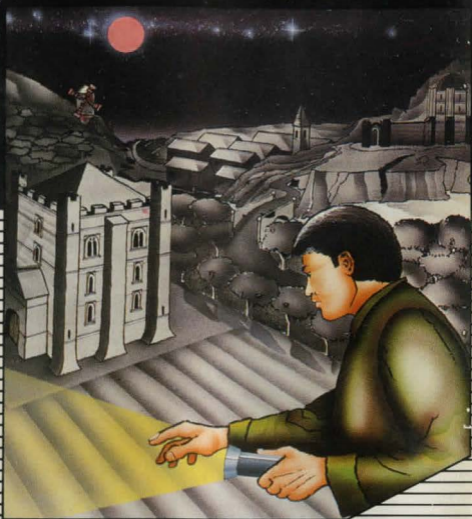


The Village Underworld



ORPHEUS
NEVER·LOOK·BACK...

UNDERWORLD—THE VILLAGE

Written by Keith A. Parrock
for the ZX Spectrum

You are sitting at home one day reading the newspaper when a headline catches your eye:

GREAT FIND OF TREASURE AT SLEEPY VILLAGE

The next evening you get into the car and set out to find the village. After hours of driving, you pull up outside a hall. It is dark and you take the torch from the car...

This is the setting for the Underworld Adventure. To complete the game, you must collect 20 items of treasure and drop them in the boot of your car.

The words that you type should be in the form *VERB/NOUN*, for instance *GET TORCH*, *OPEN DOOR*, *GO NORTH*. Occasionally you may type longer sentences, like *WALK OVER STEP*, or *TAKE YALE KEY*.

If the program does not understand your command it will print a message like 'Please be more specific', or 'I cannot go that way'.

A list of some of the verbs that Underworld understands is given below:

EXAMINE	PLACE	SET	PART
SEARCH	RAISE	RING	SHOW
OPEN	PULL	WALK	EAT
CLOSE	PUSH	OVER	LOAD
KNOCK	SLIDE	TAKE	SAVE
ENTER	USE	DROP	LOOK
LOCK	WORK	INVENTORY	
UNLOCK	PRESS	QUIT	
LIGHT	STEP	BOUNCE	
GAZE	CUT	BUY	
HELP	WEAR	THROW	
READ	REMOVE	DRINK	
STRIKE	MOVE		

If you get stuck, try using one of the words listed above.

To move around, use compass points, or type sentences like *'IN'* *'OUT'* *'ENTER HOLE'* etc.

You can abbreviate *GO NORTH*, *GO SOUTH* etc, to *N,S,E,W,U,D,NE,NW,SE* and *SW*. Sometimes there will be exits from rooms that are not mentioned, you are strongly advised to draw a map.

To load in Underworld type *LOAD''ENTER*.

Your position in a game can be saved and loaded at any point by typing *SAVE* or *LOAD*.

Underworld contains 150 locations for you to explore, many puzzles and may take you months to solve.

Underworld - The Village gratefully acknowledges the use of Gilsofts "the Quill" package in producing this program.



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SINCLAIR ZX-SPECTRUM 48K

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