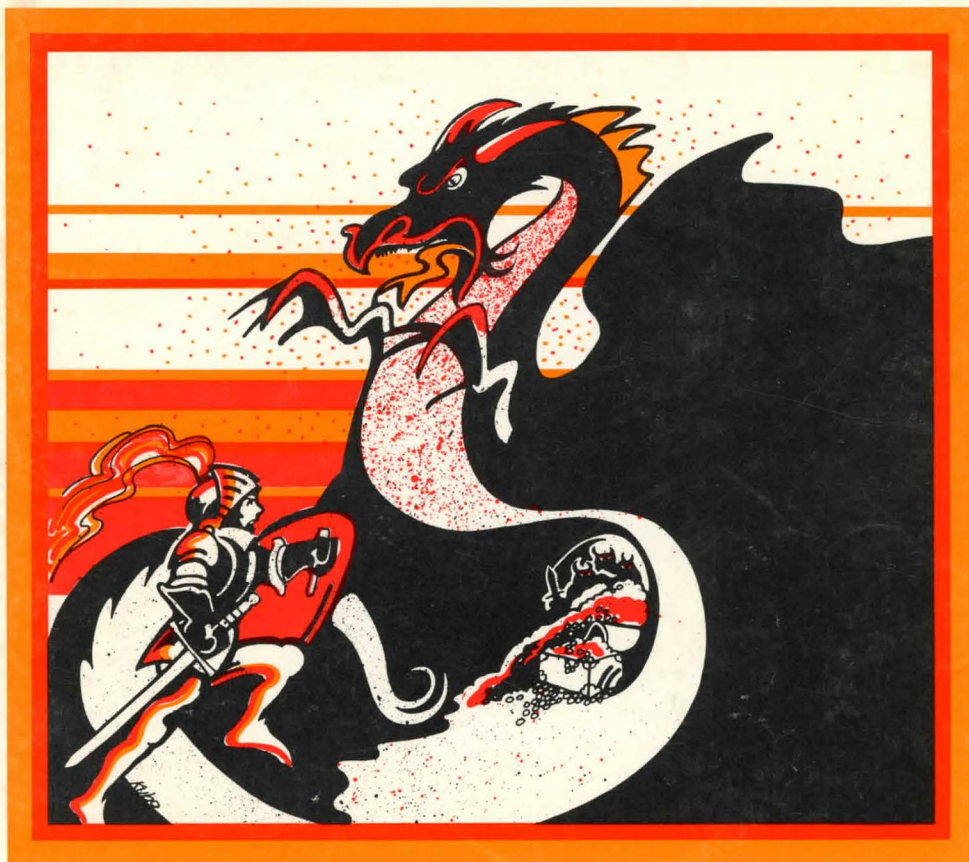




APPLE ADVENTURE!

TM

APPLE ENTERTAINMENT SERIES



APPLE ADVENTURE!

AN EXERCISE IN FANTASY

**Welcome to Adventure!
Would you like instructions?**

Yes

Somewhere nearby is Colossal Cave, where others have found fortunes in treasure and gold (though it is rumored that some who enter are never seen again). Some say that there's magic in the cave. I will be your eyes and hands. Direct me with commands of one or two words. If you need a helping hand, type HELP for some general hints. For information on how to end or save your adventure, etc., type INFO.

Have Fun and Enjoy your Adventure!

<<press space>>

You are standing at the end of a road in front of a small brick building. Around you is a forest. A little stream flows out of the building and down a gully.

Beyond this innocent beginning lie fantastic rooms containing many treasures and puzzles. Together, they offer you an exciting, new type of CFS (Computerized Fantasy Simulation) game.

Imagine a good fantasy fiction story — with YOU as the main character. Learn to use magic words and strange tools, escape greedy opponents, and outwit the stubborn toll collector.

Your ability to deduce proper relationships as well as your mental endurance, will both be thoroughly tested by the time you find that last "?!#* treasure and achieve the 350 point "GRANT MASTER" rating.

Apple Adventure is a complete version of the original Adventure, written by Don Woods and based on Wil Crowther's idea. Adventure becomes even more interesting as you go deeper into the cave, facing more and more difficult problems each step of the way.

You can easily spend weeks or even months playing. To allow you to continue an adventure at a later time, Apple Adventure will SUSPEND and save your Adventure.

Take all the hints offered by the program's "DUNGEON MASTER". Start making a map as you travel along, for even the most experienced masters get lost in the cave without their maps.

A Few Notes on the Apple Adventure Program:

If you have a printer with an intelligent printer interface card in slot 1, you may turn the printer on by typing the command PR#1. Turn it off by typing PR#0. Your printer can be very useful when playing Apple Adventure because it allows you to keep track of where you have moved. You can refer to the long descriptions of places you've already seen by using your printouts.

The ADVENTURE diskette is completely full. If you wish to SUSPEND your adventure you must have another *initialized* diskette ready *before* you begin to play the game. You will find the instructions on how to initialize a blank diskette in the Apple II Disk Operating System Manual.

You may begin playing Adventure immediately, without waiting for the full presentation of the logo. To begin immediate play, press SPACE any time after the screen clears following the boot.

To play Apple Adventure, you need the following equipment:

- A 48K Apple II Plus or 48K Apple II with Language System or Applesoft II Firmware card
- A disk drive with a controller card (16 sector, DOS 3.3 or later)
- A black-and-white or color TV with RF modulator, or a black-and-white or color monitor
- An optional printer with firmware interface card (in slot 1 only) may be used to record the details of your game.

Insert the program diskette into disk drive #1, and turn on the Apple. If you have an Apple II Plus, or the Auto-Start Monitor ROM, the system will automatically boot the diskette, and the program will load and run.

If you have an Apple II with an old Monitor ROM, boot the diskette by following these steps: press RESET (if you see any prompt other than an asterisk *, you do not have the old ROM); type 6; press the CTRL key and the P key simultaneously; then press RETURN. The program will automatically load and run when the disk drive begins to run.

In all cases, the Apple Adventure logo will appear, pause a while and then ask

Would You Like to Continue a Game Previously Saved on Disk?

The first time you play Apple Adventure, type NO and press RETURN. A new adventure will begin.

NOTICE

Apple Computer reserves the right to make improvements in the product described in this manual at any time and without notice.

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