**PLAYING THE GAME**

The adventure asks "What now?" (or something similar) whenever it expects you to type another command. Simply type a short English phrase, followed by ENTER or RETURN, to tell it what you want to do next.

If the game stops dead for no apparent reason, then it is probably printing a very long message and has paused to let you read the first part of the text before it scrolls off the top of the screen. When you've read it, press SHIFT or RETURN and the game will continue.

The game understands hundreds of words, many of which can be abbreviated (e.g. NORTH to N and NORTHEAST to NE). Here are some useful words known by Level 9 adventures - most will work in this game:

- **TAKE**, **GET**, **DROP**, the 8 main compass directions, **IN**, **OUT**, **UP**, **DOWN**, **LEFT**, **RIGHT**, **CLIMB**, **LOOK**, **LISTEN**, **LOOK AT**, **EXAMINE**, **FILL**, **OPEN**, **CLOSE**, **LIGHT**, **SCORE**, **QUIT**, **TAKE OR DROP EVERYTHING**, **SAVE** and **RESTORE** (see above), **AGAIN** (repeat previous command), **INVENTORY** (list what is carried), and **WORDS** and **PICTURES** (turn pictures off/on in a graphics game).

Level 9 games use many words in descriptions that they will not understand in your sentences. For example, you might read "Black clouds hide the sun, plunging the world into twilight." However, if the game doesn't understand the words SUN or CLOUDS in your input, you can assume that they are not important for completing the adventure, but are included only to enhance your mental picture of the scene.

The games try to be as helpful as possible. For example, if you are "deep in a narrow gully between walls of jagged rock" and try typing "TAKE ROCK", the game might reply "You can't see a space rocket". This looks odd at first sight, but it tells you that the game does not know the word ROCK (presumably it's just scenery), and also that there is a rocket elsewhere which does matter in the game and whose name can be abbreviated to save typing. Much better than responding "You can't see it!"

In general, the game should understand if you keep commands simple. If the program doesn't know what you mean then you are probably trying something which is not important in the story. It can be worth phrasing commands, though, and with a little practise you'll discover the best words to use. Good adventuring!

**COMBAT**

You may need to fight some of the creatures you find in this adventure. If you do attack something, consider carrying a weapon and wearing armour first. Magik may help.

**SCORING**

The main aim of the game is to recover the Red Moon Crystal, and you score points for making progress towards this goal. In addition, you score 50 points for collecting each of 9 treasures which you should find along the way. Naturally, you should avoid getting killed.

**CREDITS**

Game Design: Mike & Nick Austin
Imagery and Implementation: David Williamson & Pete Austin, Simon Aspinal
Pictures (most versions): Peter Ashfield
Transport to your Micro: Nick Austin
Adventure System: David Williamson & Pete Austin
Booklet: Godfrey Dowson
Cover Artwork: A & M Litho
Typesetting: Simon Stable

**GUARANTEE:** We'll replace the cassette/disk/ microdrive cartridge of this game if you return it to Level 9. If you have any problems in the month after purchase, a replacement of the same type is free. Otherwise, please enclose £1 for a replacement cassette or £2.50 for a disk/Microdrive cartridge (if available). Add £1 if outside the UK.

**ORDER FORM**

AMSTRAD CPC464, ATARI 32k, BBC 32k, COMMODORE 64, ENTERPRISE 64, MEMOTECH 500/512, MSX 64, SPECTRUM 48k

<table>
<thead>
<tr>
<th>NAME</th>
<th>ADDRESS</th>
<th>COMPUTER</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Cassette</td>
<td>Disk £11.95</td>
</tr>
<tr>
<td>£6.95</td>
<td>£2.50</td>
</tr>
<tr>
<td>Disk Upgrade</td>
<td>£6.95</td>
</tr>
<tr>
<td></td>
<td>Emerald Isle</td>
</tr>
<tr>
<td></td>
<td>Red Moon</td>
</tr>
</tbody>
</table>

I enclose a cheque/postal order for £

(Add £1 if outside the UK)

---

**MAGIK**

To cast a spell, enter: CAST spell-name optional-target

For example: CAST ESCAPE or CAST SNOOP NORTH

<table>
<thead>
<tr>
<th>Spell</th>
<th>Focus</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>BOUNCE</td>
<td>BLACK BALL</td>
<td>Reverse fall</td>
</tr>
<tr>
<td>ESCAPE</td>
<td>DISMISSER</td>
<td>Teleport to/from start</td>
</tr>
<tr>
<td>EXTINGUISH</td>
<td>MAGIC</td>
<td>Put out fire</td>
</tr>
<tr>
<td>FIND</td>
<td>LAMP</td>
<td>Locate object</td>
</tr>
<tr>
<td>MAGIC</td>
<td>MEDALLION</td>
<td>Is object magic?</td>
</tr>
<tr>
<td>RESTORE</td>
<td>none</td>
<td>Restore</td>
</tr>
<tr>
<td>SAVE</td>
<td>none</td>
<td>Save</td>
</tr>
<tr>
<td>SHIELD</td>
<td>CLOAK</td>
<td>Ward off attacks for a while</td>
</tr>
<tr>
<td>SNOOP</td>
<td>PEARL</td>
<td>Look into nearby room</td>
</tr>
<tr>
<td>SPICE</td>
<td>ROAD</td>
<td>Become stronger for a while</td>
</tr>
<tr>
<td>TREASURE</td>
<td>GLOVES</td>
<td>Is object valuable?</td>
</tr>
<tr>
<td>ZAP</td>
<td>DAGGEN</td>
<td>Attack enemy magically</td>
</tr>
</tbody>
</table>

---

**RED MOON**

The old storyteller shuffles to her place in the market, noting with satisfaction that a crowd has already gathered. She sits, takes a sip from the leather flask at her side, and begins:

"Once upon a time, when the moon was still red, there lived a magician. He, or she, for you can never be quite sure when sorcery is involved, was not the best magician in the world. But it was already the age of failing powers when simple spells worked best. This is the tale of how that magician kept Magik alive.

"When the World was new, gods walked upon the Earth and even animals could talk. Magicians were powerful then. Death, or 'time', as they call it, had not been invented.

"Magik needs the moon as plants need the sun, and people need both, for thought is magical and all flesh is grass. Then, in the first days of Earth, the moon was not dim as now but glowed with a cold crimson light: the colour of Magik and as bright as the sun. There was so much power that became restricted to the night when the moon was stronger.

"Well, shores of the seas, each throwing its own kind of power to the sun, the moons of the eight Ages have overtaken the Earth.

"The Magicians of the World, Baskalos is of the Magician who recovered it and saved our country.

"Now, you'll see...

"Save..."

"The worm that will never die..."

"Colossal Adventure..."

"Adventure Quest..."

"Dungeon Adventure..."

"Snowball..."

"Return to Eden..."

"Heroes of Time..."

"Erik the Viking..."

"Worm in Paradise..."
CASSETTE INSTRUCTIONS

To load and start the cassette version of the game, put the tape in your recorder and follow the instructions below for your computer. The underlined text is what you type (remember to press RETURN or ENTER after each command you type).

AMSTRAD CPC464
Type RUN"" and start the tape. Press ENTER again when the title page has loaded.

ATARI 400/800
Open the front cover of your Atari. Remove all cartridges and press START while you close the cover. Start the tape and press RETURN.

ATARI XL
Press START and OPTION together while you switch on the Atari, then start the tape and press RETURN. If the game loads without starting, type PRINT USR(29472)

BBC 32k
Type "TAPE then CHAIN"" and start the tape.

COMMODORE 64
Press SHIFT and RUN/STOP together, then start the tape. In general only 1 side will load.

ENTERPRISE 64
Press SHIFT and F7 together, then press F1 and start the tape.

MEMOTECH 500/512
Type LOAD"" and start the tape.

MSX 64k
Type RUN "CAS:" and start the tape.

SPECTRUM 48k
Type LOAD"" and start the tape.

While playing the cassette version of an adventure, you can save your position (the state of play) on tape. Start a blank tape on RECORD, type SAVE and press ENTER or RETURN. (If the tape doesn’t move, press ENTER or RETURN again.) When the program asks you for your next command, stop the tape.

To return to a saved position, you must be playing the game. Type RESTORE and press ENTER or RETURN. If the game asks if you’re sure, reply YES followed by ENTER or RETURN again. Rewind the cassette on which the position was saved and start it on PLAY. (If the tape doesn’t move, press ENTER or RETURN again).

CASSETTE LOADING ADVICE

We test cassettes thoroughly and you shouldn’t have any problem in loading this game. If you do have difficulties, though, the following may help:
1. Try the other side of the cassette.
2. Load another game from cassette, to check everything’s connected.
3. Vary the volume and tone settings on the recorder if you can (fairly loud and fairly “high” should work best).
4. Clean and demagnatise the recorder (following the maker’s instructions).
5. Can you try another recorder (or one of another type)?

OTHER GAMES

Red Moon is Level 9’s third true graphical adventure, following Emerald Isle and Erik the Viking. It has pictures on most computers, even the BBC micro. Our other games are basically pure-text, sometimes with pictures on larger micros. The full range is (June 85):

1) Colossal Adventure "Middle Earth" Trilogy
2) Adventure Quest
3) Dungeon Adventure
4) Snowball "Silicon Dream" Trilogy
5) Return to Eden (designed by Pete Austin and now being coded)
6) The Worm in Paradise
7) Lords of Time
8) Erik the Viking (with Terry Jones/Mosaic Publishing)
9) Emerald Isle
10) Red Moon

To get a catalogue, send a large stamped, self-addressed envelope to Level 9 Computing.
A Magical adventure game with 200 pictures on most micros (check the gold label):

Level 9 Computing specialise in big adventures with over 200 locations, detailed scenery and interesting storylines. This means more enjoyment for you and we'll send a free cluesheet if you get stuck.

All adventures have SAVE and RESTORE commands for the state of play and graphic games have PICTURES and WORDS to turn graphics on and off. This game has graphics on most micros, but don't worry if the version for your micro is pure-text. The puzzles are the same and there is more room for longer messages.

The game, Red Moon, re-enacts a tale from the time where Magik still worked and when mythical monsters guarded fabulous treasure.

You have the use of many weapons and a dozen different magical spells to help you rescue the Red Moon Crystal, only source of Magik in the land.

For more about the game, read the other side of this cover sheet.

Here's what reviewers have said about Level 9.

"the ultimate adventure house"
- Computing with the Amstrad

"The appearance of a new program from Level 9 is a flag day for all aspiring adventurers"
- Popular Computing Weekly

"You really can't go wrong with any Level 9 game as they are all brilliant"
- Crash

COPYRIGHT: The game and name RED MOON and all associated software, code, listings, illustrations and text etc. are the exclusive property of Level 9 Computing.

They must not be copied, transmitted, reproduced, hired, lent, distributed, stored or modified in any form without the express written permission of Level 9 Computing.

Level 9 Computing, P.O. Box 39, Weston-super-Mare, Avon BS24 9UR