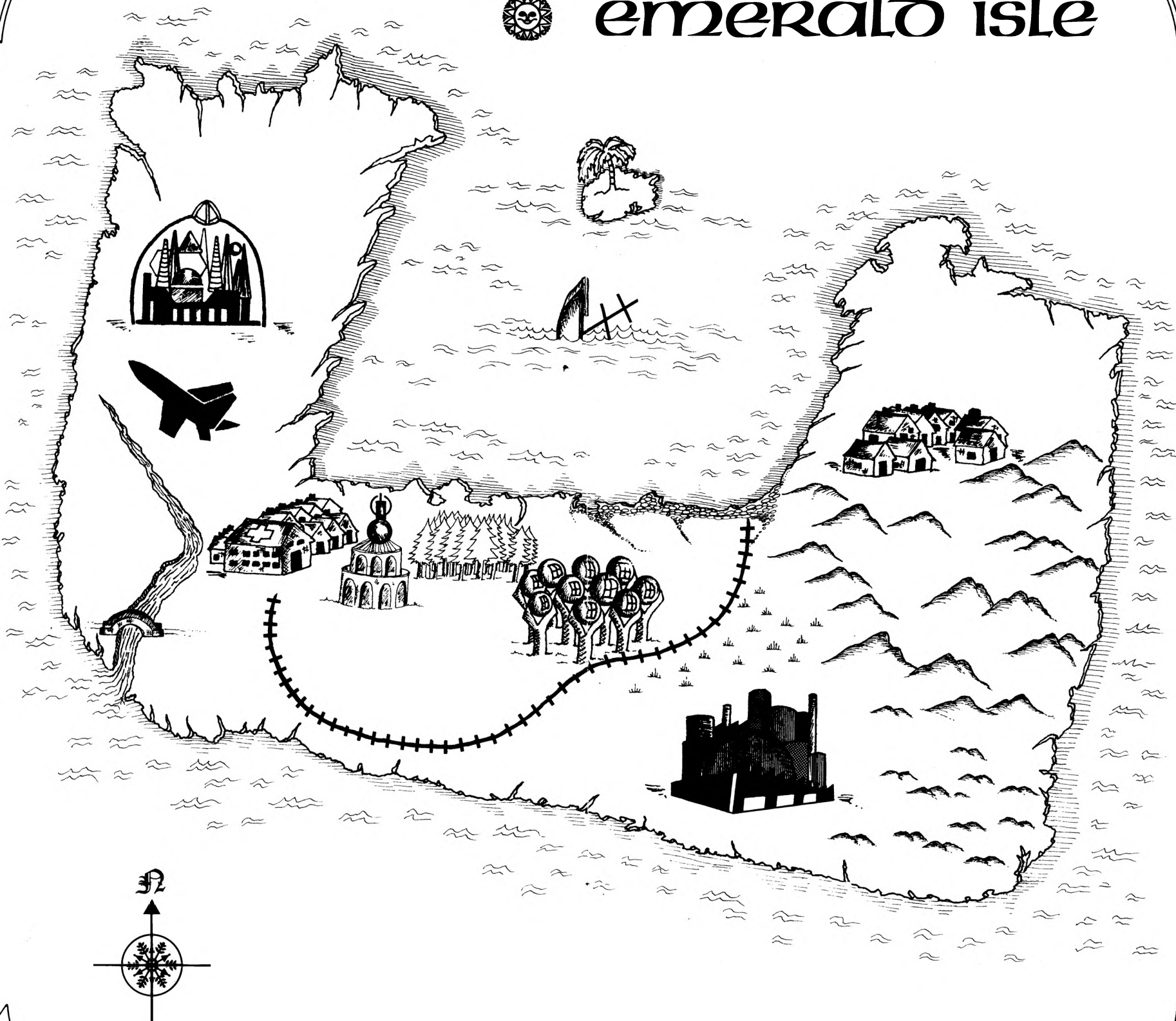




# emerald isle



## Instructions

Read the enclosed card for details of how to start the game and how to save the state of play.

If the program stops, this is because it is printing more text than will fit on the screen. When you have read the visible of the text, press SHIFT (or RETURN if you have an MSX) and the program will continue.

The program asks "What next?" whenever it expects you to enter a command. Simply type an English phrase to tell it what to do and press the RETURN (or ENTER) key. The program will act on your request, then ask for the next command and so on.

The game knows an extensive vocabulary of English words. It scans your command, picking out the words which it recognises and working out the meaning from them. Only two or three words are used from each phrase so it pays to keep things simple.

Words can be abbreviated (e.g SOUTH to S and SOUTHWEST to SW) and, to help you get started, some possible instructions are summarised below:

INVENTORY	SCORE
LOOK AT TRAIN	OPEN DOOR
EXAMINE SHOVEL	DROP CANOE
TAKE COIN	PULL ROPE
LOOK AROUND	EAT FOOD

AGAIN (or A) repeats the previous command. IT means the previous object. E.g: LIGHT LAMP and then EXAMINE IT

WORDS just print words (to speed things up) and PICTURES turns these on.

## Scoring

Collect valuable objects and avoid getting killed.

## Credits

Game Design	Shaun D Abbott
Implementation:	Pete Austin
Pictures (most versions):	James Horsler
Transport to your Micro:	Nick Austin
Adventure System:	Mike, Nick & Pete Austin
Booklet:	Alice Boghossian & Pete Austin
Cover Artwork:	Godfrey Dowson
Typesetting etc:	A & M Litho & Option A

## Other Games

Emerald Isle is Level 9's second true graphical adventure, following Erik the Viking. Both games have graphics on most computers, including the BBC micro. Games (1-9) are basically pure-text, only having graphics on larger micros, if at all. The full range is:

- |                                |  |
|--------------------------------|--|
| 1) Colossal Adventure          | "Middle Earth" Trilogy                   |
| 2) Adventure Quest             |  |
| 3) Dungeon Adventure           |  |
| 4) Snowball                    | "Silicon Dream" Trilogy                  |
| 5) Return to Eden              |  |
| 6) The Worm in Paradise (soon) |  |
| 7) Lords of Time               | "Lords of Time" Saga                     |
| 10) Erik the Viking            | (with Terry Jones and Mosaic Publishing) |
| 11) Emerald Isle               | Graphical Adventure                      |

Level 9 is currently (Jan 85) based at:

229 Hughenden Road, High Wycombe. Bucks HP13 5PG



## SPECTRUM INSTRUCTIONS



This adventure game is for the 48K Spectrum. To load and start, type the following (remember to press ENTER afterwards):

LOAD"" (Press J; SYMBOL-SHIFT P; SYMBOL SHIFT P; ENTER)

Then play the cassette in your recorder to load the game (there is a copy on each side of the tape). The adventure starts automatically.

While playing the game, please ignore the graffiti scribbled on the Spectrum keyboard. DELETE (ie CAPS-SHIFT O) is the only special key that you can use, all words must be typed out in the normal way (though abbreviation is often allowed).

### Playing the Game

The adventure asks "What now?" (or something similar) whenever it expects you to type another command. Simply type a short English phrase to tell it what you want to do next and press ENTER. The program will carry out your request and tell you if anything significant happens, then ask for the next command and so on..

If the game doesn't understand what you mean, try and rephrase the command, using different words, and this may work better. Use capital letters.

Here are some useful words. Not every one of these works in every adventure, but it's worth trying them:

TAKE, GET, WEAR, DROP, the 8 main compass directions, IN, UP, DOWN, CLIMB, LOOK, LISTEN, LOOK AT, EXAMINE, FILL, OPEN, CLOSE, LIGHT, SCORE, INVENTORY (lists everything carried), AGAIN, SCORE, QUIT, SAVE and RESTORE (see below for details of these last two).

Many words can be abbreviated, e.g. NORTH to N and NORTHEAST to NE.

### Saving the Position

To save the state of play to tape, type SAVE in full and press ENTER. Start a blank cassette on RECORD and press ENTER again to start the position saving. This takes a few seconds. When the program asks you "What next?", stop the tape. It may be a good idea to use SAVE before trying anything dangerous.

To restore a saved position, you must be playing the game. Type RESTORE in full and press ENTER. Some adventures ask you if you're sure: if so, type YES and press ENTER. Rewind the cassette on which the position was saved, and start it on PLAY: the data will load in the same way as a normal Spectrum program. Then carry on playing from the saved position.

### Loading Advice

We test cassettes thoroughly and few people should have any difficulties in loading our games. If you do have any problems, however, the following may help:

1. Try the other side of the cassette.
2. Load a program of your own to test that the recorder is connected.
3. Vary the volume and tone settings (using fairly loud and fairly high).
4. Clean and demagnetise the recorder, following the maker's instructions.
5. Some recorders don't work well with some computers. Could you use another type?
6. You may really have a bad cassette. As a last resort, return it under guarantee to get a replacement (just return the cassette, it costs more in postage if you return the box as well).