ARTIC COMPUTING LIMITED
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HU8 0JA

Zombies/Sword of Peace

GENERAL
LOADING
AND RUNNING
INSTRUCTIONS

1 Assemble the ZX81 as described in Chapter 1 of the 'ZX81 BASIC Programming Manual, or Sessions 1 and 2 of the "How to Program the ZX81" audio course.

2 Position the cassette tape at the silent part before the program.

3 Connect the EAR socket on the ZX81 to the EAR or LOUD-SPEAKER socket on your recorder.

4 Adjust the volume of the cassette recorder to ¾ maximum and the tone controls to maximum treble and minimum bass.

5 Press LOAD (the J key) and then type the quotation mark key (Shift P) twice. Do not press NEWLINE yet.

6 Start the cassette recorder and now press NEWLINE.

Instructions for Game Overleaf.

ZOMBIES

You (X) have crash landed on a desert island in the South Pacific and you are the only survivor. Unfortunately, you are not alone. The island is inhabited by man-eating Zombies ! (Z) The island has many potholes (O). The Zombies are blind and detect you by the sound of your heart beat. Your only hope is to lure the Zombies into the potholes by moving in such a way as to make them walk in them and fall to their death. Random island every time you play. Very addictive game.

SWORD OF PEACE

You are the Crown Prince of Oz and to prove that you are worthy of becoming the Monarch of Oz, you are sent on a quest. You are cast into a dungeon where you must find four objects of state. Each object of state is on one paving stone in a 100 x 100 floor, this stone is called the magic spot. On your travels you will meet monsters. They will either be Good, Neutral or Evil. Evil monsters will try ro kill you by casting spells on you which weaken your strength. Neutral monsters will act as either Good or Evil monsters. Good monsters will do you good, the first one you meet will give you a distance meter which will tell you how far you are away from the magic spot. The second will give you a compass which will read -1, 0 or 1.
e.g. 1,1 means you should move in both the x and the y direction.
Further Good monsters will either increase your strength or teach you more spells which you can use to fight the Evil and sometimes Neutral monsters. When you meet a bad monster you will be asked for a spell number. Initially you know spells No.1, 2 & 3 only. Certain spells affect particular monsters. Spel! 0 is run away. You continue casting spells until either it is dead or you have run away. The spells are as follows:

Spell No.	Affect	Spell No.	Affect
0	Run Away	6	Make Swamp
1	Landslide	7	Rain of Holy Water
2	Wind	8	Earthquake
3	Fireball	9	Rain Storm
4	Make Pool	10	Thunder Storm
5	Create Hole		

Objects of State	Spell No.	Kill
Great Ring	11	Rock Monster
Kingly Orb	12	Mummy
Robes of State	13	Giant
Sword of Peace	14	Wizard

To move when given the cue DIRECTION or RUN AWAY you enter the X co-ordinate and then the Y co-ordinate. You may only move 20 paving stones in any direction, so the maximum move is + 13, + 13 or + 20, 0 etc. (Pythagoras).
If you bang into a wall you loose 10% of your strength. When you collect an object of state you are transported to another level (5 in all) and when you get to the 5th magic spot you have won.
The objects of state may be used to kill certain monsters straight away, but they can only be used once and have a 10% chance of failure.

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