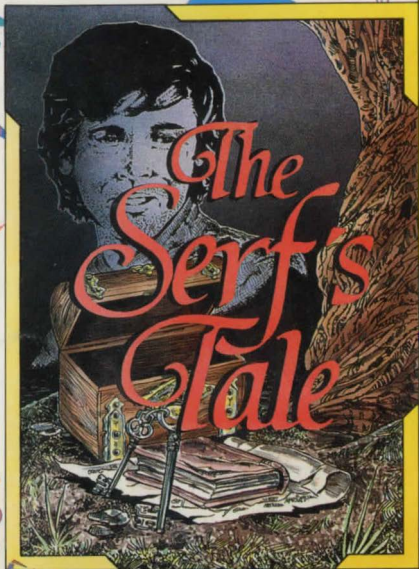


SPECTRUM 48K/128K/+ 2



PLAYERS

LOADING INSTRUCTIONS

LOAD"" (enter)

Spectrum 128k: Use only 48k mode

THE QUEST

As you play the game, you discover that there are 16 treasures to collect (and keep safely). But can you solve the ultimate riddle of the Caves and gain, perhaps, the greatest prize of all?

You set out on your quest and travel for many uneventful weeks before arriving at a lonely Waystation upon the dusty road. This marks the boundary of the wilderness. Here, you re-provision yourself using the last of your coins, staying one night to chat with the friendly landlord, and then press on across the moor. It is possible that you were overheard while discussing your map, for two rough-looking characters leave shortly after you, tracking you to a lonely spot where they rob you of everything...

HINTS

You should examine everything you find in the game, (you may need to be holding objects to be able to examine them carefully). You will first need to discover how to use these words!

LOOK	FEED	SW	WATER
EXAMINE	EAT	OPEN	OIL
INVENTORY	DRINK	CLOSE	PULL
READ	CLIMB	LOCK	PUSH
GET	DIG	UNLOCK	MOVE
DROP	UP	SMASH	QUIT
WEAR	DOWN	WAVE	SAVE
REMOVE	NORTH	STAND ON	LOAD
PUT	SOUTH	KILL	STATUS
RETRIEVE	EAST	HELLO	FULL(text)
THROW	WEST	PRISE	BRIEF(text)
CATCH	NE	POUR	GET ALL
RELEASE	NW	FILL	DROP ALL
PLACE	SE	EMPTY	RAM SAVE)
			RAM LOAD)

THE SERF'S TALE

A retelling of the original
Adventure

...You wake in a clearing in a forest, with your head spinning and your south dry. You have lost your map, the mice to the caves and all the provisions you purchased at the Unrestation before setting out across the moor... In the middle of the wilderness, can you still succeed in your quest? Only time will tell, for this is how Adventure begins....

SINCLAIR USER
REVIEWER: GARY ROOK



JAN 1987

You're a lowly farmhand who unearths the mildewy journal of a past adventurer. Tempted by visions of wealth and fame, you set out across the Empire into the wilderness!



WRITTEN BY:
NIGEL BROOKS &
SAID HASSAN
PRODUCED BY:
RICHARD PAUL JONES
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The Serf's Tale

PLAYERS

CRASH DEC 1986
ATMOSPHERE 88%
VOCABULARY 76%
LOGIC 86%
ADDICTIVE QUALITY 79%
OVERALL 84%

...see the hazy sunlight captures
swirling misty in its rays. A
pebble stream flows out of the
building and south down a gully.

What now? HELP
First say the magic word!

What now? LOOK

You are standing in a clearing
beside a small brook. A distant
road leads north. The misty sun
traces the entry of the cave. A
swirling misty in its rays. A
pebble stream flows out of the
building and south down a gully.

What now? ■