

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. Magic is said to work in the cave. I will be your eyes and hands. Direct me with commands of 1 or 2 words. I should warn you that I look at only the first five letters of each word, so you'll have to enter "NORTHEAST" as "NE" to distinguish it from "NORTH".

I know of places, actions, and things. Most of my vocabulary describes places and is used to move you there. To move, try words like forest, building, downstream, enter, east, west, north, south, up or down. I know about a few special objects, like a black rod hidden in the cave. These objects can be manipulated using some of the action words I know. Usually you will need to give both the object and action, but sometimes I can infer the object from the verb alone. Some objects also imply verbs, in particular "INVENTORY" implies "take inventory", which causes me to give you a list of what you're carrying. The objects have side effects; for instance, the rod scares the bird. Usually people having trouble moving just need to try a few more words. People trying unsuccessfully to manipulate an object are attempting something beyond their (or my!) capabilities and should try a different tack. To speed the game you can sometimes move long distances with a single word. For example, "building" usually gets you to the building from anywhere above ground except when lost in the forest. Also, note that cave passages turn a lot, and that leaving a room to the north does not guarantee entering the next from the south.

If you want to end your adventure early, say "QUIT".

To save your adventure such that you can continue later say "SUSPEND" (or "PAUSE" or "LOG").

To restart an existing adventure say "OLD".

To see how well you're doing, say "SCORE". For Help, say "HELP" or "INFORMATION".

To get full credit for a treasure, you must have left it safely in the building, though you get credit just for locating it. You lose points for getting killed, or for quitting. There are also points based on how much of the cave you've managed to explore. There is a large bonus just for getting in to distinguish the beginners from the rest of the pack. If you think you've found all the treasures, just keep exploring for a while. If nothing interesting happens, you haven't found them all yet. If something interesting DOES happen, it means you're getting a bonus and have an opportunity to garner many more points in the master's section. I may offer hints in you seem to be having trouble. It will affect your score to accept the hints.

#### Copyright Notice

This program is provided for the personal use and enjoyment of the purchaser. Its contents are copyrighted by Compusense Ltd. and reproduction in whole or in part by any means is prohibited. The authors specifically preclude the use of this program in any form of hiring scheme or software library whether for profit or otherwise. Any attempt to copy this program in whole or in part does great damage to the publishers. No part of this publication may be reproduced, stored in a retrieval system or transmitted in any form or by any means electronic, mechanical, photocopying, recording, or otherwise without the prior permission of the publisher. By returning the guarantee card supplied with this software the purchaser accepts the conditions above.

Published and Produced by:-

Compusense Ltd.

PO Box 169

Palmers Green

London N13 5XA

Telephone 01-882-0681 Telex 8813271 GECOMS



**DRAGONDOS Instructions**

- 1) Protect the supplied disk by covering the write protect tag.
- 2) Put disk into drive 1 and type "BOOT". The game will load from disk. Once the game has been loaded you may remove your master disk.
- 3) If you plan to save your adventure on disk at some stage, have a freshly initialised disk available for this purpose. Do NOT use a disk with data already on it as the ADVENTURE program may corrupt your disk programs. Reserve this disk just for your adventure program.

**DO NOT USE THE SUPPLIED DISK TO SAVE AN ADVENTURE**

- 4) The supplied disk cannot be duplicated on a DRAGONDOS system using BACKUP or copy. Therefore it is imperative that you return the guarantee card enclosed with this disk. In the event that the disk is corrupted then we will replace it for a nominal charge PROVIDED that you have returned the guarantee card in advance and have valid proof of purchase of the software.

**Published and Produced by:-  
Compusense Ltd.  
PO Box 169  
Palmers Green  
London N13 5XA**

**Telephone 01-882-0681 Telex 8813271 GECOMS**