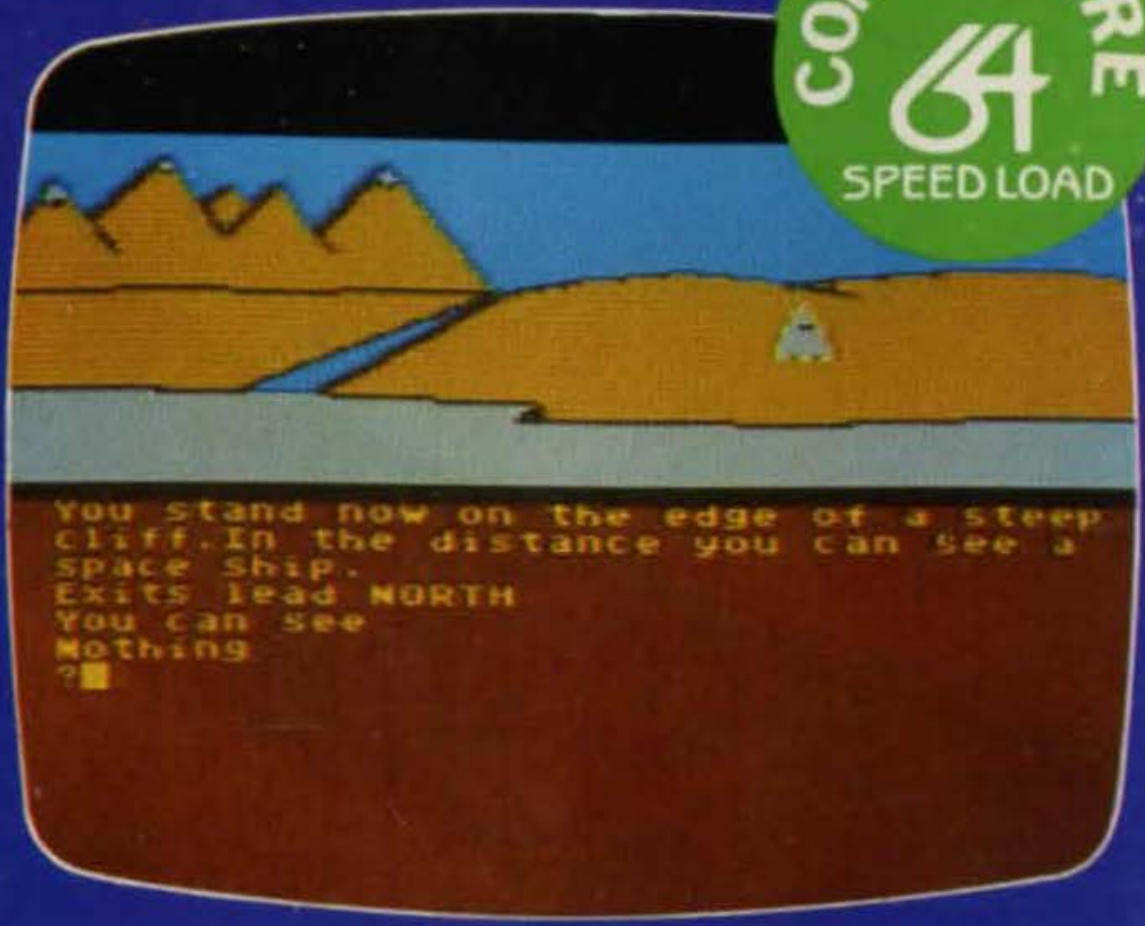
STRANDED

COMMODORE 64
SPEED LOAD



ENGLISH™ SOFTWARE

STRANDED

INSTRUCTIONS FOR COMMODORE 64 VERSION:

LOADING: Cassette:
Type load and **RETURN.**

Instructions for ATARI version:

LOADING:
Wind tape one inch forward past the leader tape.

Cassette: Empty cartridge slot. Switch computer on whilst holding down the **START** button. On the XL models, hold down the **OPTION** key also. Press play, then press **RETURN.**

Disk: Empty cartridge slot. Switch computer on. On the XL models, hold down the **OPTION** key also. Disk will load automatically.

SCENARIO:
Oh, to be **STRANDED,** now that Spring is here . . .

The year is 2510 A.D. Your name is **SPECIAL AGENT SID** of the **S.A.S.** Your Starship **'THE EXCALIBUR'** slowly drifts through intergalactic space on course for Earth. You are quietly relaxing at the Starship controls, whilst enjoying a bottle of 50 year old Scotch in celebration of the completion of yet another dangerous mission.

As you take your first gulp of the glorious liquor, you sense movement from the rear of the ship.

Suddenly, you feel a stabbing pain in your back. AAAAARGHHH!!!! A tranquilliser dart . . .
You reach for your blaster and turn to meet your attacker, but the dart takes effect, and you collapse in a heap on the floor, truly unconscious.

As you fall, you hear the gloating voice of your attacker: "You'll never escape this time, **SID!!!**"

When you awaken, you find yourself **STRANDED** on a strange planet.

YOUR MISSION:
TO RETURN HOME SAFELY!!!

OPERATION:
STRANDED is controlled entirely via the keyboard. You are allowed commands of up to **TWO WORDS,** with several abbreviations also being acceptable.

SPECIAL COMMANDS:
I or INVEntory: Indicates your list of possessions.
EXAMine: Allows you to study an object or area.
LOOK: This shows you the text description of a graphic location again.
GET: To pick up an object.
DROP: To drop an object.
HELP: To receive help to solve your current problem.
QUIT: To exit your current mission.
N: North
S: South
E: East
W: West

HINTS ON PLAY:
We will only offer you one hint: **MAKE MAPS!!!**

GAME SAVE FEATURE:
You may save your current game progress at any point in the game.

Disk Users:
Type **SAVE** and press **RETURN.** You will be asked to choose a game area **A - Z** — choose a letter and make a note of the location for your records! Then insert the program disk or a blank formatted disk to save this location.

Cassette Users:
Type **SAVE,** press **PLAY** and **RECORD** together, and press **RETURN.**

GAME LOAD FEATURE:
To load a previously saved game play position, type **LOAD** at the start of a game, then follow the prompts!

THE POWER OF EXCITEMENT

The English Software Company,
Box 43, Manchester M60 3AD
Telephone: 061-835 1358.

PROGRAMMERS:
IF YOU CAN WRITE GOOD MACHINE CODE PROGRAMS, CONTACT PHILIP MORRIS TODAY AT ENGLISH SOFTWARE FOR A FURTHER DISCUSSION!

ALL ENGLISH SOFTWARE is sold according to the ENGLISH SOFTWARE terms of trading. Copies of which are available on request.

LIFETIME REPLACEMENT GUARANTEE:
ENGLISH SOFTWARE will replace any cassette or disk that is faulty, provided it is returned with the *RECEIPT OF PURCHASE*. This guarantee applies to the original purchaser only. Simply return the program complete in original packaging for a free replacement copy of the same program.

STRANDED

STRANDED

Cassette/Disk

by C. Hughes and D. Woodhouse

An original **GRAPHIC ADVENTURE** with more than **35 GRAPHIC SCREENS** — find your way home after being **STRANDED** on an alien planet.
Detailed hi-res graphics make **STRANDED** a game to experience! Written entirely in Machine Code, game progress can be saved to **CASSETTE** or **DISK!!!**

WARNING: All rights of the producer and the owner of the work reproduced reserved. Unauthorised copying, hiring, lending, public performance, radio or tv broadcasting or diffusion of this program prohibited.

©Copyright 1984 English Software Company
All rights reserved.

STRANDED
is dedicated to Tony Racine.