

SAVE GAME ROUTINE: Each program contains a save routine. This allows you to save the game part way through. To use the save routine with single key sections of the program (e. *real-time sequences*), you only have to press Key S on your computer. To use the save routine on Two Word Command sequences of the program, you must type in "SAVE" then press "ENTER".

DETAILS OF EACH PROGRAM

MAP 1

This shows you a Map of the Kingdom of Beroth. Pressing arrow Keys 5 to 8 will allow you to move around the screen. (*Diagram: 2*). There are two reasons why your token may not respond to your key commands.

1. You are trying to enter an area in which you are not allowed.
2. You are being challenged by a monster. If your token stops to look to the bottom of the screen display to see if you are under attack. The monster battles are in real time so you must be quick. The computer does not wait for you to respond. You can respond by hitting Keys Q,R, U,P,A,L,Z,B (*see Diag 4*).

For Example: Key P allows you to swerve. Keep your fingers off the keys until you have decided which key to press. The computer reacts almost immediately to your input. Keep the key pressed until the computer reacts to it.

Spectrum owners have the added feature of an audible Warning when a monster challenges them. They also have an ever changing difficulty level from Misfit to Demi-God.

MAP 2

This holds the three floors of the Castle of Shadows. The style of play is similar to Map 1 but this time you have the added difficulty of finding your way through secret passages and an Invisible Maze.

MAP 3 / MAP 4 Map 4B ZX81 only

"THE SHAGGOTHS LAIR". This section of the Quest introduces a more traditional style of adventure playing. By using one word or two word commands or numbers when asked for numbers.