

DICK SMITH SORCERER SOFTWARE

Exidy Sorcerer 16K

THE COUNT ADVENTURE X-3638

by Scott Adams

This is the Sorcerer version of one of the most challenging computer games written. You awaken in a bed in Transylvania. You don't know why you are here, but you'd better solve the puzzle before it is too late.

The computer acts as a puppet and carries out your commands. Most commands are one or two words - a verb and a noun. You might say TAKE INVENTORY to see what you are carrying, or GO NORTH to move to a different place. If you are in trouble, try typing HELP. Sometimes you'll need special objects to do certain things. Feel free to try any commands you want. The fun of the game is finding out how to play.

Adventure is a machine language program that must be loaded from the Sorcerer's monitor. First, turn off the Sorcerer and remove the ROM PAC Cartridge. Then turn the Sorcerer back on. The standard system monitor message will be displayed along with a prompt. Place the Adventure cassette in the recorder, type LOG and press the RETURN key. Press the PLAY button on the recorder. In a few moments the file name ADVEN should appear on the screen if the tape is loading properly. After a few minutes the program will have loaded and it will execute automatically. The Sorcerer will ask if you want to use a previously saved game. Answer NO and the game will begin.

Since your adventure will go on for a long time, you can type SAVE GAME to record your current game on a separate blank cassette. Do not record on the Adventure cassette. Next time you want to play, answer YES when asked if you want to use an old saved game.

Sometimes when you are playing an Adventure, you'll reach an impasse. Try a new approach to the problem, and think of objects or messages you found earlier but haven't yet used. Sometimes you'll have to start over after an important object was destroyed or lost. Often there are several ways of acquiring objects, but only one method will lead to the desired result.

Good Luck!!!

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Morristown, New Jersey 07960, USA.

DICK SMITH COMPUTING SOFTWARE

SORCERER/16K

The Count Adventure

You wake up in a brass bed in Dracula's castle. What are you doing here? Those stories about vampires can't be true, can they? A shiver runs up and down your spine. You'd better think of something before it gets dark!

Redundancy - The programs are recorded in the order listed on both Side 1 and Side 2.

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The Count
Adventure Cat X-3638

DICK SMITH ELECTRONICS

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STORES THROUGHOUT AUSTRALIA



DICK SMITH COMPUTING SOFTWARE
SORCERER The Count Adventure

*Creative
Computing
Software

Cat.
X-3638

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