

THE DEED IS DONE. THE PAINTING HAS BEEN
STOLEN. WHAT ARE YOU GOING TO DO ABOUT IT?

EARTHILY DELIGHTS™


by Roger Webster
and Dan'l Leviton



DATAMOST™
INC

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To Sally from Roger
To NSR and STS from DL

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Introduction — Welcome to *Earthly Delights*, a whole new approach to text adventure games. This quick reference is intended to show you how to play *Earthly Delights* and to point out some similarities and differences between *Earthly Delights* and other computer text adventures you may have played.

Scenario — Your favorite Uncle, from whom you haven't heard in years, has just died. He left you a peculiar inheritance: a painting of a beautiful woman and the following note:

... I am leaving Parrish's "Earthly Delight" to you because I believe you will appreciate her as much as I have. She isn't worth much in the art market, but if you take care of her, she will reward you as she has me: with many hours of pleasure. Never part with her.

Soon after you take delivery of the picture, a stranger comes to your home, offering to buy "Earthly Delight" for \$75,000 cash. This makes you suspicious, and remembering your uncle's note (which suddenly takes on a new significance), you flatly refuse to sell.

The next night, you are in bed, alone, at home, when you are awakened in the middle of the night by a faint scraping sound coming from another room . . .

The rest of the story is up to you!

General Hints — *Earthly Delights* will describe the current situation and prompt you for a response with a question mark (?). Simply type in a command in English saying what you wish to do at that point.

There is no score in *Earthly Delights* and no time or move limits. You decide for yourself the object of the game. When you've done everything there is to do, you will know it. If you are having fun seeing what happens next, you are playing correctly. If nothing much happens, keep trying new approaches to the situation. No situations have been included merely to confound you. You may find certain parts frustrating, but there are reasonable solutions to every problem!

There are few errors you can commit which will end the game prematurely. You can take a lot of physical punishment in the game, but it's easy to avoid actually dying. Generally, if you get hurt in the game, there was something you could have done differently to avoid the injury.

The following guidelines will help you communicate more effectively with *Earthly Delights*.

Commands and Examples — Type only one sentence on a line. No distinction is made between upper and lowercase letters and all punctuation marks are ignored. Only the first six characters of each word are used, so, for example, the words INVEST and INVESTIGATE are treated alike. In extended sentences, all but the first command is likely to be ignored. Multiple objects are not allowed; for example, GET ALL will work but GET HOOK, LINE, AND SINKER will be treated the same as GET HOOK. Constructions such as DROP ALL BUT THE NEWSPAPER will not have the desired results. If you use a compound sentence, *Earthly Delights* will usually only obey the first command. So TURN ON THE TV AND CLOSE THE DOOR will have the same result as TURN ON THE TV. You are then free to CLOSE THE DOOR, of course.

Playing Hints — *Earthly Delights* is designed so that you don't get bogged down in minute detail. For example, MAIL THE LETTER is more likely to be effective in *Earthly Delights* than the sequence: OPEN THE MAILBOX. INSERT LETTER IN MAILBOX. CLOSE THE MAILBOX. Frequently you will get results by directly stating your intention in the command, even when your goal has not been met using the more indirect approach of a series of commands. If being general doesn't work, try being more specific. If being specific doesn't work, try being more general. Don't be afraid to try sophisticated commands such as CHALLENGE THE CIRCUS CLOWN TO WALK THE TIGHTROPE. Generally, the better sense your command makes in context, the more responsive *Earthly Delights* will be. If you try something downright silly, *Earthly Delights* may appear not to understand at all.

Asking and Answering Questions — Occasionally in *Earthly Delights* you will meet a character you may want to question. While many forms of query may be effective in different situations, ASK < character > ABOUT < subject > will normally work if anything will. No special syntax is needed to answer a question asked by a character. Just type in your answer, or ignore the question, as you wish. You must be in the same room or at the same location as the person you are trying to communicate with, except when using a telephone.

Ignored Commands — Sometimes, *Earthly Delights* may appear to ignore your command. Usually this means that you are in the middle of a situation which must be resolved before that command can be applied.

Pronouns — Usually, you can use the pronouns "him" and "her" to refer to characters present in the story. Sometimes *Earthly Delights* will understand what you are referring to when you use "it." Generally, if *Earthly Delights* doesn't seem to understand your use of a pronoun, try stating specifically which person or object you mean.

How to Move — There are two ways to move around in the world of *Earthly Delights*. You can move by giving a compass direction or by saying where you want to go. Sometimes ENTER or EXIT may work where nothing else will.

Properties of Moves — Moves are not all the same length in *Earthly Delights*. Sometimes the command EAST will take you only a few steps; other times it may take you a kilometer or more. As a corollary, you can not always expect to be able to return to a location by moving in the opposite direction. That is, if you leave a room by going WEST, you may not be able to return to it by going EAST.

Paris

Bois de Boulogne

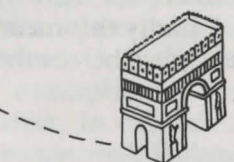
le Seine

16

17

18

19



Arc de Triomphe

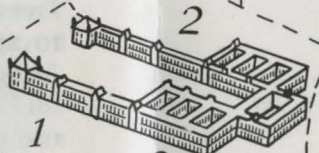
8



Sacre Coeur

9

Gare du Nord

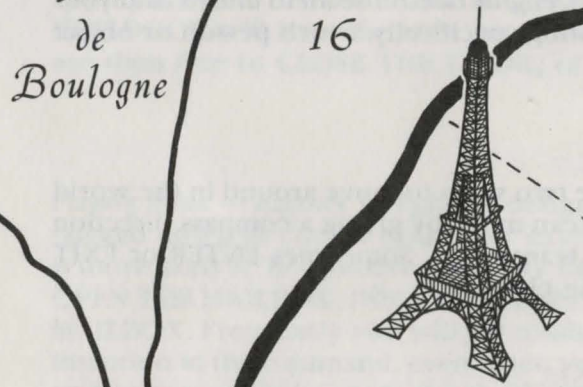


Louvre

2

10

20



Tour Eiffel

7

6



Notre Dame

5

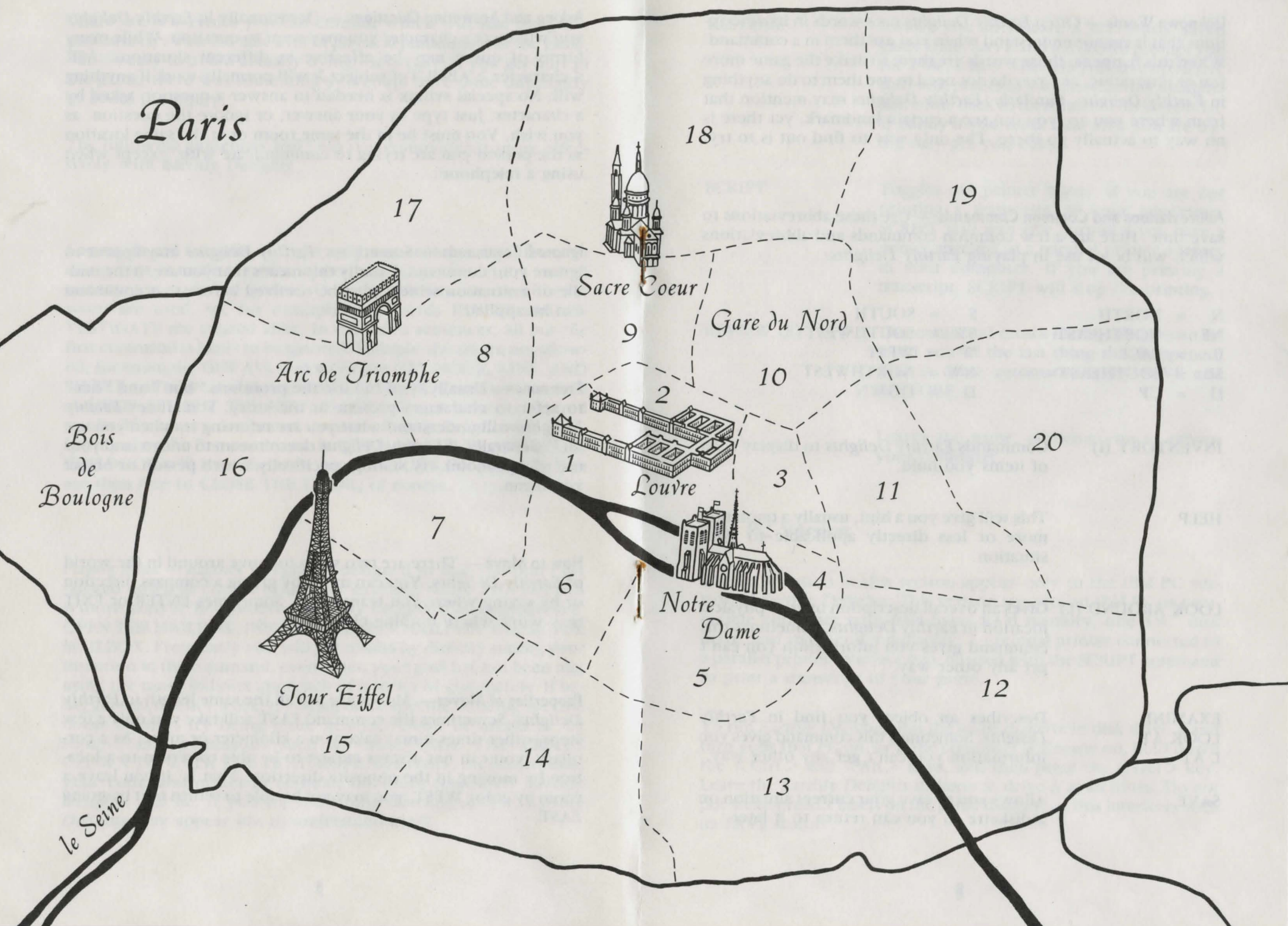
11

12

15

14

13



Unknown Words — Often *Earthly Delights* uses words in its descriptions that it cannot understand when you use them in a command. When this happens, those words are there to make the game more fun or interesting, and you do not need to use them to do anything in *Earthly Delights*. Similarly, *Earthly Delights* may mention that from where you are you can see a certain landmark, yet there is no way to actually go there. The only way to find out is to try.

Abbreviations and Common Commands — Use these abbreviations to save time. Here are a few common commands and abbreviations which will be of use in playing *Earthly Delights*:

N = NORTH	S = SOUTH
NE = NORTHEAST	SW = SOUTHWEST
E = EAST	W = WEST
SE = SOUTHEAST	NW = NORTHWEST
U = UP	D = DOWN

INVENTORY (I) Commands *Earthly Delights* to display a list of items you hold.

HELP This will give you a hint, usually a quotation more or less directly applicable to your situation.

LOOK AROUND (L) Gives an overall description of your physical location in *Earthly Delights*. Sometimes this command gives you information you can't get any other way.

**EXAMINE
LOOK AT
L AT** Describes an object you find in *Earthly Delights*. Sometimes this command gives you information you can't get any other way.

SAVE Allows you to save your current situation on a diskette so you can return to it later.

RESTORE Allows you to restore a previously saved game state. SAVE and RESTORE prompt you for a file, 1 to 5. This lets you save up to five different places as you play *Earthly Delights* and come back to them later. This is especially handy if you think that what you are trying may get you killed.

SCRIPT Toggles the printer status. If you are not printing a transcript of your adventure, SCRIPT will start one, provided you have a printer attached to a parallel printer adapter in your computer. If you are printing a transcript, SCRIPT will stop the printing.

REVIEW (R) This command causes *Earthly Delights* to remind you of the last thing that happened. This is done automatically by SAVE and RESTORE.

QUIT Leaves the game, allowing you to reboot your computer.

IBM PC Version

The information in this section applies only to the IBM PC version of *Earthly Delights*. This version requires an IBM PC or compatible computer with 64K bytes RAM memory, one 5 1/4" disk drive, and an 80-column display. A optional printer connected to a parallel printer interface may be used with the SCRIPT command to print a transcript of your game.

To run *Earthly Delights*, put the game diskette in disk drive A and turn your IBM PC on, or if the computer is already on, hold down the <Ctrl> and <Alt> keys, and then press the key. Leave the *Earthly Delights* diskette in drive A at all times. Do not put write-protect labels on the game diskette, as this interferes with its SAVE feature.

The function keys, the numeric keypad on the righthand side of the keyboard and a few other keys make it very easy to take advantage of common commands in *Earthly Delights*. Press F1 to view a short reference table.

Enter Ends your command.
 ESC Cancels command so that you can start over.

F1 View help screen
 F2 Pick up
 F3 Repeat last command
 F4 Review
 F5 Inventory
 F6 Examine
 F7 Savé
 F8 Script
 F9 Restore
 F10 Help

F1 This table	F2 Pick Up
F3 Repeat last command	F4 Review
F5 Inventory	F6 Examine
F7 Save	F8 Script
F9 Restore	F10 Help

1 Southwest
 2 South
 3 Southeast
 4 West
 6 East
 7 Northwest
 8 North
 9 Northeast
 + Down
 - Up
 0 Look around

7 Northwest	8 North	9 Northeast	- Up
4 West	5	6 East	+ Down
1 Southwest	2 South	3 Southeast	
0 Look around			

Apple Version

The information in this section applies only to the Apple version of *Earthly Delights*. This version requires an Apple II +, //e, //c or compatible computer with 48K bytes RAM memory, and one 5 1/4" disk drive. A optional printer connected to a parallel printer interface may be used with the SCRIPT command to print a transcript of your game.

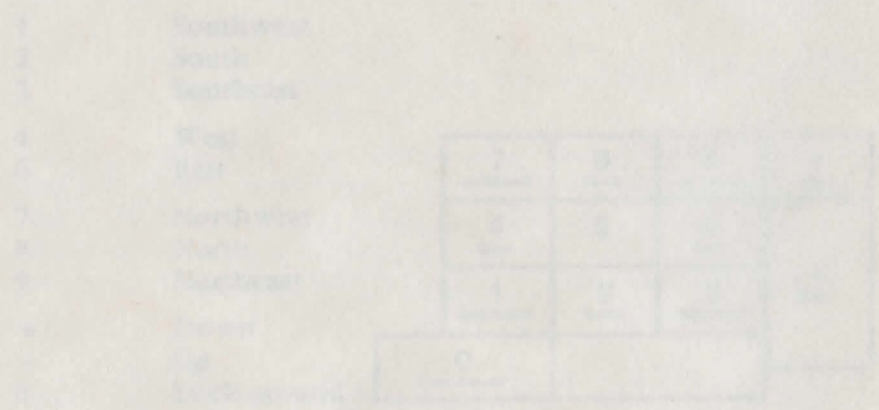
To run *Earthly Delights*, put the game diskette in disk drive 1 and turn on the computer. The game will initialize and then instruct you to turn the game diskette over. Do so, and then press the RETURN key. Leave the *Earthly Delights* diskette in drive 1 from this point on.

Do not put write-protect labels on the game diskette, as this interferes with its SAVE feature.

If you have an Apple //e or //c, and *Earthly Delights* doesn't respond to the keys you press, press *Caps Lock*.

Apple's...
 The...
 To run...
 Turn on the...
 To...
 If you...
 Press...
 The...

To run...
 Turn on the...
 To...
 If you...
 Press...
 The...



Apple
 1977



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