



MEMOTECH INSTRUCTIONS



This adventure game is for the MEMOTECH MTX 500 & 512. To load and start, type the following and press RETURN:

LOAD""

Then play the cassette in your recorder to load the game (there is a copy on each side of the tape). The adventure starts automatically.

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 to tell it what you want to do next and press RETURN. The program will carry out your request and tell you if anything significant happens, then ask for the next command and so on..

If the game doesn't understand what you mean, try and rephrase the command, using different words, and this may work better. Use capital letters.

Here are some useful words. Not every one of these works in every adventure, but it's worth trying them:

TAKE, GET, WEAR, DROP, the 8 main compass directions, IN, UP, DOWN, CLIMB, LOOK, LISTEN, LOOK AT, EXAMINE, FILL, OPEN, CLOSE, LIGHT, SCORE, INVENTORY (lists everything carried), AGAIN, SCORE, QUIT, SAVE and RESTORE (see below for details of these last two).

Many words can be abbreviated, e.g. NORTH to N and NORTHEAST to NE.

Saving the Position

To save the state of play to tape, start a blank cassette on RECORD. Type SAVE and press RETURN to start the position saving. This takes a few seconds. When the program asks you "What next?", stop the tape. It may be a good idea to use SAVE before trying anything dangerous.

To restore a saved position, you must be playing the game. Type RESTORE and press RETURN. Some adventures ask you if you're sure: if so, type YES and press RETURN. Rewind the cassette on which the position was saved, and start it on PLAY: the data will load in the same way as a normal MTX program. Then carry on playing from the saved position.

Loading Advice

We test cassettes thoroughly and few people should have any difficulties in loading our games. If you do have any problems, however, the following may help:

1. Try the other side of the cassette.
2. Load a program of your own to test that the recorder is connected.
3. Vary the volume and tone settings (using fairly loud and fairly high).
4. Clean and demagnetise the recorder, following the maker's instructions.
5. Some recorders don't work well with some computers. Could you use another type?
6. You may really have a bad cassette. As a last resort, return it under guarantee to get a replacement (just return the cassette, it costs more in postage if you return the box as well).