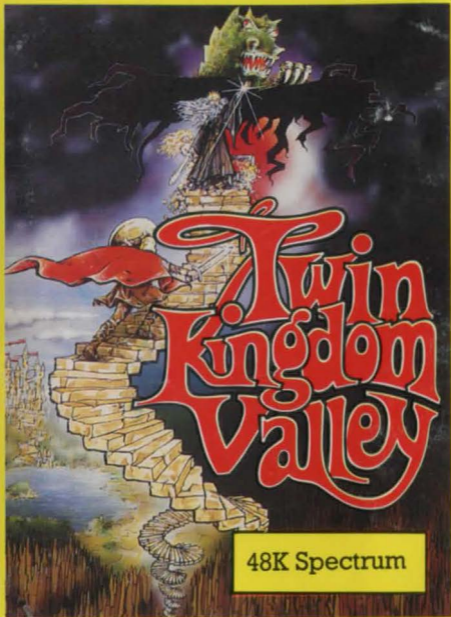


BUG-BYTE



48K Spectrum



OVER 175 DIFFERENT SCREENS

INSTRUCTIONS FOR TWIN KINGDOM VALLEY

The program 'TWIN KINGDOM VALLEY', its documentation and artwork are strictly the copyright of Bug-Byte Ltd. It is illegal to make a copy of 'TWIN KINGDOM VALLEY' without authorisation from Bug-Byte, and legal action will be taken against anyone found doing so. It is also illegal and expressly forbidden, to lend or hire out this program by way of trade.

Author : Trevor Hall.

Translation : Joey and Mick.

'TWIN KINGDOM VALLEY' is a complex adventure game using full screen high resolution graphics for the ZX Spectrum. There are over 185 different locations, each of which (except in the maze) is represented by a graphical illustration. Commands are entered in simple English.

To play 'TWIN KINGDOM VALLEY':

- 1) Put the cassette into your player and connect it to your computer.
- 2) Type 'LOAD "' <enter>' on your Spectrum.
- 3) Press play on your cassette player.

The program will now load, and then the instructions will be displayed. Please read each page carefully. You should also read the remainder of this insert.

OBJECT OF THE GAME

The object of this game is to collect as much treasure as you can without being killed. To measure your progress you are given a score which will only increase as you collect items of treasure. The maximum score is 1K points (ie 1024 points). To achieve this you must collect all items of value. As you play the game your path will be set with traps and puzzles, so mind where you go! The last puzzle is of course "What do you do when you have 1024 points?"

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!

PLAYING THE GAME

To play the game you must type actions which you wish to perform.

Eg. from the place described above,

MOVE NORTH <enter> or ENTER CABIN <enter> 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 <enter>.

Remember, after each action (or 'command') you must press the "enter" 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, OPTION, INVENTORY, SCORE, DRAW, PICTURE, VIEW, LOOK, QUIT, END, DRINK, SWIM, WAVE, WAIT, ASK, EMPTY, POUR, FILL, GIVE, OFF, ON, 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".

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 special command "HELP", to list the above command words on the screen. There are 10 commands which, like "HELP" do not perform any actions. These are simply provided to give you status information.

They are:-

1) **SCORE** which tells you your current score and strength.

(180=totally lit).

2) **HELP** see above.

3) **INVENTORY** which lists the items you are carrying.

4) **OPTION** which is used to control the amount of description you are

given about the places (or "rooms") which you visit.

5) **QUIT** which is used to abandon the game.

6) **END** as QUIT.

7) **LOOK** which you may use to repeat the description of the place you are in, or to look at the items you are carrying, or at pictures hung on walls.

8) **VIEW** as look.

9) **PICTURE** which draws a picture of the place where you are.

10) **DRAW** as picture.

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.

There are over 150 different pictures in this game (including pictures of objects), some of which contain clues which help you to draw a map, decide which way to go next, or solve puzzles. You must try to make a map of the valley, to save yourself from becoming lost.

If you find a way to get yourself stuck in the 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 and 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 solvable. If all else fails, please do not phone us. We do have an adventure player's guide and full colour poster available.

Simply send £1.00 to the address below.

UNUSUAL COMMANDS

Some special commands are included, which are not part of the normal game. These commands must start with a star '*' (multiply sign).

***help** lists the currently available '*' commands (extra options may be available which are not mentioned here).

***save** saves the current state of the game to tape (so that you can switch off your machine without abandoning the game).

A blank tape is needed. You may continue playing after saving.

***load** reloads a game Saved with ***save**. This command must be entered whilst playing the game. You may not type ***load** immediately after turning on your spectrum! This command will restore your position exactly as it was at the time when you typed ***save**. You may of course, save several game positions.

***voice** turns the speech option on and off. (Needs Currah speech unit).

***text** changes the printing speed of text. Normally text is printed as fast as possible. ***text** prompts you for a delay from 0 to 9 (in 1/50 sec. per letter.)

If you enjoy this game, look out for other Bug-Byte programs at your local computer shop, Branches of BOOTS and W.H. Smiths, or in our advertising in the computer press and elsewhere.

Think you can write a better game than this? We'd love to see it.

Send a copy on cassette to:

Miss Lynn Scott, Bug-Byte Ltd.

Mulberry House, Canning Place, Liverpool L1 8JB

- for a free appraisal of its worth, without any obligation to donate the program to our range. Or simply send an S.A.E. for details of our terms for contributed programs.

BUG-BYTE

TWIN KINGDOM VALLEY
ZX Spectrum



BBS

00116

Twin Kingdom Valley is the most advanced graphical adventure ever written on a home Computer, containing over 175 Hi-Resolution full colour screens.

CURRAH MICRO SPEECH COMPATIBLE

This cassette is sold under the condition that it shall not be resold, lent or hired out without permission from Bug-Byte Ltd.

© Bug-Byte Ltd., Mulberry House, Canning Place, Liverpool.