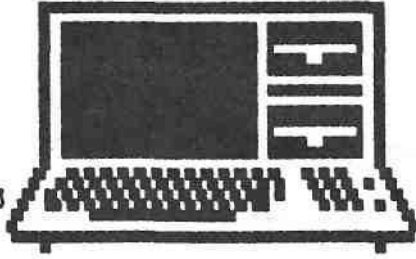


NELSON SOFTWARE SYSTEMS

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16K Ext.

ADVENTURE TRILOGY

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Written by Kevin Herrboldt & Tim Nelson

LOADING INSTRUCTIONS

The **ADVENTURE TRILOGY** contains two programs which are to be loaded consecutively. The second program can only be loaded if you have succeeded in getting through the first adventure. Before loading the first program, be sure the REMOTE JACK is plugged into your cassette player. Ready your cassette, type 'CLOADM' <ENTER> and press 'PLAY'. Once loaded, the program will automatically execute.

Upon completion of the first adventure, the second two will automatically load, providing you still have the same tape, and the REMOTE JACK plugged in. Your computer will remain in Hi-res graphics, so you will see nothing on the screen until the adventures are loaded. If an error occurs, the cassette player will stop. Hit the reset button, and attempt to load again from the beginning. If that doesn't work, load the second copy, which follows the first.

THE ADVENTURE BEGINS...

This is the second age of the Mandorool, You are living in the Realm of Wander, beneath the Cimeeon Moon. As one of the royal Ruumuo, you are a great lord warrior - the O'venlo'eer.

The sword you wield is the mighty O'sword, which can release powerful fireballs, upon command.

Once you have proved your worthiness in combat, you will be sent on a quest to restore the Eye of Dazmor to its resting place in the Forsaken Gulch. The Eye of Dazmor is located beneath the castle Argaan, somewhere within the perilous White Void.

Your first adventure is within the great walls of the castle Balrog in the ancient ceremonial arena. You must prove yourself worthy for the quest of restoration. There are two opponents you will have to combat. Your first foe is the narthoks; the tooamoth is your final, and most ominous opponent. After defeating both opponents you will be sent into the White Void, to begin the second adventure.

Once inside the White Void, your exit will be barred until you return to the surface with possession of the Eye. Once this is done you may escape through the scintillating colours, into the Ugrek Mountains.

In the heart of the mountains, you will come across a cave. Upon centering the cave, you will find yourself at the top of a long, descending staircase. You must carry the Eye down into this subterranean world and restore the Eye to its resting place in the Forsaken Gulch.

COMMANDS :

While combatting your way through these adventures you have several commands at your disposal. To use them type the command and press <ENTER>.

There are three commands you may use during the ceremonial combat during the first adventure; PARRY, ATTACK, and FIREBALL. All the other commands listed below may be used within the underworld, excluding the FIREBALL command.

ATTACK: Use this command ' to thrust your sword at whoever (or whatever) you encounter.

EXTINGUISH: This command will put out your torch to conserve light.

FIREBALL: With this command your sword will release a ball of fire, doing tremendous damage to your opponent (warnings your sword contains only two of these).

HIDE: You may choose to hide from encounters or hide while resting - use this command then.

JUMP: There may be times when it is in your best interest to leap before you look.

KNOCK: A polite way to enter a room.

LIGHT: Another torch will be lit. (providing you have another), if your torch has been extinguished, or has burned out.

LISTEN: You might listen for an encounter in an adjacent room, or for pulleys, moving walls, or the slamming of a door.

OPEN: Allows you to open the door directly in front of you to pass through.

PARRY: This command is used to attempt to deflect the blow of your opponent with your sword.

PRESS: You can use this to press on a door, a wall, a lever, or whatever else might strike your fancy.

PULL: Perhaps you will find something to pull, while below the earth.

REST: This command will revitalize your strength after a fatiguing battle (warning: depending on your fatigue, resting can take a long time).

SEARCH: In order to get around below ground, you may have to search for hidden panels and levers to avoid the effects of traps or possibly save your life. Even if there is something there you may not always find it. Try a few times.

TAKE: This is the command used to gain possession of the Eye of Dazmor.

TAP: To make noise, or find cavities in walls, use this command.

Use the ARROW keys to turn left, right, or move forward or backward.

IF YOU ARE HOPELESSLY LOST OR OUT OF TORCHES, <SHIFT><CLEAR> WILL RESTART THE PROGRAM.

Combat notes" After a battle, it is advisable to REST, lest you find yourself locked in melee while tired.

NOTE: Look to future Nelson Software Systems advertisements for details on the "TRILOGY CONTEST" and further adventures.