

LOADING INSTRUCTIONS

- Prepare the cassette recorder according to the instructions in the Sinclair handbook.
- 2. Type the command:-

LOAD "MOUNTAIN"

(capital letters), then press ENTER.

- 3. After approximately one minute, you will receive some further instructions on the television screen. If, after 3 minutes, nothing has happened, refer to the Sinclair handbook for cassette setting-up procedures. You should rewind the tape and repeat step 2.
- 4. When the program has successfully loaded, all further instructions and rules will be given on the screen.

**This cassette requires 48K ZX Spectrum.

**Side B is a duplicate of Side A.

**All programs written by Mike Farley.

All material contained on this cassette is subject to copyright. The purchaser for full retail price may make one copy of the material but this may not be passed onto other people, even by way of gift.

© 1983 PHIPPS ASSOCIATES 99 East Street, Epsom, Surrey KT17 IEA

MAGIC MOUNTAIN PHIPPS ASSOCIATES

An out-of-reach rope above a rock fissure is the only way into this Magic Mountain - or is it? Rumour has it that there are vast stores of treasure inside, but legends also tell of huge poisonous spiders, lizards and magic at work - you'll need more than just cunning to come out of this in one piece! An Adventure which uses splitscreen graphic pictures and scrolling text window, and machine coded English command line scanner for fast word recognition.

48K ZX

Spectrum