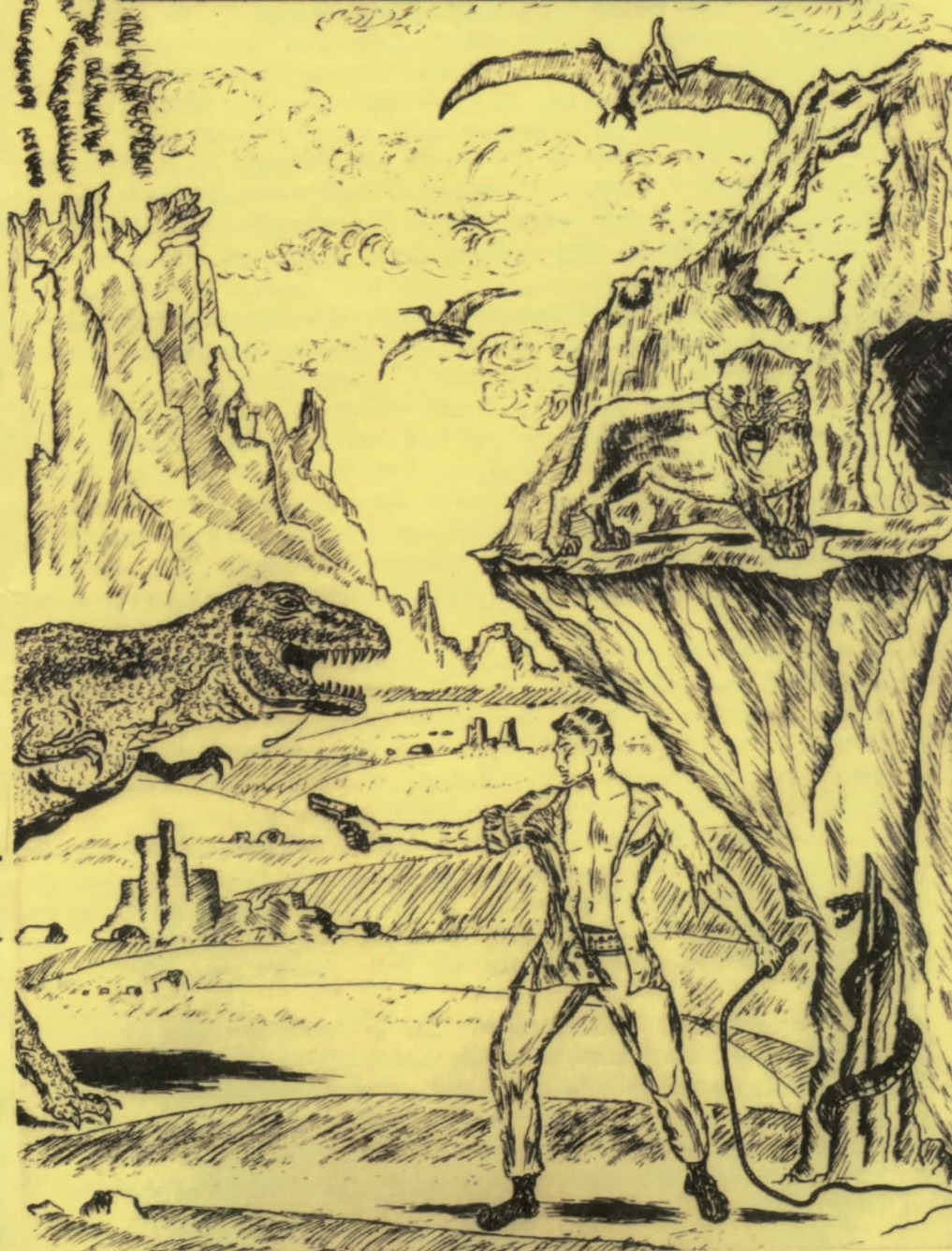


# PLATEAU

OF THE PAST





# PLATEAU OF THE PAST

The adventure begins!

Two million dollars is the reward being offered by the esteemed tycoon, Robert J. Scott, to anyone who can find and return his missing brother William, a well-known explorer and adventurer. William had a reputation for being aloof and irreverent; some even considered him foolhardy!

William's latest expedition led him into a treacherous and unexplored region of the globe. It was there that he and six enterprising companions were swallowed up by an alien jungle!

Months passed and just as Robert was about to give up hope, word came that part of Williams's journal had been recovered by natives in this far off land. When the journal pages were finally delivered into Robert Scott's hands, they offered a clue to the whereabouts of the missing expedition. On them, William had recorded his discovery of a mysterious plateau jutting upwards from the jungle floor like a skyscraper — its upper reaches wrapped in a permanent mist rendering it undetectable by aerial view.

Being an explorer of insatiable curiosity, and possessing a true soul for adventure, you have decided to undertake this quest. You organize a small expedition of native bearers, and after months of searching, you manage to pick up William's trail! It leads you to the foot of a foreboding plateau. As you gaze up, you see a sheer cliff rising before you like a great wall! It extends to the east and west as far as the eye can see.

Suddenly, the jungle sounds are broken by the hideous roar of some animal from atop this primeval cliff! Peering up thru the mist, you see the figure of a man descending a vine. Again, like a demon cheated of its prey, the animal bellows a blood-chilling scream! At that moment, the frail, torn body of the man drops at your feet. Your bearers panic and run off!

Moving quickly to the unconscious man, you revive him. After a sip of your water, he begins to relate his tale:

"We came to a valley on the north end of the plateau where we were greeted by a village of friendly natives! The village is connected to the plateau by a long rope bridge. These superstitious natives had placed three gold idols in the center of this valley to protect them from something evil!"

Gasping for life and wincing in pain, he tells you how he and his two friends betrayed the others and stole the three gold idols!

"We escaped and after getting lost in the jungle we came to a foul marsh. There we were attacked by enormous, flying reptiles. Frank managed to flee with the idol of the moon. Jake was seized by huge talons! Still clutching the sun idol and screaming, he was carried off by the monster! A day later, I was captured by a hostile tribe! They took my idol and gave it, as an offering, to their living god! Somehow, I managed to escape and make my way here."

He grabs you by the shirt and pulls you closer.

"If you reach the river, follow it north to the village where Scott and the others are trapped."

Whispering in a hoarse voice, he warns:

"You need all three idols to gain entrance to the village!" With that, he draws a last, feeble breath and dies in your arms!

Your job is clear. The journey ahead will surely be perilous. You have been forewarned of possible encounters with strange beasts. If you somehow survive these dangers, you must still locate all three idols and attempt to reach the village. Good luck, You'll need it!



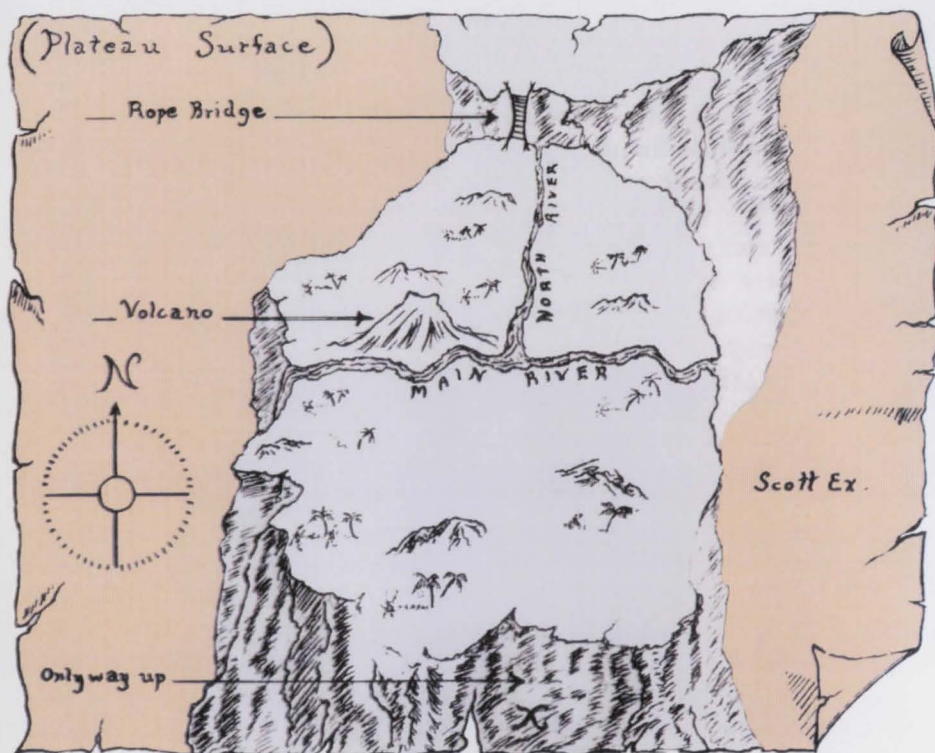
## LOADING INSTRUCTIONS

LOADM"POP" and press ENTER . The game will execute on its own. When the opening graphic of the explorer is displayed, the color of the background sky should appear midnight purple and the moon should be a haunting green! If they are not, press and release the computer's reset button until they are. When you are ready, press ENTER to proceed!

Note: The enclosed diskette is copy protected. For your convenience, both sides of this disk contain a complete copy of the game. If one side should ever fail to load just flip the disk over and use the back side. **Do Not attempt to write on this diskette for you will destroy the game data!**



## PLATEAU OF THE PAST



Page from Lost Journal

### ASPECTS

Before you start your journey, you must know your strengths and weaknesses! Your characteristics are determined by random selection. You may review your "ASPECTS" during the quest by pressing (A). Note! You may only do so when a "?" appears after the "ASPECTS?" option

"ABILITY" is important for it determines your skill in battle! Your amount of ability will not change much during the adventure!

"STAMINA" measures your strength! Your stamina will decrease during your journey. To replenish your stamina, it is advised that you take along c-rations (food & drink)!

Several times in your quest, you will be forced to "TEMPT FATE"! Hopefully, you will be lucky. If so, you will use up 1 fate point. If you're unlucky, you will not lose a fate point but you may pay a higher price!

### EAT

Each time you "EAT" 1 c-ration, you will increase your stamina by 2 points and decrease your c-rations by 1 point! To eat, press (E). Note! You may eat only when a "?" appears after the "EAT?" option! Your stamina score may never exceed 18 points! To eat when your stamina is at its maximum will only waste your precious c-rations!

### GOODS

These are your provisions! You will need 8 "GOODS" to complete your rescue! Using double digits, enter 8 items from the goods list. If you make the wrong selections, just press (CLEAR) and redo! Additional goods may be acquired during your exploration. To refer to your list of goods as you travel, press (G). Note! You may only do so if a "?" appears after the "GOODS?" option!

### FIGHTING

During your encounters, you will be forced to fight! The fight screen will display both you and your foe's ability and stamina scores! The outcome of each fight is determined by a random number added to the ability score! You will fight one blow at a time by pressing any key. The loser of each bout will have 2 points deducted from his stamina score. This sequence continues until either you or your foe's stamina equals zero! Most fights are to the death!

### NOTE

There is only one true way to complete your rescue over the plateau of the past! You are advised to draw a map and make notes as you travel. This will be invaluable in future explorations!

Your journey on the "PLATEAU OF THE PAST" will be viewed through the map window! It will display one map section at a time. Your position on the map will be recorded here as you move along. Follow your movements in the map window closely for you will encounter many unknown perils!

The compass displayed in your adventure is only there to remind you of which direction you are traveling. It should not be confused with the compass that is offered in the list of goods!

Periodically, during your adventure, a disk access will occur. Your disk drive will engage in order to load new map sectors. Your keyboard commands will not be received at this time, but don't be concerned for they will only last a few seconds!

\*\*\*\*\* MAY THE GODS BE WITH YOU \*\*\*\*\*



### **SPECIAL OFFER**

FOR YOU TRUE ADVENTURERS WHO HAVE SOLVED THE MYSTERIES OF THE PLATEAU OF THE PAST AND WOULD LIKE TO OBTAIN THE SOLUTION STORY PACKAGE ALONG WITH A COPY OF AN ARTIST'S SKETCH OF THE PLATEAU, COMPLETE WITH MARKED TRAILS, HAZARDS, AND IDOLS SEND \$3.00 (CHECK OR MONEY ORDER ONLY) TO:

**ZYTEK LTD.  
P.O. BOX 701  
BLUE ISLAND, IL.  
60406**

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PLATEAU OF THE PAST program manual:  
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