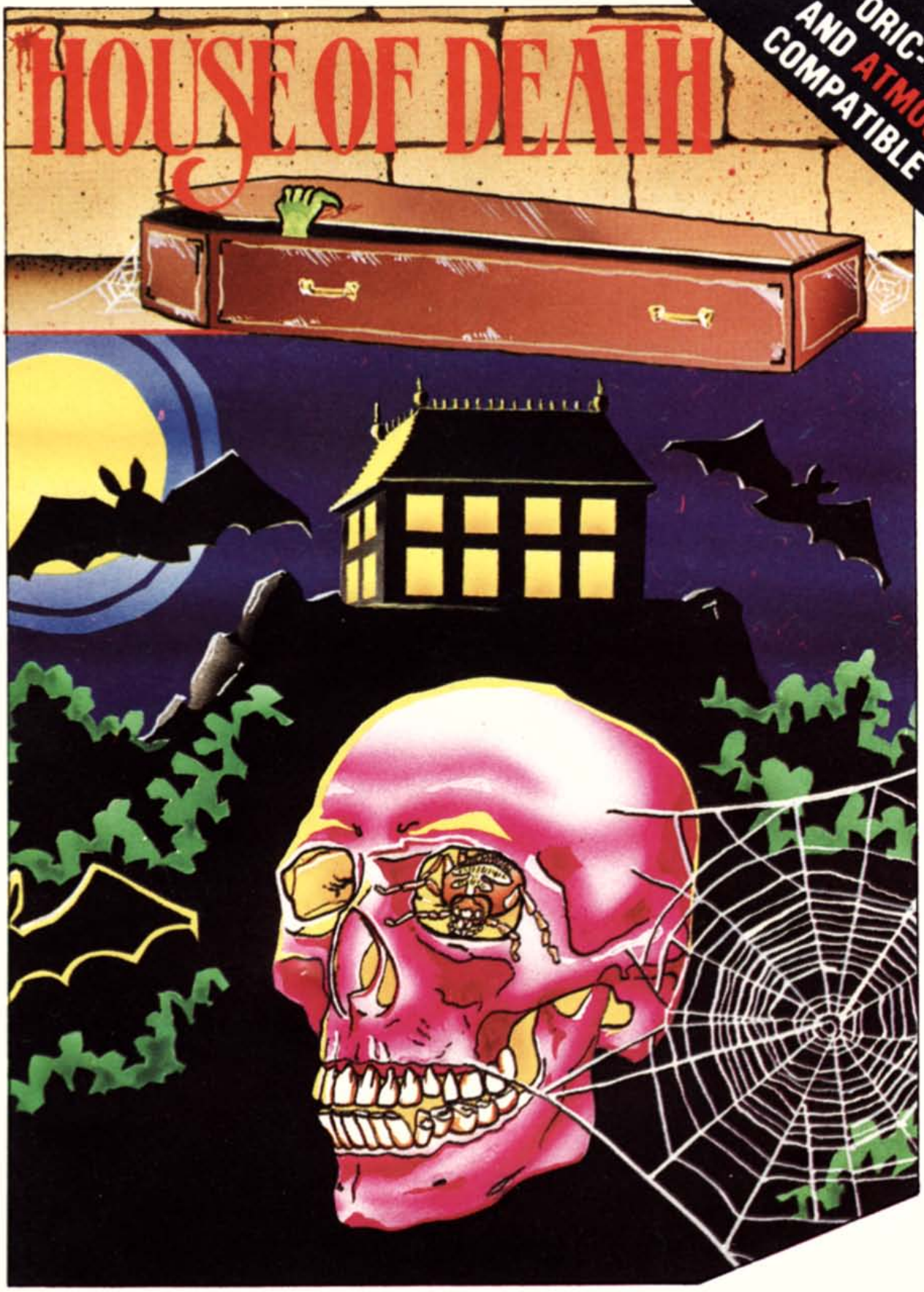
HOUSE OF DEATH

TANSOFT ORIC 48K

HOUSE OF DEATH

ORIC-1 AND ATMOS COMPATIBLE



TANSOFT

instructions

Loading House of Death
House of Death is a vast game! Because of this, the loading time is considerable, so please be patient.
The cassette contains a fast recording on one side and a slow version on the other. To load, type either CLOAD "" for fast or CLOAD "",S for the slow side. House of Death will automatically run.

Starting the Game
The game takes about a minute to set up, and will ask you whether you would specify an INK colour for the game. Enter a number 1 to 7 corresponding to the normal ORIC colours. If you wish, you may press space to leave the INK colour unchanged. After that, you are in the game! Type QUIT to finish the game early.

Entering commands
You should enter instructions in very simple ENGLISH. You may include words like 'THE' and 'A' as you wish. The computer only expects one command at a time. Although many things are understood - House of Death adventure is not one of those 'Cheapo' games - you may need to try to phrase things in different ways. For instance if you come across a locked door, you might find that OPEN THE DOOR did not work unless you had found a key.

Objectives
There are five treasures to be found, and these must be returned to the starting place in order to complete the game.
A score is kept on a percentage basis, according to how much of the game is over. Do not give up too easy - have you looked in all the rooms? All things are totally logical, and the place can be properly mapped.

Some commands
In order to move around, you can use compass points, such as NORTH, SOUTH etc. with other directions such as UP, DOWN and OUT as necessary. Because of their frequent use, you may use the first letter of a compass point, such as 'N' instead of GO NORTH.
The second important VERB is 'GET' or if you prefer 'TAKE' which lets you pick up an item present in a room.
This is subject to a weight restriction - you are only human!
Items can be dropped by commands like: DROP THE ROD.
Generally it is better to type a short form of the noun, as in 'DROP KNIFE' although in many cases the computer will understand 'DROP THE RUSTY KNIFE'.

So here is a summary of adventure commands - others will be discovered as you play:
1) GO - move in a particular direction.
2) GET - try to pick up item.
3) DROP - put down an object.
4) INVENTORY - list items currently held.
5) SCORE - give latest score rating.
6) SAVE - save game on cassette.
7) LOAD - load back a previous game.
8) EXAMINE - examine a particular object.
9) LOOK - look at surroundings.
It goes without saying that most of these can be expressed in a different way.

Example of dialaogue
You are in an odd room. There is a red door to the east and a blue door to the south.
The blue door has been opened.
Please enter a command:
DROP GOLDEN KEY
OK You have dropped the Golden Key.
Please enter a command:
INVENTORY
You have got:
Scuba Daving suit,
Tana Leaves.
etc.

GSH

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48K
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