

Cranston Manor

HI-RES ADVENTURE #3

\$34.95
Disk
48K REQ
DOS 3.2 or 3.3

by

Q-N-LINE systems



TRAVELING INSTRUCTIONS

EXECUTING HI-RES ADVENTURE #3

To start **Cranston Manor** executing, simply boot the disk as described in your DOS manual.

MOVING FROM PLACE TO PLACE

In this game you are in complete control and the computer is merely your puppet as you give it instructions which might aid you in your quest. The computer has a tremendous vocabulary, although it only understands sentences of one or two words. In most cases this is a verb and a noun such as **Climb Tree**. In most cases one word suffices such as **UP, North, Left, or West**. At times a direction isn't sufficient to let the computer know where you wish to go. At these times try moving toward something such as **Go Tree** or **Go Cave** etc. During your search you will encounter situations that may call for jumping, climbing, etc., in all cases do not become frustrated, instead, think of a way to explain to the computer what it is you desire and it will do its best to comply.

THE WORLD AROUND YOU

As you travel you may encounter objects which might serve you on your search for the treasures. You may direct the computer to get or take these items. To find what you're carrying at any time, type **Inventory**.

A FEW HINTS

Cranston Manor is not a game that will be solved at one sitting. Even slight progress may take weeks depending on your creativity, mood, and experience as an adventurer. Involve the rest of your family, make sure you try to go every direction from every place you visit. A wise adventurer would keep a map of the places he has visited and so should you. Do not be afraid to experiment, you cannot hurt or otherwise blow up the program by trying new things.

THE GRAPHICS

Each place you visit as you travel will be displayed on the television or monitor of your Apple-II in color. Below the picture will be a brief description of where you are. At times if you ask the computer for a closer look at some portion of the picture (such as a knot on a tree) it will comply with a close-up if

it thinks there's something that might help you. You will notice that if you drop things they will appear as part of the picture as they would if you dropped them while walking. The Apple-II only provides for four lines of text on the display. If a message to be output is longer than this, you will hear a beep and the computer will hold up additional output until you press return. If you wish to review your dialogue with the computer, you may press return without typing anything thereby causing it to display the last twenty-four lines of your conversation. To resume play, simply press return again.

SAVING YOUR ADVENTURE

If you desire to resume your game at a later time you must let the computer know so it can save your game for later play. Games are saved on a diskette other than the one with the gold label. Choose any initialized diskette you have and label it your **Adventure Saved Game Disk**. **HI-RES ADVENTURE** does not use the standard Apple disk operating system and will blindly clobber any data you may have on the disk, therefore, make sure you pick a completely unneeded disk. To request that your game be saved, simply say **Save Game**. You will be prompted for a letter from A to O under which to save the game. This is so that you may have several games saved at once. To resume play, boot the disk as always then type **Restore Game**. You will be asked for the letter under which you saved the game. Do not be alarmed if the first time you save under a given letter the drive makes a strange sound. This is just its way of saying that the portion of the disk being written to has never had data before.

IF YOUR DISK SHOULD EVER FAIL

If your disk fails within 90 days of purchase return it to the dealer from whom you bought it or send it to **ON-LINE SYSTEMS FOR FREE REPLACEMENT**. After this time send it to us with 5 dollars. We try to return all disks the same day they arrive.

AND FINALLY

If all else fails and you're totally stuck and about to burn the **Adventure Diskette**, check with your favorite store for a hint or call us (during reasonable west coast hours!).

GOOD LUCK!

Emases

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Cranston Manor

HI-RES ADVENTURE #3

by

Harold DeWitz & Ken Williams

It seems that old man Cranston was not exactly your run-of-the-mill type millionaire. Exactly how he made his fortune is unknown (it appears he wasn't a man known for either scruples or morals). Before his untimely death, he had amassed an uncalculated fortune in jewels, gold and various other rare and expensive items. Cranston was aware of the fact he was dying. He had lived a life of excessive luxury, pleasure and sin, and knew that soon he would end up "paying the piper"! Being a greedy and covetous old man, he figured that if he couldn't take it with him, no one would take it when he was gone. He hid his treasures throughout the mansion and property encompassing it.

Old man Cranston is now the "late" old man Cranston. Rumor has it that his disembodied spirit roams the estate guarding the hidden riches. You are placed in the deserted town of Coarsegold (smothered by Cranston's greed and plotting) and it is your goal to find the treasure so that the town may once again become the center of life for the thousands who once lived there. It won't be easy, and it won't be without it's terrifying risks!

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