The Mystery of the Java Star

This is an adventure in four parts, each of which loads separately. You may only progress to Part 2 when Part 1 has been successfully completed, and similarly with subsequent parts. You may, however, save the completion of Part 1 and/or Part 2, and start the adventure again from either of these positions on a later occasion. To do this you will need a spare blank cassette to act as the 'save tape'. Your position is stored as a short machine code program and not as a data file.

There are three levels of difficulty for the adventure, from which you choose one at the outset, and there are three different locations one of which is chosen at random, so that you are likely to undertake different adventures on each occasion you play.

The purpose of the adventure is to find the wreck of a ship which sank in 1767 in an unknown location, to search the wreck and recover a quantity of gold and a mysterious ruby called the Java Star, which has some strange properties. You finance your expedition with a sum of money at the outset, and you spend money as you go along, more if you need a lot of help and less if you are more skilful and independent. In Parts 1 and 2 you have to gather together information and a map, and a notepad is useful to record the information as you assemble it. In Part 3 you have to use this information to locate the part of the world in which the ship was sailing, and then find the island near which it sank. In Part 4 you must find the location of the wreck, and then, using diving equipment which gives you enough air for 10 minutes per dive, make a real time search of the wreck. You must take care not to run out of air before getting back to the surface for a new tank or to let yourself be trapped below decks by the hatches closing behind you. If you find the ruby, you then have to make some decisions to solve its mystery. At the end of the game, scores for your performance in the skills used at various stages of the adventure are given.

The action codes used for playing each part are set out overleaf.

LOADING THE ADVENTURE

1. Put the cassette in the recorder and attach all leads (including the remote lead if possible).
2. Type CLOADM and press ENTER.
3. Press the PLAY button on the recorder.
4. Each part takes about a minute to load, during which the screen will show information which will help you.
5. If you decide to 'save' your position at the end of Part 1 or Part 2, have a spare blank tape handy and follow the instructions in the program.
6. When you want to restart from the position which you left, make sure that the main program tape is fully rewound, and start from the beginning each time, following the recovery instructions as they appear.

If you have any problems with loading, rewind the tape and try again, adjusting the volume control on the recorder until a satisfactory level is found. If you have any persistent problems, do not hesitate to contact us. If you are stuck with the adventure and need some help, send an SAE stating your difficulty to us at:-

189 ETON ROAD, ILFORD, ESSEX. IG1 2UQ

(Continued overleaf)

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THE MYSTERY OF THE JAVA STAR

ACTION CODES

Part 1

Sections 1 and 2

PRESS Letter('A'to'G') followed by
Number(1 to 6)for each pair of sections to be exchanged.
'H' for Help.

Part 2

PRESS 'SPACEBAR' – to identify location
'C' – to continue

Part 3

Section 1

PRESS Letter ('A'to'K') followed by
Number(1 to 9) – to identify area to be searched

Section 2

PRESS 'C' – to continue
'R' – to change orientation
'D' will appear alongside R
'N,S,W OR E' for direction towards which you want to fly
'Z' – to enlarge – followed by Number of Island(1 to 4)
'F' – to signify FOUND
'M' – to examine map
'R' – to return from map.

Part 4

Section 1

ARROW KEYS – to move boat
'P' – to signify 'in position'.

Section 2

ARROW KEYS – to move diver
SPACEBAR – to identify close objects
– ? – requests an action
'U' OR 'D' – for up or down steps
'U' – if on top deck, return to surface
'O' – open (Most objects have to be opened before contents can be shown)
'C' – continue
If the diver is at the surface
'S' – to stay
'D' – to dive again.