

THE FOREST AT WORLD'S END

LOADING THE CASSETTE.
TYPE RUN" FOLLOWED BY ENTER.

INTRODUCTION.

This exciting graphics adventure has been specially developed for the seasoned adventurer.

It features advanced 'real' English command decoding and superb graphics, together with load and save facilities.

THE STORY

In the continuous battling between the forces of Light and Darkness, the Princess, Mara has been captured by the evil Wizard, Zarn. In a sneak attack on the palace, his henchmen abducted her and have taken her to the Wizard's strong hold, deep within the Forest at World's End.

Mara's father, the King, has called upon the forces of Light for assistance. In response to his plea, you, the mightiest of the ancient warriors, have been resurrected. You materialise in the Great Valley at the edge of the terrible Forest from which no one has ever returned alive.

Your objective is to locate and rescue the Princess and return, with her, to the Great Valley. Little help can be given to you as there are no maps in existence, but the forces of Light have sent other messengers to help you. Be wary; the dangers are great. Many foes await you in the Forest at World's End.

GIVING INSTRUCTIONS.

COMMAND SYNTAX.

Full use of nouns, verbs, adjectives, adverbs, prepositions is allowed, where relevant to the game, as in standard English usage but note the following:-

1.If you make a mistake in the command line, before you press ENTER, you can delete part or all of the line using DELETE.

2.The command decoder will understand simple verb and noun commands if you wish, but you will have to be specific if the omission of an adjective could be ambiguous. EG. Imagine there are two buttons on a piece of equipment, a red one and a green one say. Obviously just saying "PRESS BUTTON" would be insufficient. You would have to say "PRESS THE GREEN BUTTON" or "PRESS THE RED BUTTON".

3.YOU ARE ALLOWED TO OMIT THE WORD 'THE' IF YOU WISH.

FURTHER INSTRUCTIONS ON THE REVERSE

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GRAPHICS BY TERRY GREER

PRODUCED BY RICHARD PAUL JONES

INTERCEPTOR

MICRO'S Lindon House, The Green, Tadley, Hants.

SPECIAL COMMANDS.

In addition to the words in the adventure vocabulary, there are some special commands which can be used on their own. These are as follows:-

1. 'HELP' or 'H'.

This command will give a help message, where appropriate.

2. 'INVENTORY' or 'I'.

This will give you a list of the objects you are carrying.

3. 'LOOK' or 'L'.

The location description will be reprinted.

If there is a picture associated with the location, it will also be displayed.

4. DIRECTION COMMANDS.

These commands can be given in full eg. 'NORTH' or abbreviated to the first letter eg. 'N'.

5. SAVE.

This command is used to save your current position and status on tape.

6. LOAD.

This command is used to restore your previous position and status from tape.

7. QUIT.

Used if you've had enough. You will be given the option to save your current position and status.

GRAPHICS.

Many of the locations that you visit have pictures associated with them. On your first visit to the location, the picture will be displayed, together with the location description. To continue, press any key. If you have already visited the location, no picture will appear, unless you use the 'LOOK' command.

GOOD LUCK.

Other adventure games available on
this computer are:

**Forest at Worlds End, Message from Andromeda
and The Jewels of Babylon**

If these games are not available from
your dealer come direct to Interceptor Micro,s

★ ★ ★

Heroes of Karn will also shortly be available.