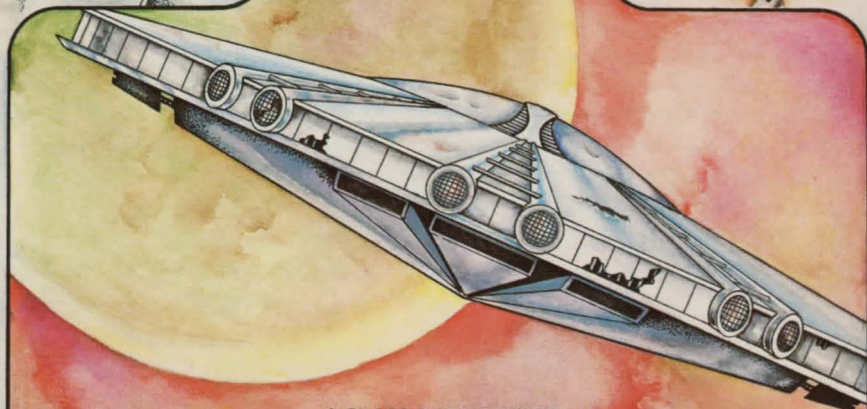


The  
**Queen of  
PHOBOS**

High-res graphic adventure



A CLASS 3 ADVENTURE  
REQUIRES 48k APPLE II or II+



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J. CLOUSE '82



# QUEEN OF PHOBOS

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## STARTING OFF

It's a matter of simply booting the diskette in your usual way. The game will load automatically. If there's any problem, consult your DOS Manual. This program is written in machine language and will work with 3.3 DOS only.

## COMMANDING THE COMPUTER

Queen of Phobos recognizes two word commands to be input as a verb followed by a noun such as "PUSH BUTTON" or "GET MASK". You need to type in only the first five letters of a word but may type the whole word if you care to.

Movements are controlled by typing in "GO NORTH" or "NORTH". Directions may be abbreviated by typing one letter such as "N" for "NORTH" or two letters such as "NW" for "NORTHWEST".

Pressing the Return key alone will flip to the Text Screen. On the text screen you will be told your location, any objects in the room, and obvious exits from that room. You may stay in text mode as long as you like and even move or get objects while remaining in the text mode. Pressing the Return key again will bring you back to the graphics mode.

## SAVING THE GAME

You may save the game at any time by typing "SAVE". You will then be prompted to replace the game diskette with a blank one (or one that YOU consider blank) and press return again. It is important to use a blank disk as the save routine will clobber whatever information was on that disk.

To restore the game from where you left off simply boot the game disk to the first game picture and type "RESTORE". Put in the save game disk and press return. You will be prompted to reinsert the game disk and you're ready to continue.

## IF YOUR DISK SHOULD EVER FAIL

If your disk fails to boot within 90 days of purchase return it to Phoenix Software for free replacement. After 90 days please include \$5.00 to cover handling. We will always try to return it within two days.

## HINTS ON QUEEN OF PHOBOS

- 1) North is always toward the CENTER of the space ship.
- 2) State rooms are shaped like triangles. No state room will ever have both a NORTH and a SOUTH exit.
- 3) You will be well advised to map this game out as you play.
- 4) The looters will try to stop you; stop them first.
- 5) If you are really desperate drop us a line or mail one dollar for a map. We will not give hints over the phone.

Since players have different degrees of experience in solving adventure games, Phoenix is implementing the following system of skill levels:

- |                              |                                      |
|------------------------------|--------------------------------------|
| Class 1 — Novice Player      | (Beginning Player)                   |
| Class 2 — Rookie Player      | (Has played 1 or 2 adventures)       |
| Class 3 — Average Player     | (Has completed 2 or 3 adventures)    |
| Class 4 — Experienced Player | (Has completed 4 or more adventures) |
| Class 5 — Expert Player      | (Has completed all adventures)       |

Thank you for buying QUEEN OF PHOBOS and GOOD LUCK!

**Phoenix Software, Inc.**

64 Lake Zurich Drive • Lake Zurich, Illinois 60047 • 312/438-4850

## QUEEN OF PHOBOS

Two weeks ago a derelict starliner was discovered circling one of the moons of Scalus III. The ship was found to be of Martian origin, making it over ten thousand years old. This alone would be enough to make it of great archeological value; however, this particular vessel is believed to be the near legendary "Queen of Phobos", lost somewhere near the Triffid Nebula approximately 9450 B.C. Chief among the list of the ship's illustrious passengers was Rahnk III, then Pharaoh of the now extinct Martian race. More importantly, the ship was carrying in its tightly guarded hold the mask of Kuh-Thu-Lu, symbol of the Pharaoh's strength and power (there are those who contend that the Mask was more than a symbol, that it was the source of the Pharaoh's power, but that has never been proven.) It is not known why the Pharaoh chose to travel on a commercial passenger liner, or why he deemed it necessary to bring the Mask with him on a decidedly hazardous journey. All that is known for certain is that with the loss of the Mask, the Empire of Mars was plunged into a state of chaos and civil war that brought about the extinction of the Martian Race in less than 1200 years. As Mars' nearest living relative (there is some inconclusive evidence that Homo Sapiens are directly descended from the Martian race) the Government of Earth was awarded exclusive salvage rights to the "Queen of Phobos" by the Federation of Planets, and a tight security net was thrown up around the derelict. However, there are holes in even the tightest of nets, and four thieves are after the Mask of Kuh-Thu-Lu, as it is reputed to be made of Martian soapstone and will fetch a handsome price on the Black Market. These are four ruthless thieves who will stop at nothing to obtain it. Your mission then, is to recover the Mask of Kuh-Thu-Lu before the looters do and return it safely to base. You should be within sight of the derelict now. **Good luck and Godspeed.**

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