Adventine

MICRODEAL

## CASTLE DRACULA ADVENTURE 5

To load your new adventure, type LOAD and then press the RETURN key. The screen will go blank while the program loads. Once loading is completed, type RUN and press return. You will now be ready to play CASTLE NBACIII A.

Your computer has placed you in an imaginary world, set in a little village in Transvivania. You play the part of Baron von Helsing, who is on a touring holiday with his wife. After staving one night in a small Inn. you wake up to find your wife missing and no-one has seen her. You get the impression that the mysterious castle on the hill is involved. but none of the locals will even talk about it! This then, is the setting for the start of your adventure. You control your actions by giving one or two-word commands via the keyboard. Your computer will carry out these actions and inform you of the results. To move about use commands such as GO NORTH or GO FAST - which can usually be abbreviated to N or E. Whilst exploring this imaginary world, you will come across various problems which need to be solved. For example, if you decide that you need some HOLY WATER, you'll need to figure out how to get it! Don't give up easily, adventures are all about problem solving

There are a few 'standard' commands which will work in most adventures:-

INVENTORY will display a list of all the items which you are carrying.

HELP may give you a clue (maybe not!)

LOOK - try it!

EXAMINE DOOR may give you more information about the door.

TAKE KNIFE will add the knife to your inventory (assuming there is a knife lying about for you to take!)

These are the most used commands, but there are plenty of others which the computer may understand. If it doesn't understand a word try another! Make a map, this will help a lot. Above all, think! Happy adventuring!

Have you played the other adventures in the series

- Mansion Adventure
  Williamsburg A
- 2. Jerusalem Adventure
- Williamsburg Adventure
  Ultimate adventure
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