Be sure to PCLEAR1 before running BASHAN to reserve enough memory.

Your object in BASHAN is to enter the kingdom, gather ten treasures and return to the starting point. A perfect score is 200 points. Typing - SCORE (ENTER) at any time will tell you how you are doing.

To make a backup copy simply load and start your original. When the command "WHAT SHOULD I DO" appears place your destination disk in drive 0 and type - BACKUP (ENTER). Your program will generate a backup and return to the game in process.

Your disk contains two copies of your program. If you should have difficulty loading BASHAN try loading BASHAN1 which is your backup copy.

Every effort has been made to assure your program is crash free however if the program should break for any reason you may re-enter at the same location by typing - GOTO12 (ENTER).

If you are not familiar with adventures you will find it much like reading a book where you are the main character. You move around from place to place and perform actions you might in a real life situation.

It is a good idea to make a map as you move around. Start with a large sheet of paper. Draw a square in the center and note your starting location and any objects you ma see. As you move add another square and note the direction you moved. You will eventually have a map with which you may return to a given area without a lot of guessing and backtracking.

Usually available directions to move are shown but some may not be obvious. To move in BASHAN use a single letter followed by (ENTER). For example to go north type - N (ENTER).

Commands common to most adventures are "GET" "DROP" "INVENTORY" "LOOK" "READ" etc. Try any verb you think may work. Use two word commands. The first word is the verb and the second the noun. For example if you see a book you want type - GET BOOK (ENTER). To see what you are carrying at any time type - INV (ENTER) or just - I (ENTER) (for inventory).

If you perform many actions in the same room your room description and available directions may scroll off the screen. Simply type - LOOK (ENTER) or just plain - L (ENTER) and the screen will show your location and direction options.

If you think you are in a hopeless situation and wish to start over, type - RESTART (ENTER) and the game will recycle. The help command is entered as a single word. Typing - HELP (ENTER) may or may not give you some helpful advice.

BASHAN is very complicated and we have added three commands to aid in the event you are stuck. They will not operate until you have taken a certain number of turns. Save them until you are desperate to avoid taking away part of the challenge. The command - VERBS (ENTER) will supply a list of verbs your adventure understands. The command - OBJECTS (ENTER) will list all objects in your adventure and the command - ROOMS (ENTER) will list all rooms in your adventure.

You may save a game in process at any time by typing - SAVE (ENTER). Be sure you have a disk in drive 0. Hit ENTER and your status will be recorded. To restart you game at a later time load and run your adventure. When the command "WHAT SHOULD I DO" appears type - LOAD (ENTER). Place your status disk in drive 0 and hit ENTER. When the disk has finished loading you may resume play where you left off.