PLANET OF DEATH manual
scanned by Jacob Gunness for the *Classic Adventures Solution Archive*:
http://hjem.get2net.dk/gunn/
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have any spelling and/or grammatical errors, unless they prove downright misleading.

PLANET OF DEATH

Commodore 64

Whilst exploring the outer reaches of the galaxy you become stranded on a mysterious alien world – the Planet of Death. By using your wits, skill and limited resources you must escape by finding your now captured and disabled spaceship.

During your quest you will meet various hazards and dangers, some natural – some not – all of which you must overcome to succeed.

Good Luck!!!

About Artic Adventures

Since 1981, when the first title was published, Artic Computing's adventures have been widely regarded as amongst the finest available for home computers. All of Artic's adventures are written entirely in machine code. This not only gives a fast response time but, being the most compact method of programming, allows great detail and complexity in the adventure. In Artie adventures you can explore strange new worlds without leaving the comfort of your armchair. Your computer will act as your puppet and control your senses. You instruct the computer in short phrases, usually verb-noun. For example, if in the adventure you see a laser gun then you would enter GET LASER or GET GUN.

When entering your commands you may use the DELETE key to erase any letters. In each location you may find objects which you can use and manipulate in further locations to help you progress.

As this adventure is very large, the program also has routines with which you can save your position to return to it at a later date. To save a game, enter 'QUIT. You will then be asked 'DO YOU WANT TO SAVE THE GAME' to which you should reply' Y*. You will next be asked to enter a filename. If you have a disk drive attached then the file will be saved to disk. If you have more than one drive you should specify which drive you wish to use when you type in the file name.

If no disk drive is attached then the game will be saved to tape.

You will notice that when you first begin the adventure you will be asked if you wish to restore a previously played game.

Normally you would answer with 'N' for no, but if you wish to load in a partially completed attempt, answer 'Y*. You will then be asked to type in the file name which should be identical to that used to save it If a disk drive is connected the game will be loaded from disk. Otherwise cue up your tape and press play on the recorder. The game will then continue from where you last left it.

Loading your Adventure

1. Set up the computer as described in the Commodore 64 user manual.

2. Insert the cassette in the tape unit. Ensure it is fully rewound.

3. Type in LOAD"",1,1 and follow the prompts on the screen.

4. On loading in, the program will auto-run displaying the title page.

Good Luck ! ! !

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If you require a 'help sheet', please send a SAE to the address below indicating which adventure you are having difficulties with. For a copy of our latest full colour catalogue please send an SAE to:- ARTIC COMPUTING LTD., MAIN STREET, BRANDESBURTON, DRIFFIELD YO25 8RL