



APPLE ADVENTURE!

APPLE ENTERTAINMENT SERIES



APPLE ADVENTURE!

AN EXERCISE IN FANTASY

**Welcome to Adventure!!
Would you like instructions?**

Yes

Somewhere nearby is Colossal Cave, where others have found fortunes in treasure and gold (though it is rumored that some who enter are never seen again). Some say that there's magic in the cave. I will be your eyes and hands. Direct me with commands of one or two words. Should you need a helping hand, type 'help' for some general hints. For information on how to end or save your adventure, etc., type 'info'.

Have Fun and Enjoy your Adventure!

<<press space>>

You are standing at the end of a road before a small brick building. Around you is a forest. A small stream flows out of the building and down a gully.

Beyond this innocent beginning lie many treasures, fantastic rooms, and puzzles. Together, they offer you an exciting, new type of "CFS" (Computerized Fantasy Simulation) game.

Imagine a good fantasy fiction story—only YOU are the main character. Learn to use magic words and strange tools, escape greedy opponents, and outwit the stubborn toll collector.

Your ability to deduce proper relationships as well as your mental endurance, will both be thoroughly tested by the time you find that last *!?!#* point and achieve the 350 point "GRAND MASTER" rating.

Apple Adventure is a complete version of the original Adventure, written by Don Woods and based on Wil Crowther's idea. Adventure becomes even more interesting as you go deeper into the cave, presenting more and more difficult problems each step of the way.

You can easily spend weeks or even months playing. To allow you to continue an adventure at a later time, Apple Adventure will allow you to SUSPEND and save your Adventure.

Take all the hints that the program or "DUNGEON MASTER" offers. Start making a map as you go along, for even the most experienced masters get lost in the cave without their maps.

A Few Notes on the Apple Adventure Program:

If you have a printer with an intelligent printer interface card in SLOT 1, you may turn the printer on by typing the command "PR#1". Turn it off by typing "PR#0". Your printer can be very useful when playing Apple Adventure because it allows you to keep track of where you have moved. You can use your printouts to refer to the long descriptions of places you've seen earlier.

The ADVENTURE diskette is completely full. If you wish to SUSPEND your adventure you must have another INITIALIZED diskette ready BEFORE beginning to play the game. You will find the instructions on how to initialize a blank diskette in the Apple Disk Operating System Reference Manual, Chapter 2.

You may begin playing Adventure immediately, without waiting the full time for the logo, by pressing SPACE any time after the screen clears following boot.

To play Apple ADVENTURE, you need the following equipment:

- A 48K Apple II Plus or 48K Apple II with Language System or Applesoft II Firmware card.
- A disk drive with a controller card.
- A color TV with RF modulator is best, although a black-and-white monitor or TV will produce acceptable results.
- Optionally, a printer with firmware interface card (in SLOT 1 only) may be used to record the details of your game.

If you have an Apple II or Apple II Plus without a Language System, insert the program diskette into disk drive #1, and turn on the Apple;

If you have an Apple II Plus, or the Auto-Start Monitor ROM, the system will automatically boot the diskette, and the program will load and run.

If you have an Apple II with an old Monitor ROM, boot the diskette by following these steps: type 6, press the CTRL key and the P key simultaneously, and then press RETURN. The program will automatically load and run when the disk drive begins to run.

If you have a Language System installed in your Apple, insert the BASICS diskette that came with the system, and turn on the Apple. When the message "INSERT BASIC DISKETTE AND PRESS RETURN" appears, replace the BASICS diskette with the Apple ADVENTURE diskette and press the RETURN key.

In all cases, the Apple ADVENTURE logo will appear, pause a while, and then ask

Would You Like to Continue a Game Previously Saved on Disk?

The first time you play Apple ADVENTURE press no and press RETURN. A new adventure will then begin.

NOTICE:
Apple Computer Inc. reserves the right to make improvements in the product described in this document at any time and without notice.

DISCLAIMER OF ALL WARRANTIES AND LIABILITY:
APPLE COMPUTER INC. MAKES NO WARRANTIES, EITHER EXPRESS OR IMPLIED, WITH RESPECT TO THIS DOCUMENT OR WITH RESPECT TO THE SOFTWARE DESCRIBED IN THIS DOCUMENT, ITS QUALITY, PERFORMANCE, MERCHANTABILITY, OR FITNESS FOR ANY PARTICULAR PURPOSE. APPLE COMPUTER INC. SOFTWARE IS SOLD OR LICENSED "AS IS." THE ENTIRE RISK AS TO ITS QUALITY AND PERFORMANCE IS WITH THE BUYER. SHOULD THE PROGRAMS PROVE DEFECTIVE FOLLOWING THEIR PURCHASE, THE BUYER (AND NOT APPLE COMPUTER INC., ITS DISTRIBUTOR, OR ITS RETAILER) ASSUMES THE ENTIRE COST OF ALL NECESSARY SERVICING, REPAIR, OR CORRECTION AND ANY INCIDENTAL OR CONSEQUENTIAL DAMAGES. IN NO EVENT WILL APPLE COMPUTER INC. BE LIABLE FOR DIRECT, INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM ANY DEFECT IN THE SOFTWARE, EVEN IF APPLE COMPUTER INC. HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF IMPLIED WARRANTIES OR LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

This document is copyrighted and contains proprietary information. All rights are reserved. This document may not, in whole or part, be copied, photocopied, reproduced, translated or reduced to any electronic medium or machine readable form without prior consent, in writing, from Apple Computer Inc.



10260 Bandley Drive
Cupertino, California 95014
(408) 996-1010