

PENELESS.

The story so far....

You and your wife of six weeks, Penelope Pendragon, have been on an archaeological dig in some tunnels of a long lost tribe. During your investigation you find that the tribe still exists, this is confirmed two nights later when you meet with several warriors of the tribe, Penelope is dragged off down one of the tunnels and you are pushed in the opposite direction. After several hours of trudging through the gloom, you come to the end of the tunnel, there is much shouting and waving of spears which leads you to think you are about to be killed, much to your relief (and fortunately, or it would have been a very short adventure indeed!) a large boulder is rolled aside and you are pushed into a short tunnel. The boulder is rolled behind you, leaving your only exit to the north, the adventure begins.....

LOADING:

Spectrum 48K: type LOAD"" and press enter.

Spectrum +2/+3: Select 48K mode then type LOAD"" then press enter. (LOAD is on 'J')

This adventure accepts the normal input combination of VERB/NOUN i.e.

GO NORTH

EXAMINE DOOR

longer inputs will also be accepted i.e.
GIVE THE TIP TO THE CREATURE

You will find that most words can be abbreviated to some extent i.e.

N-North.

SW-Southwest

just how much a word can be abbreviated you will find by experiment.

USEFUL COMMANDS:

- RAM SAVE Save your current position in memory.
- RAM LOAD Restore your position from memory.
- SAVE Save your current position to tape.
- LOAD Restore your position from tape.
- GET/TAKE Used to pick things up.
- DROP Used to put things down.
- HELP This may prove useful in some instances.
- QUIT Finish the game.

Finally, remember the golden rule of adventuring, make a map!

If in any doubt as to the consequence of what you want to do in the game, save your position first.

Best of luck with the adventure, and now an advert. Side B of the tape holds another adventure (TOOT 'N COME IN) and has nothing to do with the competition, interested? then read on..

PENELESS COMPETITION DETAILS

YOUR CHANCE TO WIN A COLOUR TELEVIDEO!

The first person to send a complete game solution to the following address will win themselves a 14 inch portable colour televideo.

Enclose with your solution your name and address and telephone number (if possible), also enclose your reference number.

REFERENCE NUMBER

079

COMPETITION ADDRESS:

IVYSOFT
17 PARKSIDE
IVYBRIDGE
DEVON PL21 OHU.

TOOT 'N COME IN.

In this adventure you play Harry H. Hartmann, while investigating the recently discovered tomb of SETI IV with your trusty arab bearer, there is a cave-in and you are sealed within. your bearer is unfortunately crushed to death by the rockfall leaving you alone. Your only option is to search the tomb and hope you find another way out...

LOADING: See page 2.

The adventure accepts the normal input combination of VERB/NOUN although in some cases more words will be required.