

MISSION 2 PROJECT GIBRALTAR

PLAYING INSTRUCTIONS

To LOAD and RUN the game follow the procedure described on page 18 of the Commodore 64 user manual. In short - rewind the tape and press RUN/STOP.

When the game starts you will notice that the screen is divided into several areas.

Location Description
Graphics
Scrolling text
Command line

When you enter an area a brief description will be displayed in the 'Location Description' Any appropriate graphics will be displayed in the 'Graphics Area' A full description of the scene appears in the Scrolling Text Area and finally the cursor appears on the command line to allow you to enter your instructions.

The program expects you to instruct it to perform various action. The commands are in the format VERB NOUN and may be given in a flexible format e.g.

TAKE THE RED BERET PLEASE TAKE BERET or TAK BER

Will all place the red beret in your possession if it is present and possible. If the command line interpreter fails to understand your command try rephrasing it you may have used a verb or noun that is not in its vocabulary.

The program has a large vocabulary and some of the more important verbs are listed below.

TAKE	GET	PICK UP
DROP		
LOOK		
LIST	INVENTORY	
FORWARD	NORTH	N
BACK	SOUTH	S
LEFT	WEST	W
RIGHT	EAST	E
LEAVE		
SEARCH		
HELP		
QUIT		

The function keys have been pre-programmed with some of these. The command 'KEY' will list the present key definitions. (nb. the backarrow symbol indicate that an 'Auto Enter' is required). You may redefine the function keys using the \$Kn command where n is the key number. e.g. to define key one to take everything in the location with auto enter.

\$K1TAKE ALL ←

To define key two as drop everything with no 'Auto Enter'.

\$K2DROP ALL

As you play the game events will be taking place within the program. It gives audible and visible indication of the passage of time by sounding a beep and pulsing the cursor periodically. Don't be too surprised if you go off to make coffee and come back to find yourself in jail! Time can be made to stand still using the HALT command and its passage can be hurried along by using the WAIT command.

Game positions may be stored on tape at any point using SAVE & restored using LOAD.

Occasionally commands will appear on the command line automatically. These are only suggestions and may be rubbed out using CLR or DEL as normal.