

Merlin

(Micro Systems Ltd.)
93 High Street,
Eston,
Cleveland.
TEL. (0642) 454883

MAD MONK

Please follow the instructions on the cassette label implicitly, particularly with regard to cold starting all the way through to the "OK" message. If you are unfamiliar with our loading system, please do not be alarmed when the machine appears to "hang" after a few seconds; that was the byte loader going in and it will self-execute and load the rest of the data much more quickly and reliably than other formats. There is a 4000 baud recording on the other side of the cassette.

The Adventure recognises the four points of the compass, together with UP and DOWN, as instructions to proceed in the specified direction. For ease of operation, directions may be abbreviated to just their initial letter. Except for INVENTORY (abbreviated to INV), the remaining twenty or so instructions must be spelled out in full, e.g. LOCK, READ MAGAZINE, KILL MONK. The program will usually recognise the forty-plus objects/characters by just three or four letters although you MUST use 3/4 letters of the name/noun. For example, you should refer to Crazy Count Pavlovich as PAVLOVICH and to the silver coin as COIN. Should you acquire a garlic sausage then anything from EAT THE SAUSAGE to EATSAU will suffice should you feel in need of sustenance.... okay?

The Adventure is different every time you tackle it.. ... EVERYTHING gets shuffled!

There are about thirty objects/implements and more than seventy locations, not counting the 225 location "3-D" maze! Before entering the maze, you would be we'll advised to acquire the Compass and the Mad Monk's Magic Maze Map otherwise you may never see the light of day. Once Inside the maze, your controls are (LEFT SHIFT) to turn left; (Z) to turn right and (RIGHT SHIFT) to go forward. To view the Map, Press (M) but remember that it's a Magic Map - not always available and not always helpful when it is! The maze is generated anew each time you enter and this takes a couple of seconds.

Should you be fortunate enough to get a Greeny Zapping session then the controls are (LEFT SHIFT) to move left, (Z) to move right and (RIGHT SHIFT) to fire. Your prowess here is vital if you are to succeed in your quest.

The adventure starts with you in the entrance hall of the Mad Monk's Monastery and your mission is to find and rescue one Lord Magnil the Magnificent, who is being held ransom by the Mad Monk and his acolytes. None of the other characters is particularly friendly although You may be able to bribe one or two of them if you make the right offer. Friend Greeny is immune to all but the zapper and only then if you are sufficiently accurate - try to get as high a Greeny Zapping Ability as you can before tackling him.

The program uses a text compression routine so there's no point in "viewing" the data off tape when desperate for clues. Send a S.A.E. for HELP if needed.