WELCOME TO EL DIABLERO

LICENCE

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LOADING
1. Place the cassette in the cassette recorder.
2. Press the PLAY button.
3. Type CLOADM and press the ENTER key.
4. When the computer responds with "OK", type EXEC and press ENTER.

PLAYING EL DIABLERO

You awake, dazed and confused, in the middle of a desert. You had been learning the techniques of sorcery from an old man. The old man told you that an evil Sorcerer, a "diablero", had become his enemy. Now, your teacher is missing and you are alone. Worse still, you cannot remember those spells you had already learnt. However, you can remember a strange verse:

Remember well the power word.
Remember that which twice you heard,
Awake to that which dwells within,
Throw off the yoke of ignorance.

You have entered the world of El Diablero!

Here you must learn to acquire and use magical power, in order to prepare for the final conflict with your enemy.

To play El Diablero, input one or two word commands. For example LOOK AROUND, or GET BOOK. You need only enter the first 4 letters of each word for your instructions to be understood. To see a list of the objects you are carrying enter INVENTORY.

To move about, the arrow keys and the @ key are used to indicate direction. To move North, use the up arrow key, to move South use the down arrow key, to move East use the right arrow key. To move West, use the @ key leaving the left arrow for backspacing.

HELPFUL HINTS

When a location description is preceded with the words "I AM IN DANGER!", there is only one correct response which will prevent you from being killed. There are no second chances, but there are subtle warnings, which can prevent you from getting into situations for which you are not prepared.

It is often useful to examine unusual things well. They will often provide useful hints.

This is not an easy adventure and if all else fails, a set of maps and extra clues are available from Dragon Data Limited on receipt of a stamped, addressed envelope.

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