

Zenobi Software ADVENTURES

Throughout the '80s RIVER SOFTWARE were constantly churning out good, high-quality, text adventures. Each one full of intriguing puzzles and guaranteed to have any self-respecting adventurer burning the midnight-oil in an effort to solve them. With this in mind ZENOBI SOFTWARE decided to put together a compilation tape of these adventures and to introduce the titles to the adventurers of the '90s. However there was only ONE snag with this plan there were too many titles to fit onto ONE tape so ZENOBI in their wisdom have opted to produce TWO compilation tapes and bundle them under the collective title of "DEEP WATERS". Each compilation contains no less than SIX adventures, all of which bear that certain 'something' which distinguishes them as a "River Software Adventure" and brings a flush of expectation to the cheeks of any ardent adventurer.

DEEP WATERS

To give you a brief idea of each game and its objectives, we have solicited the aid of JACK LOCKERBY and asked Jack to explain, in his own words, the object of each game.

THE HAMMER OF GRIMMOLD

Grimmold the Dwarf King is deeply troubled. The fabled hammer, a symbol of health and fertility, has been stolen by Valk, an evil magician. In the wake of this event great misery has spread throughout the kingdom and in desperation the king has called upon your services to recover the hammer and return it to its rightful owners. However this will not be an easy task as you must first outwit the 'hooded' men, get past a nasty Troll and even extract the tooth of a vampire before meeting up with Valk himself.

THE MUTANT

Twenty years ago on one of the South Sea Islands, the BOMB was tested. This small island has since returned to the lush paradise it once was and tiny villages have sprung up all around the coast. However all is not well and something has appeared in the mountains!! Something that no one who has seen it has survived to tell the tale of. You are the last hope. Can you track it down and destroy it, whatever it may be, before it is too late!

DAVY JONES LOCKER

In the lifeboat there are five people and a little dog, all survivors of the sinking of the clipper 'Alana' off the coast of Bermuda. You bump into a floating hulk and your companions scramble aboard ... and then just vanish into thin air! Your quest is to rescue them from whatever danger threatens them

THE JADE NECKLACE

You are Philip Mallow, private investigator, and you are busy swatting flies with a rolled-up newspaper when the phone rings and a dame on the other end of it rambles on about the theft of a necklace from her home in Cherry Tree Avenue. It is imperative, she says, that you recover it before her husband finds out that it is missing and after haggling over the fee, you agree to take the case. You drop the newspaper and

THE LIFEBOAT

Afloat on the high seas with four companions, this adventure presents you with the chance to be rescued if only you can remember the stories of your childhood and put to a good use the knowledge they can provide you with.

REALM OF DARKNESS

You have been engaged by the king of a small island to recover treasures stolen from the vaults of his castle .. or as he called it, 'his Treasury'. Any minor pieces that you find are yours to keep and dispose of as you see fit, but all the major items are to be returned to the king. On your travels you will encounter a mutant mole, a giant rat, a wounded hyena, a gentle bear, a gypsy, a poacher and of course THE THIEF!

THE ENCHANTED COTTAGE

After years of study this is your last chance to become a professional Sorcerer and to that end the Chief Sorcerer puts you into the Enchanted Cottage, with instructions to uncover the secret of the 'Green Door' in order to make good your escape. Determined to stop you are a number of cunning and vicious adversaries, including an ugly Giant, Ben Gunn and a mountain goat.

MATCHMAKER

Your quest is simplicity itself all you have to do is to get the Prince and the Princess to church on time. The Prince carrying the wedding ring and the Princess dressed in her bridal gown and carrying a large bouquet of flowers. Oh and before I forget, you will also need a page-boy, dressed in a sailor's suit, to be in attendance.

THE CUP

You had attended the annual "Liar's Club" dinner and prize-giving. It had been a great night, with each speaker trying to top the previous raconteur with wild and improbable tales. But the best by far had been Paddy Murphy and his tale of animals in the wild, his flaming-red hair waving wildly as he recounted his adventures. You arrived home in a merry state and were soon fast asleep. Just before dawn you are awoken by an horrendous scream from the foot of the bed and glancing down you see, to your horror, a mass of red hair and a back covered in claw marks. You attempt to assist but are told to save yourself from the lion ... determined to get to the bottom of the mystery you quickly dress and step outside your front door

JACK AND THE BEANSTALK

What more can be said about this tale, surely everybody knows what must be done to succeed in this game ... but if not, just ask you Mum as I am sure she will know what you have to do.

THE CHALLENGE

You are Yarulla, skilled hunter and trapper. The old chief of the tribe has just died and all the villagers have gathered together to choose his successor. Normally the eldest son would be the automatic choice, but Pacheco was both a coward and a bully and nobody liked him. So when a voice cried out "Pacheco for Chief!", several voices replied "Challenge!" Not surprisingly one of them was your own, for Pacheco had sworn to banish you from the tribe when he was chief. The elders went into a huddle and after some long deliberation decided that you would be the one to challenge Pacheco ... what next ?

THE WITCH HUNT

Whilst out walking in the woods a gentle mist descends around you. You wander about for an hour or two but as darkness approaches you realise that you are hopelessly lost Suddenly, out of the gloom, the outline of a small cottage appears and standing at the open door is an old woman. She invites you in for refreshment and once inside places a blue hat on her head and says "If you want to see your loved ones again you must do as exactly as I do." Whereupon she spins around three times and vanishes from sight. Without thinking you do the same, and find yourself floating through space



ADVENTURE

NOTES

All of the titles have a 'built-in' set of instructions and the vast majority of them also have a list of acceptable commands for you to use. Though there are still one or two important words for you to discover by yourself.

The games will also allow the player to save their 'game position' to memory, though it must be stressed that a more permanent record will be made if you choose to use the standard "SAVE" and "LOAD" routines in conjunction with a tape recorder and a blank cassette tape.

If you are having problems solving any of the games just remember that a logical approach will generally lead to the correct solution, though at times a more lateral form of thinking will point you in the right direction. Should neither of these methods allow you to make sufficient progress then you can always resort to the more direct approach and fill in the 'help-form' at the bottom of this page, before detaching it and sending it to the address listed on the form..... don't forget the S.A.E. !!!

GENERAL

Whilst this collection of titles goes under the name of "DEEP WATERS", there are of course two separate cassette tapes ... entitled, strangely enough, VOLUME 1 and VOLUME 2. The following is a list of the contents of each cassette tape.

VOLUME 1

Side One : THE REALM OF DARKNESS, THE HAMMER OF GRIMMOLD and THE MUTANT

Side Two : MATCHMAKER, JACK AND THE BEANSTALK and THE ENCHANTED COTTAGE

VOLUME 2

Side One : DAVY JONES LOCKER, THE JADE NECKLACE and THE WITCH HUNT

Side Two : THE CHALLENGE, THE LIFEBOAT and THE CUP

"Both RIVER SOFTWARE and ZENOBI SOFTWARE hope you find the games to your liking and that they will provide you with many hours of amusement, happiness and puzzle solving"

----- DETACH HERE -----

RIVER SOFTWARE, 44 HYDE PLACE, AYLESHAM, CANTERBURY, KENT, CT3 3AL

Ref: ZEN 010089

Please supply me with as much help as possible for the following titles

REALM [] HAMMER [] MUTANT [] MATCHMAKER [] JACK [] COTTAGE []

LOCKER [] NECKLACE [] HUNT [] CHALLENGE [] LIFEBOAT [] CUP []

NAME

ADDRESS

"PLEASE ENCLOSE A STAMPED S.A.E."



Spectrum 48K/128K+2.



Zenobi Software

ADVENTURES