

THE DOGBOY

In the poem 'KING' by MARC PEIRSON, the subject of the poem is a monstrous and despotic glutton. Somebody who has more regard for the disgusting and excessive eating habits he enjoys so much than he has for the race of half-human goblins he rules over. Such is KING - an altogether despicable creature, more despised than loved and one whose very name strikes terror into the souls of the weak.

On the eve of an important festival, his wilful daughter elopes with a young singer, taking with her a box containing the city's greatest treasure. Unknown to her and her troubadour, the 'treasure' is in fact a very powerful weapon which is capable of destroying the entire city ... if not the entire kingdom. However she is safe enough as long as the box stays CLOSED, but if she should OPEN it then the world as she knows it could come to an end.

In this game our hero is King's 'dogboy' - a mute boy who can understand the ways and language of the animals and the birds. These animals quickly learn what the princess has done and are anxious to escape before she is foolish enough to open the box.

The poor old 'dogboy' on the other hand has his job to attend to - somebody has to see to the safety of the dogs. However it is also his 'destiny' to descend into the 'Caves of Illusion' beneath Cuckoo Hill, because it is here that he will be able to solve the mysteries of the netherworld. It is here that he will be able to discover the means to rescue his fellow goblins and it is here that he will attain his heart's desire.

SPECIAL COMMANDS

I or INVENTORY gives a list of everything the 'dogboy' is carrying.

L redescribes the current location.

TEXT changes the game to a TEXT-ONLY adventure.

GRAPHICS changes it back to a 'picture-based' adventure.

SAVE saves a game position to TAPE

STORE saves a game position to MEMORY

LOAD restores a game position from TAPE

RESTORE restores a game position from MEMORY

It is also possible to 'chain' your commands by means of the word 'and' .. such as GET THE SWORD AND DROP THE SPEAR. Use the word 'IT' to refer to the last noun used. For example .. GET THE SWORD AND EXAMINE IT. You may also use the word 'everything' in the following manner .. DROP EVERYTHING EXCEPT THE SHIELD.

BRIEF VOCABULARY

NORTH, SOUTH, EAST, WEST, UP, DOWN, ENTER, LEAVE, BREAK, CATCH, CLIMB, CLOSE, COVER, CUT, DROP, DRINK, EAT, EXAMINE, EXTEND, FREE, GET, GIVE, HELP, HIT, HOOK, KISS, LEAN, LIPT, LISTEN, LOOK, OPEN, PULL, PUSH, PUT, REMOVE, RETRACT, ROLL, SHAKE, SHOW, SOW, SPREAD, SHUT, TAKE, THROW, TURN, UNWRAP, WAKE, WEAR, EXCEPT, BUT.

HINTS

For a full set of tips send a stamped self-addressed envelope and 30p to ZENBI SOFTWARE, 26 SPOTLAND TOPS, CUTGATE, ROCHDALE, LANCASHIRE. OL12 7NX

PASSWORD

This game is in TWO PARTS and as such you will be given a password at the end of the first part that will enable you to play the second part make a note of it !!!!!