

IMPORTANT NOTICE

Please note special Loading Instructions for the Adventure "Blizzard Pass". Select 128 Basic Option then type OUT 32765,23 and press the ENTER key. Now loading by pressing 'J' (Load) Key and " " This will appear on your screen as LOAD " " Again press the ENTER key. The Adventure will now load automatically.

BLIZZARD PASS

BACKGROUND

Oakleaf was an isolated village hidden away deep in the mountains, in the valley whose only access was series of cave passages through the mountains, thus while the petty wars of man raged outside, the village slept on. However on one occasion they were visited by a group of Sorcerers seeking quiet as this they did, hiding themselves even from the villagers deep in the mountains. They helped the village no end, controlling the weather and helping cure the plague when it struck.

It came to pass that one of the Wizards sought far beyond mortal comprehension and in doing so encountered an almighty evil power - a power which was to turn him against his fellow sorcerers, slaying them all and preparing to destroy the village.

This was all unknown to Cedric, the merchant, as he trudged wearily down Blizzard Pass. All he discovered was that it had begun to snow, something that had never happened in living memory here in the Pass. Instead of heading south down the Pass and home he was forced to run, freezing cold, back towards the Gate of Sorcerers where he thought to seek refuge in the Caves, but the gate was barred. Almost frozen to death and without any shelter it looked like the end.

As you may have guessed this is where you take over.

THE GAME:

The game itself is a sophisticated text / graphics adventure. It has a large vocabulary and intelligent interpreter.

This means that you can use complex sentences to control the game, for example

EXAMINE THE DARK OPENING TWELVE FEET UP THE WALL

although

EXAMINE OPENING, is probably sufficient.

You can string commands together, for example

TAKE THE SWORD, SPEAR AND BOOK, AND GO EAST.

For those new to adventures a guide to some standard commands is in order and some help with the fi puzzle is given (See Hints), the adventure gets harder as you progress through it.

STANDARD COMMANDS:

TAKE OBJECT

If you are told "YOU CAN SEE AN AXE" you could type "TAKE AXE" or "GET AXE".

DROP OBJECT

The opposite of TAKE

PUT ON OBJECT	Allows you to wear an item for example a hat.
TAKE OFF OBJECT	Allows you to take off an item you are wearing.
INVENTORY	This lists everything you are wearing or carrying and can be very useful. It can be abbreviated to just "I".
EXAMINE	Allows you to examine things more closely, this command is often useful to discover things that would otherwise not be noticed.
SAVE	When it's four in the morning and you've nearly finished you might wish to continue another time. This command saves a small block of information which can be loaded into the game later on by answering "YES" to the prompt RESTORE GAME? It is also useful to save at regular intervals so you do not have to go back to the start.
QUIT	Allows you to restart the game

There are many other commands for example:

OPEN, SHUT, LOCK, THROW, SHOUT, ATTACK, PUSH, PULL, SWIM, CLIMB

To move around the game you use GO and then the direction. So if the game tells you "YOU CAN GO SOUTH", "GO SOUTH" will move you south. Since commands like this are common N, E, S, W, U, D a abbreviated direction commands.

SPECIAL CONTROL KEY (during typing in of a command)

Symbol Shift Q, W, E

These control scrolling of the text, they change the way the text continues if there is more than the computer can fit onto the screen. These are: Wait for a key before scrolling each line, Wait for a short delay, or zoom everything up the screen without waiting.

EXTENDED MODE

This switches between text and graphics modes giving you a choice of long text descriptions or short ones with pictures.

AIM OF THE GAME

To complete the game you must safely reach your home in the village whereupon the game ends and you are given a score based on your problem solving ability and on how many magical items you have with you when you get there. To get maximum points you must have all of these and have killed the Wizard and have solved all the relevant puzzles.

At any time your score is given by typing SCORE. You get points for entering your home so you will never achieve 100% before that.

HINTS

The window in the cliff

Examine the window
Water expands on freezing
Large amounts of it are tying all around you

Freezing to death

Find some shelter, see above
Later find some warm clothing