LOADING INSTRUCTIONS FOR MYSTERIOUS ADVENTURES
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BBC MICROCOMPUTER MODELS A & B
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   To load any MYSTERIOUS ADVENTURE into your BBC Microcomputer,
simply follow these steps:-

1) Switch on computer, or if already switched on press <BREAK>.

2) Ensure that the cassette is fully rewound and that the PLAY
button on your tape recorder is pressed down.

3) Type CHAIN"ADVENTURE" or simply CHAIN"" then press <RETURN>.

 At this stage the Adventure should begin to load.   If for any
reason, an error message is displayed such as BLOCK? or DATA?
rewind the tape, adjust the volume slightly and try again.
Should all attempts fail to load the program, please return the
tape to us for inspection and/or replacement.

   The program is in two parts which will both load automatically
and then begin to run.

   At the beginning of the program you will be asked whether or
not you wish to resume play on a stored game. Unless you have
previously SAVEd a game you should answer 'N' to this question at
which point play will commence.

   To save a game situation at any point during play, simply type
the word "SAVE".   You will then need to insert a blank cassette
and set your recorder to record. Press <RETURN> and all your
current situation in the scenario will be stored on tape. You
can then resume play or, if just starting a session, you can
answer 'Y' to the question 'RESUME PLAY ON A SAVED GAME ?'.
Position the tape to the beginning of your data and set it to
play. The data will then load in and you can start playing from
where you previously left off.

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   Having trouble making progress ? Getting frustrated because
your computer will not co-operate ? Ready to give up
adventuring and go back to Space Invaders ? Worry no more!

   These notes have been written with the intention of making
the task of the adventurer a little easier. Not too easy mind!
One can hardly qualify for the title, "Master Adventurer", if
he/she has merely followed a set of written instructions!

   After reading these notes carefully, one should be armed
with the knowledge required to successfully "interact" with any
of the scenarios which comprise the series, "Mysterious
Adventures". Solving specific problems, however, is up to the
individual. If he/she so wishes they may refer to the enclosed
"Advice Sheet" in order to tackle a particularly difficult
situation they have encountered in that particular story.
Remember though, that before you admit defeat and decide to
"Take a peep", you may want to kick yourself for not working
out the solution for yourself.

   All of the stories in the series "Mysterious Adventures"
have been extensively play tested by both experienced and
inexperienced Adventurers, the results of these tests have
shown that each and every problem that is faced in these
Adventures DOES have a logical solution, however obscure this
may seem to you at the time!

   When you power up your computer and load a "Mysterious
Adventure", you are stepping out into another world, a world
where things are not always what they seem to be, a world where
the basic laws of physics and nature as we know them do not
always apply. At this same time, you are in effect making a
promise to your computer that you will abide by it's rules for
the duration of the session. In return for this undertaking,
your computer will accept any comment or command you care to
give it. It will then process your entry, and after less time
than the blink of an eye, it will report back to you the result
of your action.

   For many newcomers to the world of "Mysterious Adventures",
this basic act of communicating with your computer can present
quite an obstacle.

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It must be remembered from the outset that it is, unfortunately, not possible to converse with a computer in plain English. This is due to ambiguities which exist in any human Language. We humans can cope with these ambiguities by examining the context of particular words and interpreting them accordingly, also by listening for tonal variations in spoken words.

Once one can accept that they must make allowances for their computer, they will be well on their way to establishing a working relationship with their machine.

In order to make it possible for the computer to successfully interpret an input statement it is necessary to organise that input into a form that can be easily processed. For "Mysterious Adventures" this format is as follows:-

In almost all cases, an input will consist of two words, the first word will invariably be a VERB. There are one or two exceptions to this rule which will be discussed later.
Having entered the VERB, one must also enter a NOUN or object upon which to operate the VERB. A typical example of an input statement is "GET LAMP". This is a statement that your computer will understand perfectly, also it is reasonably plain English. We humans would probably say something like, "GET THE LAMP OFF THE TABLE". Both statements mean exactly the same thing, the shorter one is the only one which will be accepted by your computer. The space between the two words is important. Although your computer will only look at the first FOUR letters of any word, it still needs the words to be separated by a space in order to find the beginning of the second word. Newcomers to "Mysterious Adventures", can sometimes get frustrated when they find it difficult to condense an expression into two words. An example of such an occasion can be as follows:- During the progress of an Adventure you may have found an object that can be worn, Gloves, or maybe a cloak, etc. Initially, it is fairly easy to put on such an item, the command being something like, "WEAR GLOVES". What happens though, when you do not wish to wear these items any longer? It would be nice to be able to input something like, "TAKE OFF GLOVES". As you know from above, it is not possible to enter such a command. A little thought though, will provide an equivalent statement in TWO words e.g. "REMOVE GLOVES".

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Don't be frightened to try out any word that comes to mind. Extensive error trapping is built into all of the programs in the "Mysterious Adventure" series so it is not possible to crash the computer in this way.

It may prove helpful to have a dictionary handy when playing these programs, better still, find a good Thesaurus, this may prove to be invaluable to you.

Another stumbling block for many Adventurers occurs when they read the description of their surroundings. Having done this they try to use words that are contained in that description. Normally this is quite feasible, but it should not be taken for granted that a word used in a description is bound to be contained in the program's vocabulary. For example, you are given the following description:-

I AM IN A DARK, DREARY FOREST, I CAN HEAR BIRDS SINGING IN THE DISTANCE. EXITS ARE, NORTH, SOUTH.

Having read this description, you may wish to search the forest for something. You could type, "SEARCH FOREST".
You may get a reply like "SORRY...I DON'T KNOW WHAT A 'FOREST' IS". The reason for this should be obvious...If there is something to be gained by searching the Forest, you can be assured that the word "FOREST" will be known to the computer. On the other hand, having realised that being in a forest means that there are trees around, you could type something like "SEARCH TREES" or "CLIMB TREE". If memory space in your computer were not limited, it would be possible to have an absolutely vast vocabulary. Unfortunately this is not the case so it is up to you to make up your own "On the Spot" judgements in cases like this.
A little earlier we mentioned actions that can be carried out by using a single word, a few examples of this are:- HELP, SCORE, QUIT, SAVE, INVENTORY.

Commands of this sort are usually self-explanatory, most of them are direct commands that produce a direct response. e.g. HELP --- If, in your particular situation, the computer decides that a little helping hand is in order, it will reply with an appropriate message. On the other hand, it may respond with a simple, non-committal instruction such as, "SEARCH AND EXAMINE".

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Experience will teach you how to interpret these vague comments.

There are some single word commands that can invoke an action on the part of your computer, e.g. RUN, JUMP, SHOUT, WAIT. Again, these commands are self explanatory and can be used at any time during a game. Be careful though! Using the word "SHOUT" for instance when you are stood next to a sleeping Dragon is not advisable, nor is the use of the word "JUMP", when you are stood on the edge of an awesome precipice!

The last type of single word commands are direction commands, e.g. N or NORTH, S or SOUTH. As you see, it is not necessary to even type in the full word, for travelling in a given direction you need simply enter, N or S or E, etc.

If you have read carefully all of the foregoing advice, you should never need to wonder why you got a strange response from your computer. Now you should be capable of working together with your computer on the solution of any one of the "Mysterious Adventures". Next we shall discuss the business of how to solve Adventures.

From the moment that you enter into a session of Adventuring you must be on full alert. The first thing to take into account as you come across the different locations and different objects, is that EVERYTHING IS THERE FOR A REASON. Do not be afraid to ask Questions! When you find an object, examine it, taste it, smell it, manipulate it in every way that you can think of. Only by doing this can you hope to find out it's true purpose. Whenever you come to a new location, search it, look around at every object you find there. If you find a painting, try to see whats behind it, if you come to a door, try to open it, if you see a tree, try to climb it. Don't worry about your computer, it has no sense of time which means it has infinite patience, even if you have'nt. If you run out of time after a particularly long session, use the SAVE command to store the game to the point you have reached. Maybe after a good think, the solution to a tough problem will come to you.

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You may find it helpful to make a Map of the locations that you have visited during your Adventure. There is nothing worse than getting somewhere, only to find out that you cannot find your way back!

Having said all this, it is only fair to warn you of the sporadic occurence of the dreaded Scarlet Fish, or Red Herring as it is more commonly known. This is a fiendish plot by Adventure writers to rob their clients of the last remnants of their sanity. YOU HAVE BEEN WARNED !!!

If you are still floundering on a specific problem in your particular Adventure, send a large S.A.E. to us and we will send you the appropriate Advice Sheet, but ONLY after you are sure that it is impossible for you to find the solution for yourself!

All MYSTERIOUS ADVENTURES are conceived and written by BRIAN HOWARTH except where otherwise mentioned. If you have any comments, suggestions, etc. we would be grateful if you could write to us at the address stated on the cassette label.