

# Mysterious Adventure

TRS-80 I/III  
32K Disk

ADVENTURE!

By  
BRIAN  
Howarth

ARROW  
OF DEATH

PART II



**Acorn**

Software Products, Inc.

\* \* \* ARROW OF DEATH Part 2 \* \* \*

By Brian Howarth  
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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: eagle feathers, a willow branch, an arrowhead, and a sword. In **ARROW OF DEATH Pt.2** 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 and convince him to piece together the different parts you have been carrying to form the Magic Arrow. Only the Magic Arrow can be used to destroy the evil Xerdon and restore peace and tranquility to your village and the surrounding countryside. Danger lurks at every step, and your only hope of survival on this quest is to rely on quick wits and cunning. Your mission must not fail...

**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 **ARROW2** and press <ENTER>.



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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 ARROW2 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.

\*\*\* ARROW OF DEATH Part 2 \*\*\*

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 2 is the second 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 and Part 2, you still have other MYSTERIOUS ADVENTURES to look forward to in the 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 2 is available for \$1 from Acorn Software Products, Inc. 1945 Gallows Rd Suite 705, Vienna VA 22180.





# MYSTERIOUS ADVENTURE #1

## ARROW OF DEATH **PART II**

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**

**LIMITED WARRANTY**—Acorn Software Products, Inc. warrants this product to be free of defects in manufacture. Any program package found to have said defects will be exchanged free of charge for a period within 90 days of purchase when accompanied by proof of purchase. After 90 days, a \$6 replacement fee will be charged. Except for such replacement, the sale or subsequent use of this program is without warranty or liability. Magnetic media may not be copyable on user's system using standard backup techniques.

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Software Products, Inc.

634 North Carolina Ave., S.E., Washington, D.C. 20003