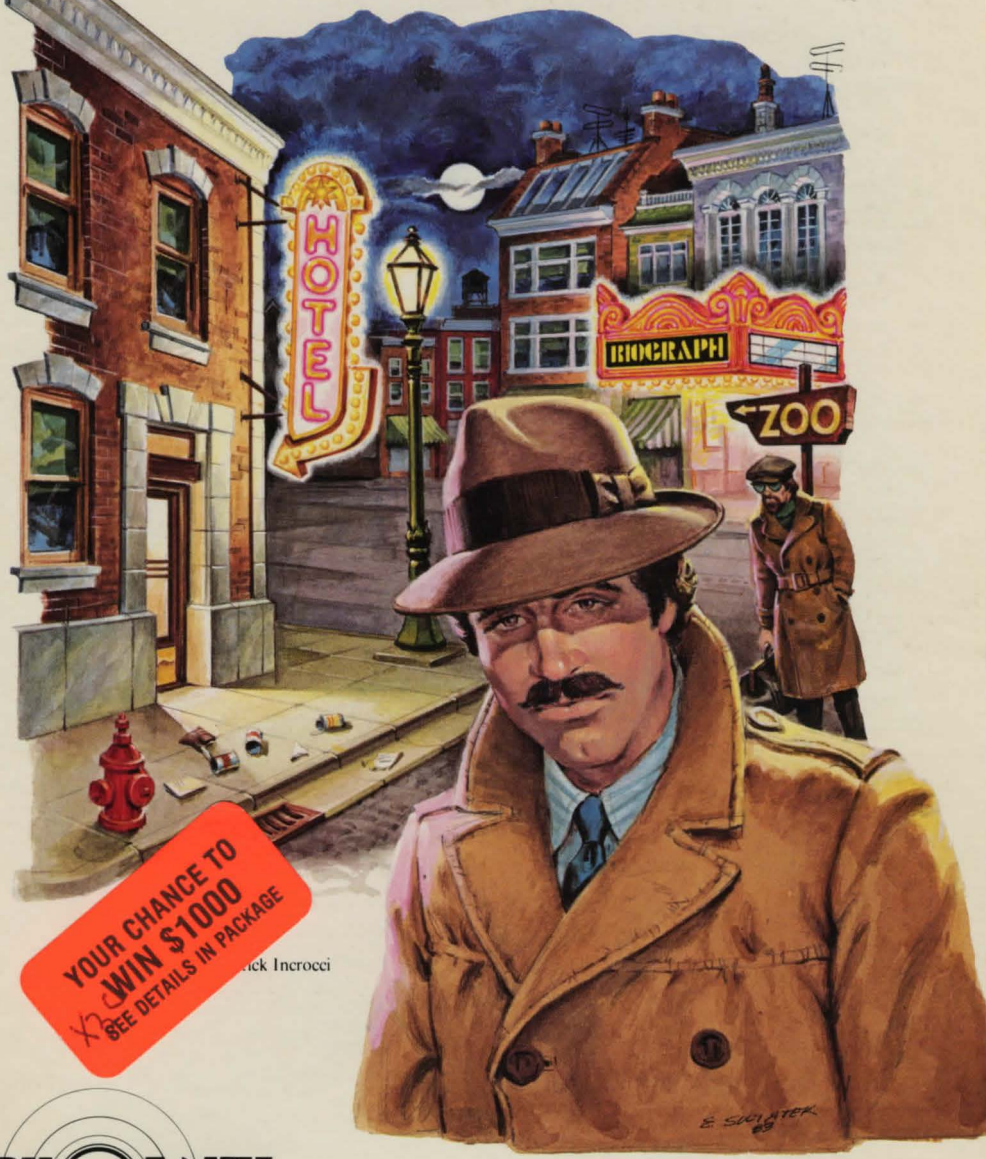
# MASQUERADE

**An illustrated adventure game**

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PHOENIX SOFTWARE, INC.

Class 5 (expert) adventure

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Requires 48K Apple ][, ][+, //e

# MASQUERADE™

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## STARTING OFF

Boot the side marked **A** on the Masquerade Disk (this is the side without the Masquerade label). After the game loads, flip the disk over to the **B** side (that's the side with the Masquerade label) and press return. You are now ready to play Masquerade.

## INTRODUCTION TO MASQUERADE

You are the main character in Masquerade. You may move around, search things, pick up objects, enter buildings and do a host of other activities simply by typing in two word commands.

## MOVING AROUND

In order to move around, type in "GO NORTH," "NORTH," or just "N" to move north. Likewise, "GO SOUTH," "SOUTH," or just "S" will cause you to move south. The same is true for the other directions including UP and DOWN. **OBVIOUS** exits are displayed on top of the screen.

When you enter a new location for the first time, you will receive a full description of that location at the bottom of the screen. This is important: YOU GET THE FULL DESCRIPTION ONLY ONCE, READ IT CAREFULLY — IT WILL OFTEN HAVE CLUES IN IT. You will always get location names at the top of the screen along with obvious exits.

## HOW TO ENTER OTHER COMMANDS

Always enter commands by using a verb followed by a noun, such as "ENTER OFFICE," "CLIMB FENCE," "GET ROCK," ETC. Once in a while a one word command may work such as "BACK," "SCORE," "LOOK," or "QUIT." If you wish to pick up something, type "GET (NAME OF OBJECT)" such as "GET BRIEFCASE." If you wish to drop an item, type "DROP (NAME OF OBJECT)." You must pick up objects one at a time, you may not "GET ALL" or "DROP ALL."

To see what you are carrying, type "INVENTORY" or just "I." A list of what you are carrying will appear at the bottom of the screen. Brackets around an object indicate that you are wearing that object. As an example, <WATCH> means that you are wearing a watch. Type "LOOK" or just "L" for a list of visible objects in a location. If you wish to see your score just type "SCORE."

## SCREEN MODES

There are two screen modes in Masquerade, the picture mode and the text only mode. Unless you change it, you will be locked in the picture mode. The following commands will allow change:

"TEXT" — Will "lock" you into text mode.

"PICTURE" — Will "lock" you into the picture mode.

"MIXED" — Will allow you to toggle between picture and text mode by pressing [RETURN] alone.

## SAVING AND RESTORING THE GAME

The wise adventure player saves games often so that in the event of getting killed he or she does not have to start from scratch. For your convenience, games may be saved only to the Masquerade disk (SIDE B). To save a game in progress type "SAVE GAME." You will be asked which number you would like to assign to a particular save game. This way you may save up to seven games on the disk. You may abort the save game process by pressing just [RETURN] without entering a number. If you abort the save game, or in the event you have in the wrong diskette, have the drive door open, or have a write-protect tab on the diskette, you will get the message "GAME NOT SAVED." To restore a previously saved game type "RESTORE GAME" and follow the instructions on the screen.

## TIPS AND HINTS

MAKE NOTES regarding messages you get on the bottom of the screen. A lot of hints will be found in many of the messages. Pay particular attention to messages preceded by a beeping sound. These are important. Read them carefully as they will contain valuable information. LOOK AT OBJECTS that you find for additional clues about the possible use of that object. Be sure you SEARCH things that you find. Sometimes an object will be hidden in other things.

Some of the verbs and nouns that you might try include:

| | | | | | |
|---|---|---|---|---|---|
| OPEN | LOOK | SEARCH | DOOR | WALLET | BODY |
| WEAR | CLIMB | BREAK | CAGE | FENCE | ROCK |
| PUSH | ANSWER | SAY | DOLLAR | BOOTH | BOX |
| INSERT | ENTER | GIVE | OFFICE | BOMB | BRIEFCASE |

If you are really stuck we will send you a map and answer sheet for Masquerade or, if you request, we will send you a specific hint. TWO THINGS — YOU MUST HAVE A REGISTRATION CARD ON FILE AND YOU MUST SEND A STAMPED SELF-ADDRESSED ENVELOPE IF YOU WISH A RESPONSE. **SORRY, ABSOLUTELY NO HINTS OVER THE TELEPHONE — NOT EVEN ONE.**

## DISKETTE GIVING YOU TROUBLE?

If you have trouble booting or running the disk, you have one of the following problems: 1) the disk drive is out of adjustment, 2) there is bad RAM in your Apple, or 3) you have a bad diskette. Try the diskette on another Apple to eliminate the possibility of a bad diskette. Most often, the problem will be your drive speed adjustment. Your dealer can adjust your drive for you.

If your diskette fails to boot within 90 days of original purchase, return it along with your sales receipt to Phoenix Software for free replacement. After 90 days please include $5.00 to cover handling and postage.

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PROOF
OF
PURCHASE

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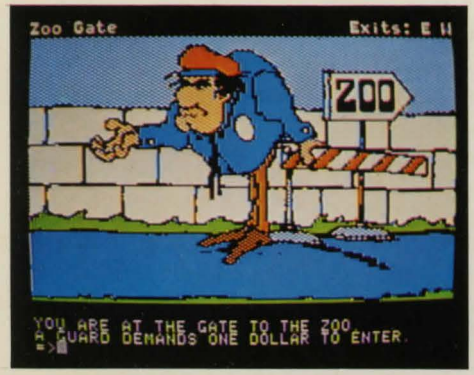

It turned out to be the toughest case of your detective career. Clues have led to nothing but dead ends. Nobody is talking. Meanwhile, the crime boss you are after is still operating from somewhere. You're about to throw in the towel. But wait! Something breaks. You trail a stooge of the crime organization to a cheap, seedy hotel, hoping to pump some answers out of him. You break into the hotel room and with the butt end of your trusty .44 magnum, you knock him cold. This could be the lead you've waited for. Maybe, just maybe, if you could find some clues.....


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