

❖ PETER ❖ ❖ PAN ❖

The Adventure Game



Dictionary

- LOOK** — Lists what and who you can see at each location
- WHERE or WHERE AM I** — Will repeat the description of your location and redraw any illustration
- INVENTORY or I** — Will list the things you are carrying
- SAVE** — Will save a game part way through (have a blank tape ready)
- LOAD** — Loads a previously saved game into the main program
- QUIT** — Ends the game
- GO/RUN WALK** — Followed by a direction i.e. NORTH, SOUTH, UP, DOWN, etc. (can be abbreviated to N,S,U,D)
- TAKE/GET** — Picks up a named object i.e. TAKE SWORD
- DROP/PUT** — Discards a named object i.e. DROP SWORD
- EXAMINE** — Gives a more detailed description of a named object or location i.e. EXAMINE BOX
- SAY** — Allows you to speak i.e. SAY HELLO WENDY
- PICTURE OFF or PO** — Turns illustrations off for duration of game

Some Useful Words

HIDE, FLY, CLIMB, SEW, ATTACK, EAT, UNTIE, STITCH, OPEN, FIGHT, UNLOCK.

No punctuation is needed. The Ø key will delete a wrong entry, letter by letter. Loading instructions are on the cassette.

How to play the game

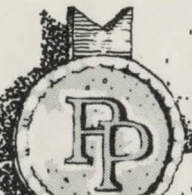
In this classic adventure, YOU play the part of Peter Pan and your computer will transport you to the magic world of Neverland . . .

As in the book, your adventure begins in the children's nursery. You must fulfil your tasks there before your journey begins. Only by reading the book can you hope to succeed in your ultimate aim — to destroy the evil Captain Hook and steal his ship so that Wendy and the boys can return safely home.

The computer will describe and in some cases illustrate your locations and list the things you can see. It will then ask "What now?" which tells you that it is waiting for a command. These commands are simply typed in, usually one or two words are all that is necessary e.g. "CLIMB TREE" rather than "CLIMB UP THE TREE". You will find that discovering which words to use and how to use them is part of the fun. If you don't get the response you want, try different words or the same words in a different way.

You will encounter other characters on your journeys, most of them are dangerous, but can be avoided if you know how. It is wise to be careful if you are unarmed.

Only by reading the book and exploring with great care, can you hope to succeed, but remember you may need help at the end. Good Luck!



Peter Pan — Competition

When you complete this adventure a flashing password will appear on screen. The first 50 correct entries naming the word will receive a copy of the recently published, full colour illustrated edition of PETER PAN and WENDY, signed by the artist. (See below).

Entries to: Peter Pan
Hodder & Stoughton
Children's Books
47, Bedford Square
LONDON WC1B 3DP



The password is
From
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