



“BEHIND CLOSED DOORS ... The Saga”

BEHIND CLOSED DOORS

A totally light-hearted romp, featuring the mighty BALROG, who is trapped in the ‘smallest’ room. Together you must find a way of escape and perhaps wreak revenge upon those responsible for this dastardly act. All you and the BALROG have at your disposal are a copy of the ‘Goblin Gazzette’, the stub of a pencil and your wits will it be enough or will the poor BALROG be destined to spend the rest of his days with nothing but cold porcelain for comfort? It might not be easy but it will sure be fun!!

BEHIND CLOSED DOORS .. The Sequel

It was a cold Autumn morning, but the ‘gurgling’ in Balrog’s stomach had become very nearly unbearable and he knew that unless he paid a visit to the small wooden hut at the bottom of the garden there would soon be more in his pyjamas than just him! So slipping on his boots and picking up a copy of the ‘Goblin Gazzette’, he made his way down the path towards the waiting door. Just then a small thought flitted across his mind but he dismissed it lightly and thought to himself ... “The little sods can lock the door if they want, as long as I can park my bum on the throne first!!”

...From behind the high briar hedge, that grew to one side of the garden, came the sound of suppressed laughter.

Spectrum 48K/128K

BEHIND CLOSED DOORS III .. The revenge of the ants!

THE STORY CONTINUES “Hearing the ‘SPLAT’ as the small furry ball hit the ground, the ants darted under the gap at the bottom of the door and out of the small wooden hut. Then thoroughly believing that BALROG had really dropped one this time, they seized the small furry ball and scampered in the direction of the thick thorn hedge and comparative safety.

Unknown to BALROG, the events that were soon to follow were to have a profound effect on not only his mind, but on parts of him that not even ‘Hunniken’ could reach!! Would he be able to free himself from his sticky predicament or would it take more pain than his tatty old body could withstand?

NOTES

These programmes will accept all the ‘standard’ commands, along with the following extras CASSETTE to save or load to tape, MEMORY to save or load to RAM (instant recall). To activate the ‘Save/Load’ routines just input either SAVE or LOAD and then choose the medium you wish to use. For a more permanent record ALWAYS choose CASSETTE.

In part three (BCD III) some useful abbreviations are .. I (displays ‘carried’ objects), O (displays objects present), W (displays objects ‘worn’), Z = Wait, L = Look.

Also in part three (BCD III) it will be necessary to input ONE 'four-letter' word in order to complete the game, however any others that you may wish to type in are done purely at the risk of the player.

WARNING !!!! These games contain certain 'phrases' and 'sayings' that may offend the more mild-mannered amongst you, however if you don't want to be upset then you should not type in the appropriate commands in the first place ... you have been warned! To the rest of you 'dirty-minded' sods, type them in and enjoy them ... after all they are all meant in the 'nicest possible way' and it is only a bit of fun!

