

THE MASTERS OF COMPUTER SOFTWARE PRESENT

MASTERS OF THE UNIVERSE™

SUPER ADVENTURE



SOME HELP ON HOW TO PLAY

Masters of the Universe™ has an extensive vocabulary of words which can be used to enter players **COMMANDS**. To enter a **COMMAND** just type in the action you want to perform, as an example, some possible commands are listed below.

GO PALACE **EXAMINE WAX** **ENLIST ORKO**
TALK TO RANDOR **DROP HEX** **ASK MOSSMAN TO DRINK**
ASK THE SORCERESS FOR HELP **FIT MINUS MANACLE TO MIRROR**

These are a few sample **COMMANDS** but as you can see they range from simple two word (verb/noun) instructions to multiple action **COMMANDS**.

Several actions can be strung together, but should be separated from each other by the use of **AND** or by a comma:—

GET THE BOX AND OPEN IT
GO BRIDGE, S, CUT THE ROPE
SPECIAL WORD COMMANDS

LOOK — This will redescribe your current location if you lose your bearings.

EXAMINE for closer look at an object just use the word examine followed by the name of the object you wish to inspect, and if appropriate the computer will give you further information.

I for **INVENTORY**

This will tell you what you are carrying and wearing.

QSAVE

This will save your current state of play, to RAM, so that if you should accidentally be killed you may **QLOAD** to return to the scene of the crime without reloading a saved game from tape.

QLOAD

Loads previously Qsaved game.

QUIT

This command will ask you if you want to play again and also ask if you want to **RESTORE** a saved game.

SAVE GAME

This allows you to save the current game position to tape. The saved game can then be restored at a later date by answering **YES** to "Do you want to **RESTORE** a saved game?"

LOAD GAME

Loads a saved game from tape.

WAIT

There may be times in the game when being able to wait has a distinct advantage. This command will let the game move on by one move — longer waits can be entered by **WAIT 5: WAIT 10:**

BOM

Very useful this, particularly if you are playing in a cavalier manner, constantly being killed by wandering nasties and ending up as lunch for some hideous looking quadruped.

Typing **BOM** (back one move) does just that, you will be given another chance to wipe the egg off your face. If one of your thoughtless actions results in death, then by typing **BOM** as your first command after the title page at the restarted game position, you will get another chance at survival from your last move.

GET ALL

Picks up all the available objects in your current location, but will not get objects that you have yet to discover and will not allow you to carry more than you are capable of.

DROP ALL

Drops everything that you are carrying.

Loading Instructions

Commodore 64

Cassette: Press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on the cassette player.

Disk: Type **LOAD "*"8,1**, then press **RETURN**.

C16

Cassette: Type **LOAD** and press **RETURN**. Press **PLAY** on the cassette player. At ready type **RUN** then press **RETURN**. Save game as per CBM 64/128.

BBC

Cassette: Type ***TAPE** then press **RETURN**. If you have a filing system other than tape installed, type **PAGE = &EOO** then press **RETURN**. If uncertain do this anyway. Type **CHAIN ""** then **RETURN** followed by **PLAY** on the cassette recorder.

BBC

Disk: Type **CHAIN "LOADER"** and press **RETURN**. Game will load automatically.

Electron Cassette: As BBC

IBM Disk: Insert disk and game will load automatically.

Amstrad

Cassette: Press **CTRL** and **SMALL ENTER** and then press **PLAY** on the cassette recorder.

Amstrad

Disk: Type **RUN "MOTU"** and press **ENTER** and game will load automatically.

Spectrum 48K:

Type **LOAD ""** and press **ENTER**.

Spectrum 128K:

As 48K loading.

