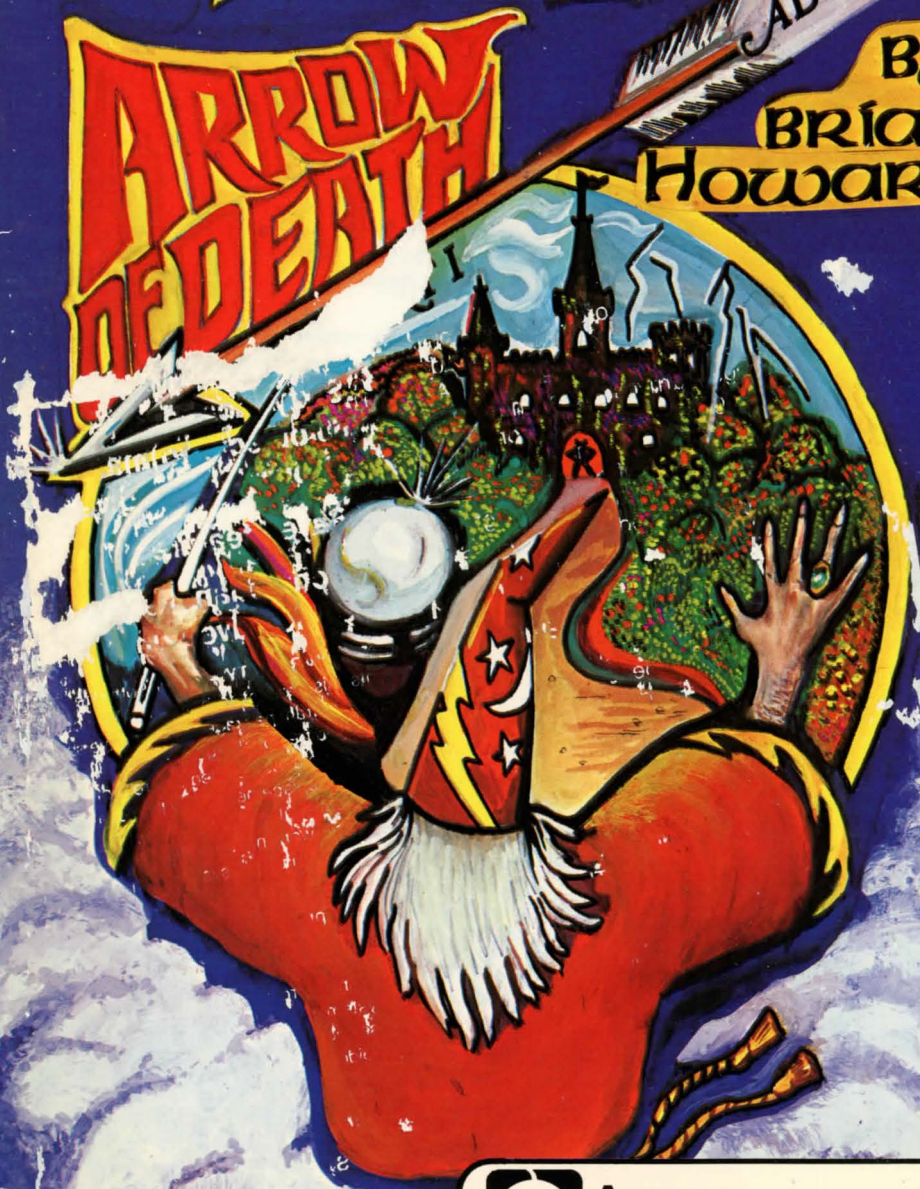


Mysterious Adventure

ADVENTURE!

By
Brian
Howarth

ARROW OF DEATH



Acorn
Software Products, Inc.

By Brian Howarth
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For the last five years you have been a greatly admired hero and warrior, living, until recently, in quiet contentment, enjoying your life amongst the pleasant honest folk of the local Village. Five years ago you regained possession of the ancient Elf Kingdom's Golden Baton and returned it to its rightful place in the Throne Room at the Palace of Ferrenuil. The return of the Golden Baton brought honor and prosperity to you and your people. Now, a personal messenger from the King stands before you and asks for help only you can provide. The King's messenger tells you of the evil transformation that has befallen the Golden Baton. Once, the Baton had shone with a brilliance far surpassing that of ordinary Gold; now, it has become dull and tarnished.

It all started two months ago 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 now fear for their harvests as field after field has become waterlogged and unworkable. Gloom and despair have settled like dark clouds upon the hearts of the despondent farmers. A strange bitterness has manifested itself in the people; fights between old friends are becoming alarmingly commonplace. An ill feeling has spread like a cancer through souls that once were proud and honest. Worse still is the feeling of evil that seems to originate in the Baton itself. Anyone in the near vicinity is afflicted with an almost tangible feeling of hatred for living, growing things.

So dangerous is the feeling that the King and all occupants have been forced to abandon the Palace and seek peace of mind in their mountain stronghold to the north. Zardra, the King's sorcerer, has been prevailed upon to examine the Baton, and it is hoped that he can 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 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 like you cannot hope to stand up against the evil power that threatens the future of your land...

PROGRAM SPECIFICATIONS

ARROW OF DEATH will run on a Radio Shack TRS-80 Model I microcomputer equipped with Level II Basic or on a Model III. Memory size required is 16K RAM for tape and 32K for disk.

LOADING THE PROGRAM INTO THE COMPUTER

I. **Cassette:** The tape has several copies and is recorded on both sides. Any copy will load in both the Model I and Model III.

A. **Model III:** Turn off computer system to clear everything from memory. Hold down the <BREAK> key when turning the machine back on. The machine will come up asking "Cass?" Respond by typing "L". When asked "Memory size?", default by pressing <ENTER>. At the "Ready >" prompt, rewind the tape, type SYSTEM and press <ENTER>, making sure that the recorder is set to PLAY. The machine will respond "???" Type in program name **ARROW1** and press <ENTER>.

B. **Model I:** No MEMORY SIZE is required. Default by typing <ENTER>. At the "READY >" prompt, rewind the tape, type SYSTEM and press <ENTER>, making sure that the recorder is set to PLAY. The machine will respond "???" Type in the program name **ARROW1** and press <ENTER>.

C. When correctly loaded, the program automatically begins execution. If "C" error occurs during loading, change volume and begin again. There are copies on each side of the tape. If one does not seem to load, go on to the next. Do try other volume settings as they vary from tape to tape and machine to machine.

II. Diskette:

Turn on your system. Put **ARROW OF DEATH** into drive 0. Boot up the system. **ARROW OF DEATH** will execute automatically.

SAVING A GAME

Cassette: Type **SAVE**. You will be prompted to insert a cassette. Insert a blank cassette, press <RECORD> and <PLAY> on the recorder, and hit <ENTER>.

Disk: Type **SAVE**. It is possible to save two games in progress on the same diskette. You will be asked to specify file 1 or file 2. Before responding, insert a disk with an operating system (TRSDOS 2.2 or 2.3 for Model I, or TRSDOS 1.3 for Model III) in Drive 0. Choose your file number and the game will be saved.

GENERAL INSTRUCTIONS

The player of an Adventure must travel through an unfamiliar, uncharted territory while trying to perform a specific task. There are objects to be used and manipulated. Some of them are merely tools; some are magical. There are puzzles to be solved during the Quest. There is constant danger, possibly death. There is the opportunity to perform heroic tasks and escape unscathed.

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

ARROW OF DEATH has about 60 locations with about 30 problems to solve in order to proceed to the next step. After the program has been loaded, the user will be asked whether he wishes to restore and continue a previous game. If the answer is "Yes," the game will load and jump to the position at which it was left. If the player is not restoring a game, he is asked whether or not he requires instructions; thereafter, the game commences.

The author of the **MYSTERIOUS ADVENTURES** series is English. Please remember this as from time to time the differences in language usage will present themselves as additional barriers. The program only examines the first three letters of each word. Therefore, many of the spelling differences are not operant (color, colour).

Compass directions may be entered with a single letter. Inadvertent pressing of the CLEAR key will, of course, clear the screen. This may be reinstated by typing the command LOOK.

ARROW OF DEATH Part 1 is the first program in a series of adventures programs called **Mysterious Adventures** to be made available in the United States and published by Acorn Software Products, Inc. After you have discovered the secrets of **ARROW OF DEATH Part 1**, order Part 2 and unravel further mysteries about the **ARROW OF DEATH** and other programs in this series.

ADVICE SHEETS give further clues on how to solve **MYSTERIOUS ADVENTURE** without solving it for you. The Advice Sheet for **ARROW OF DEATH Part 1** is available for \$1 from Acorn Software Products, Inc. 634 North Carolina Ave SE, Washington, D.C. 20003.

MYSTERIOUS ADVENTURE #1

ARROW OF DEATH part 1

by Brian Howarth

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. Gloom and despair settled like dark clouds upon the hearts of all. A strange bitterness began to manifest itself in the people; fights between old friends were becoming commonplace. An ill feeling was spreading like a cancer through souls that once were proud and honest.

So dangerous was the feeling that the king has been forced to abandon the palace and seek peace of mind in his stronghold to the north. A messenger arrives from the king requesting you to join his sorcerer Zardra in the palace and to attempt to rid the kingdom of this evil. As you ride in silence through the dark night, your mind is troubled by a nameless dread...

ARROW OF DEATH part 1 is the first in the series of **MYSTERIOUS ADVENTURES** by English author Brian Howarth to be published by Acorn Software Products. Although written in two parts, each is self-contained so that the player can fully enjoy solving one without the necessity of referring to the other.

An absorbing introduction to the series, **ARROW OF DEATH** is a machine language program in the classic adventure format. The seasoned adventurer will find new challenges while the newcomer will quickly become addicted to the genre.



- Sixty locations to visit;
60 objects to manipulate;
30 puzzles to solve.
- "Save" feature
- Machine language program in classic adventure format

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