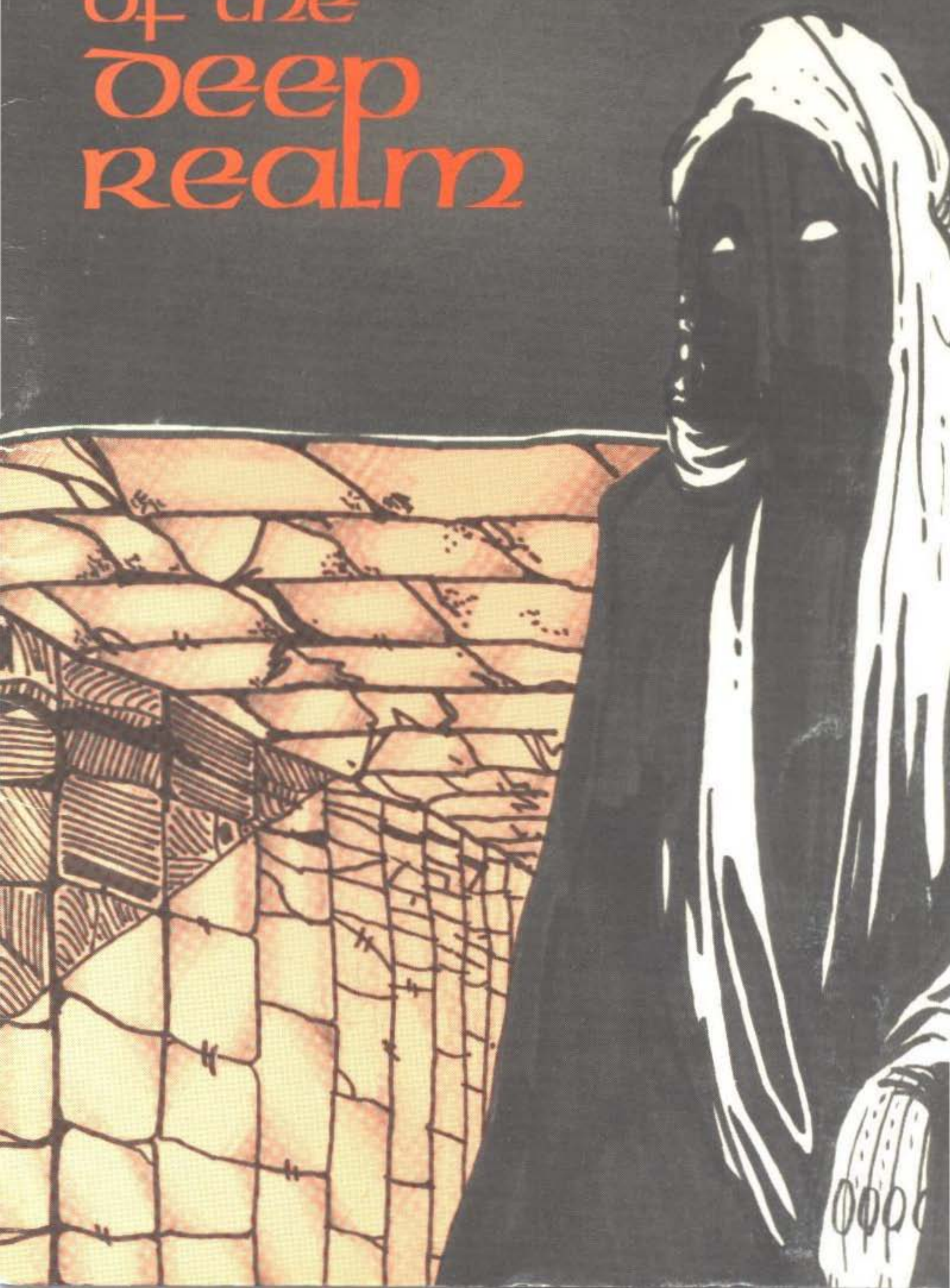


boards of the deep realm



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Hoards of the DEEP REALM

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by Vaughan Clarkson

Introduction

In this program, you are the hero who must retrieve stolen treasures hoarded in the underground caverns of the Deep Realm. During play you must dodge and outmanoeuvre the fiery wraiths that guard these treasures. At the start, you are at the lowest level of the Deep Realm and must work your way up through as many levels as you can. There are currently fifty levels provided.

Deep Realm was written entirely in machine language, and includes keyboard and joystick playing facilities. Deep Realm also provides a command mode, from which players can design their own levels if they wish.

The game is fully compatible with colour and monochrome models of the Microbee and is particularly attractive when played on a colour system.

How to play:

Your Deep Realm package contains this manual and the Deep Realm game diskette.

Your Deep Realm diskette represents a valuable investment and, if used correctly, will provide many years of enjoyment as you solve the levels provided and create and solve levels of your own. When inserted into the A: drive of your Microbee, Deep Realm will run automatically. We have provided anticopy protection on the program to reduce piracy and ensure that the author receives a fair return for the one year's effort he has invested in writing this program.

Depending on the type of Microbee that you own, there are several ways in which your diskette may be used or configured to make playing the game as convenient as possible. These options are explained in Appendix A. Please ensure that you read this appendix before commencing play.

If you insert Deep Realm into the A: drive and press RESET, it will run automatically. However, should you wish to run the program with the Deep Realm diskette in the B: drive, execute the COMMAND file by typing COMMAND (from either CP/M or SHELL) and then pressing the RETURN key. For further options, please refer to the appendix.