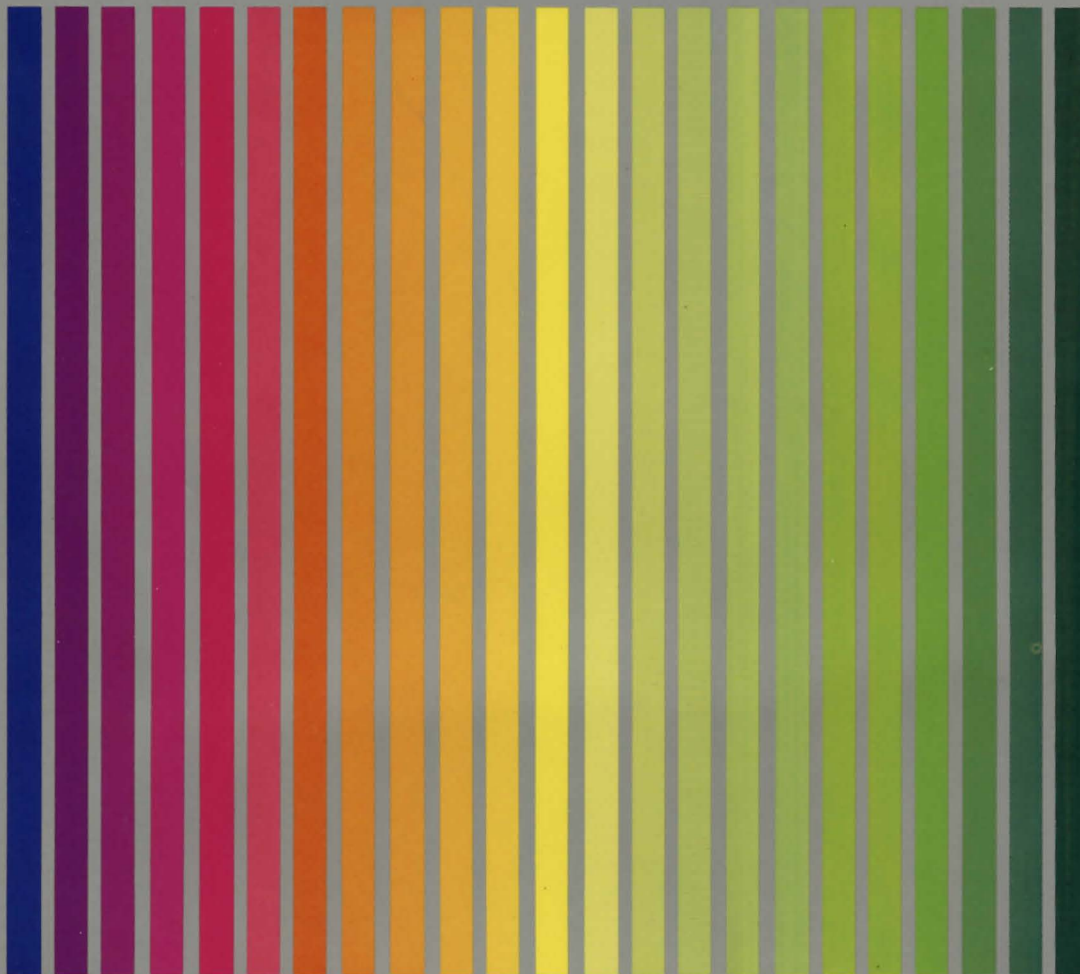


# APX ATARI® PROGRAM EXCHANGE

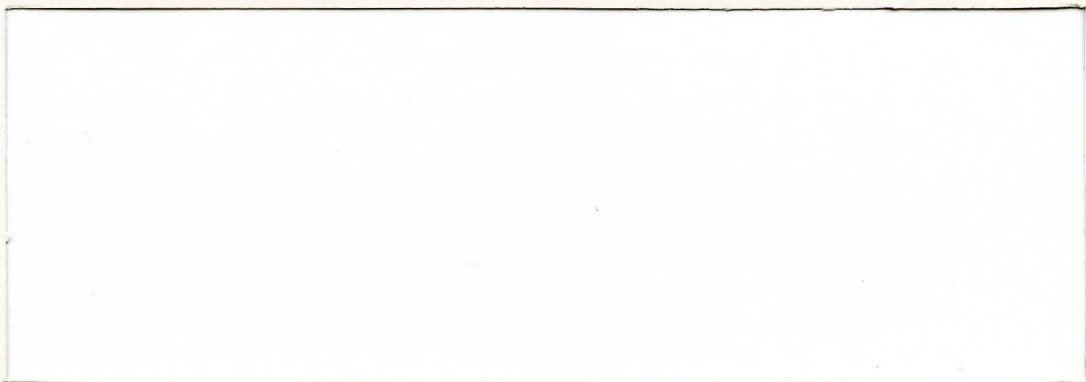


APX-20025  
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## SULTAN'S PALACE

APX-20025

User-Written Software for ATARI Home Computers



Dennis Koble

SULTAN'S PALACE

APX-20025



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## SULTAN'S PALACE

by

Dennis Koble

Distributed by

The ATARI Program Exchange  
P.O. Box 437  
155 Moffett Park Drive, B-1  
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## GAME OVERVIEW

You've happily spent the last 20 of your 29 years lusting after nubile young females. It's one of your greatest pleasures in life--even more fun than programming. But being a crack software engineer, your professional talents are also much in demand. You sell yourself to the highest bidder: the sheik of El-Hahram. Now, the sheik is a sharp cookie. He's aware of your reputation as a skirt-chaser and intends to protect you from temptation by housing you with all his other male programmers in a dormitory located 300 miles from his quarters (and his harem), right next to the refinery he hired you to automate. You've stuck it out for two months, but the pressure is becoming unbearable. As you mop your brow and hopelessly try to concentrate on debugging a subroutine, the compound explodes with the news that the notorious philanderer, Sultan Abdul, has abducted the sheik's only daughter. The word is that the sultan is holding the princess captive while he makes wedding preparations. In your wildest fantasies, you couldn't have planned a more fortuitous event! Gallantly, you inform the distraught sheik that you're a former Green Beret and you hold a Black Belt in karate. Would the sheik like for you to rescue his daughter? You barely get the offer out of your mouth before you're transported to the gates of heaven--the sultan's pleasure palace. Your task is to find the princess and get the two of you out alive. But, if you tarry a bit in some of the rooms, who'll be the wiser, huh?

SULTAN'S PALACE belongs to the family of games called Adventure. These are maze games in which descriptions of your current surroundings display on your video screen. This game uses text only--no sound, motion, color, or graphics.

## REQUIRED ACCESSORIES

24K RAM  
ATARI BASIC Language Cartridge  
ATARI 810 Disk Drive

## GETTING STARTED

1. Turn on your first (or only) disk drive and insert the game diskette.
2. Power up your computer and turn on your video screen.
3. At the READY prompt, type RUN "D:SULTAN" and press RETURN. The program will load into RAM and begin.

### The first display screen

You'll see the message WELCOME TO ADVENTURE, followed by a description of your locale and your task and a summary of game instructions. Once you press the RETURN key, your adventure begins!

## PLAYING THE GAME

So you're eager to begin exploring! Move around by entering any of these one-letter commands:

U for up  
D for down  
N for north  
E for east  
S for south  
W for west

Try drawing a map of your meanderings if you tire of the pleasures available and want to find your way out.

You'll encounter objects like lamps and pillows. It's often wise to take these along with you, for you might find them useful in other locations. Take and use these objects by entering two-word commands, such as **TURN ON LAMP** and **TAKE PILLOW**. Some players prefer to discover for themselves the verbs used in these commands, while others are impatient with this aspect of Adventure games. For these latter players, there's a list of the verbs used in **SULTAN'S PALACE** at the end of these instructions.

If you're stumped, ask for a clue by typing **HINT**. To redisplay the description of your immediate surroundings, type **L** for "look around", and to request a list of all the objects you currently have, type **I** for "inventory". You can also request a summary of these instructions at any time by typing **HELP**.

One more thing. **SULTAN'S PALACE** has a few secret words, which, when used at the right time and in the right place, can perform wonders!

## WINNING

There's only one way you can win at playing **SULTAN'S PALACE**--by finding the princess and escaping the palace!

## QUITTING AND REPLAYING THE GAME

You can interrupt the game at any time and start over by first pressing the **BREAK** key and then typing **RUN**. If you manage to escape but are so rash (and horny) as to want to relive your adventure, simply type **RUN**.



## VERB LIST

ASK  
DROP  
EAT  
GIVE  
LISTEN  
MOVE  
OPEN  
RUB  
SAY  
TAKE  
TURNOFF  
TURNON  
WAVE

## MOVEMENT COMMANDS

U (up)  
D (down)  
N (north)  
E (east)  
S (south)  
W (west)

## OTHER COMMANDS

HINT for some helpful information  
HELP for the game instructions  
L for a description of your immediate surroundings  
I for your list of objects



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# ATARI PROGRAM EXCHANGE

## REVIEW FORM

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many software authors are willing and eager to improve their programs if they know what users want. And, of course, we want to know about any bugs that slipped by us, so that the software author can fix them. We also want to know whether our documentation is meeting your needs. You are our best source for suggesting improvements! Please help by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front.

1. Name and APX number of program \_\_\_\_\_

2. If you have problems using the program, please describe them here.

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3. What do you especially like about this program?

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4. What do you think the program's weaknesses are?

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5. How can the catalog description be more accurate and/or comprehensive?

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6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

- \_\_\_\_\_ Easy to use
- \_\_\_\_\_ User-oriented (e.g., menus, prompts, clear language)
- \_\_\_\_\_ Enjoyable
- \_\_\_\_\_ Self-instructive
- \_\_\_\_\_ Useful (for non-game software)
- \_\_\_\_\_ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers)

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

8. What did you especially like about the user instructions?

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

9. What revisions or additions would improve these instructions?

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the documentation and why?

\_\_\_\_\_  
\_\_\_\_\_

11. Other comments about the software or the user instructions:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

STAMP

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