked the level you wish to play at – your answer depends on the category into which you fall:-

    1. Beginner
    2. Two or three safaris.
    3. Jungle Jim type.

It is best to go for number 3 first, then work your way down! After the first 50 moves, the level of play you choose, gives you clues on asking for help, depending on the level.

Loading using Visi-Load

The Visi-Load technique enables you to load a program at about the same speed as a disc and also gives you a screen picture to watch whilst the program loads. Striped border colours whilst loading indicate the success or failure of loading.
To load the game, press down SHIFT and RUN/STOP. The screen will go blank. When you see FOUND, press the CBM64 logo key. The program will load and run automatically.

Our Softward Range

Ask for our growing range of software at your local shops. Failing that, send direct to us – cheque or postal order – at no extra postage costs. Other graphic adventures and arcades are on the way, so keep your eyes open for them. If you think you have written a program which is at least equal to this program, send us a sample for evaluation and details of our financial package.

Competition –

In this game to find the entrance to the mines you have to answer two riddles at the final location. The first correct answer to the riddles received by us in the post will be rewarded by a cheque for £150.
This competition is not open to individuals, companies and their employees and relatives who have received the solution to the game.

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