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WORDLIGHT
Limited

Land of Tezrel

BBC—B

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LAND OF TEZREL

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LAND OF TEZREL will only work on the BBC—B computer and needs no peripherals except the standard cassette recorder.

HOW TO LOAD LAND OF TEZREL

Attach your cassette recorder to your computer and switch it on. Insert your Wordlight Ltd. cassette and ensure it is fully rewound.

To load **LAND OF TEZREL**

Type: 'CHAIN ""' (RETURN)

THE SCENE OF THE GAME

You are in the mysterious land of **TEZREL**. Your mission is to find the Magic Ring of **VORDA**. You have both friends and enemies in **TEZREL**. On your your journey you will find a number of objects. For the experienced adventurers amongst you, the above will be sufficient information. For those of you unaccustomed to adventure games, clues for **LAND OF TEZREL** appear overleaf.

CLUES FOR LAND OF TEZREL

1. There are three creatures, a wizard, an old man and a dwarf, in the **LAND OF TEZREL**. Some of the creatures will attack you and the dwarf may steal your sword. If your sword has been stolen by the dwarf, he creates an illusion that the sword is elsewhere.
2. Answer Zaribith's question truthfully or face dire consequences.
3. If you are in the possession of the food it can only be disposed of in one way.
4. Weapons are only effective when preceded by the word 'use' e.g. 'use sword.'
5. Typing 'INV' will reveal what you are holding.

GAME HINTS

For the compass directions you need only type the first letter e.g. 'N' North. To continue in the last used direction you need only press RETURN.

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