

THE

WORTEX

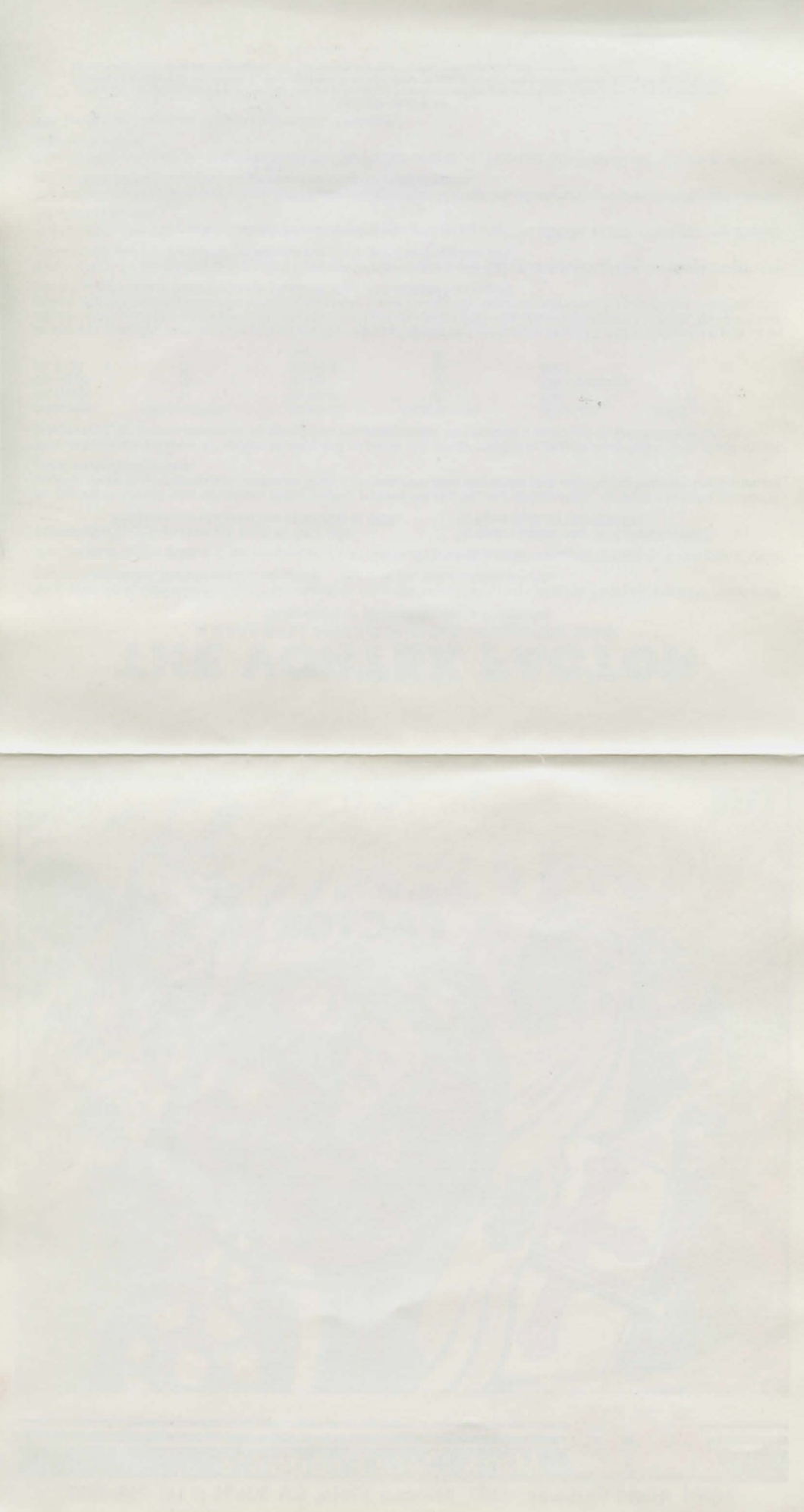
FACTOR



MD

Mark Data Products

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THE VORTEX FACTOR

A MARK DATA PRODUCTS HI-RES ADVENTURE GAME
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What is it? What secrets does it hold? The seeker of treasures through time and space must find out! From the coliseum of ancient Rome to the futuristic world of tomorrow . . . join us in this unforgettable odyssey.

The computer is your guide and will interpret all of your two word commands which should be entered as a verb plus a noun.

EXAMPLES: To pick up a box you might try **GET BOX**.

To learn more about the box try **EXAMINE BOX**.

To open a locked door try **UNLOCK DOOR**.

To move North try **GO NORTH**.

As you travel through your adventure, hi-res graphic pictures will display your surroundings. To move from one location to another, check to see if obvious directions are listed. Compass directions may not be your only choices however, and you should check all available options.

This program has a sizable vocabulary of verbs and nouns so you can be creative in your choice of instructions. If one phrase doesn't work, try another approach. To speed play, the program also understands a number of command abbreviations:

COMMAND	ABBREVIATION	COMMAND	ABBREVIATION	COMMAND	ABBREVIATION
Go North	N	Go West	W	Put	P
Go South	S	Go Up	U	Take Inventory	I
Go East	E	Go Down	D	Look	L
		Get	G		

In addition, there are commands to pick up and drop several objects simultaneously. The **GET ALL** command will pick up all objects in your current location (provided you can carry them all) and the **PUT ALL** command will do the reverse. Some items or objects may not be displayed on the screen so be sure to check the text description at each location for a listing or everything visible. It is a good idea to **EXAMINE** each object for clues and valuable information.

If your search for the solution to this puzzle takes longer than planned, you may use the **SAVE GAME** command to save your current progress. Use the **LOAD GAME** command at a later time to resume play.

The **SCORE** command provides you with the number of moves used during play. The **SCORE**, **LOAD** and **SAVE** commands do not count as moves.

The best advice for adventure gaming is to be logical and try to think of all options. Maintaining a constant curiosity with a careful eye to detail will help you to win the game in a minimum number of moves.

The MS DOS version of this program runs on the IBM PC and compatible computers with at least 128K of memory and color graphic capability.

The Tandy Color Computer version requires 32K of memory.

LIMITED WARRANTY

Great care was taken to insure that this program operates as advertised. If you find a discrepancy in this software, please notify us. We will do our best to correct it, but we do not guarantee to do so. Mark Data Products does not warrant the suitability of functioning of its products for any particular user and will not be responsible for damages incidental to its use. This warranty is in lieu of all other warranties expressed or implied.