

EYE OF BAIN



ZX Spectrum 48K

LOADING THE PROGRAM

You will find the procedure for loading a program in the Spectrum basic manual chapter 20. The procedure for loading is given below.

- Connect the ear socket of the Spectrum to the ear socket of your cassette recorder.
- 2. Make sure the tape is wound to the beginning.
- 3. Set the volume control to a suitable level
- Set maximum treble, minimum bass on the tone controls.
- 5. Type LOAD""
- 6 Press ENTER
- 7. Start the cassette recorder.
- The program will RUN itself once loaded and will provide instructions.

If the program does not load correctly try a different volume level.

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Adventures are games in which you discover and explore strange new worlds without leaving the comfort of your chair. The computer will act as your eyes and other senses. You instruct the computer using a combination of VERBS and NOUNS.

Examples: TAKE SWORD, CLIMB TREE,

EXAMINE DAGGER.

Providing the computer understands it will obey your command. If it does not understand then

try using different words.

When entering a command you may use DELETE (CAPS SHIFT and 0) to erase the last letter typed or EDIT (CAPS SHIFT and 1) to erase the whole line.

To enter more than one command in a line the commands must be separated by full stops.

For example : GET KNIFE.EXAMINE KNIFE. ENTER DOOR

To move around in the adventure simply type the direction you wish to go.

Example: NORTH, EAST, UP, GO DOOR.

Each location you visit has a picture to go with it. To see the picture type DRAW or LOOK when asked ''What next?''. To return to the text press ENTER. You may also do this as the

picture is being drawn.

To see a list of the things you are carrying type INVENTORY or LIST.

To save typing, all words may be abbreviated to their first four letters and some (NORTH, SOUTH etc., INVENTORY and LOOK) may be shortened to one letter. In each location you may find objects which you can use to help you progress on your quest. When refering to an object in the game, use the word in the description of the object which has the capital letter. If you are told "I can see a Jar of oil" and you want to pick it up type TAKE JAR.

If you type GET EVERYTHING or GET ALL the computer will take as many of the available objects as possible. This also works with the

DROP command.

In the adventure you take on the role of Tarl, a mighty warrior. Legend has it that in the land of Alvania is hidden a priceless treasure — The Eye of Bain. You have heard that the sacred emerald is kept in a temple by a particularly nasty tribe of Alvanians. After arriving in their village and finding the temple you are caught trying to enter without the leave of the great god Bain. The angry villagers tie you up in a nearby hut where you are left to await your fate.

This is where your quest really begins. Can you escape and find the emerald or are you doomed to die?

As the adventure may take you some time to solve, you may record your current position or cassette and resume play at another time. Simply type SAVE or LOAD (no filename is required) and follow the computer's instructions.

Good Luck and Happy Adventuring.

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EYE OF BAIN

EYE OF BAIN by SIMON WADSWORTH

This exciting adventure is based on the greatest treasure of the God, Bain. Can you overcome all the difficulties to find and keep the priceless emerald jewel. Eye of Bain has brilliant multi-screen graphics.