



From the depths of ZAKIL WOOD you must collect the ruby which has protected your village for centuries. If you can pass the two-headed Pyral then the adventure starts in earnest. ZAKIL WOOD is a complete adventure but the story will continue in further adventures.

Von den Tiefen des ZAKIL WOOD mußt Du den Rubin Holen, der für Jahrzehnte Dein Dorf beschützt hat. Wenn Du an dem zweiköpfigen Pyral vorbei bist, dann fängt das Abenteuer erst richtig an.

ZAKIL WOOD ist ein vollständiges Abenteuer, aber die Geschichte wird in weiteren Folgen fortgesetzt werden.

Dans les profondeurs de Zakil Wood, vous devez aller chercher le rubis qui a protégé votre village depuis ses siècles. Si vous réussissez à passer le Pyral à deux têtes, l'aventure commence pour de bon. Zakil Wood est une aventure complète en elle-même, mais d'autres aventures continueront cette histoire.

Dalle profondità di ZAKIL WOOD devi recuperare il rubino che ha protetto il tuo villaggio per secoli. Se riesci a passare il Pyral a due teste, la vera avventura sta per cominciare.

ZAKIL WOOD è un'avventura completa, ma la storia continua con altre avventure.

Usted tiene que rescatar en las profundidades de ZAKIL WOOD el rubi que ha protegido durante siglos al poblado en que vivía. Si puede usted pasar al dragón de dos cabezas Pyral, la aventura comienza enseguida. ZAKIL WOOD es una aventura completa pero la historia continuará en otras aventuras.

**MSX**

**Zakil Wood**

**MR.  
MICRO**





*actual screen display.*

## *the mr. micro guide to playing computer adventures*

The ability to play computer adventures is beloved by many to be the most enjoyable part of owning a micro computer. If you are new to micro-adventures then these brief notes will help you to get started. Please note that the examples given are not necessarily relevant to this adventure.

First of all remember that the whole idea of an adventure is that you must constantly try to think as the writer. You will find that detailed in the description are items which will be there to be used. Try to "move", "examine" or "get" everything.

If a strange situation arises, think how one of the objects could help. For example a torch could provide light, or water could extinguish a fire.

Movement is usually by entering "Go North", "Go South", etc., usually "N" or "S" will do just as well. Sometimes movement to a new location can be by a command such as "Go Ledge" or "Climb Tree".

If you draw a map as you go along then you can mark entrances and exits or special moves and objects on it. A map will be especially useful if you come back to an adventure after a break or have to restart after being killed! Checking back on a map can often reveal a direction which you have not yet explored.

Try lots of different verbs if the obvious ones don't work, for example "crank" could be used instead of "turn".

Sometimes an object which you are carrying could cause an immediate effect as you enter a location or conversely it could prevent an action being successful. To find out what you are carrying type in "INVENTORY" or "INV".

You can usually pick up or drop objects and there is a limit to how much you can carry. Dropping objects in location can sometimes help you to know if you arrive back where you started!

Whenever you need to know where you are type in: "LOOK" or sometimes "VIEW" and you will be given a full description. In some adventures there are a limited number of "moves" before the adventure is terminated so try not to enter unnecessary actions.

It is hoped that these guide lines will enable you to play an enjoyable adventure without giving too much away!

If however you end up really stuck—DO NOT RING!—send a self addressed, stamped envelope to us stating where you bought the adventure and its title. We will then send a hint sheet back to you.

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