OWLS NEST
SOFTWARE

' WE GIVE A HOOT '

**OWLS NEST SOFTWARE
P. O. BOX 579
OOLTEWAH, TN 37363**

4 MILE ISLAND ADVENTURE

**(C) 1983 OWLS NEST SOFTWARE
16K EXTENDED BASIC REQUIRED**

**TAPE VERSION — CLOADM ''4MILE''
DISK VERSION — RUN ''4MILE''**

Owls Nest programs are sold as is with liability limited to replacement of defective tape (disk) for 90 days. If after 90 days your program will not load for any reason (even if you sat on it), it will be replaced for only $2.50 to cover media cost and postage. Simply return your original with a brief explanation of your problem. Include your $2.50 and a replacement will be promptly sent by first class mail. Owls Nest Software shall have no liability with respect to loss or damage caused by this program.

Our programs are not protected and may be backed up as desired. On the tape version, the auto-start feature will be lost. To operate your tape, back up use CLOAD and RUN.

Every effort has been made to make your program crash free; however, if your program should crash for any reason, you may re-enter at the same location by typing — GOTO10'' (ENTER). NOTE! If you have just performed an action that caused your ''demise'' you can not use ''GOTO10'' to re-enter the program. You must now type — RUN (ENTER) to reset your program.

If you are not familiar with adventures, you will find it much like reading a book where you are the main character. You move around from place to place and can carry objects and do various things you might in a real life situation.

It is a good idea to make a map as you move around. Start with a large sheet of paper. Note your starting location and any objects you see. As you move, add another square and note the direction you moved. You will eventually have a map with which you may return to a given area without a lot of guessing and backtracking.

Items are often hidden inside or under another item. After moving or taking an object, something hidden under it may appear, but you may not be advised. It will be ''in the room'' and will appear the next time you enter or the room is described. If you have just performed an action you think may have uncovered something, it is a good idea to type — LOOK (ENTER).

Usually directions available to move are shown on the screen, but some may not always be obvious. To move use single letter commands followed by (ENTER). For example, to go north type — N (ENTER).

Commands common to most adventures are ''GET'', ''DROP'', ''INVENTORY'', ''LOOK'', ''READ'', etc. Try any verb you think may work. Use two word commands, the first word is the verb and the second is the noun. For example, if you are in a room that contains a book, you want to take type — GET BOOK (ENTER). To see what you are carrying at any time, type — INV (ENTER) (For inventory).

If you perform many actions in the same room, your room description and available directions may scroll off the screen. Simply type LOOK (ENTER) and the screen will show your location and direction options.

The ''HELP'' command is entered as a single word. Some adventures use this command extensively while others may not use it at all.

You may save a game at any point by typing — SAVE (ENTER). Put a blank tape wound past the leader into your recorder (or a disk in your drive) and press play/record. Hit (ENTER) and your game status will be saved. To restart your game at a later time, load and start the game. When the command ''WHAT SHOULD I DO'' appears type — LOAD (ENTER). Place your status tape in the recorder, rewind it and press the play button. (If you are using a disk, place it in your drive) Hit (ENTER) and when the tape (disk) is finished loading, you may resume play where you left off.

We hope you enjoy your Owls Nest adventure. Comments are welcomed. Software submissions are invited. We are always looking for quality software. We will evaluate your program and submit an offer.

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