



# EARTHQUAKE



ATARI 400/800

299 SERIES...  299 SERIES...  299 SERIES...  299 SERIES... 

# EARTHQUAKE

## San Francisco 1906

Please refer to **USER MANUAL** for Loading and Saving Instructions.

### Playing Hints:

Draw a map as you go, there are a lot more places than you think and without a map you will end up going round in circles or missing areas which you haven't tried. It does need to be perfect as long as you have some record of where you have been and what you've found (as well as where you found it). Examine things you find and try to remember that most problems have solutions that require no more than some careful thought and a little common sense. If you get stuck try typing HELP—you may not get assistance but you won't know until you ask and be careful about assuming things, it can be fatal.

To speed things up you may use the following abbreviations: N, S, E, W, U, D, for Go North, South, East West, Up or Down. I is short for Inventory and will list what you're carrying.

Some (but not all) of the words available that you may find useful are:-

Get, Take, Drop, Go, Climb, Jump, Enter, Examine, Go, Leave, Move, Quit, Say, Wear, Read, Save, Light, Pull Push and Look...There are others!!!

Instructions are entered by you in the form of two word commands with the first word being a verb. If the computer doesn't understand, it will tell you so and you must try rewording what you wish to do e.g. instead of GO FLYING try FLY. You will find that objects which can be picked up usually require only the last part of their name as in the Blue Ox where typing GET OX is all that is needed.

Good luck, happy adventuring and try not to die often.

Trouble getting past the soldier at the steps?

The soldier is corruptible.

Can't get from beneath the collapsed building?

Someone is searching.

Trouble getting through the iron gate?

Wonder about, use your sense.

Check out the opera.

Can't get past the burning building on the steep street?

Look!

Stuck in the storm drain?

The solution is visual.

Trouble getting past the soldier at the fire station?

He is merciless.

A tool is available near the start.

Stuck in the short alleyway?

Make what you need.

Search the start.

Chased out by the horse?

A small treat will make a friend.

Can't get across the crack in the earth?

Be athletic!

Your fortune is your clue.

Trouble understanding your fortune?

Be physical.

Can't get through the door inside the pagoda?

Wander back and explore chinatown.

Stuck at the collapsed building on the cobblestone street?

A friend you can find near the start can aid you.

Trouble getting out of the hotel lobby?

You have used the tool before.

Can't get past the soldier at the hotel?

You need not lose all.

Explore beyond, use your sense.

Trying to get past the soldier on the dock?

You can deceive him.

Stuck in the ocean on the wood scrape?

A tool is needed.

A small friend will help.

You may have to go way back.

Keep getting killed on the refugee wagon?

Make your move.

# EARTHQUAKE

## *San Francisco 1906*

### **CAN YOU SURVIVE!?**

On April 19, 1906 at 5:18 a.m., one of the most violent earthquakes of modern times decimated metropolitan San Francisco. Now, Jyym Pearson (author of *THE CURSE OF CROWLEY MANOR*) has crafted his finest Other Venture to date:

**EARTHQUAKE**—San Francisco 1906! Painstakingly researched with close attention to detail and historical accuracy, **EARTHQUAKE** puts you into a topsy-turvy scenario: The city's remains are awash with flame; buildings burn and crumble, and death's dark sentry stands watch over all. It is through this madness that you must plunge. Your chances of survival are directly related to your ability to reason logically. Hopefully you will escape from fallen San Francisco with your life. **EARTHQUAKE** features a new powerful data base and is certain to provide you with many hours of thrilling action & challenging puzzles!



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This game was originally released  
in the USA by Adventure International.

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