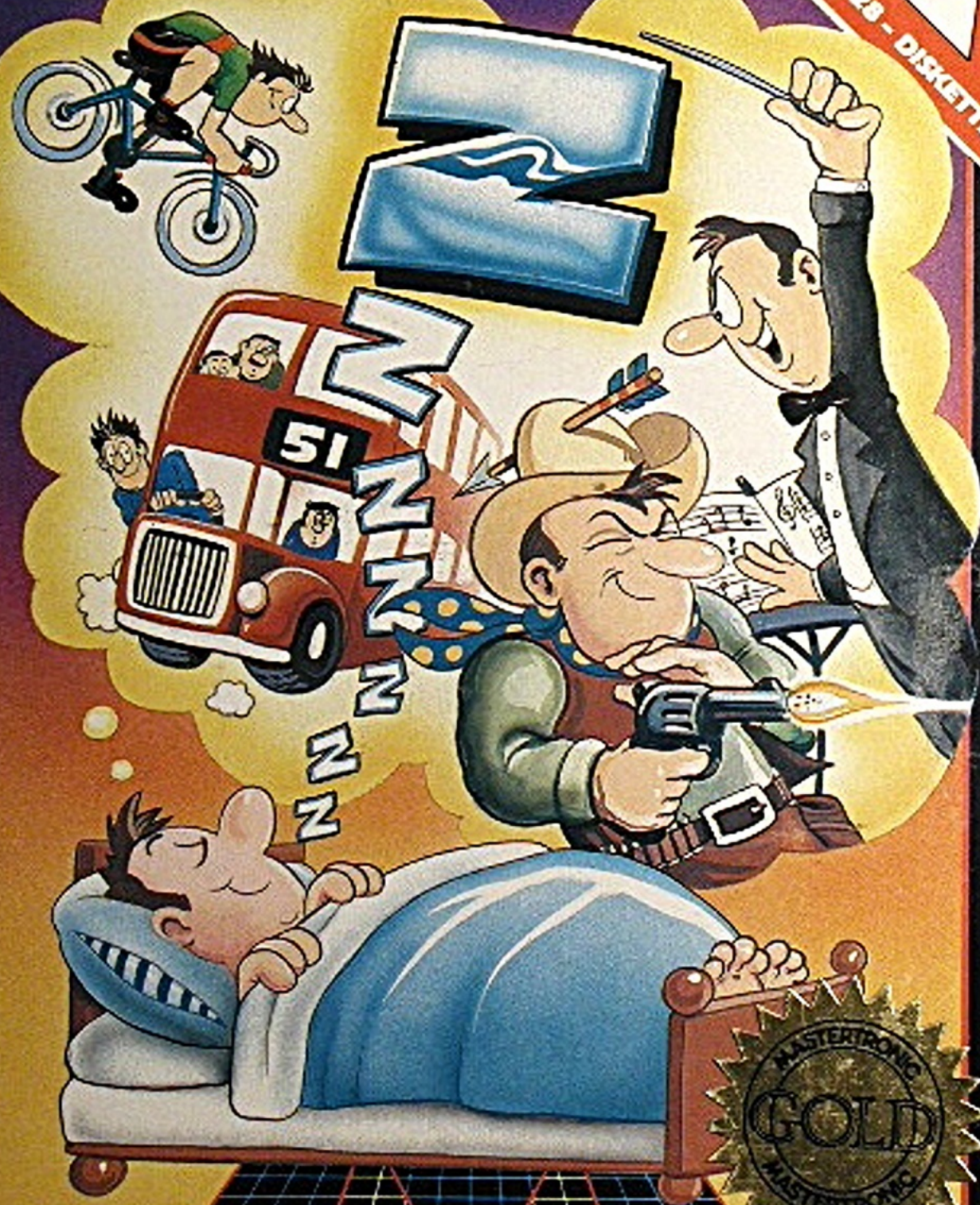


MASTERTRONIC

COMMODORE 64/128 - DISKETTE



MASTERTRONIC

ICD 0095



The Aim of the Game

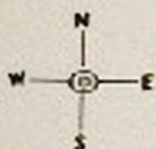
You fall into a deep sleep after a hard day and find yourself trapped in this graphic, text and icon driven adventure from which you are unable to wake.

You must travel through the land of 'ZZzzzz' to find and cross the border post to return to this world, or wander lost in your dreams for months.

To awake you must solve the many puzzles presented to you with a little help from the Sanman by using the keyboard and icons.

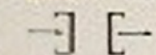
Icons

These supplement the ordinary text input of the most frequently used commands.



Placing the cursor over the centre of this icon will show the available exits by changing the colour of the arrow from blue to red. Move cursor over red arrow and press Fire to move location.

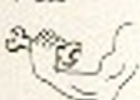
* ENTER * LEAVE



* QUIT INCORPORATING
SAVE DATA TO TAPE OR DISK



* I USE



* SCORE



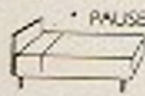
* I INVENTORY



* I EXAMINE



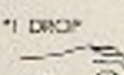
* HELP



* PAUSE



* GET



* I DROP



* REDSCRIBE

* These icons will light up when selected and their functions will appear below the graphic location.

1 When these icons are selected a list of objects being carried will appear. To select an object move the cursor over it until it changes to red and press Fire.

Controls

Text input on keyboard with or without joystick.
Joystick in Part 2.

TO LOAD: Insert into disk drive. Follow the instructions in your computer manual. Type LOAD """, B [press the RETURN key].
When READY appears type RUN [press the RETURN key].

