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hits 20

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Cassette Counter Setting

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TAPE B

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Loading Instructions

Insert tape in cassette recorder making sure it is fully rewound.

CPC 464 as per individual game instructions or the standard: Press CTRL and small enter. Press play on tape.

CPC 6128 connect tape recorder with a REMOTE lead with both the Mic and Ear pins connected as well as the remote.

Press shift and @ keys and then type tape and press the return key. The computer will show ready. Press the control and small enter key and any other key and press play on the tape recorder.

A menu will appear on the screen after a while. Load the first game by repeating the above procedures making a note of the tape counter setting on the index in the instruction booklet in order that games can be located easily for future use. Remember to reset the computer by switching off and then back on before loading each game.

If you encounter any problems in loading make sure the heads on your tape deck are clean and if necessary adjust the volume level of the recorder.

1 ▶ STARSTRIKE

© Realtime

The Game "... suddenly there were the Outsiders. Appearing in massive fleets on the edge of the galaxy, they seemed uninterested in conquest, only destruction. Earth's fleets were decimated and the Federation lay on the brink of collapse. In desperation the Federation Command chose to strike directly at the Outsider control centres. These immense bases were constructed within hollowed out moons. To destroy them required a direct hit on the base's reactor systems at the very centre of the moon. The only access to the reactor chamber was through two cooling ports within the base's equatorial duct. To reach these, however, an attacker was forced to run the gauntlet of the base's heavy ground and space defenders. To penetrate these a new generation of starfighter was created – the STARSTRIKE series..."

Instructions

Section

- 1 – Shoot enemy ships and fireballs
- 2 – Shoot ground bases and fireballs, avoid hitting towers and ground bases. Shoot tower-tops for extra bonus
- 3 – Shoot fireballs. Avoid obstacles in trench.
- 4 – Shoot reactor pods between rotating towers to deactivate force field.

Operation	Joystick	Cursor	Keyboard
Dive (down)	Forward	↓	(SHIFT) (either)
Climb (up)	Backward	↑	(CAPS LOCK), (ENTER) (large)
Left bank	Left	←	<.L,0,1,4,7 (numeric pad)
Right bank	Right	→	>.★,3,6,9,(ENTER) (small)
Fire	Button	(COPY)	(SPACE) ●2,5,8 (numeric pad)

General

ESC	Pause/Resume
DEL	Abort game (when paused)

2 ▶ SUPER PIPELINE 2

© Taskset

The Game All you have to do is keep the pipeline in good condition until the barrels are full.

The water tank holds enough water to fill all the barrels and then some spare. Simple eh!

If the pipeline develops a leak, the water will spill out and be lost. You play Foreman Fred. His job is to defend the pipeline and get any leaks fixed, fast. Leaks can only be fixed by a workman and a workman needs taking to the leak before he'll start.

The pipeline runs through many hostile lands populated by evil insects and terrible tools. You have the only gun, so the workmen look to you for protection.

Getting Started As soon as you've loaded the game it will cycle through the demonstration mode, showing the title page, a scene from the game and a list of the top ten high scores. The system assumes you want a 1 player game with three lives.

Press FIRE at any time to start the game.

The game screen sets up showing the water tank top left and the barrel scrolls in as this pipe network is drawn for you. All the pipes are empty and play begins as the water begins to flow. You, as Foreman Fred are at the top of the

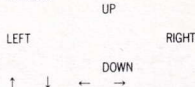
pipeline. Watch out for your workmen wandering into the action and collect them as soon as possible. You'll have to defend this pipe against the attacks from manic power drills as they cause leaks and protect your workmen from gnawing caterpillars and ferocious hammers. Fix any leaks as quickly as possible by taking (at least) one workman to the leak. Protect him until he's finished hammering and the flow will be restored. If you fill the barrel you've won this phase.

Keyboard controls

1	one player game
2	two player game
K	use keyboard
J	use joystick
L	change lives – variable between 3 and 8

After loading, the game assumes 1 player, 3 lives and joystick. Use the volume control on the computer to select sound level. Press SPACE or joystick FIRE to play.

In Game



Use cursor keys above numeric keypad. SHIFT key is fire.

Hints and Tips There are dozens of types of baddies. Some make leaks, some are difficult to kill. Look out for opponents like the shower of tacks which, of course, you can't kill at all. Special guest appearances by the six-legged Venusian Pipe Spider shouldn't cause too much trouble and the Hard case Lobster (shoot only from behind) has a cameo role.

If you've suffered too many leaks and still haven't filled the barrels, the water level in the top tank can get critically low. The whole pipeline will begin to flash indicating low water. Get on and fix the leaks quickly – you can still do it but your score is being reduced now. Remember that any baddie will kill you on contact. If the action is getting fierce or you are trapped in a dead-end by the Shower of Tacks – use a workman as a shield. He may get knocked off – but he'll be back.

3 ▶ TECHNICIAN TED

© Hewson

The Game Technician Ted is an enthusiastic young computer hacker who bounces to work at the local Microprocessor factory every day at 8.30 a.m. Anxious to please, he knows he must complete his 21 daily tasks by clocking off time at 5.00 p.m. or incur the wrath of the Big Boss. But his fiendish boss hasn't told him what the tasks are or where they are located. Undaunted Ted gets his mate (who also works at the factory) to give him a rough sketch of the rooms close to the canteen after promising to buy him a cuppa at tea break:

We Call Him Sir	Ted's Desk	Canteen	Reception
Cloakroom	Silicon Slice Store	Boardroom	Photocopier
Main Corridor			

His mate says the first thing he's got to do is go to his desk, then visit the Silicon Slice Store. In each room he has to hit two flashing boxes in the correct sequence.

The only other words of wisdom his mate can come up with is the next task is in the Diffusion Furnace, but unfortunately his mate doesn't know where it is. He does know that for some tasks time is of the essence and the two parts of the task must be completed Megaquickly!

Controls Joystick compatible using the Amstrad joystick port.

Action

Q, O, left arrow or joystick left
W, P, right arrow or joystick right
Any key on the bottom row
up arrow or joystick fire
A, S, D, F, G
down arrow or joystick down

H, J, K, L, ENTER

Result

Ted moves to the left
Ted moves to the right
Ted jumps

The action freezes (hit a movement key to recommence)

Music off (press again to switch on again)

4 ▶ ANDROID 2

© Vortex

The Game Stop the advance of the Millitoids. Survive the maze of death, rationalise the paradox zone and overcome the dangers encountered in the flatlands.

Achieve this and return to the transport capsule before the departure deadline. But beware. There are lethal Hoverdroids, Bouncers and land mines everywhere.

3D full colour graphic effects, fast action machine code and multi-screen wrap around zones make Android Two a mindblowing action game.

Keyboard Control

Q – Up
A – Down
M – Map
O – Left
P – Right
Space – Fire
Esc – Pause

5 ▶ MUTANT MONTY

© Artic

The Game Like most people Monty has two main ambitions in life, to "get rich quick" and to become a hero. Here he has the opportunity to achieve both.

He has only to make his way through 40 rooms, collecting all the gold en route and rescue the "damsel in distress". What Monty is not aware of are the countless aliens all set to stop him; from the dreaded parallelians to the very beautiful but extremely rare Quantum Leapiers (QL?) (Sorry Sir C!) – and also that he has to pass through the Pit of Eternal Slime, the inside of a neutron accelerator and cross the desolate wastes of Pithor before he can finally rescue the fair maiden.

All this with only five lives and the clock ticking away against his score, should Monty continue or should he have to stop for a drink at the conveniently placed refreshment bar? Poor Monty, only the brave should play.

Controls

SPACE To start
1 Pause/Re-Start
2 Music Off/On
3 Abort Game

O Left
P Right
Q Up
A Down

1 ▶ CODENAME MAT

© Micromega

Setting Up

Direction & Fire

6. Left
7. Right
8. Down or JOYSTICK SELECTED
9. Up
0. Fire

Other Controls

W Warp Drive Engage
D Defensive Shields (on/off)
K Tracking Computer (on/off)
A Switch Tracker to alternative energy, if any
T Transmit subspace commands to your own forces
H Hold (any key to restart)

Impulse engines

1. Decelerate when held down
2. Accelerate when held down
3. Decelerate to a halt
4. Go to cruising speed (30%)
5. Go to full speed

Display Controls

F Front View
R Rear View
L Long range scan
S Sector Scan
C Solar chart and ship status

Getting Started Select control option as requested on loading 1 - keyboard, 2 - joystick.

Select game level (1-3).

1. Short practice game
2. Full game, medium sized Myon invasion fleet
3. Full game, large fast-moving Myon invasion fleet




Select game type (1-2)

1. Commander: you control deployment of Planetary Defence Fleets
2. Pilot: deployment of fleets under computer control

The forward cockpit view will appear. You are stationary in the outermost planet's system. Press **D** to activate shields. Press **4** to come to cruising speed of 30%. Pressing **R** will give the rear view. Pressing **K** activates the visual tracking computer which selects forward/rear views to face any object being tracked. Pressing **S** puts up the sector scan, showing your location in the planet's system, and that of all other fleets, satellites, etc. Pressing **C** puts up the solar chart, showing all planet sectors in less detail, allied fleets' strengths and Centurion's systems status. The bottom-screen Battle Computer display remains at all times. This is also where the Subspace Receiver gives information about planets under attack, damage reports are made, and alerts are given of Myons in your area. Pressing **L** puts up the

long-range scan, giving a scale display of all objects in your area in relation to you. To move to another area in the planet's sector you must use the Warp Drive. To move to another planet's sector you must warp into an area containing a Stargate, find it and fly through it (red one for system outbound, cyan inbound). If 'Commander' was selected you can transmit commands to your conventional fleets by pressing **T**. All displays and functions are described in detail further on.

Each area may contain any combination of three types of Myon ship.

-  Fighter – will attack Centurion the moment to two are in the same area. Top speed 70%. No shields.
-  Cruiser – will only attack when within range 3000, otherwise follows a steady course. Top speed 60%. No shields.
-  Base Star – will attack immediately. Top speed 80%. When its shields are gone it turns red and runs until they have regenerated (about 2 mins.)

A planet or satellite is under attack when four of the adjacent eight areas are occupied by Myon craft. You have about 3 minutes to clear one of these areas before the Myons have destroyed their target. They construct two fighters and a base star from a planet, or two fighters and a cruiser from a satellite. It is sometimes best to destroy a planet yourself to prevent this. Myons delay to attack planets, rather than carry on through Stargates to get towards Earth, except when they are losing really heavily.

Damage suffered by Centurion in battle can be repaired, and energy restored, by reaching a planet or satellite. Orbit is achieved by stopping between ranges 400 and 500 with vertical and horizontal angles less than 5 degs. Centurion will be drawn down and destroyed if you get too close. Do not forget to reactivate shields, etc., and turn away before getting under way again!

Damaged impulse engines will operate raggedly if you hold the relevant control key down. All other systems cease to function when destroyed. Loss of several systems can seriously affect your ability to navigate. Warp drive is not vulnerable to damage.

If Centurion runs out of energy, or it or Earth is destroyed then the war is lost. The destruction of the last Myon craft signals victory. You will be scored according to the time, planets or satellites saved, level of play and efficiency of tactics.

Display types

Permanently on screen

Energy	Object range
E = 08271	R = 15721
V = 030	N = 2
Speed	Object number

Angle from straight ahead of tracked object	Shield status
= +46	SH – ON
= -17	TR – OFF
Angle up/down to tracked object	Tracking Computer status

Long-range scan 3-Dimensional global representation of your area of space. Each area behaves as a circular universe. A craft disappearing behind will reappear ahead, for instance. You look down from above. Centurion is represented by the fixed central blot, its nose towards the top of the screen. Thus, if you turn to the left the entire display will appear to revolve to the right around your position. If you loop the loop the display will rotate vertically as if you were looking down through a revolving cylinder. It is worth playing with this until interpreting it is second nature – it will need to be

Sector Scan Shows a 10 × 7 grid, each part of which represents one area as above.

- Main planet in system
- Satellite
- F, ↓ Planetary defence fleet (dots show ships left in fleet)
- ⋄ Stargate
- (RED – outer-system/CYAN – inner-system directions)
- ⊖ Fleet of 3 Myons
- ⊖ Fleet of 2 Myons
- 1 Myon
- ⋮ USS Centurion
- + Warp Cursor

Solar Chart The solar chart is made up of all seven sector displays miniaturised and rotated anticlockwise 90-degrees.

- Myon fleet
- + USS Centurion
- × Planetary defence fleet
- Planet
- Satellite

Fleet's strengths are shown below thus:

	Earth	Mars	Jupiter	Saturn	Uranus	Neptune	Pluto
F1	3	3	3	3	0	0	0
F2	3	3	3	2	1	0	0

Centurion's systems status is shown below thus:

PH1/PH2	Photon Tubes
SHE	Shields
IME	Impulse Engines
BCO	Battle Computer
SRE	Subsystem Receiver
STR	Subsystem Transmitter
LRS	Long Range Scanner

(Flashing = DAMAGED, Red = DESTROYED)

Warp Drive To warp into another area select Sector Scan with **S**. Use the direction controls to position the warp cursor at your destination. Press **W** to engage warp drive. The display will return to forward view, with the diamond of the Warp Channel Marker in your sights. As you race through the warp channel you must follow it by keeping the marker in your sights. As you race through the warp channel you must follow it by keeping the marker in your sights, as if chasing another craft. Otherwise you will go off course. You can set and leave the warp cursor position and use Warp Drive later.

Stargates To reach another planet's sector you must pass through a Stargate. A cyan one will take you inwards in the system and a red one outwards. You first warp into the Stargate area, then track it down with your displays or battle computer. It is visible at about range 2500. You must fly through the centre to achieve transfer. The faster you are travelling, the more accurate you must be. You will arrive in the next planet's system in the area of the other end of the Stargate. If both you and a Myon are present at a Stargate you cannot use it until the Myon is destroyed.

Subsystem Transmitter In 'Commander' mode you need to issue instructions to the Planetary Defence Fleets to use them in your strategy. To do this press **T**. You will be prompted for the name of the fleet you wish to transmit to. Respond with the letter of the planet to which it belongs, followed by the fleet's number, and press ENTER. **S2** would be Saturn fleet no. 2; **U1** would be Uranus fleet no. 1, etc. Then enter message and press ENTER. A message comprises the first letter of the direction to move and the distance, repeated as needed, followed by any suffix desired. Suffix **R** will cause it to remain at its new position. Suffix **D** will cause it to Defend the perimeter of

the destination area. A message **E2N5R** means 'Go East 2, North 5, and Remain there'. **W5D** means 'Go and Defend the perimeter of the area 5 to the West'. Each fleet remembers its previous **R** or **D** command and will apply it to any new instructions if neither suffix is present. A fleet cannot travel through a planet or satellite area. It can be useful to just transmit **R** first to make a fleet stay still while you are composing its message. If a fleet runs into Myons on its journey it will normally enter combat and ignore the rest of its orders. Using the suffix **A** will make it avoid combat en route - if used, this suffix should be the very last item in the message. The Sector Scan is correctly oriented North-upwards for the directions used in issuing commands.

Tracking Computer **K** switches this on or off. It will automatically switch between forward and rear views to face any object being tracked. You always fire in the direction of view. The object being tracked is indicated by the 'N' = readout. 'P' indicates a planet or satellite, 'S' a Stargate, 'Ø' no objects present, '1', '2' or '3' which number Myon of those present is being tracked. You may switch between attackers by pressing **A**. The Battle Computer's readouts of range and angle are for the item being tracked. When first entering a Myon-occupied area it is wise to switch between attackers to determine which is the closest or you may be taken by surprise.

General Information In battle, knock out fighters first, trying to stick with the one you are tracking, otherwise you may get one in your sights just as the tracker switches view to follow another. Chasing cruisers can be time-consuming. It is sometimes best to leave them for later unless they are a threat to a planet. Space always has lumps of rock floating through it. You cannot track these, but they can cause damage, so keep your eyes peeled it is unwise to continue battle when either the Battle Computer or Long Range Scanner is damaged. Either can be used effectively for finding planets or Myons, but loss of both will leave only the fore-aft switching of the tracking Computer to indicate an object's location. Keep an eye on energy, Shields, Warp Drive, Impulse Engines and Photon Tubes use varying amounts. Hits by Myon photon balls cause the most serious drain. The display will flash below 1000 units.

2 ► MOON BUGGY

© Anirog

The Game As sector commander of the moon base defences, you are on routine patrol duty. Your patrol craft, a highly manoeuvrable A.T.M.B. (All Terrain Moon Buggy) is capable of accelerating and decelerating rapidly. It can also jump over the moon rocks and across the craters. The craft is fitted with high speed laser missiles. The moon surface is full of big and small craters, some of them can only be jumped at max. speed. The surface is also littered with rocks of all shapes and sizes. The real big ones require more than one shot to destroy. There are also some little rocks that can't be blasted out of the way and must be jumped.

There are two types of attack used by the alien forces

1. Low Level Aerial Attack

The high speed fighters drop their photon bombs which will destroy your craft on impact. The bombs also sometimes create an extra crater for you to jump over. You may need an extra spurt of speed to jump over big craters.

2. Surface Attack

Alien tanks mount surface attack with laser bolts. You must either jump over them or die instantly.

Playing

Craft control

Joystick:

Move Joystick Right

Move Joystick Left

Fire Button

Keyboard:

X Increase Speed

Z Decrease Speed

● Jump

? Fire

H Pause

Press SPACE BAR to restore the music.

This is a high scoring game in which you have four lives to achieve the highest score. There is a high score table.

Scoring

Rocks	300 points
Large Rocks	500 points
Rolling Rocks	500 points
Alien Craft	1000 points
Tanks	2000 points.

3 ► WORLD CUP

© Artic

The Game Today is the final of the World Cup and the atmosphere is electrifying. People are everywhere shouting and cheering. Your team has fought its way through the qualifying rounds beating some of the best teams in the world and now it's your chance to carry away the most famous trophy ever.

You could be playing for Brazil, or West Germany, or England, or... Maybe you're playing for one of the "outsiders": It's up to you to win the game and take the World Cup. The crowd go wild as you walk out of the tunnel, "It's now or never!" You can either play the Computer or against a friend.

Game controls

Player 1 - Cursor keys

Copy - to shoot or pass the ball

- Joystick (0)

Player 2 W - Up

X - Down

A - Left

D - Right

S - Shoot or Pass

- Joystick (1)

World Cup may be played by 1 - 8 players, each player can choose which team and country they would like to represent from a pool of 10 teams. Once you have selected to play, and the game has started, you have control of the player nearest the ball. The player you control is indicated by a change in colour of his shorts.

For the RED team (Player 1), the controlled player has White shorts.

For the YELLOW team (Player 2 or the Computer), the controlled player has Pale Blue shorts.

The Goalie can dive to save a goal by pressing the SHOOT key or the FIRE button, if using Joysticks. The Goalie will automatically dive in the direction of the ball.

The music may be turned on/off by pressing the 2 key on the main keyboard.

The game may also be paused by pressing the **1** key on the main keyboard. If you leave the computer for a short while it will automatically go into Demonstration Mode. This can be interrupted by pressing the **SPACE BAR**, and returning you to the title screen.

4 ▶ GAUNTLET

© Micropower

The Game From the depth of space come the hostile Reegs. Fly the X15 over the ragged planetoid to defend the Cannisters from the invading Reegs. Features six alien types, smart bombs, hyperspace button long range scan and demonstration mode. **LANDERS** follow the shape of the landscape in search of cannisters. If a Lander grabs a cannister and succeeds in carrying it to the top of the screen it turns into a **MUTANT**.

Shoot the alien ship and catch the cannister as it falls. If it falls a long way it will disintegrate on impact.

CRUISERS unleash a convoy of **BUZZERS** when they are hit.

Activating a Smart Bomb will cause everything on the screen to disintegrate. On higher waves each **MINE LAYER** will launch three **KILLERS**, unless destroyed beforehand.

If all the cannisters are destroyed then the land disintegrates and you have to contend with a swarm of mutants.

Scoring

Lander	10
Mine Layer	20
Crawler	30
Mutant	40
Killer	40
Cruiser	40
Buzzer	50
Destroying Cannister	0
Cannister landing safely	60
Cannister caught while falling	80
Cannister returned to earth	80

A bonus is awarded for each remaining cannister at the end of every wave. An extra life and an additional Smart Bomb is awarded every 1000 points.

Game Control — KEYBOARD

A	—	Up
Z	—	Down
SPACE BAR	—	Reverse
SHIFT KEY	—	To Thrust
ENTER	—	Fire Key
TAB	—	Smart Bomb

Alternatively you may use a joystick.

5 ▶ FANTASIA DIAMOND

© Hewson

The Game Many years ago, one of your brave ancestors undertook a daring quest in the Kingdom of Rog. On his quest, he discovered the largest diamond known to man, now known as the Fantasia Diamond, and brought it to the safety of his home. News of the discovery spread rapidly, and many times, attempts have been made to steal Fantasia, which was passed down to you as a family heirloom.

Unfortunately, the latest attempt was successful, the thieves removing the diamond to their lair in a magnificent and imposing fortress across the river. To recover the diamond, you called in one of the world's best known righters of wrongs, Boris the masterspy, who made his way to the Fortress, only to be captured and imprisoned by the faithful Guardian who patrols the rooms and corridors for intruders.

Now your only recourse is to undertake this dangerous mission yourself — to enter the fortress, recover the fabulous diamond and rescue Boris.

Throughout your mission, you will meet other characters who will either help or hinder you, depending on how they feel at the time. All of these characters have their own independent lives. Some of them have a strong sense of purpose and should be handled with great care, while others behave in a fairly random way, as their fancy takes them. Not all of the other characters are hostile, but those that are have only one aim in mind!

When you start your adventure, you will be quite weak. You will find that most of the other people are stronger than you, so be careful with whom you pick a fight! You can, of course, increase your strength by eating and drinking. As time passes, you will lose strength, which will ultimately result in death, so it is important that you eat and drink regularly. Your strength determines how many objects you can carry — the stronger you are, the more weight you can handle. If you let yourself become very weak, you will find that you cannot pick up even the lightest objects — and that can include food!

Loading and playing To load Fantasia Diamond, type **RUN *** and start the tape from the beginning. When loading is complete, the machine will wait for you to press a key before starting the adventure.

The screen is divided into two independent areas. The upper area is used to display the actions of yourself and all the other characters, descriptions of what you see around you and what is happening. This area also contains the graphical representations of some of the scenes from the adventure. The lower area is used for your input and is also used by the computer to provide certain information to you, for example error messages.

During play, every character will undertake some action about once every fifteen seconds, whether or not you yourself do anything. If you start to type, all of the other characters stop until you press the **ENTER** key. Each character is then entitled to act after your command has been actioned. If you do not touch the keyboard for fifteen seconds, you will see the message

You do nothing

and the other characters will go about their business.

The following keys may be used:

A — Z
(space)
, (full stop)
, (comma)
" (string quotes)

In addition, the following special keys can be used

DEL key	Delete character to the left of cursor
CLR key	Delete everything on the input line
COPY key	Do all commands on the last line again

Further, to make movement in the four main directions easier, the cursor control keys may be used to move north, south, east or west. To move in the other directions (northeast, up, etc.) you must type the command in full.

Note The cursor keys only work if typed as the first characters on a line, and their action is immediate – you do not press ENTER.

When the input area is full, the cursor will stop. Only the ENTER and DEL keys are then effective.

Fantasia Diamond has a vocabulary of over 300 words, all of which may be typed in the input line either in full, or in an abbreviated form. When an abbreviation is used, the computer chooses the first word in its dictionary which looks like a match, so be careful.

For example, the verb EXAMINE can be abbreviated to EXAM or even EX, but not to E, which is interpreted as a short form of EAST. Finding appropriate abbreviations is largely a matter of experiment.

The Language Fantasia Diamond has a powerful language analyser which allows you to construct complex sentences. A sentence may contain several commands, each command starting with a verb. For example, you could type, as two separate commands:

```
OPEN THE DOOR
GO EAST
```

or you could combine the two:

```
OPEN THE DOOR AND GO EAST
```

Punctuation is **always** optional, as is AND.

Most verbs allow you to use a list of objects, for example:

```
GET THE FOOD AND WINE
```

In a few cases, you will find that you can omit part of a command and the computer will still understand what you mean, but usually this is not so. As an example, when locking or unlocking things, you must also say which key you want to use – you cannot just say UNLOCK DOOR. Sometimes, leaving part of a sentence out changes the effect:

```
ATTACK THE ELF – means attack with bare hands
```

```
ATTACK THE ELF WITH THE ROD – means use the rod as a weapon
```

Parts of sentences, and even words, can be abbreviated. If you want to open a small wooden door, you could, of course, say

```
OPEN THE SMALL WOODEN DOOR
```

but it is quicker to say

```
OPEN DOOR
```

Other possibilities are

```
OPEN WOODEN
OPEN SMALL
```

and so on. Bear in mind, however, that the computer takes what you say literally and assumes that its meaning is clear. So, if you were in a place with a red door and a brown door and you said OPEN DOOR, the machine chooses one of the doors and tries to open it. This might mean that the wrong door is opened, or it might mean that you see an error message if the chosen door cannot be opened.

Abbreviating words is another way to save typing, but it can cause similar problems. Experiment to see what can be done, but if an abbreviated command does not work, try typing it more fully.

e.g. for OPEN DOOR you could type

```
OP DOO
```

but not OP D because "D" is interpreted as an abbreviation for "down".

Errors of this sort can be very misleading, so take care!

Another feature which you may find useful is that the computer remembers the last verb you use from line to line. So if you wanted to pick up a key and some wine, you could say

```
GET KEY (enter)
```

and then just

```
WINE (enter)
```

Because you haven't started this line with a verb, the computer assumes that you want it to use the previous one. This applies to any verb like GET which allows you to use repeated objects.

Errors Error displays always appear in the lower half of the screen. Once an error is found, the computer stops processing your instructions and comes back to you for more.

The most common error messages and their meanings are as follows:

I DONT UNDERSTAND THE WORD (word)

When this occurs, none of the commands on the input line will have been executed.

I DONT UNDERSTAND

This occurs when the computer cannot understand the form of your command. You may have missed some words out or typed them in the wrong order.

I CANNOT DO THAT

The computer understands what you want it to do, but for one reason or another, cannot comply, because the action is not sensible or is not legal. E.g., you cannot talk to a dead person.

YOU ARE NOT CAPABLE OF THAT

The command is correct and understood, but you are asking to do something which your character is not capable of.

WHAT?

The computer is unable to make sense of your word order.

Your surroundings As you move from place to place, you will be given a short description of what is around you, and a list of the directions in which you can move. You will also be told of any objects or characters in the vicinity.

If you want to see the description of the current location again, you can type LOOK (or L for short). However, you may want to inspect particular items around you. For example, suppose you type LOOK and are told this:

```
You are in a small dark room
To the west is the wooden door.
Obvious routes lead north south.
```

```
You can see:
```

```
The brown chest
```

It is possible to get a closer look at the chest by typing

```
LOOK AT THE CHEST
```

If you want to see what the chest contains, you can say

```
LOOK INTO THE CHEST
```

Of course, this does not work if the chest is closed. Similarly, if the wooden door is open you could say

```
LOOK THROUGH THE WOODEN DOOR
```

to see what is on the other side. If you know that the place on the other side of the door is called 'the little kitchen' then you may achieve the same by saying

```
LOOK INTO THE LITTLE KITCHEN
```

Moving around In each place, you will be told where you can go. For example, consider this place again

```
You are in a small dark room
To the west is the wooden door
Obvious routes lead north south
```


You can easily move either north or south in many ways

GO NORTH
SOUTH
N
S
RUN NORTH
etc.

or you could use the cursor keys provided you do not type anything else beforehand. If you want to go west, you could of course just say

WEST

but if the door is closed, this naturally doesn't work. Assuming that the door is open, you can also say

GO THROUGH DOOR

or, if you know that the door leads to the little kitchen, you can try

GO INTO THE LITTLE KITCHEN

or

ENTER KITCHEN

Another, less useful, way of moving is to follow another character who is now in an adjacent place

FOLLOW BORIS

Getting others to work for you In this adventure it is essential for success that you cooperate with the other characters. There are times when you will be unable to get further without their help, because there are things that you are not capable of doing. At these times, you can ask someone else to help.

Suppose that you are already carrying so much that you cannot pick up a key that you need. Luckily, there is a trustworthy elf nearby who could carry it for you, so you could say:

SAY TO THE ELF "GET THE KEY"

Of course, characters don't always do what you tell them, and you may be ignored. You could always try again – the COPY key comes in handy here. Bear in mind also that the elf has a mind of his own, so having picked up the key for you, he may run away with it, give it to someone else, drop it again, or anything he feels like doing.

Basic commands The game recognises the following commands. There are many others, which you have to discover for yourself

NORTH etc.	GET	ATTACK
N etc.	DROP	SAY
GO	PUT	INVENTORY
RUN	GIVE	STATUS
LEAVE	EAT	HELP
ENTER	OPEN	HINT
FOLLOW	CLOSE	LOAD
LOOK	LOCK	SAVE
EXAMINE	UNLOCK	
QUIT	(start a new game)	
PAUSE	(suspend until a key is pressed)	
WAIT	(Do nothing this turn)	
SCORE		

Saving and loading You can save your current position at any time by typing SAVE. Follow the prompts given on the screen. To load a previously saved game, just type LOAD and start the tape. You can use the ESCAPE key at any time during tape actions to abandon the entire operation. If a LOAD fails, the current game is lost and a new one is started automatically.

Hints In some places, it is possible to get assistance by typing either HELP or HINT. There is no penalty for this. However, some of the clues are not quite straightforward, and there are no hints for the easier problems. If you cannot get the computer to do what you want it to do, either you are on completely the wrong track or you have used language too complex for the program to understand. Firstly, try to keep your commands simple – the fewer words the better. Refer to the section on error messages if in doubt. The following general points should be kept in mind

1. If a character refuses to help you, it may be because he is not capable of doing what you ask, or he may not feel like it. In the latter case you could try again.
2. Doing nothing is not always the same as waiting. This is important in some circumstances.
3. Do not give up hope when all seems lost. "Four walls do not a prison make" is true in Fantasia Diamond even when the obvious means of escape are not available.

Finally, a last hint for music lovers. The leader is more long-sighted than short-sighted and could be regarded as untidy in his ways. If you don't oblige him, you will never escape.

