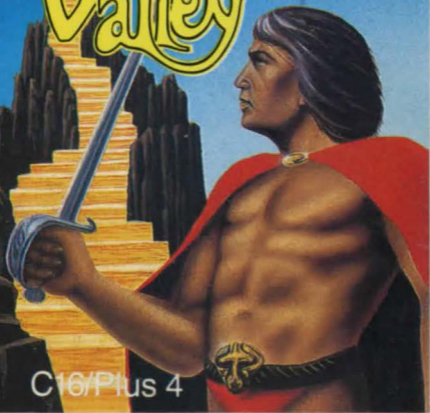


**BUG-BYTE**



# Twin Kingdom Valley



C16/Plus 4

# TWIN KINGDOM VALLEY

by Trevor Hall

Collect as much treasure as you can without being killed. Your score increases as your success rate increases. The maximum score is 1024 points. The game begins with you standing on a road running from East to West. Nearby is a cabin which you have rented from the Innkeeper of the 'Sword Inn'. Where you go and what you do is up to you. The best of luck . . . . .

## LOADING INSTRUCTIONS

Type: LOAD

Press: RETURN

## IN THE BEGINNING

You start the game standing on a road, running from east to west. Nearby is a wooden cabin, which you have just rented from the inn keeper of "The Sword Inn". A message similar to this is given:

You are on a road

North you can see a wooden cabin

North-east is a forest path

East you can see a road

West you can see a road

South is a wooden fence through which you can see forest.

What you do next is entirely up to you!

I cannot, of course, place you bodily in this valley. You and your actions are simulated inside the machine instead.

For instance, the computer keeps track of your strength which will go down if you are set upon by unfriendly creatures, just like in real life.

Under normal circumstances you will gradually recover from any hurt, but like everything in life, there are exceptions to the rule.

Although the machine becomes your physical body, you are of course left with your own mind! It will be your decisions which determine your fate.

## PLAYING THE GAME

To play the game you must type actions which you wish to perform. EG. from the place described above:

MOVE NORTH <return> or ENTER CABIN <return>

will place you in the cabin. In fact whenever you wish to move to another place, you need only enter the corresponding compass direction. Eg. To walk east along the road (again from the starting point) you could type EAST <return>. Remember, after each action (or 'command') you must press the "return" key. You may not ask questions of the computer. Eg. "Where is the treasure?", as the computer only simulates the actions of your body, reporting what you see and feel. You must use your own mind! Similarly, you can't say "Find the treasure" or "Go home". There are in fact only a fairly small number of commands which you may enter (apart from the compass directions). They include:

HELP, INVENTORY, SCORE, STRENGTH, VIEW, SEE, LOOK, QUIT, END, DRINK, SWIM, WAVE, WAIT, ASK, READ, EMPTY, POUR, FILL, GIVE, OFFON, LIGHT, UNLOCK, OPEN, CLOSE, SHUT, LOCK, GET, TAKE, DROP, THROW, CUT, HIT.

Eg. You may say "Hit the guard with a hammer" (assuming that you have met a guard and you are carrying a hammer) or "Drop the jug"

assuming you are carrying a jug), thereby making use of the commands "HIT" and "DROP".

You may use the arrow keys to move in the appropriate compass directions (ie left arrow for west, right for east, forward for north and backward for south).

If you get the message "I don't understand", try to replace your command using one of the above words (or any compass direction).

You may use the "HELP" key to list the above command words on the screen. There are 5 commands which like "HELP" do not perform any actions. These are simply provided to give you status information.

They are:

'f1' key or 'inventory'

which lists the items you are carrying

'f2' key or 'view' or 'look' or 'see'

which repeats the description of the place you are in.

'f3' key or 'score' or 'strength'

which tells you your current score and strength. 190=totally fit

'HELP' key or type 'Help' (see above).

'STOP' key or type 'quit' or 'end'

which is used to abandon the game, after checking that you really want to of course!

These status commands are assumed to take up no time. After any other command a purple dotted line will appear, indicating the passage of a short time. If you can see any other people or animals nearby they will be mentioned immediately after the dotted line. You will also be told if they are carrying anything.

You must try to make a map of the valley, to save yourself from becoming lost.

If you manage to get yourself stuck in a maze, think hard on the following clue, it may help. Each place in the game has a description. If you visit the same place twice you will get the same description.

If you are set upon by unfriendly creatures, who beat you until you are weak or dying, keep on the move until you find a weapon (or maybe a friend) or recover your strength. Remember, death is irreversible!

Somewhere along the way, you will probably reach a situation where you can find no way of progressing. Keep trying, the game is completely soluble.



Argus Press  
Software Group

## Copyright

The content of this program, including all instructions, drawings, plans, BASIC and machine code routines, and all copyright and other intellectual property rights therein belong to Bug-Byte. All rights conferred by the Law of Copyright and other intellectual property rights and by virtue of international copyright conventions, are specially reserved to and all copying and reproduction of this production, by whatever means, either electronic or other media, is expressly forbidden. The prior written consent of the Company is necessary in all cases and the Company will vigorously and aggressively seek to maintain and protect these rights in all circumstances and whatever the reason for the infringement of these rights.

Can you program your micro? If you can write a better program, get in touch with Bug-Byte.

BUG CONTROLLEN, Bug-Byte, Liberty House, 222 Flegel Street, LONDON, W1R 7DB



# BUG-BYTE

TWIN KINGDOM VALLEY

C16/Plus 4.

BBZ 018

Over 175 full screen high res locations in the treasure trove Valley of the Twin Kingdoms. Keep your wits about you and a sharp sword handy, a classic complex adventure.

© Bug Byte, Liberty House,  
222 Regent Street, London W1R 7DB



5 013248 660184