ADVENTURE

©

"Somewhere nearby is Colossal Cave . . ."

ADVENTURE is a **SOFTWAREHOUSE, INC.** Production

APPLE II, 48K RAM, 3.3 DOS

(Loads entirely into RAM)

ADVENTURE

"Somewhere nearby is Colossal Cave where others have found fortunes in treasures and gold ; though it is rumored that some who enter are never seen again."

Magic is said to work in the cave. It has long been known that some rooms of Colossal Cave are better than others, but which ones? Differences are crucial. The old Wizard Arian, explored the caves eons ago. Arian still remains, but is unseen. He will help you through the cave and will be your eyes and hands. Arian knows of places, actions and things. He has many great powers to help you and if you are killed, might even be able to reincarnate you. (Hopefully, that will not be necessary.)

As you begin your **ADVENTURE** with Arian,

"You are standing at the end of a road before a small brick building. Around you is a forest. A small stream runs out of the building and down a gully."

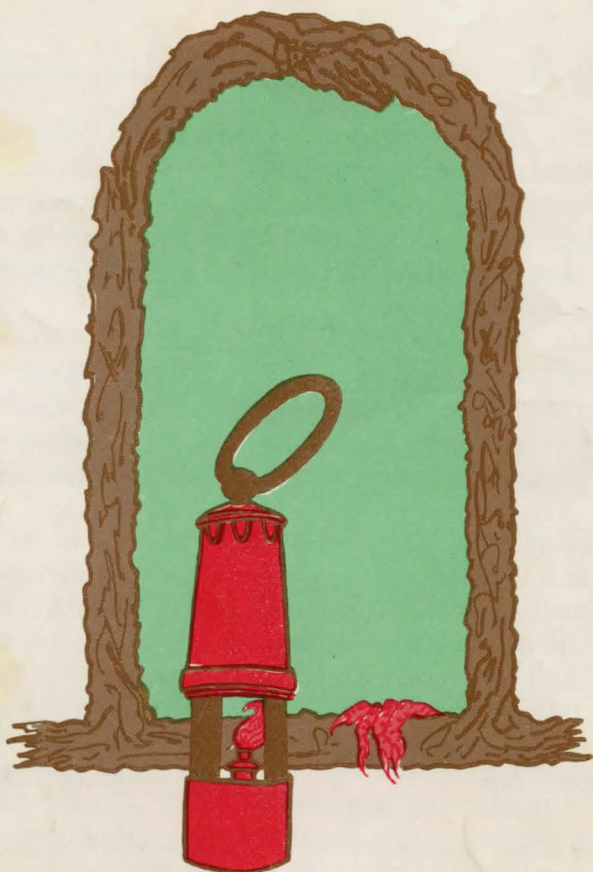## FROM THE ARCHIVES OF MASTER JACOBI

ADVENTURE was originally developed by Willie Crowther and Don Woods in Fortran on a DEC PDP-10 computer. Master Jacobi of Frontier Computing, Inc. has produced a full, complete, uncut conversion of the original ADVENTURE. Frontier ADVENTURE has over 130 rooms, 15 treasures, 40 useful objects and 12 obstacles or opponents.

The conversion has been compacted so skillfully that the entire program loads completely into 48K of RAM. That's it — no more disk-rolling every time you press RETURN. You can proceed at your own speed, no matter what your level of experience is.

The old Wizard, Arian, will assist you, but always remains unseen (like a certain "space-knight", OB1, in a certain movie). You can direct Arian with commands of 1 or 2 words. Arian will recognize the first 5 letters of each word, so you should enter "NORTHEAST" as "NE" to distinguish it from "NORTH". For general hints, type HELP. For information on special commands or how to end your adventure, type INFO. Type SCORE to list your current score.

As you begin your adventure, you can use the above commands to display more information. As you become more experienced, your adventures can entertain and challenge you for hours. You can save a partially played ADVENTURE game — later, you can recall it, or start fresh and play a different ADVENTURE, while your first game remains saved.

ADVENTURE is written for the Apple II computer and requires 48K of RAM and a single disk drive. We have intentionally given you only a few bits of information; your challenge is to explore and learn from experience (with help from Arian, the old Wizard) how to achieve the status of a perfect score of 350. It is possible to achieve a perfect score, although sometimes you may almost feel that the game is rigged. Don't let that stop you — if you don't play, you can't win.

"...where others have found fortunes in treasures and gold ; though it is rumored that some who enter are never seen again."

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Apple II is a trademark of Apple Computer, Inc.