

HI-RES ADVENTURE #4

JULYSSES

AND THE GOLDEN FLEECE



ATARI VERSION
by BOB DAVIS &
KEN WILLIAMS
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SIERRAVENTURE

U^{LYSSES}

AND THE GOLDEN FLEECE

By Bob Davis and Ken Williams

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Ulysses and the Golden Fleece © 1981, Sierra On-Line, Inc.

ULYSSES AND THE GOLDEN FLEECE

It was a time so long ago, a time of pagan gods and miraculous deeds.

I, Ludicrous, was there. Just a boy, mind you, but there, watching as the ships, filled with victorious warriors, returned from two decades of battle.

Among them was Ulysses, conqueror of Troy, a mortal favored by the most powerful of gods, adventurer without equal.

It was a time of powerful sorcerers and seers, and I learned their secrets of the future and the past.

That is how I've come to live through ages of triumph and tribulation, to survive until the 20th Century. But even master sorcerers and seers must surrender their powers, and I have chosen you.

First, you must prove your fitness to carry on the powers I've borne through the ages. You must become Ulysses; your task, to find the Golden Fleece and return it to the King.

The perils are many, your foes powerful, but with courage, logic, intuition and luck, you can survive and take with you the secrets of sorcerers.

Now, sit back, close your eyes, and I'll spin a spell to open time's portal . . .

Neptune's potion, Pluto's dust
Guard ancient maps to avoid Furies' gusts
Dragons and gems, classical Greece,
Ulysses reborn to capture the Fleece.

You are Ulysses, adventurer brave and bold. Through a dream planted by the gods, you have learned of the Golden Fleece, a prize beyond value.

Through your dream, the gods have bid you to find the Fleece and return it to the King. But first, you must overcome certain obstacles. One failure, one slip, one wrong turn and . . . well, it could be your last.

Your journey begins in the king's town, where you must find a crew and buy supplies before setting sail.

Fair winds push your craft far out to sea. Before you a hurricane appears off the bow, leaving a choice of altering course or braving the high winds and rocky seas.

If you should survive the elements, another task awaits you on the Island of Storms, where you'll need to find items with mystical, magical qualities.

Then on to Colossal Island and the Fleece - but beware the Sirens, the Cyclops and the fierce protectors of the gilded skin, the Skeletons.

As in all adventures, watch for passwords and items along the way that may be keys to your survival.

TAKE HEED, PLOT YOUR PROGRESS

You, Ulysses, must plot your own path to Colossal Island and the Golden Fleece.

Be warned! The way is treacherous and the journey long. It won't be accomplished in haste.

You'd be wise, my friend, to keep a map of your progress. If you move north, plot it on a chart.

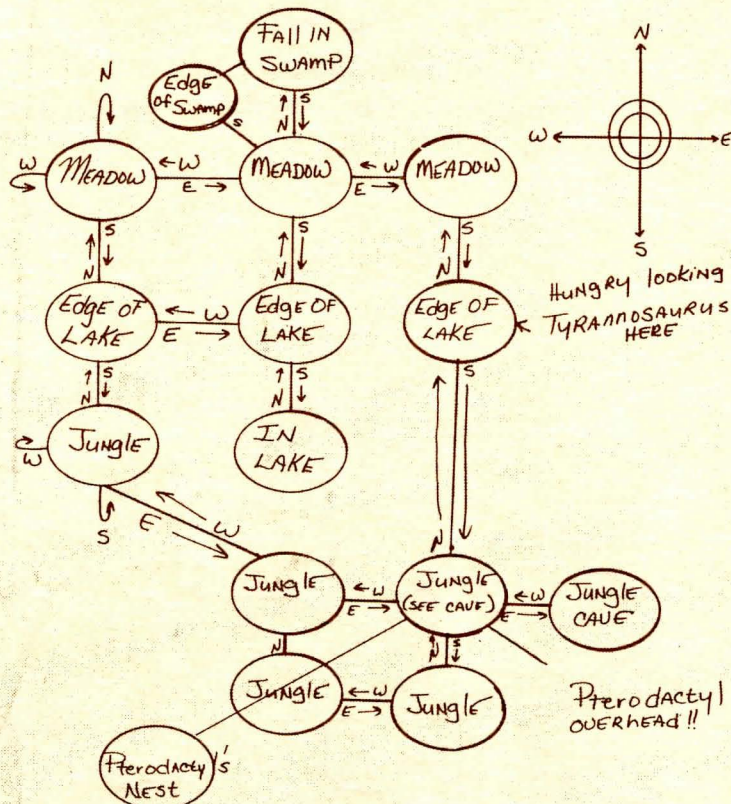
Show where you've been and what you've done along the way.

Take special care to map when you're in a maze - the bane of all adventurers. It may be a cavern, a tunnel or just a repeating visual.

Know where you've been by dropping articles along the way. Then backtrack and pick up the articles.

Above all, try different directions and map all of the different possibilities. If you forget an area, you might miss an important clue or device.

Examine the typical map I've drawn for you.



SOME FRIENDLY ADVICE

Before trying to embark on your journey, check your inventory. Do you have everything you'll need for such a long voyage?

Knowing a bit of mythology and the Classics - a familiarity with Ulysses' adventures - also will help you survive.

As with many classical Greek heroes, you'll be required to perform certain superhuman feats and to use magical substances to overcome evil gods and malicious creatures. Remember, logic will not always work because the gods are not always logical.

Nor are all of the people you encounter honest; some want their palms crossed with silver before giving you valuable information.

Should you become hopelessly lost and ready to admit defeat, telephone Sierra On-Line for a helping hand.

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Protected by the gods, the "GOLDEN FLEECE", legendary treasure of ancient mythology, has been kept from man for many decades. Many valient men have attempted its recovery, but none have been successful in possessing it for any amount of time.

The setting is ancient Greece and YOU are Ulysses. The king has requested an audience with you, to assign you the task of retrieving the "GOLDEN FLEECE", and returning it safely to him.

On your voyages you will encounter many of the same foes dealt with by your predecessors, (The wicked "Sirens", whose beautiful songs lure unsuspecting seamen to their deaths on the island's treacherous shores; the Cyclops, son of king Neptune; Pluto, mythological god of the underworld and others).

Highlighting your journey is an encounter with the magnificent winged horse "PEGASUS."

Legend acclaims ULYSSES as the most daring and skilled seaman of all time. Clad in a pocketed "TOGA" and chain armor, it's up to you to prove it!



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