

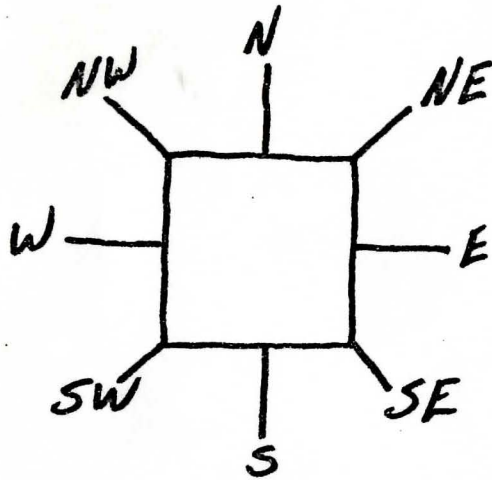
LINSCOTT



L.O.B.

"WELCOME, TO ADVENTURE!"

MAP SYMBOLS



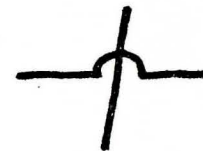
→ ARROW INDICATES ONE WAY TRAVEL.

↻ LOOPS BACK

----- INDICATES THE USE OF A MAGIC WORD, OR SOME OTHER SPECIFIC ACTION.

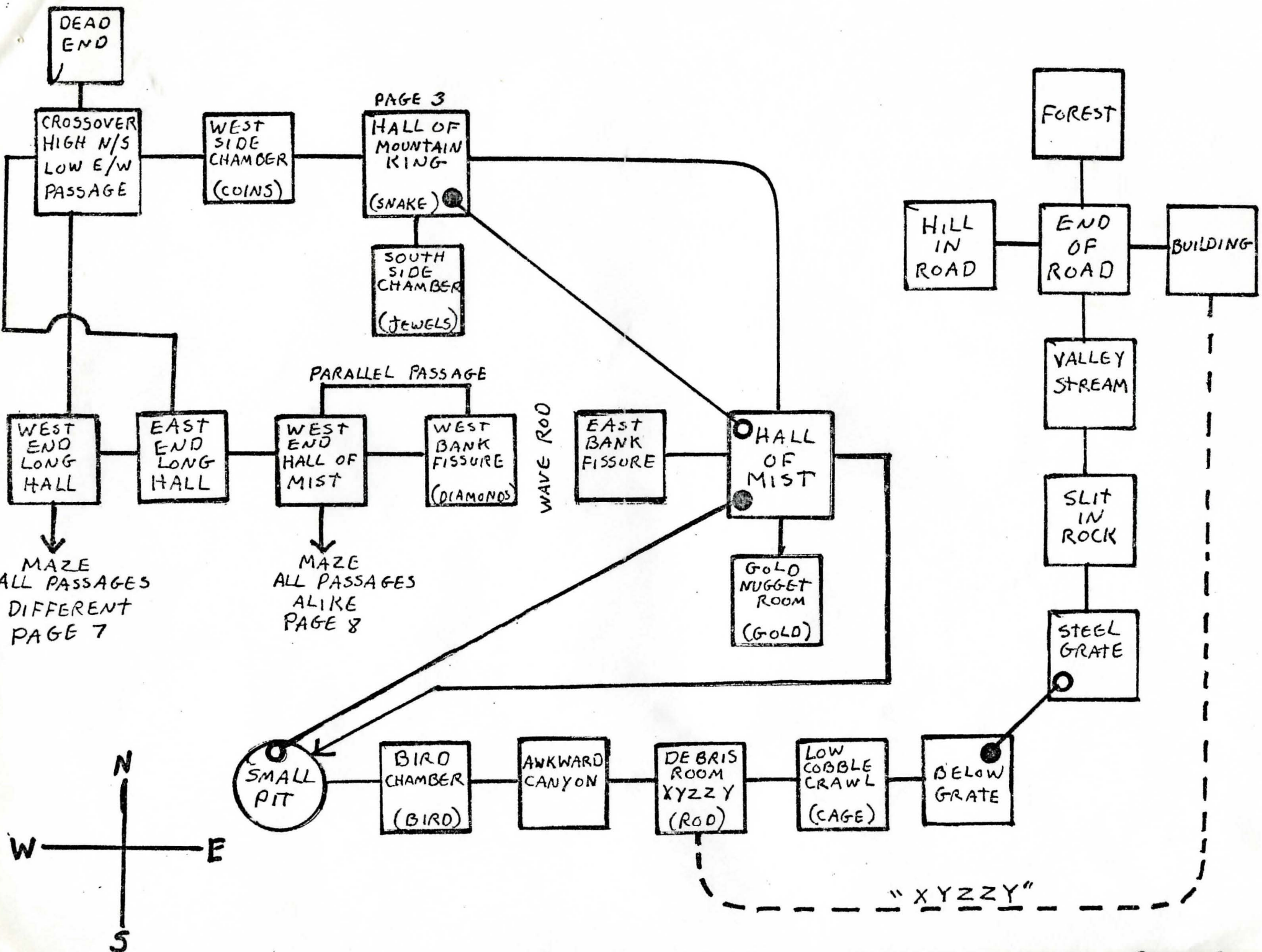
● — UP

○ — DOWN

 NON-INTERSECTING PATHS.

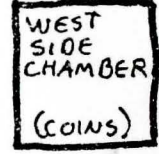
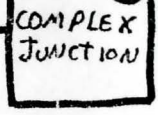
THE DIRECTION OF TRAVEL IS DETERMINED BY THE DIRECTION THAT A LINE EXITS FROM A CHAMBER. EXCEPT WHERE THE SYMBOLS FOR UP AND DOWN ARE USED.

TO ELIMINATE CONFUSION, ALL EXITS FROM A CHAMBER MAY NOT APPEAR ON A SINGLE MAP. IN THAT INSTANCE YOU WILL BE REFERRED TO ANOTHER PAGE FOR FURTHER INFORMATION.





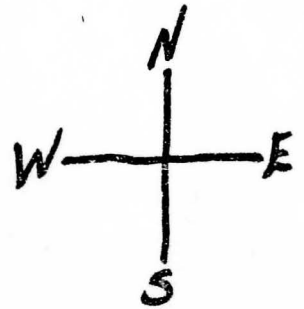
PAGE 5

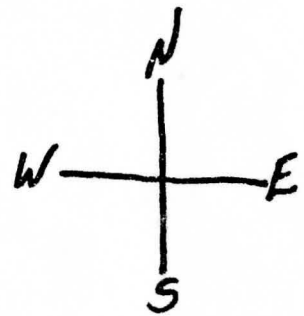
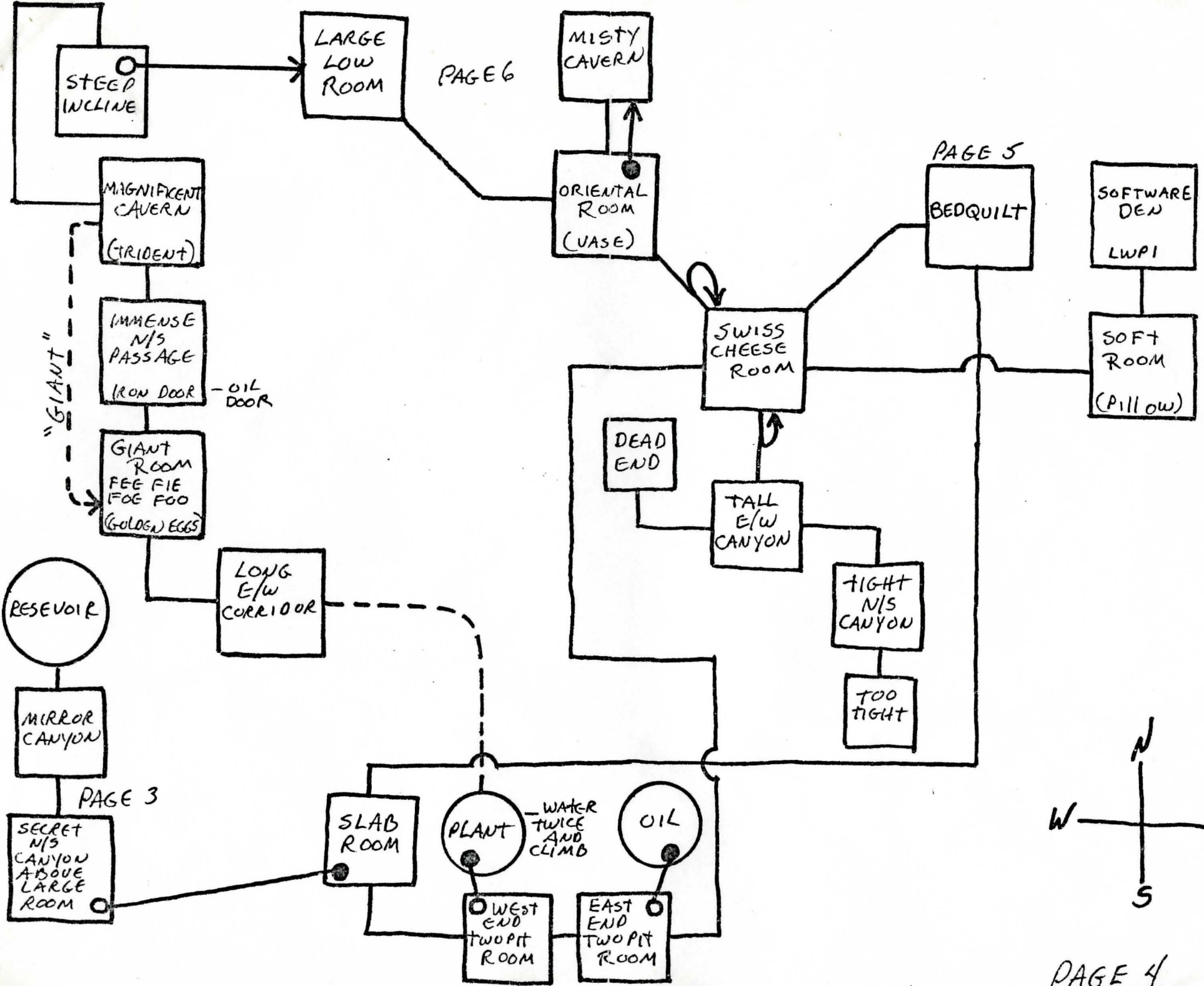


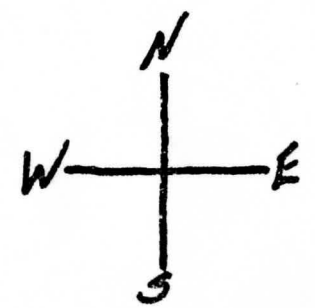
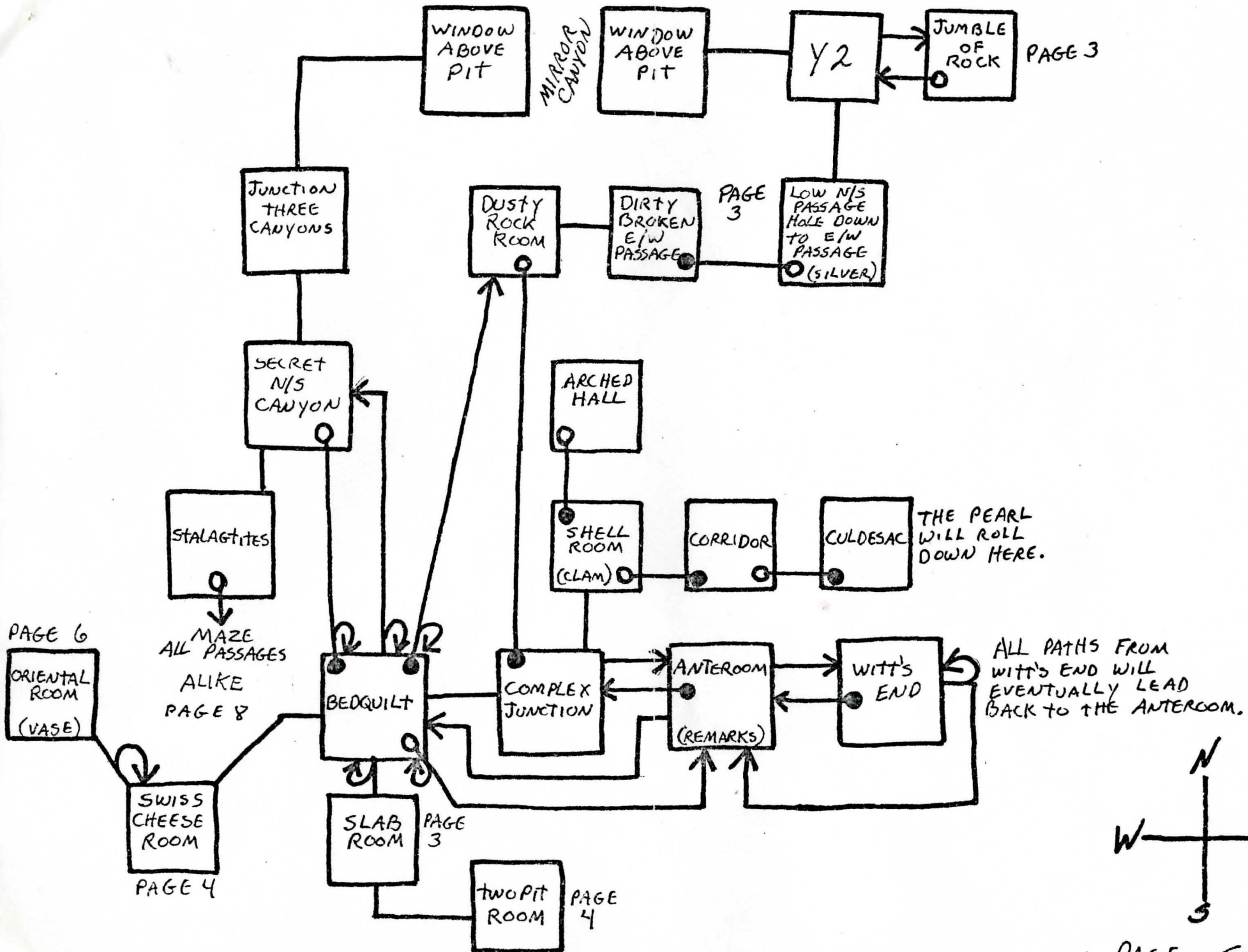
PAGE 2

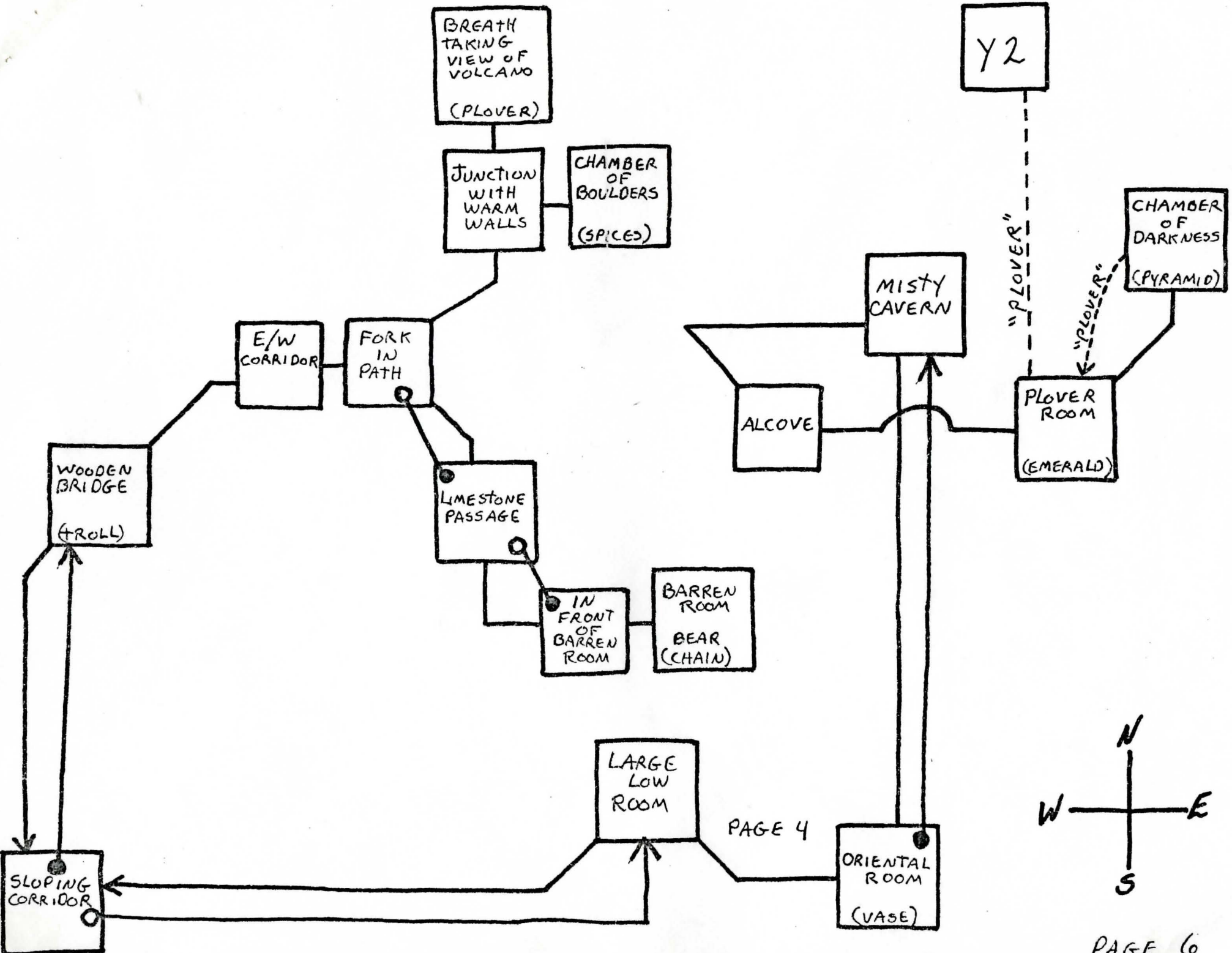


PAGE 2







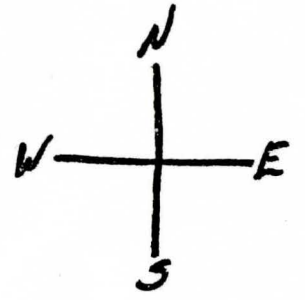


MAZE

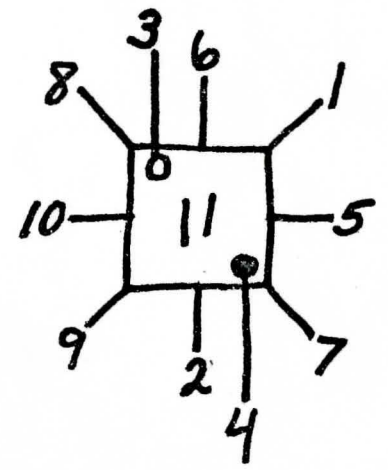
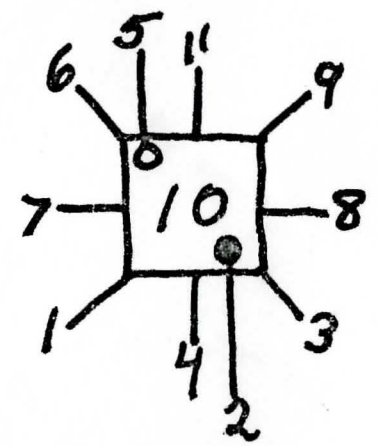
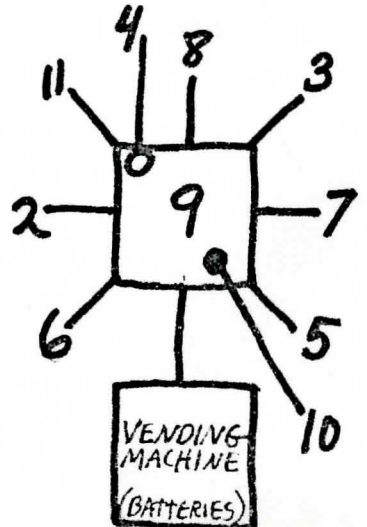
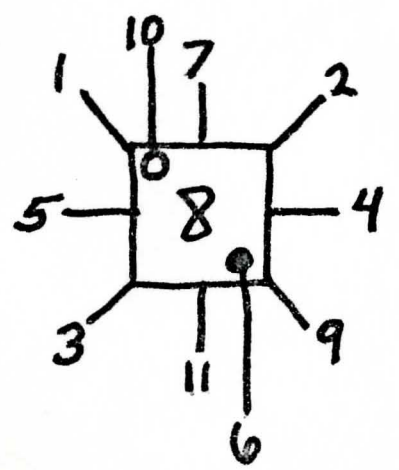
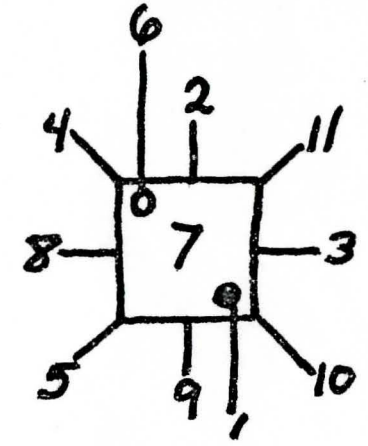
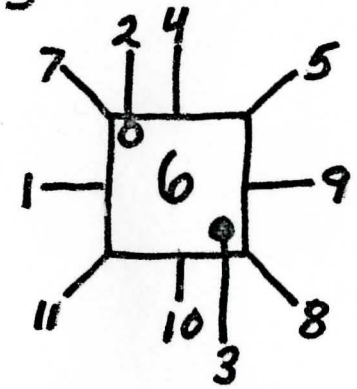
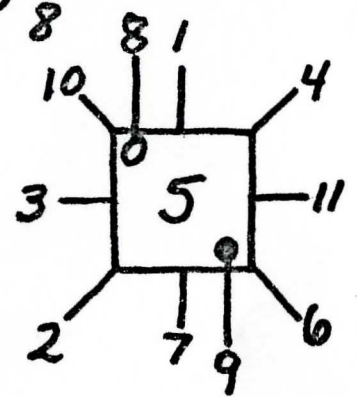
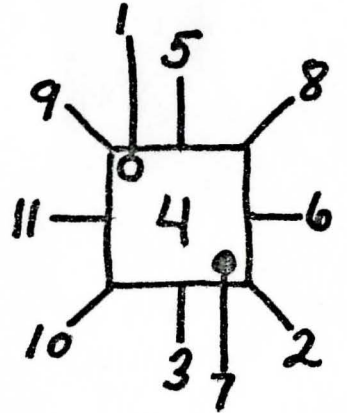
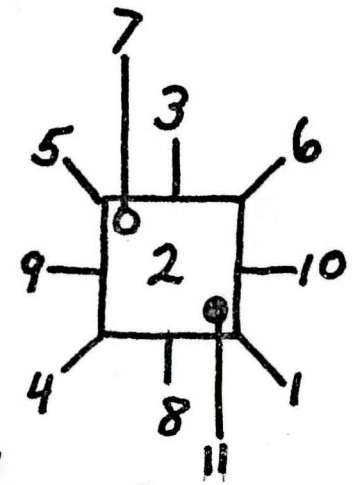
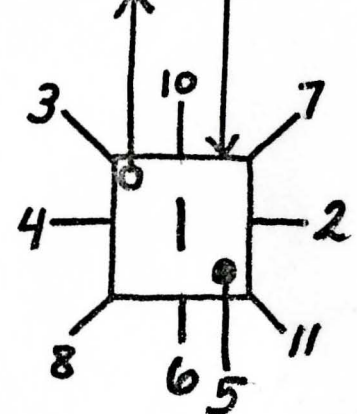
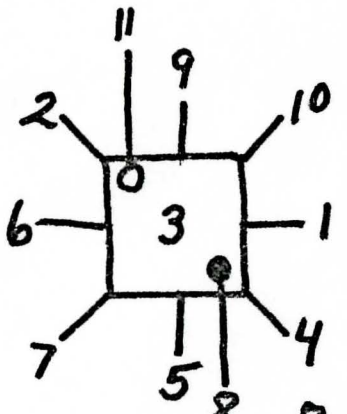
ALL PASSAGES
DIFFERENT

PAGE 2

WEST
END
LONG
HALL



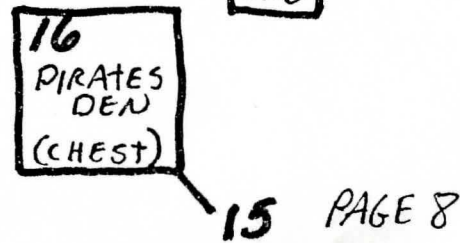
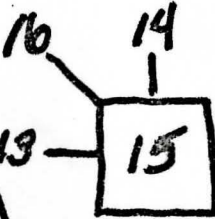
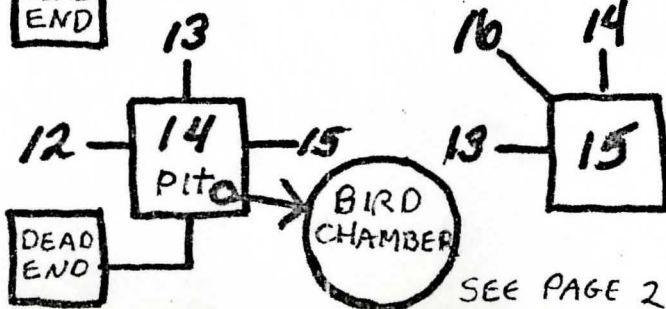
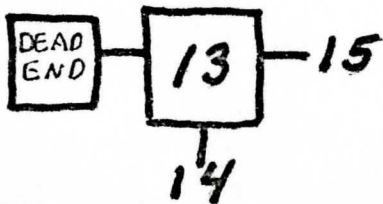
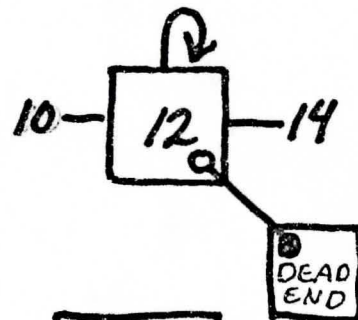
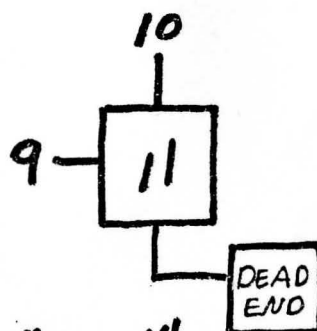
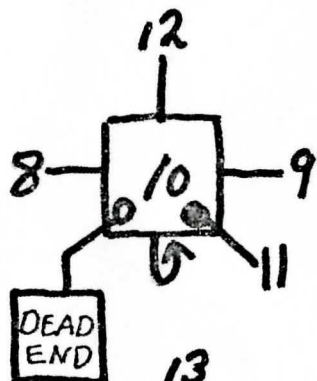
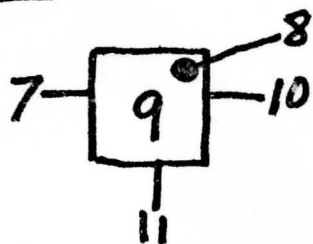
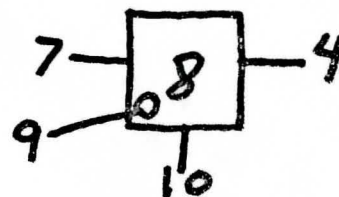
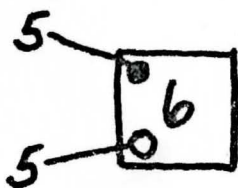
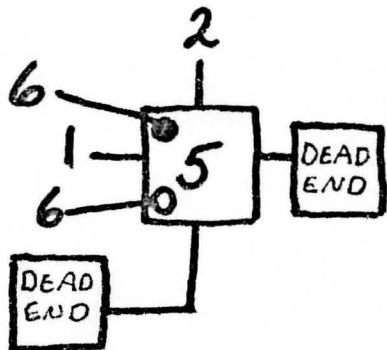
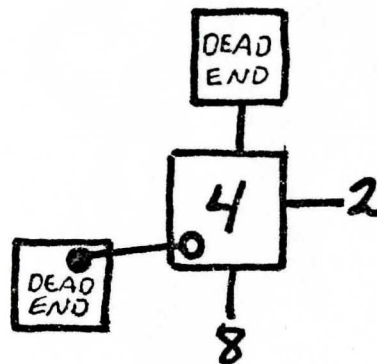
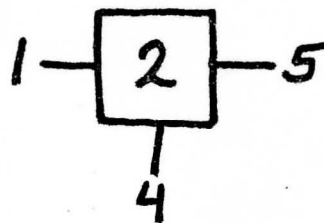
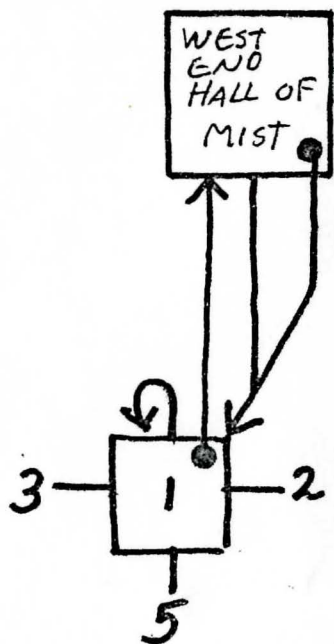
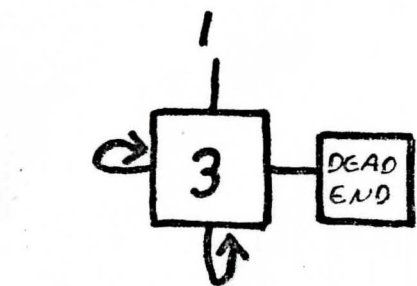
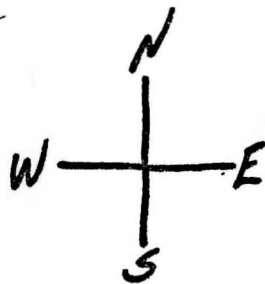
IF YOU TRY
TO GET THE
COMPUTERS,
YOU WILL BE
PUT INTO
CHAMBER #6.



MAZE ALL PASSAGES ALIKE

PAGE 2

IF YOU GO DOWN FROM THE STALAGTITES (PAGE 5) YOU WILL BE IN CHAMBER # 11.



SEE PAGE 2

PAGE 8

"CHEAT SHEET"

- 1- The Maze maps aren't as bad as they look, just follow the numbers. If you go N out of Chamber #1 you will be in Chamber #10, NE from Chamber #10 will put you in Chamber #9, etc. (PAGE 7)
- 2- Item #16 on this sheet is the final secret to the game. Don't read it until you have tried everything else that you can think of. HINT- There is a clue on one of the things in the room.
- 3- XYZZY will get you from the Debris Room to the Building and vice versa.
- 4- PLUGH will get you from Y2 to the Building and vice versa.
- 5- LWPI will get you from the Software Den to the Building and vice versa.
- 6- PLOVER will get you from Y2 to the Plover Room and vice versa. This will allow you to get light into the Chamber of Darkness and retrieve the Platinum Pyramid. However, whenever you use the word Plover you drop the Emerald, so you will have to enter the Plover Room from the Alcove in order to get the Emerald out.
- 7- In order to avoid breaking the Ming Vase when you put it down, you must drop the Velvet Pillow first.
- 8- You must have the Trident in order to open the Clam.
- 9- If you wave the Rod at the Fissure in the Hall of Mist a Crystal Bridge will appear. If, however, you take the Rod away, like to the Building or somplace, the bridge will disappear again.
- 10- You CAN kill the Dragon with your bare hands.
- 11- When you come to the Rickety Wooden Bridge give the Troll the Nest of Golden Eggs. After you cross the Bridge say Fee Fie Foe Foo and the Eggs will vanish and reappear back in the Giant Room, where you can pick them up again later.
- 12- Feed the Bear and take him back to the Bridge, he will scare the Troll away. If you leave him there the Troll will not come back. Don't try to take him across the Bridge, he will break it.
- 13- The stranger beckoning you from across the Pit is your reflection. You are above the Mirror Canyon.
- 14- The Pirates' Chest is not always in his Den. You will either have to have seen him, or wait until you have gotten the other Treasures out.
- 15- After you have gotten all of the Treasures out the Caves will begin to close, when they do you will be "poofed" into the Repository.
- *16* This is the last secret you will need to discover, I hope you don't spoil your triumph by reading this prematurely. At the SW end of the Repository there are some Black Rods with Rusty Marks on their ends. Take one to the NE end, drop it, go back to the SW end and say BLAST.

Page 3

L. D. Barron
1441-#B N. Red Gum
Anaheim, Cal. 92806

Dear Adventure Man Customer,

Thank you for your map order. My wife did all of the art work and 98% of the mairings (I did the mazes). We both hope that you enjoy using them as much as we did making them.

I would like to announce my latest software offering: It is called LOAD-N-GO, and seems to be very timely. LOAD-N-GO modifies HDOS 1.6 (Issue 50.05.00) to provide for automatic-boot, auto-load of device-drivers (locking them into ram), and auto-mount of validly installed data disks (does not latch up). The modified system also runs AUTO or AUTO.BAS on cold AND warm-boot (return from user's program). A mix of machine code, MBASIC and BHB programs, may now be run from and return to a single menu (AUTO.???). LOAD-N-GO retains all original HDOS features, and is fully compatible with STAND-ALONE and 'SYSMOD'.

The distribution disk includes LOAD-N-GO and DOC files (outlining it's additional features), sample menu and demo programs, DOCOM.BAS, and PATCH382 which patches data disks for a 4 sector DIRECT.SYS (frees 14 sectors for other uses).

LOAD-N-GO runs on H8/H17 & Z89/H89/H77 systems with up to 3 disk drives, and is not terminal dependent. It is available for \$16.95 post-paid USA (foreign orders add \$2.00).

Thank you again. L. D. Barron

-----cut here-----

To: L. D. Barron
1441-#B N. Red Gum
Anaheim, Cal. 92806

YES! I am tired of 'Type spaces....', 'ACTION <BOOT?>', and entering the date. I'm tired of telling my Wife/Children/Friends (pick one) they must type 'Run Menu' when the Pinball game is over. PLEASE rush me a copy of LOAD-N-GO! I've included \$16.95 in cash/check/money order/or something else spendable in the USA (pick one). Send it to:

Name

Address

City/State

Zip