



SEVERN  
SOFTWARE

# Encounter



FOR ORIC 48K

## INSTRUCTIONS

THE GAME ENCOUNTER, ITS PROGRAM CODE, AUDIO-VISUAL PRESENTATION AND DOCUMENTATION ARE STRICTLY THE COPYRIGHT OF SEVERN SOFTWARE © 1983. IT IS ILLEGAL TO MAKE A COPY OF ENCOUNTER WITHOUT AUTHORISATION FROM SEVERN SOFTWARE AND ANYONE FOUND DOING SO WILL BE PROSECUTED BY SEVERN SOFTWARE.

ENCOUNTER WILL WORK ON THE ORIC-1 48K.

### LOADING

The program is recorded once in fast:-

Type CLOAD"" RETURN (where RETURN means to press the key marked RETURN).

Should you have difficulty in loading, adjust the controls of your recorder. Chapter II of your Oric Manual sets out the procedure for loading.

## PLAYING ENCOUNTER

Encounter is a complex, intriguing classic-style text adventure.

Your task is to find and rescue a young girl kidnapped by thugs. Everything you need is here but you may have to manufacture some items. CLUE - Chemistry knowledge helps!  
SINGLE LETTER COMMANDS e.g.  
N for NORTH, U for UP, L for LOOK,  
I for INVENTORY.

Most other commands are VERB followed by NOUN (e.g. EMPTY BOTTLE). These may be typed in as 3 letter abbreviations - for instance EMP BOT. If the computer cannot understand your command, re-phrase it. You will soon learn the accepted vocabulary.

If the alarm rings, you have twenty moves to stop it before you are caught.

HING - Make a map as you travel noting what you find and where. The time limit is 500 moves  
COMMON COMMANDS - GET DROP

THROW KILL HIT  
MAKE CLIMB QUIT

Only use QUIT if you wish to give up. Don't worry if you fail first time - WE EXPECT YOU TO!!

Telephoning SEVERN SOFTWARE for help is strictly forbidden.

# *Encounter*

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