

Treasure Cave

a five window adventure

A Simulator™
Program System

For any Apple II™
family computer

BOOT'N'RUN™
software with
documentation
on the
disk

TREASURE CAVE

This five window adventure game for the Apple II™ family of computers is designed to teach organization, mapping and strategy to its players. Taking place on an island formed by an ancient volcano in the South Pacific, this simulation works with ordinary English, simple sentence, commands. Using a form of artificial intelligence, the program responds to sentence inputs in the "SAY" phase. The game normally requires several sessions to be played and it records your progress as you play. On completion, or if you elect to start over, you may re-constitute the simulation by electing to re-draw all the maps from the MAIN MENU.

The top of the five windows displays the program output to the screen. The middle window shows the list of items on your person. You are allowed to carry up to ten items and may drop items in order to pick up treasure, gold and gems, but you can return to get these items later. The window in the lower right corner is a combined compass and direction scanning instrument capable of telling you the direction in which you may go. It shows ten directions including N, NE, E, SE, S, SW, W, NW, UP and DOWN. The lower center window is a special instrument that tells you the temperature, illumination, hour, odor and energy level. The lower left window is for command input.

For a free catalog of Apple II™ \$9.95 disk systems send your name and address to: **AV Systems, Inc., Box 49210, Los Angeles, CA 90049.**