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BLINK

ZX IF

ZX IF 01
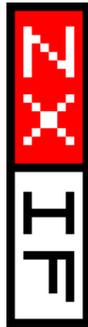
BLINK

Time... DOESN'T PASS

SOFTWARE BY **ZX IF** -**48K RAM**

Blink. It starts with a bull in a china shop. Sort of. A souvenir shop, actually, in sunny Bostagel, home of the tourist in North Cornwall. When I take the little decorative post office, the bull makes a run at me. Time stops. Over to you.

Blink is a 48k text adventure for the Sinclair ZX Spectrum. To play you must instruct your character through typed commands, such as:

NORTH, SOUTH, EAST, WEST, UP, DOWN, NORTHEAST, SOUTHEAST, SOUTHWEST, etc

ENTER X (where X is a place you are outside of)
GET/TAKE X (where X is an object present)
INVENTORY (tells you everything you're holding)
LOOK (which describes your current location)
SAVE/LOAD (allows you to save/load a partially completed game)

LEAVE/EXIT, EXAMINE, USE, TOUCH, SAY, PRESS, EAT, CLIMB, SIT, STAND...

and, most important of all... BLINK...

Loading instructions

48K users type **LOAD ""** and press **ENTER**

128K users press **ENTER** at the main menu

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