ZimSalaBim

MELBOURNE HOUSE   C64 /128

ZIM SALA BIM

LOADING INSTRUCTIONS

Place the cassette in the Commodore cassette player, and press the PLAY button. Enter LOAD"ZIM" or LOAD then press the RETURN key.

The Commodore 64 will search the tape, and the message FOUND ZIM should appear on the screen. After approximately 10 seconds, the program will commence loading. due to the speed loading program PAVLODA, loading of this program requires less than 3 minutes! The game will start automatically upon successful loading.

THE GAME

The setting is Arabia, and you are the last able-bodied man left in your village of Zim Sala Bim. There is no money left, no food. The village has been raided and pillaged by the Sultan, and you have been commissioned to break into the Sultan's bedroom and recover the gold. If you don't succeed the village will perish. You make your way across the burning desert and finally find yourself outside the Palace walls. The rest is up to YOU..

PLAYING THE GAME

Zim Sala Bim is a totally new adventure experience: every location is shown in full graphic detail, and you can see the objects along your travels and the obstacles you must overcome.

Zim Sala Bim combines the graphics and controls of arcade games with the challenges and excitement of traditional text adventure games.

MOVING ABOUT

Movement left and right can be controlled by either joystick or keyboard control. The keys for movement are the "." and "," keys. Obviously when you come up to an obstacle such as a closed door, you will need to remove the obstacles before proceeding further. You can vary the speed of left/right movement by pressing any of the keys 1-9 when you are

stationary (9 is the fastest). In each position you may also be able to go forward (ie away from the background and towards you) or go backwards (i.e into the scene shown.) You can always see if you can go back (from the screen display); the computer will advise you of when you can go forwards.

The commands for going forwards or back are:

GO FORWARD   GO BACK

TEXT INPUT

The text input in Zim Sala Bim is through two-word commands, made up of a verb/action followed by an object. The allowed verbs are:

BREAK	GIVE
BUY	GO
CLIMB	LIGHT
CUT	KILL
DROP	OPEN
EAT	THROW
EXAMINE	UNLOCK
GET	WEAR

All of these verb/actions need to be followed by an object, as in:

GIVE MONEY
GO WINDOW
LIGHT TORCH, and so on.

There is also the general command LOOK which describes your surrounding, and another command INVENTORY which tells you what you are carrying. Two special commands are also available, which are self-explanatory:
RESTART GAME
QUIT GAME

COMPUTER RESPONSE

The computer will respond to your commands with text in the middle of the screen. If you should omit the object from your command, such as by typing just

GET

the computer will respond with WHAT? Note that you must type in the entire command, such as GET ROPE, not just ROPE.

OBJECTS

In general, you will be able to see all the objects you find in your travels. However, not all objects will be immediately visible on the screen. Some will be hidden and you will have to search for them.

WHAT YOU MUST DO

Your task is quite simple. You must break into the palace, steal the gold from the Sultan's bedroom, and get out alive. Then you must find the secret cave and return

HINTS

The Computer only uses the first two letters of the words you enter, so you can save time by typing "TA SI" rather than "TAKE SILVER".

RESTARTING THE GAME

Press RESTORE at any stage during play will return you to the title page.

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