

MESSAGE FROM ANDROMEDA AMSTRAD CPC 464 ONLY.

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

You are the captain of the space patrol cruiser galaxy. While on routine patrol, you receive a distress signal originating from a previously unknown planet. Your mission is to investigate the source of the signal.

A word of warning though; your mission is fraught with danger and things may not be all they seem. Be prepared for the unexpected. This is the first of the adventures in the galaxy series.

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

WRITTEN BY DAVID M BANNER
GRAPHICS BY TERRY GREER
PRODUCED BY RICHARD PAUL JONES

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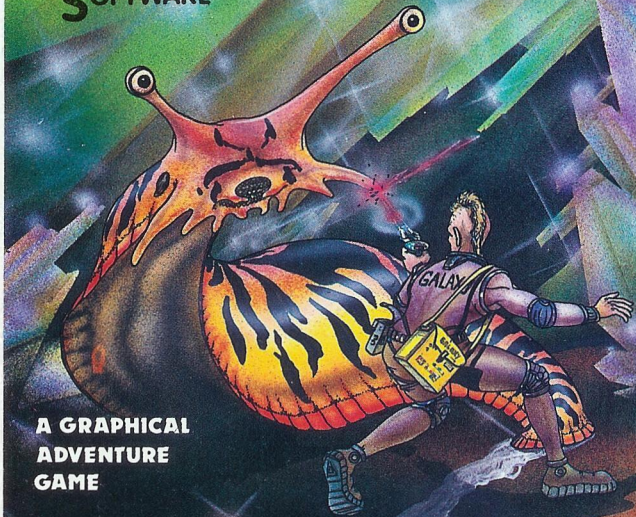
**INTERCEPTOR
MICRO'S** Lindon House, The Green, Tadley, Hants.

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MESSAGE FROM
ANDROMEDA

MESSAGE FROM ANDROMEDA

INTERCEPTOR
SOFTWARE



A GRAPHICAL
ADVENTURE
GAME

SUITABLE FOR THE
AMSTRAD

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 an appropriate help message.

2. 'INVENTORY' or 'I'.

This will give you a list of the objects that 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 to 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 status and position.

GRAPHICS.

Some 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, though you can always 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.