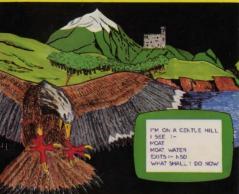


A classic text adventure . . . Complete with instructions on how to play adventures . . . You are babysitting when a huge eagle swoops down into the garden and carries off the baby . . . You must rescue the baby . . .



AN ARTISTS IMPRESSION OF ONE OF THE ADVENTURE'S SCENES

To load Animal Magic, press SHIFT/RUN STOP

Welcome to the World of Adventure.

The computer will provide your senses and movement, to enable you to attempt to rescue the baby . . .

Instructions:

You can usually use one or two words to instruct the computer. For example: Get Gnome, Examine Tree, Drop Lamp... or Go West, Go East, etc. (These can be abbreviated to W, E, etc.) You might like to try Inventory or Help.

Abbreviations often work. Also remember to think of synonyms if at first you don't succeed (for example, Up might be a synonym for Climb, Break might be a synonym for Smash, etc.)

Full instructions for the playing of adventures are included in the program. The program is a very large one, so please do not get impatient whilst it loads.

You position in the game may be saved to tape (not supplied) so that you can leave the game, and come back to where you left off at a later date. To save the program type:- SAVE PROG, insert a blank cassette, press RETURN.

SEEN ALL THE OTHER PROGRAMS FROM HAVE YOU

VIC 20 G1021



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