

Ali Baba and the forty thieves

APPLE VERSION

SUPPLEMENTARY INFORMATION

Please read this first!

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Last minute improvements to Ali Baba resulted in some changes to the way in which the player inputs his moves. Please note in your instruction booklet that the following menus will not appear as shown: the menu on page 6, the top two menus on page 7, the bottom menu on page 8, and the menu on page 10. In addition, the methods for resting and stopping your move have been modified slightly, and the likelihood of escaping from an enemy has been increased.

MAIN MENU

Whenever a player's turn comes up, the following menu will be presented:

	I—UP	A—ATTACK	
LEFT—J	K—RIGHT	O—OPTIONS	R—REST
	M—DOWN	D—DEFEND	

These notes assume that the game is being played in the keyboard mode. If you are using the paddle mode, arrows will appear in place of the "UP, LEFT, RIGHT, DOWN" choices, and the letters **A**, **O**, **D** and **R** will not appear. If a player is at full strength, the "REST" option will not appear.

As soon as a player moves in any direction, the **OPTIONS** and **REST** will no longer be available. The player may stop his move at any time by selecting **ATTACK** or **DEFEND**. If he selects **ATTACK** and his character is not directly on top of an opponent, he will be asked to input the direction of the attack. If he selects the **DEFEND** option, his character will stop in a defensive position.

As soon as a player moves half his running distance, the **ATTACK** and **DEFEND** options will no longer be available, and will be replaced with a **S—STOP** option.

OPTIONS MENUS

Selecting **OPTIONS** from the menu above will bring up the first options menu, which appears as follows:

	I—SPECIAL OPTIONS	
DROP ARMOR—J	K—DROP GOLD	
	M—BEGIN MOVE	

Dropping gold and armor is the same as described on the top of page 10. Selecting **BEGIN MOVE** recalls the original menu. Selecting **SPECIAL OPTIONS** brings up the option menu on the bottom of page 7. That menu remains the same, except that when you select **OTHER OPTIONS** from that menu, a third options menu will appear as follows:

	I—MORE OPTIONS	
SAVE GAME—J	K—RETIRE	
	M—RETURN	

This menu is similar to the one on the bottom of page 8 except that the top selection is now **MORE OPTIONS**. This choice calls up a fourth options menu, as follows:

	I—CHANGE DIFFICULTY	
	K—TURN SOUND OFF	
	M—RETURN	

This final options menu allows you to **CHANGE DIFFICULTY** as explained on pages 8 and 9 or **TURN SOUND OFF**. We have included this latter option because you may be playing Ali Baba late into the night, and there is no volume knob on the Apple computer. Turning the sound off is irreversible, and suppresses all music and sound effects. The **RETURN** option puts you back to the first options menu.

ESCAPING FROM AN ENEMY

The rules for escaping from an enemy have been changed slightly to make it a little easier to get away.

If your character is directly on top of an enemy (in "hand-to-hand combat"), he now has a chance of escaping 0, 1, or at most 2 squares in one move.

If your character is on a square adjacent to an enemy ("melee position"), he may retreat a distance that varies from one square up to one square less than his normal running distance.

FEEDBACK

Although the author cannot possibly respond to every comment he receives, feedback from users is greatly appreciated. Some of the features of Ali Baba, including most features documented in this addendum, are the result of good ideas submitted by users. Please address all correspondence to Stuart Smith, c/o Quality Software, 6660 Reseda Blvd., Suite 105, Reseda, CA 91335.



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