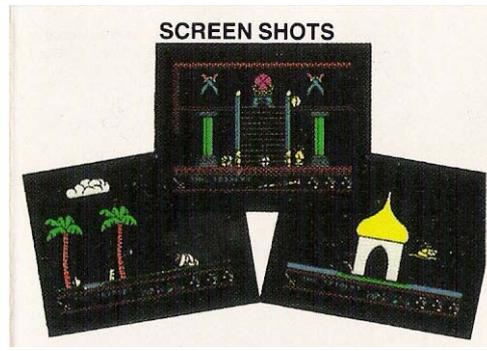


SCEPTRE OF BAGDAD



LOADING

To load, press **LOAD** "". Press **PLAY** on your cassette recorder. The program will now load automatically. (*The program is recorded on both sides of the tape. In case of difficulty, turn the tape over, rewind to the beginning and load again.*)

THE STORY

It was the first day of the year and the people had started to gather in the palace yard. At noon the beloved Caliph must show the sacred sceptre to prove his right to rule over the land of Bagdad.

However, several hours earlier:

The Caliph woke up in his bed feeling very strange. Everything around him seemed to have grown bigger. Nervously he ran through the palace to the room where he kept his magic lamp. He climbed onto the table and polished the lamp until a genie appeared. "How can I help you, o master"?

"Why am I so small"?

"What has happened to my palace"?

"What does this all mean"? asked the Caliph.

After an oppressive silence the genie spoke again:

"It seems that an evil wizard from a land across the great sea has conjured your palace full of monsters and obstacles to prevent you from showing the spectre at noon. He intends to divest you of all your power and become the Caliph himself".

"What can I do, how can you help me"? asked the Caliph.

"I am doomed to stay in this lamp", replied the genie, "but whenever I can, I will try to give you some helpful clues".

CONTROLS:

Q To make Caliph walk left.
W To make Caliph walk right.
M To make Caliph jump.
ENTER Caliph will enter doors or other entrances.
SPACE Caliph will switch the object in the display.
or **JOYSTICK**: Choose from Kempston, Sinclair or cursor.

PICKING UP OR DROPPING OBJECTS:

Caliph will pick up objects by walking over them. These objects will be dropped into the display replacing the object that was already there. Use **SPACE** to switch the object in the display so that it cannot be dropped. Only two objects can be carried at any one time.

OBJECT OF THE GAME:

Caliph must find the sceptre of Bagdad and... walk with it to the palace balcony.

HINTS'N'TIPS

LAMP: You can ask the lamp for clues by approaching it with the hanky (Its a good idea to leave the hanky in the same room). When you think you have solved the clue. you can ask for another.

POTION: During your travels you may find a potion. When you drink it, it will store that stage of the game You can return to that position by selecting "Old Game" in the options menu.

NOTE: There is only one potion in each game. If you choose the "Old Game" option, there will not be a new potion.

IMPORTANT: Make a map and list of objects and locations.

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