

# Mr. Kensie



**SOFTWARE  
PROJECTS**



# **SPECTRUM McKENSIE**

## **LOADING INSTRUCTIONS**

1. Connect lead to ear socket of Spectrum from ear socket on recorder.
2. Rewind tape to beginning.
3. Set Volume Control to the required level.
4. Type LOAD "" or LOAD "McKENSIE".
5. Press key marked enter on your Spectrum.
6. Press play on your cassette recorder.
7. Your Program will now load.

If the program does not load first time, repeat instructions but try a different volume setting.

McKENSIE – You are the world famous space explorer Captain Vito, and for the last two years you have been travelling through space in your shuttle, "Zarcula" in search of the precious lithium crystals. Whilst navigating an asteroid field you receive a distress message from a nearby space station, so you decide to investigate. You dock into the space station only to find that it has been ransacked by a gang of space bandits. Unfortunately you are captured and placed in a high security cell. Later that day you hear through the door, a bandit say "The air purifer has broken down and there is only one hour of oxygen left". The bandits leave, obviously forgetting you, you have one major problem, to escape and hopefully with some lithium crystals, the question is how?

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## WHAT IS AN ADVENTURE?

Your micro becomes your eyes, ears, hands and feet – and using these tools you examine the world about you. The one thing that the machine will not do is think for you, so you have to supply the necessary native wit and intelligence to stay alive long enough to enjoy the thrills and spills of your newfound existence. Make no mistake – the journey ahead of you is full of pitfalls and human life is valued cheaply – but don't be disheartened, the Adventurer doesn't exist who hasn't been killed at least once during his "lifetime".

All Adventures have a theme, be it the underground caverns of Colossal Caves, an alien planet, the pyramids of ancient Egypt, the castle of Count Dracula or even an ordinary funfair. What they have in common is that they provide a scenario in which the computer can provide a story for the player to follow.

You interact with the program using simple sentences such as "GET DIAMONDS" or "KILL GIRAFFE". Normally you only use two words, although some games can handle longer and more complicated sentences.

Each time you give a valid instruction to the computer it will tell you what has happened, so that if you type "GO NORTH" (or very often just "N") – and there is indeed a way north, then your position will change and the computer will tell you about it. Let me give you some pointers that apply to just about every game on the market. Ignore them at your peril!

1) Examine everything that you encounter, even if its use is not immediately visible. Don't forget that not everyone (or everything) you meet out there will be as friendly and trusting as yourself – that bottle you've just found might look like lemonade, but it might well turn out to be a Molotov cocktail that only needs a fuse to turn it into a very potent weapon. Typical verbs that you might use are EXAMINE, SEARCH, SMELL, SMASH, TAKE & TWIST.

2) Don't get too complacent about your surroundings, either. Always keep your wits about you and check the terrain for any clues. Useful words that you may need are LOOK, WAIT & LISTEN.

This is probably the time to mention the greatest survival aid known to adventurers – make a map. This may sound obvious, but you will soon find yourself in a place where going south will not return you to the place from which you just went north. This is why it's worth paying attention to the place descriptions you encounter and marking them down to show how you get from one to another. The time will come when you'll want to get to a particular place in a hurry.

3) Watch what you carry about with you – Everything has weight – and you will almost certainly be limited in what you can carry, so think carefully about what you need at this particular point in the game. After all, whilst you're still going round making this a safe planet to live on by exterminating the unfriendly native life forms, there is little point in weighing yourself down with those egg sized diamonds you keep on tripping over – they'll still be there when you come back – and right now you need all the food, water and ammunition you can carry. The moral of the story is – don't be greedy, consolidate your position before advancing and only spend energy carrying those things that you need for a particular purpose. Useful words include PICK, GET, DROP, EMPTY, FILL, DRINK & EAT.

4.) Moving about is simplicity itself – simply type the direction you want to go. The directions you will use are: (N)ORTH, (S)OUTH, (E)AST, (W)EST, (U)P, (D)OWN, IN, OUT and rather less commonly: SE (SOUTHEAST), NE (NORTHEAST), SW (SOUTHWEST) & NW (NORTHWEST). Note that for the more common directions, it is usually only necessary to use the first letter of the direction you wish to go – the rest is unnecessary. Sometimes you may want to indicate a particular urgency to your actions, or indicate the special way you want to go: use such words as RUN, CRAWL, JUMP & CLIMB.

5) You may come across a warm or cold blooded creature guarding something you need, to continue, blocking your way or minding treasure from Adventurers like yourself. Snakes, Dragons or heavily armoured bully boys trying to stop you in your quest. Then words like KILL, ATTACK, STAB, POISON, CUT, STRANGLE & ... (may I leave the rest to your imagination?), seem appropriate.

I could go on with page after page of hints and advice for the adventure player, but I would very soon reach the point where help for the novice player would turn into specific explanations of the game on this cassette – which takes away the whole point of playing the game!

I shall, therefore, stop here and wish you good luck. Remember that every problem has a solution (although there are times when you'll swear that ain't so!) so just keep at it – it'll come clean eventually.

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PROJECTS**

**McKENSIE**

**48K  
SPECTRUM**

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