

'Environoid' Text Adventure

Minimum System Sega SC3000, 16K RAM minimum required.

How to Play 'Environoid'

This **adventure** is a trip into the unknown visiting **strange** and **wonderful** places without leaving your home or friends alone for a minute.

You can do this by using **one** or **two-word** commands such as: **N** to go north, **E** to go east, **U** to go up, **D** to go down. **SCORE** to see how many points you have, **QUIT** if you've had enough, **INV** or **INVENTORY** to see what you've got. Other instructions like **OPEN DOOR**, **ST**, **HUTTLE**, **CHANGE BATTERIES**, **GO HOLE**, or **GO P**, **OK DIRT** and many more are left for you to discover.

The idea is to use the items you find, some are useful and others are not, but **be careful!** There are several different ways to become a **millionaire** or **die** in the attempt.

If you have trouble, don't quit, simply try another word, eg. **TORCH ON**. **Good luck** and don't give up. The answer may be just around the corner...

Other Text Adventures include: '**Heroic Quest**'

Tape loading instructions

For John Sands Sega SC3000 Personal Computer.

1. Connect computer as shown on the user instruction card and insert BASIC cartridge.
2. Connect a lead from the earphone socket of the tape recorder to the "IN" socket at the back of the computer.
3. Switch the computer on.
4. While holding down the **FUNC** key press the key with the word **LOAD** written above it. The word **LOAD** should appear on the screen. Press the **CR** key, the message **LOADING START** will appear on the screen.
5. Insert the tape in the tape recorder and press the play button. If everything is set correctly the computer will put up a message telling you that it has found a program. The program will then be loaded from the tape recorder to the computer.

6. If the volume and tone controls are set correctly, after a while the message **LOADING END** will appear on the screen. You will probably be most successful with the volume on about 6 and the tone on about 6 or 7. If they are set incorrectly the message **TAPE READ ERROR** will appear, meaning that you will have to rewind the tape and go to step 4 and try different levels.

7. To start the program press the key with **RUN** above it along with the **FUNC** key, the program will then begin.

8. There are two copies of the program on the labelled side of the tape, separated by approx. 10 second gap.

John Sands
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