MP

FIRIENWOOD

ADVENTURE GAME

Travel to a land of magic and monsters in this
absorbing adventure game. Explore caverns and
forest as you search for the Golden Bird Of
Paradise. Few people survive to tell the tale so
you will need all your wits about you. Written
completely in machine code for extra speed.

B.B.C. 32 K

INSTRUCTIONS

This game requires 32K memory to run.

An evil wizard has captured the magic Golden Bird Of Paradise and has imprisoned it in a weird castle in the middle of the enchanted Firien Wood.

Your quest is to find the bird and set it free, in return for its freedom the bird will give you health, wealth and prosperity. You will need magic to overcome the wizards powers and before you can enter Firien Wood safely, you will need to find a magic lamp. Beware! Many perils lie before you and every move is fraught with danger! !

LOADING AND SAVING

To load and run this programe type
    *RUN "FIRIENWOOD"
The program is rather long and takes about 6 minutes to load.

PLAYING THE GAME

The computer acts as your eyes and hands as you journey on your quest. It tells you where you are and what is happening, then you must tell it what to do by typing a command of one or two words. For example if you find an object that you want to pick up type "TAKE" followed by the object name. If you want to

move, give the direction you want to go (Directions such as NORTHWEST must be given as NW to distinguish it from NORTH). Entering a dark location without a light source is rather bad for your health! !

Some of the objects are completely useless whilst others may have more than one purpose, that is for you to find out.

USEFUL WORDS

Many of the commands you will have to discover for yourself, but some of the more general ones are given here:

To move try one of the points on a compass or something like "UP", "DOWN", "LEFT", "RIGHT", "ENTER".
To get or drop a bottle try "GET BOTTLE", "TAKE BOTTLE", "DROP BOTTLE".
If you want the description of a location type "LOOK".
To list your possessions type "LIST". You may find that some objects can be worn as well as carried.
To kill a Goblin (if you have a weapon) try "KILL GOBLIN".
If you want to save a game and return to it later, insert a suitable tape and type "SAVE". Part of the database will be recorded and the game will then continue. To restart a game, FIRIENWOOD should be loaded and run as usual, the data tape inserted and the command

"LOAD" given. The data will be loaded and the game will recommence.
To end the game type "QUIT".

SCORING

To find out your score at any time, type "SCORE". Ten points are given for each monster you manage to kill.

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