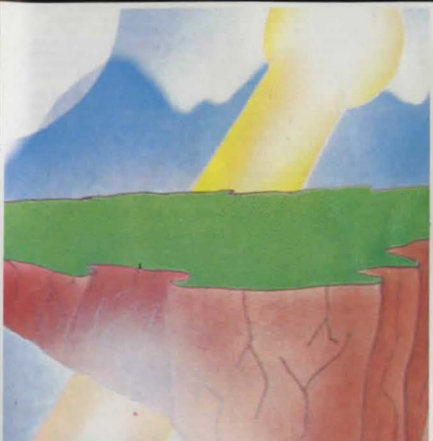


Mysterious Adventures



The Golden Baton
By BRIAN HOWARTH

Electron

LOADING INSTRUCTIONS ELECTRON

To load **Mysterious Adventure** for the BBC computer, ensure that your cassette recorder is correctly connected, insert the cassette, ensuring it is fully rewound and switch on your computer. Ensure that your machine is in the correct loading mode by typing ***TAPE** then press **RETURN** and, if you have a filing system other than Tape installed, type **PAGE=&EOO** then press **RETURN** (if you are uncertain as to whether this applies then do it anyway).

Type **CHAIN** then **RETURN** followed by **PLAY** on the cassette recorder at which point the screen will display Searching then when the program is found. Loading. Shortly after a title page will appear whilst the main program is loaded.

When a load is complete a message will appear asking if you wish to start a new game or load a saved game. To commence play simply answer the prompt for a new game and you will be at the start of one of the most fascinating computer experiences available. If you wish to continue a Saved game, respond appropriately to the prompt and insert the cassette of your saved game (fully rewound) into your cassette recorder, press **PLAY** and then press **RETURN** as instructed on the screen.

If you wish to save a game to continue at a later time, simply insert a blank tape into your cassette recorder then press **PLAY & RECORD**. Type **SAVE GAME** and press **RETURN** and follow the instructions on the screen which will prompt you to ready your cassette and press **RETURN** - Do so and your current position will be saved. Please note that, as per the instructions above, it is essential to load the program first before loading a Saved game.

HOW AN ADVENTURE WORKS

If you've never played an Adventure before, you're in for a real treat. Adventuring permits the player to move at will from location to location within the game "environment" and to examine objects for clues that will help reach the objective of the game. For example, an Adventure might begin something like this:

**I'M IN A ROOM. VISIBLE OBJECTS ARE A RUBY-ENCRUSTED BOX AND A CLOSED DOOR.
TELL ME WHAT TO DO.**

You might want to begin by entering a direction (North, South, East, West) to see if you can leave the room. Chances are, though, that you will have to find a way to get through the closed door. Let's try something basic. You type:

OPEN DOOR

but the computer tells you in no uncertain terms:

SORRY, IT'S LOCKED. WHAT SHALL I DO?

GET BOX

and the computer responds with

OK. By saying "OK", the computer has let you know that the command has been accepted and the box "picked up". Now that you're "holding" the box, let's see if we can peek inside. You type:

OPEN BOX

This time the computer understands and you are rewarded with the following response:

OK, INSIDE, THERE IS A KEY AND A RARE POSTAGE STAMP.

Since we still want to exit the room, trying the key to unlock the door might be a good idea. The postage stamp might come in handy later, so you type:

GET KEY AND STAMP.

But the computer responds:

SORRY, I CAN'T DO THAT ... YET!

Ah, yes - asking the computer to get both the key AND the stamp is most definitely a **COMPOUND** command, something that your computer can't understand. Try again, this time, asking for the objects separately. You type:

GET KEY

and then

GET STAMP

The computer will answer "OK" each time and you will have what you need.

By "getting" the key and the stamp, they are stored for later use as you are, in effect, carrying them. As for your next series of moves, you might want to go to the door (**GO DOOR**), try the key in the lock (**UNLOCK DOOR**), and move down the hallway that's just outside (**GO HALLWAY**).

You're on your way!

THE GOLDEN BATON

Your mission is to recover the Golden Baton, a priceless artefact that holds within it a kind of life force that maintains the equilibrium between good and evil. Stolen from the Palace of King Ferrenuil, the kingdom is already beginning to feel the effects of drought and pestilence.

The Golden Baton