

DESERT

A grid game by Epic Adventures

For your unexpanded VIC-20

You are lost in the desert

You must find the city of Al-Jadur before you run out of water, and life.

Desert is full of perils but you may also found items that help you

Good luck

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& THE FORTUNE
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Are you the master of the Desert? Try Superdesert and Megadesert (included).

In Superdesert, the city is randomly located each game. You have a new goal: find all desert roses.

In Megadesert, you face a 12x12 desert, four times the size of Desert.

Desert is a grid game. You travel across the locations of the desert trying to arrive to the city with life.

Every time you move, you will lose one point of water. If you have no water, you will lose one point of life. Game is over when life is zero.

You play writing commands. Every command is one Word only. The most useful commands are:

North, South, East, West. You move across the desert using the cardinal points. You can use the first letter.

Look. This command repeats the description of the location you are. You can use the first letter.

Drink. If you find an oasis, you can drink water.

Take. If you are lucky enough, you will find items that will help you to survive.

Inventory. Tells you the items you carry, if any (you can use I).

Die. Unlike the real world, this command restart the game.

Desert is full of secrets. There are other commands, but their utility depends on items or places you may or may not find.

HELP

The Grid is 16x16 and there are 256 locations. Draw a map. Wandering around in a desert until you die is not funny. Watch the sky. Some oases have birds flying around. Sometimes you will see visions of things that are not there. There are more than one Flask. If you find one & lose it, maybe you find another. You can have only one Flask (or none) any time. There are two different enemies. Stay away of them. You have to find the Ankh in order to enter the Temple. You can arrive the city without any object. When you can use each command. At any time North, South, East, West, Look, Inventory, Die. In an oasis, Drink, Fill (if you have a Flask). At any time when you have a Full Flask, Drink. You find an item, Take. You have the Compass Guide. You have the Ankh and you are at the temple, Enter. There is no a command for the idol. It will vibrate when an enemy is near.