

INTERCEPTOR
MICROS

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Jewels of Babylon

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SOFTWARE

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A GRAPHICAL ADVENTURE WITH MUSIC
SUITABLE FOR THE
commodore 64

PUBLISHED BY:-
INTERCEPTOR SOFTWARE
MERCURY HOUSE
CALLEVA INDUSTRIAL PARK
ALDERMASTON
BERKS



THE JEWELS OF BABYLON

TO LOAD Hold down SHIFT and press RUN/STOP
The program will automatically load and run.
A graphics adventure with music for advanced players.

FEATURES 100% machine code
Instant graphics
3 full length musical pieces
Over 100 locations

THE STORY

3000 years ago, before the Christian era, a fabulous treasure was created by master craftsmen in the old city of Babylon. Such was the beauty of this collection, many men died to obtain possession of them. The collection was known as the Jewels of Babylon.

At the end of the 19th. century, the jewels were in English hands. In a great gesture of friendship, Queen Victoria intended to give them as a wedding gift to an Indian Princess. On route from West Africa, the ship carrying the jewels was attacked by pirates who took them and left the crew for dead.

You are the sole survivor of the attack. After recovering from your wounds, you vow to reclaim the jewels. After much searching, you have located the pirate base on a remote island. Your objective is to search the island, find the jewels and return with them to your ship.

Many dangers await you on the island, be wary.

GIVING COMMANDS

The game will accept a variety of nouns, verbs, adjectives and prepositions. It will understand simple verb-noun commands like: TAKE PLANK or DROP KEY. It will also allow more complex commands such as GET INTO ROWING BOAT or CLIMB out of ROWING BOAT.

ERROR MESSAGES

The game has a variety of error messages. These are explained below.

1. YOU'RE NOT CARRYING IT - You have tried to use an object you don't have.
2. IT ISN'T HERE - You have tried to manipulate or use an object that is not in the location.
3. I DON'T UNDERSTAND - You have entered a word the adventure does not recognize.
4. I DON'T SEE THE POINT - You have entered a sequence of words that doesn't make sense or a sentence that would achieve nothing toward completing the game.
5. PLEASE BE MORE SPECIFIC - You have not given the game enough information.
6. YOU CAN'T - You have tried to do something illegal such as Take Rowing Boat or you have not given enough information to the computer.

EXAMPLES

CLIMB LADDER - You need to say Climb up Ladder or Climb down Ladder.
TAKE ROWING BOAT - You obviously can't do that.
THROW FISH AT BOAT - This would achieve nothing.

INSTRUCTIONS CONTINUE ON REVERSE

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Lindon House, The Green, Tadley, Hants.

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Note: the word "The" will not be accepted.

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.

8. SCORE

Used to give a percentage of the game completed.

GOOD LUCK.