



POTTER PROGRAMS

"THE HOTTER PROGRAMS"

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GALADRIEL IN DISTRESS (32K)

King Theoden's daughter, the princess Galadriel has been abducted by the evil sorcerer Grima. Unfortunately Grima was put to death by a member of the king's guard before he could reveal the fate of the princess. As captain of the king's guard, it is up to you to make amends. You have been exiled in the wilds by the king; if you return to the palace without the princess Galadriel, it will mean certain death. Can you find Galadriel and break Grima's evil spell ?

SUPER SPY FLINT (32K)

You are Super Spy Flint! You find yourself in an aeroplane flying somewhere over the S. Pacific with only a parachute for company. You have never made a parachute jump before. Your mission is to infiltrate a secret T.E.R.D. (Terrorists for England's Ruin and Destruction) base. Your objective is to locate and capture the T.E.R.D. secret plans for England's (and the world's) domination. Your only means of escape is the T.E.R.D. space rocket which you must liberate and dock with the secret British space station which is 500 miles above the T.E.R.D. base in geostationary orbit.

Best of luck old bean and remember, it's for England.

THE STAFF OF LAW (32K)

You have been summoned to the land of Arda as the chosen one by the Lord Moram. The Despiser has taken the Staff of Law and corrupted it's power. Only the chosen one has the ability to wrest from the Despiser The Staff of Law, and so restore peace and harmony to the land of Arda. Are you up to the task ?

ORDER FORM

Send cheque or P.O. with your order to Potters Programs, 7 Warren Close, Sandhurst, Camberley, Surrey.

N.B. All games on superior quality B.A.S.F. chrome dioxide cassettes.

<u>Qty.</u>	<u>Electron</u>	<u>Colour Genie</u>
Copies of Galadriel in Distress at only	£2. 95 ea	£6. 95 ea
Copies of Super Agent Flint at only	£2. 95 ea	£6. 95 ea
Copies of The Staff of Law at only	£2. 95 ea	£6. 95 ea

Name:

Address:

Please allow 21 days for delivery.

LOADING INSTRUCTIONS (FOR THE ELECTRON)

After ensuring that the cassette recorder is properly connected to the computer and that the cassette tape is fully rewound to the beginning, type CHAIN"" and press return then play the cassette recorder at about 2/3 volume. If you get the message Loading and the program name underneath, then the program is loading correctly, all you have to do is wait for the title page to be displayed before you can start playing your POTTER PROGRAM. If you get a message like Data ? or Block ? then rewind the tape and replay at a slightly different volume.

LOADING INSTRUCTIONS (FOR THE COLOUR GENIE)

After ensuring that the cassette recorder is properly connected to the computer and that the cassette tape is fully rewound to the beginning; type CLOAD and press return then play the tape at about 2/3 volume. After a short while you should see two asterisks in the top right hand corner of the screen. If the asterisks stop flashing and the flashing cursor does not reappear then press both RST keys together and repeat the above procedure, but alter the volume of the cassette recorder slightly.

If the flashing cursor reappears then type RUN and press return. If a message telling you to reload the program appears, this means that the program has not loaded properly and you will have to reload it, but alter the volume of the cassette recorder slightly. Otherwise you should be all set to start playing your POTTER PROGRAM.

SAVING A PART COMPLETED GAME

If you wish to save a part completed game on tape, so that you can come back to it later, then press the record button on your cassette recorder and type SAVE. A part completed game may be reloaded by running the programme and typing LOAD.

PLAYING THE GAMES

The object of an adventure game is to succeed in solving a series of tricky problems and overcoming numerous obstacles cast in your path by using all your wits and cunning. Each problem solved brings you one step closer to attaining the ultimate goal of the game.

e.g. Stealing T.E.R.D. secret plans and docking a rocket with a secret British Space Station.

Needless to say that a maximum sense of achievement is felt if the ultimate goal is attained with as little outside help as possible. So at the risk of lessening your ultimate enjoyment, here are a few commands you might find useful to get started in all POTTER PROGRAMS.

GO (into)
EXIT
NORTH, SOUTH, EAST, WEST.
QUIT (to end adventure).

You will have to work out the rest for yourself.

For the less dogged adventurer 'Handy Hint' sheets are available on request from POTTER PROGRAMS price 20p.