

THE MIS-ADVENTURES OF EDDIE

Requires 64k
Tape \$18.95 Disk \$21.95

LOADING INSTRUCTIONS:

Tape - CLOADM & EXEC
Disk - LOADM"EDDIE"

DESCRIPTION:

Hiking in the mountains one sunny morning with your trusty golden retriever, you come across an abandoned mine shaft. Dust and cobwebs fill the tunnel, looking as if no one has been there for decades. You get your lantern out of your backpack and shine it down the shaft. Several crickets now become silent as you gaze down the tunnel, which goes on as far as the eye can see. Suddenly your dog takes off down the shaft, barking madly. You chase him with backpack lugging from side to side.

As you run after your dog you remember an old tale. Many years ago, there was a mining family who would not leave their boom town, even when the mines were empty of gold. They told people the mines held more than they thought. This family was after something much more, they wanted to live forever, and claimed the mines prolonged life. People called them crazy and left them to their fantasies. Several months later a mining shaft collapsed, tragically killing the miner's wife. Nobody has heard from the miner or his son since but some say they still live in their mine, happy and content, almost a century later. But really, that's just a story told around a campfire late at night. Now where did that dog go...?

The Screen Layout - At the top left of the screen is your digital watch which displays real time. When you start the adventure it is ten o'clock in the morning. To the right of the watch is a description of your current location. At the top right is your compass, which shows which obvious directions you can go at any one time. Keep an eye on this part of the screen while playing the adventure as important information is displayed here. In the middle of the screen is a graphic representation of where you are. This picture may also contain clues. To make mapping the adventure easier, you are always assumed to be facing North. At the bottom of the screen is displayed the response to your last action and what objects are visible. This is also where you type in what you wish to do.

Playing the Adventure - Start out by creating a map on the provided blank map. Place your current location where the asterisk is. Type in phrases or sentences telling the adventure what you wish to do. You are not limited to two-word phrases, but can type a full line. Examples would be "let's go north", "ask the old man about Eddie", and "get everything in sight". If you get stuck type in "help", keeping in mind you only get a limited number of hints.

To interact with characters you must type a speaking verb, followed by the person to whom you are speaking, and then the object you want to speak about; for example, "ask old man about Eddie", or "ask farmer about the lake". Use your battery operated lantern to view passages. When you start, it is assumed that you turned on the lantern and are heading down the tunnel after your dog. To save time typing you can type the first four letters of any word and the adventure will understand. Also, you may type "N" instead of "go North" since you will be transversing these mining tunnels often. The "click" verb is used to turn key click after every keypress on or off. Some people prefer to have a click when a key is pressed to make sure the key was read by the program. To use it type "click on".

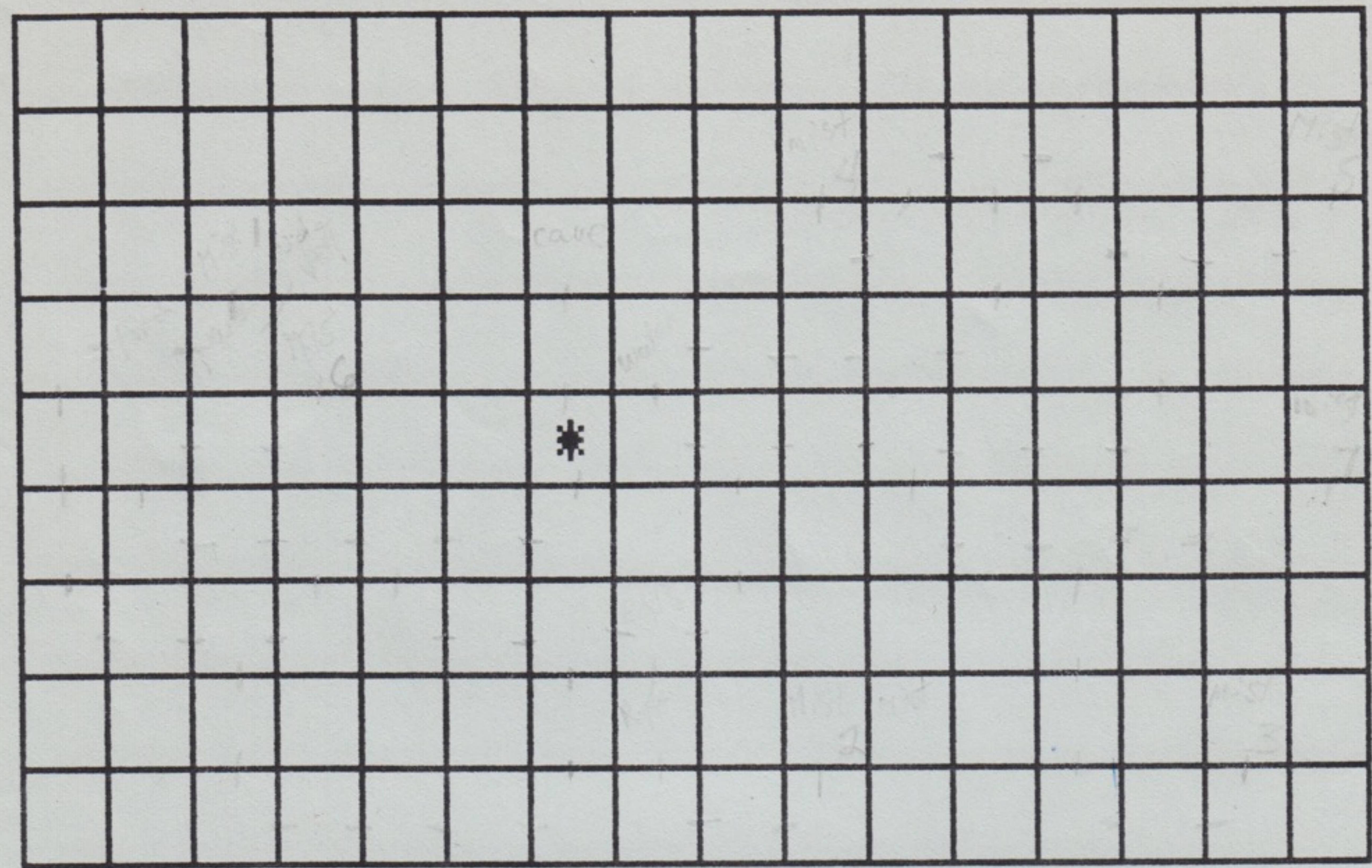
To Save a Game - If using a disk, put in a blank, formatted disk and type SAVE. The computer will ask you which numbered game you want to save (1 - 9). To load a saved game, load The Mis-Adventures of Eddie in the normal way; then remove the master disk and put in your data disk. Type LOAD and again the computer will ask you which numbered game. Always save games on a disk other than The Mis-Adventures of Eddie disk. The Save and Load feature is not available in the tape version.

List of Verbs - Following is a list of verbs the adventure understands. This is provided to make playing the adventure a little less nerve racking. Instead of trying to figure out the correct word to do a certain action, look at the list to get possible answers. Note that all verbs cannot be used in all situations.

Ask, attach, chop, click, close, connect, dive, drink, drop, eat, end, enter, examine, feel, get, give, go, hear, help, hint, hit, inquire, inventory, jump, leave, listen, load, look, move, observe, open, pick, place, punch, put, quit, read, rub, run, save, say, scream, scrutinize, smack, smell, sniff, speak, stop, swallow, swim, take, tell, throw, tie, touch, turn, untie, use, wait, walk, wear.

REMEMBER, this adventure is an intermediate level adventure and is not meant to be solved the first time you play it. The most important thing to remember is..."enjoy being frustrated!"

The Mis-Adventures of EDDIE



map of the mines

*=start