

## MYSTERIOUS ADVENTURES FOR THE COLOUR GENIE

Attached to this sheet you will find the instructions for the Mysterious Adventure Series as they are supplied to Mono Genie and TRS-80 owners.

There are very few comments that have to be made with regard to the Colour Genie specifically. The programs are loaded in the same way, that is to say the command SYSTEM is used. When the first asterisk appears, the file name is entered and then after the load is completed the / key is pressed whereupon the game will start. In common with the other machines the Colour Genie actually only requires the first letter of the file name. Thus for the first Adventure instead of BATON one can enter just the letter B.

It must be remembered that the Genie Colour machine has no recorder supplied with it. A software vendor is, therefore, unable to record at a modulation level which he knows will be acceptable to the recorder being used. All microcomputers have difficulty in loading cassette tapes. The owner of a microcomputer supplied without a recorder can, unfortunately expect more difficulties than one which is supplied with. Every effort has been made to record this tape at a suitable level, but it may or may not suit your particular recorder. In this case it will be necessary for the purchaser to attempt loads at a number of different volume settings. An incorrect load can be evidenced in a large number of different ways. In most cases with a machine language program the most common symptom is a very unfortunate one. The tape will load quite normally all the way through to the end and will look as if you have a good load, but when the / key is hit the program re-boots. If the left-hand asterisk is replaced by the letter C, then this indicates that the load has encountered a checksum. The load might just as well be stopped at this point because the program will be deficient in some way.

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## MYSTERIOUS ADVENTURES

The whole point of any Adventure, of course, is that the user should have as few instructions as possible. However, one or two notes may be useful.

The program is available on cassette and on disk. If it has come to you on tape then the file name of the first Mysterious Adventure is BATON, the second is TIMACH, the third is ARROW1 and the fourth ARROW2. However, file names will be appended to these instructions as the programs are issued. The program is loaded in the normal way under the SYSTEM command. A slash is entered after the second asterisk when loading is completed. On disk the program is a CMD file and thus is called from DOS simply by typing the file name. This can be ascertained by glancing at the directory.

After the program has been loaded, the user will be asked if he wishes to restore a previous game. If he does, then the answer is "Yes". If a previous game is loaded then immediately after it will jump to the position at which it was left. If the player is not restoring a game, then he is asked whether or not he requires instructions and thereafter the game commences.

There are some very slight vocabulary differences between the first Adventure, that is to say, The Golden Baton, and the other Adventures in the series. For instance, in The Baton in order to save a partially completed game one types "QUIT" whereupon the player is given the option to save the game or not. In following Adventures the command "SAVE" is used. Other commands in the game really are self-explanatory and it is for the player to find them out for himself. A useful tip is that the program only examines the first three letters of each word so strictly it is only necessary to enter these.

The first Mysterious Adventure does not contain a built in lower case Driver, but subsequent Mysterious Adventures do. Incidentally, there were a few Video Genie machines issued with an incorrect character generator chip installed. The result of playing any Mysterious Adventure from number 2 onwards on such a machine would be, for the most part, a screen of unintelligible messages. If, however, such machines have a lower case modification installed then this, of course, will not occur. The same result comes from using many other programs which have a Driver built in. If this occurs to you, we recommend that you contact Lowe Electronics, the importers of the Genie.

The object of the game is really to play, in other words, the thrill of solving the puzzle. However, most Adventures cater for some rewards and often treasure must be found. The object of the game with The Golden Baton, for instance, is to recover the baton itself.

Compass directions may be entered with a single letter, thus N will direct you northwards and so on. Inadvertent pressing of the Clear key will, of course, clear the screen. This may be reinstated by typing the command "LOOK".

If your disk Mysterious Adventure comes to you Auto Loaded this may, of course, be overcome by holding the Enter key depressed as you power up.

A synopsis of the stories of both The Golden Baton and The Time Machine appear in the program itself when it is run. Arrow of Death, however, and no doubt following Mysterious Adventures are so tight for space that story synopses will be included with the instructions. As an Adventurer you will probably wish to know that Arrow of Death part 1 has no less than 60 locations or places to visit, 60 objects to manipulate and approximately 30 problems or puzzles to solve.

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★ IMPORTANT: THESE INSTRUCTIONS CONTAIN AN ADDENDUM ★

### SYNOPSIS OF "THE GOLDEN BATON"

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You have been sent by the ruler of your land to a strange province. Your mission is to discover the whereabouts of the legendary Golden Baton of Ferrenuil, King of the ancient Elf Kingdom. The Baton disappeared mysteriously several years ago. Others have ventured here but have never returned to tell their tale!

### SYNOPSIS OF "TIME MACHINE"

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In this adventure you assume the role of a Newspaper Reporter. You have been sent by your Editor to interview Dr. Potter, an eccentric scientist who has been causing much anxiety amongst nearby villagers who have observed many strangely dressed characters entering and leaving Dr. Potter's old house on the moors. In your haste to find this house you have ventured onto these moors quite late at night....a thick fog has descended.....you are lost!

You will find later on that until all three glass prisms have been obtained and inserted into the empty sockets in the Time Machine, travel in it will have unpredictable results!

## SYNOPSIS OF "ARROW OF DEATH"

It is now five years since, against fearful odds, you regained possession of the Golden Baton of the ancient Elf Kingdom and returned it to its rightful place in the throne room at the Palace of Ferrenuil. Since that day you have been widely acclaimed as a great hero and a fearless warrior, your province has prospered thanks to the power forged into the Baton by the long gone race of Elves. You have lived in quiet contentment, enjoying your life amongst the pleasant, honest folk of the local village. Things couldn't be better, or so it seemed until two months ago...

It started with a spell of appallingly bad weather. Once the rain started it dragged on and on until it seemed hard to remember what life was like before the rain. Young crops in the fields died and local farmers began to fear for their harvest as field after field became waterlogged and unworkable. Gloom and despair settled like dark clouds upon the hearts of the despondent farmers. A strange bitterness began to manifest itself in the people, fights between old friends were becoming alarmingly commonplace. An ill feeling was spreading like a cancer through souls that were once proud and honest.

The situation seems to be reaching a crisis point when you are visited by a personal messenger from the King. From him you learn of the evil transformation that has befallen the Golden Baton. Whereas before the Baton had shone with a brilliance far surpassing that of ordinary gold, now it was dull and tarnished. Worse still was the feeling of evil that seemed to originate in the Baton itself. Anyone in the near vicinity was afflicted with an almost tangible feeling of hatred for living, growing things.

So dangerous was the feeling that the King and all occupants were forced to abandon the palace and seek peace of mind in their mountain stronghold to the north. Zardra, the King's sorcerer, was prevailed upon to examine the Baton, it was hoped that he could trace the source of the evil power and banish it to the nether regions. For three days he has been alone in the castle, allowing no-one to enter whilst he battles with an unseen force. Horrific screams accompanied by searing flashes of lightning and thunderous detonations have issued from the throne room, clearly the source of the evil is mighty indeed.

With fear in your heart you journey with the messenger to the palace, secretly hoping that Zardra will defeat the unseen enemy. As you ride in silence through the dark night your mind is troubled by a nameless dread. If Zardra is defeated, surely a mere mortal such as yourself cannot hope to stand up against the evil power that threatens the future of your land.....

SYNOPSIS OF "ARROW OF DEATH PT.2 " COPYRIGHT (C) 1982  
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Having successfully completed Part 1 of ARROW OF DEATH you are now in possession of the component parts of an Arrow. You will need the arrow in order to destroy XERDON the EVIL, the source of the ill which has befallen your homelands. You now find yourself on the fringe of Desolation Marsh with no clear idea about what to do next. Your main objective is to seek out the only man who is able to create a Magical Arrow from the parts you now possess. This man is Arnid, the royal fletcher. He has been kidnapped by the minions of Xerdon the Evil who have somehow learned of your intent. You must now set off in search of Arnid the fletcher. Danger lurks at every step, your only hope of survival on this quest is to rely on quick wits and cunning. Your mission must not fail.....

SYNOPSIS OF "ESCAPE FROM PULSAR 7" COPYRIGHT (C) 1982  
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You are alone.....or almost alone on the space freighter "PULSAR 7". As you sit in the relative safety of the social room, your thoughts drift unwillingly back to the day two weeks ago when the nightmare began....

It started out as a routine mission, an exploratory flight into the outer regions of the Xanotar system. The purpose of the mission was, as always, to deliver the precious ore Redennium to minor planetoids whose civilisations had evolved beyond primitive nuclear power and were seeking out new methods of energy transference from common elements found on their home planets. Redennium was rare in these far flung regions of the Xanotar system, consequently most governments of these planetoids were only too eager to accept samples of new elements, particularly Redennium whose energy transference characteristics were second to none.

After successfully trading the current load of Redennium and also receiving as part payment for the consignment, a strange but interesting creature for the intergalactic zoo on your home planet, you and your crew set course for home. Initially the trip was uneventful except for a minor disturbance when the creature broke out of its cage and took to rolling about playfully in the remains of the Redennium ore left in the cargo hold.

After recapturing the creature and placing it back in it's cage, the PULSAR 7 resumed it's monotonous course for home. In the following days however, the creature became restless and began to grow at an astonishing rate. It was decided at this point that the creature was likely to become a danger to the crew and should therefore be sedated and placed into suspended animation for the remainder of the journey home.

The decision came too late....The creature, now the size of a small horse had ripped open it's cage and savagely killed and eaten two of the crew members. It had then concealed itself somewhere board the gigantic freighter. Since then the creature had accounted for all of the remaining crew except yourself. Your only option now is to abandon the freighter and attempt to make your escape in the frail shuttle craft....if you can avoid the deadly creature!.....

## SYNOPSIS OF CIRCUS

Your car coughs and splutters briefly then grinds to a silent halt. You curse inwardly as you stare vainly at the petrol gauge. You have run out of petrol, miles from anywhere; no petrol stations for miles around and it will soon be dark. Grimly, you lock up your car and take the petrol can from the boot. After a brief survey of the surrounding terrain you set forth in search of help, hoping to come across a remote farmhouse or village. Three miles further down the road your hopes of rescue are beginning to dwindle when you suddenly hear the faint sound of distant music coming from somewhere ahead. You step up your pace and head toward the sound; as you reach the brow of a shallow hill your eyes are met by an inexplicable sight.....

About a mile away nestling in a small grassy valley you see a huge Circus tent. Wafting up the hill toward you come all the familiar sounds of Circus activity, bells clanging, children's laughter, a Brass band playing, lions roaring...

Eagerly you set off down the hill toward the strange spectacle, as you approach the huge tent you puzzle about why there should be a Circus held in the middle of nowhere and begin to look around for someone to ask about obtaining petrol.

You reach the outer fences of the Circus grounds and open the gate..... Suddenly all sound is cut off as if by the blade of some gigantic knife. In a split second this whole scene is transformed from one of bustling activity to the silence of a graveyard. Bewildered by this unearthly transformation you tread fearfully toward the entrances of the now deserted Tent.....Darkness is falling and this is going to be a long, long night.....

If you receive this program on tape, then the file name is CIRC and on disk it will be CIRC/CMD.

## SYNOPSIS OF FEASIBILITY EXPERIMENT

Far beyond the outermost Galaxy of our universe, beyond the wildest imaginings of mortal man lies a newly born World. A World manufactured artificially from the raw material of the universe. Painstakingly created by the pure thought processes of beings immeasurably superior in intellect to ourselves. Beings who possess no physical form, but exist only as clouds of pure mental energy, capable of projecting their will over infinite distances.

At the Geometrical centre of this artificial world there exists an immense cavern, created by these beings as a place of worship. The one solitary object of worship in this shrine, a statue carved in the image of mortal man. At the base of this statue are inscribed the three words: ALEXANDER THE GREAT.

Millions of our years after these beings had discarded their physical forms as an intolerable burden, their perceptions were clouded by a catastrophic vision of their own impotence. After eons of roaming the universe, fascinated by their own ability to create or destroy whole galaxies at the merest whim, they slowly became aware of their disastrous handicap....their inability to reproduce the one thing that would ensure their eternal existence...Themselves.

As their power began to wane, their energy slowly dissipating over the vastness of space, they began the desperate search for a sustaining life force. At length their thoughts drifted to our world and here they beheld the spectacle of a great Warrior. They were invigorated by this spectacle, drawing power from the life force of this charismatic figure. Hence, they retired to a region beyond all reach and created for themselves a place of worship, believing that such worship could guarantee the survival of their race.

Eventually they realised that this was not enough, a mere image of a hero could not sustain them, they would have to find a real, living, hero and draw their essential life force from this. To this end they built on this artificial world a scenario such as they could use to test the heroism of their subjects, for their hero would have to be brave indeed to satisfy their hunger for life force. Their thoughts turn again now to our planet....

As you sleep this night, your dreams are disturbed by a ghostly voice; at first the voice seems to ask you gently to follow it; at your vague refusal it becomes more insistent, eventually growing into a howling demand for your presence. As your last remnant of resistance is shattered you jerk awake to find yourself on the floor inside what seems to be an old mansion. As you raise yourself up and try to make sense of your surroundings, you have no way of knowing that you are now the subject of a....FEASIBILITY EXPERIMENT.

If you receive this program on tape, then the file name is FEAS and on disk it will be FEAS/CMD.

ADDENDUM

The filename for Escape from Pulsar 7 is PULSAR.