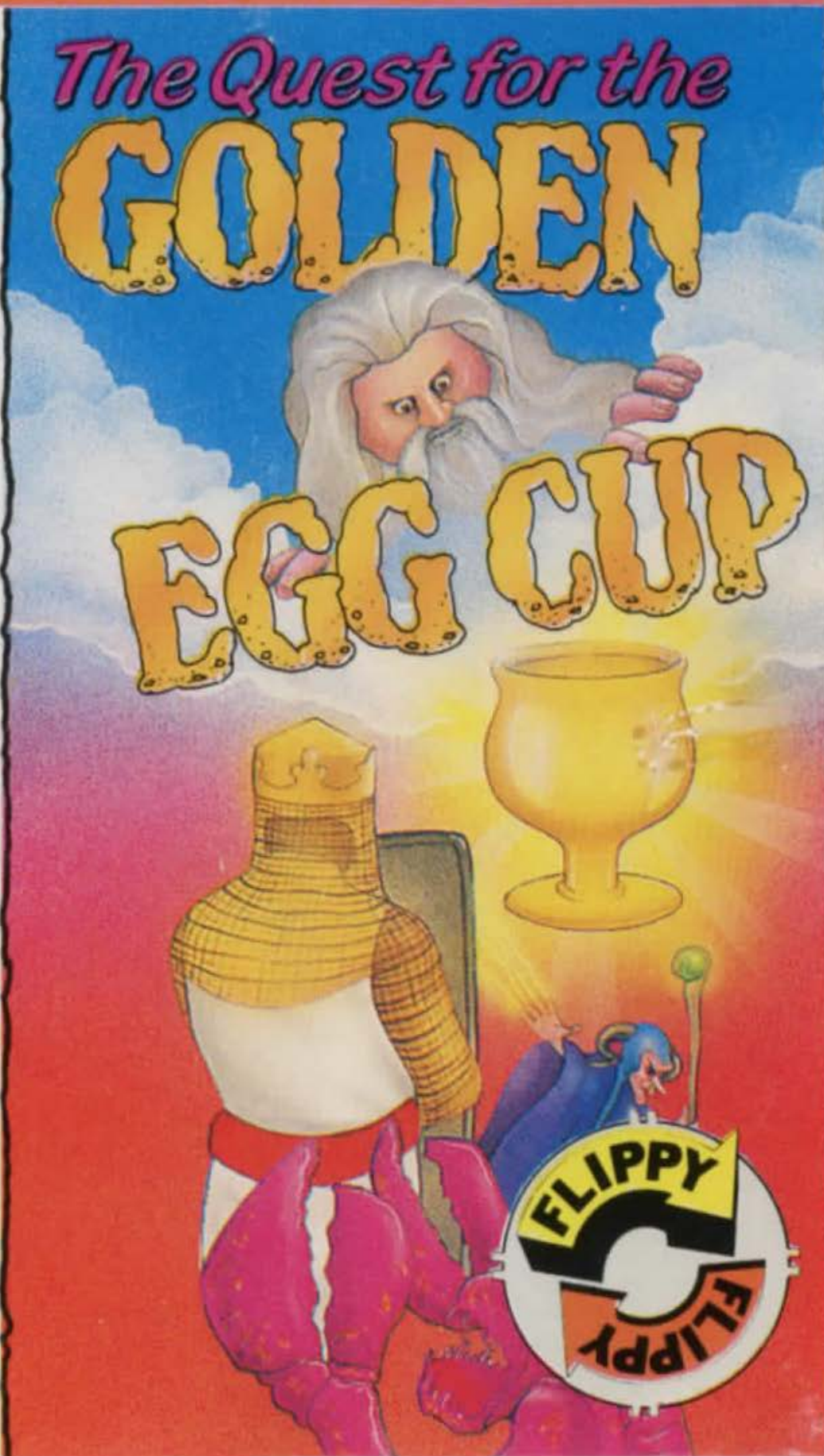
SPECTRUM · 48 · 128 · PLUS 2 · SPECTRUM · 4

AMSTRAD · SCHNEIDER · 464 · 664 · 6128 · AMS

MASTERTRONIC

The Quest for the GOLDEN EGG CUP



HOW TO SURVIVE THE QUEST FOR THE GOLDEN EGG CUP

The Quest For The Golden Egg Cup is an interactive adventure set in a little-guessed world that lies parallel and a little to the right of our own. Your experiences there may change the course of your life . . . Then again, maybe they won't.

INSTRUCTIONS

You should read the introduction carefully when you first play the game to discover what your goal is.

Use simple English sentences to tell the computer what you want to do. e.g. PUT THE RUBBER DUCK ON THE OAK TABLE. Adjectives and other modifiers are understood and may be useful. If the computer responds with "Eh?" or something similar you have been clever and completely fooled it. You should now try rephrasing your command or using some different words to get the effect that you originally wanted. If, on the other hand, the computer retaliates with "That's not possible" some of what you typed was understood, but either the context is wrong or the computer has not been programmed to respond to that particular command.

Useful commands and their abbreviations:

QUIT (Q) to restore normality;
EXAMINE to see something closer;
INVENTORY to remind you of what you have with you;
GET, DROP, WEAR and REMOVE;
RAMSAVE (RS) and RAMLOAD (RL) to transfer your game position to and from the computer's memory instantly;
GET ALL and DROP ALL;
SIT, STAND, OPEN, CLOSE, GIVE, SHOW, EAT, DRINK, WAVE, CATCH, RELEASE.

And of course, all the compass directions, (N, S, E, W, etc.) UP (U) and DOWN (D). Remember that LOOK AT SOMETHING is a different command from LOOK UNDER or IN SOMETHING.

Carrying something fills up your hands, while wearing it may not, but you cannot wear a rubber duck.

Interaction with other characters will form an important part of your quest. Use commands such as GIVE AN OBJECT TO A CHARACTER, THROW AN OBJECT AT A CHARACTER, EXAMINE CHARACTER, TALK TO CHARACTER, SAY HELLO TO CHARACTER, ATTACK/HIT CHARACTER, etc . . .

LOADING INSTRUCTIONS

SPECTRUM: In 48K mode. Type LOAD "" and press ENTER.

AMSTRAD 464: Press CNTRL and small ENTER.

AMSTRAD 6128: Type ITAPE and press RETURN. Press CNTRL and small ENTER.

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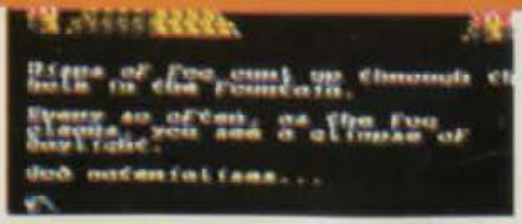

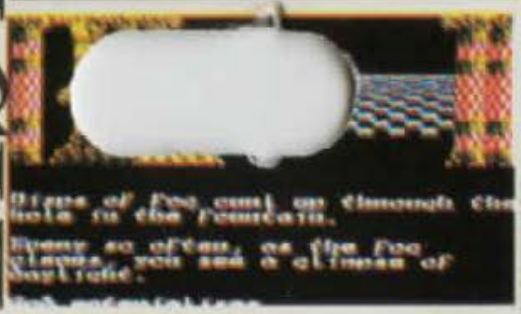

When your friend loses his egg cup, you may laugh. When your king loses his egg cup, you may fake some sympathy. But when a God loses his Golden Egg Cup there is nothing to do but go and find it. With stunning graphics of every location, a fully intelligent parser, and a plot closer to Edward Lear than King Lear, there is nothing more you could want.

Keyboard only

PROGRAM BY SMART EGG SOFTWARE.

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RECORDED ON BASF TAPE

TITLE	THE QUEST FOR THE GOLDEN EGG CUP
MACHINE TYPE	SPECTRUM · AMSTRAD
	ISA 0260