

Creature Venture™

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SYSTEM REQUIREMENTS

Apple II, Apple II+ or Franklin Ace 1000 Computer • 48K RAM
DOS 3.3 • One Disk Drive • Applesoft ROM

PACKAGE CONTENTS

Creature Venture Diskette
Instruction Booklet
Warranty Card

OVERVIEW

You have just inherited your Uncle Stashbuck's mansion. But to receive your inheritance you must rid the mansion of the horrible creatures that have possessed it, and find your uncle's buried treasure.

To direct the computer through CREATURE VENTURE's detailed, high resolution scenes, you can use one or two word commands such as "GO NORTH", "GET KEY", "LOOK ROOM", or "PUNCHOUT BOOGEYMAN". You will need to explore deep into the mansion to finally find the Stashbuck Fortune.

Unique to CREATURE VENTURE is the use of clever, High Resolution animation to enhance the game's realism, and give clues.

IMPORTANT TIPS

Follow these tips to minimize problems in running this and many other programs on your microcomputer.

Handle your diskettes carefully and hold them with your fingers on the labeled edge. Always keep them in their special sleeves while not in use.

Do make sure the shift lock light is lit if running this program on the Franklin Ace. This program recognizes only capital letters.

Do not open the disk drive door while the "in-use" light is on. This may damage your diskette and render it unusable.

Do not press <CTRL-C> while the "in-use" light is on. Results are unpredictable and damage to your program may result.

Do not try to make a copy of this disk. If during normal use something goes wrong with your diskette, please refer to the Warranty Message section of this manual.

BOOT INSTRUCTIONS FOR APPLE II or FRANKLIN DISK

1. Make sure the power switch on the rear left of the computer is in the off position.
2. Open disk drive door by pulling out and up on its bottom edge.
3. Slip diskette into drive with your RIGHT thumb on the diskette's label. (Label will be UP and will be the last edge of the diskette to enter drive.)
4. When disk is entirely in the drive, close the drive door. (Push DOWN and IN)
5. Turn the power switch (Rear Left) to the on position. You will hear a "beep" from the computer and the BUSY light on the disk drive will light up, which means the program is loading.
6. If the BUSY light does not turn on then look for an asterix (*) next to a blinking box in the lower left corner of the viewing screen. Type the number '6', press the 'CNTL' key like a shift key and type the 'P' key, then press the 'RETURN' key.

Creature Venture Manual V.2
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ABOUT CREATURE VENTURE

You are about to play a computer adventure game in which you search for hidden treasure. As you play, imagine yourself traveling through a maze, learning by trial and error the map of interconnecting passage ways. Sometimes, in order to go on, you will need to have a specific object in your "inventory". For example, a locked door might require a key, and that key might be far away and hidden. If you seem to be stuck it probably means that earlier in the game you failed to find and collect some object. In that case you should go back and locate the missing link. Curiosity and creativity will be rewarded.

THE GAME

Your uncle was very eccentric and long known to have a fascination for the occult, mainly Lucifer himself. Your uncle learned the ways of black magic and would often beckon forth the creatures of Hades, eventually relinquishing his soul to their dastardly demands and finally; his life.

It is rumored that near the end, your uncle tried to fight back with the help of a magic lamp he had but that it was too late. On the night your uncle died, Lucifer sent forth a devil raider and moved most of the treasure of Stashbuck mansion down nearer his domain.

The treasure now lies buried deep beneath the mansion. The only way you will ever be able to enjoy your inheritance is by ridding Stashbuck manor of the creatures and recovering your treasure.

You must direct the computer with two word commands such as: "OPEN DOOR", "LOOK ROOM", "GET KNIFE", "PUNCHOUT BOOGEYMAN", etc. To see what items you are carrying enter "I" or "INV", and if you're carrying anything at all it will appear on the screen.

To move about you can enter directions in the form of NORTH, SOUTH, EAST, WEST, UP or DOWN, or their abbreviated forms N, S, E, W, U & D.

If you want to end a game enter "QUIT" and if you want to save the status of a game enter "SAVE".

The command "RESTORE" will restore a previously saved game. All references to "LAMP" are for the magic lamp only.

Because there is only room for four lines of text below the picture, commands and descriptions may scroll up behind the picture. If you want to see what commands you have entered hit RETURN and then hit RETURN to return to the screen.

When you type "INV" the picture will disappear. You may return to the game by pressing RETURN or typing "LOOK". If you have examined an object and wish to return to the screen enter "LOOK" or "LOOK ROOM".

Sometimes just entering a direction is not enough. You may need to enter "GO CRACK" or "GO HOLE" instead.

—HINT—

The only way to get into the Stashbuck mansions' courtyard is through the crack. Only the first four letters of the noun you enter, and the first three letters of the verb are looked at.

NOTE:

This game can stump the best of you
so if you need it we'll give you a clue.
Write us a letter about where you're through
and after our hint, see what you can do.

GOOD LUCK

WARRANTY MESSAGE

Please take a moment to fill out and mail the enclosed Warranty Card. By having your name on file we will be able to provide better customer service, including information on program updates and replacement of damaged diskettes.

A great deal of effort has gone into preparing this program to operate smoothly and without "bugs." Should you have problems running your program, please contact the dealer where you purchased the software. They have the experience and service network to assist you.

Given normal use, it should not be possible to damage your diskette. Should your diskette (or the program on it) become damaged, please send it to us together with a short description of the problem. The Software Guild will replace your disk promptly, per warranty provisions.

The objective of The Software Guild is to provide the highest quality software products available. In order to improve our products wherever possible, we are happy to receive comments, criticism or praise. Write to us at:

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