

SCOTT ADAMS PRESENTS A
MARVEL™ ADVENTURE

QUEST PROBE

FEATURING

HUMAN
TORCH

AND
THE

THING



by SCOTT ADAMS
with art by
RON WILSON AND
JOE SINNOTT

 **Adventure**
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ADVENTURE INTERNATIONAL PRESENTS:

The QuestProbe™ Fantastic Four™

Chapter 1 — Adventure #3!

By Scott Adams

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HOW AN ADVENTURE WORKS

You are in charge of the main character(s) . . . Any action, response, or behaviour that the character performs comes from you.

Everything that happens in the adventure affects your character!

In a normal adventure, your character has all of the strengths and weaknesses of a normal human being. He can eat, drink, fight, and get killed just like a normal person would in the same situation.

In the **QuestProbe** series, your character is one of the characters in the **Marvel Comics**. Your character will have all of the special powers normally associated with that character in the comic book. Human Torch, for example, has the ability to throw flame and fly, while Spider-Man can cast webs and climb walls (or even the ceiling!)

You may move through the many locales described in the adventure (limited, of course, by the barriers and obstacles imposed upon you by the "environment"). You control what to do in any given situation, using your wits to succeed.

To command your character, you complete the sentence that the computer started with "**I WANT YOU TO**". You finish this sentence with first a verb (an action word like '**CLIMB,**' '**GET,**' '**GO,**' etc.) and then a noun phrase in correctly structured English (like '**THE HILL,**' '**THE RED GEM,**' or '**DOWN**').

A typical adventure (as if there were such a thing!) might start like this;

I'M IN A ROOM. VISIBLE OBJECTS ARE A RUBY-ENCRUSTED BOX AND A CLOSED DOOR. TELL ME WHAT TO DO.

You might want to begin by going in a direction (north, south, east, west, up, or down) to see if you can leave the room. Chances are, though, you will have to find a way to get through the closed door. Try something simple like typing;

OPEN THE DOOR

. . . but the computer informs you, in no uncertain terms that;

SORRY, IT'S LOCKED. TELL ME WHAT TO DO.

Since the ruby encrusted box seems to be the only additional object in the room, you can take a closer look at it by typing;

PICK UP THE RUBY-ENCRUSTED BOX

The computer will then respond with;

OK, I'VE GOT A RUBY-ENCRUSTED BOX.

By the computer saying '**OK**', the computer is telling you that your command was understood and carried out — you have picked up the box. Now that you are carrying the box, you can attempt to examine it in more detail with a command like;

EXAMINE THE BOX

The computer will then tell you about anything special it finds. Sometimes, you can give the computer a command that makes sense to you, but the computer doesn't quite catch your meaning. If, in the previous example, you had typed instead;

PERUSE THE BOX

The computer could have responded with;

SORRY, I DIDN'T UNDERSTAND WHAT YOU MEAN!

or even possibly;

SORRY, I DON'T KNOW HOW TO "PERUSE" SOMETHING!

In either case, you should take these messages to mean that you have used a word not in the computers (over 700 word) vocabulary. The problem could also be that you have not spelled a word correctly.

Each game in the **QuestProbe** series has a slightly different vocabulary to suit the individual adventures. A summary of the common words used in this adventure is given in appendix 'A'.

Try changing the last command to;

PLEASE OPEN THE BOX AND LOOK INSIDE IT

This time the computer understands, and reply's with;

OK. INSIDE, THERE IS A KEY AND A RARE POSTAGE STAMP.

Since you are still trying to get out of the room, you could type;

TAKE THE KEY FROM THE BOX

And the computer would respond;

OK.

You could then try to get out of the room by typing;

UNLOCK THE DOOR WITH THE KEY THEN OPEN IT PLEASE

This time the computer might respond with;

**SLOWLY THE DOOR SWINGS OPEN ON SQUEAKY, RUSTED, HINGES
REVEALING A DARK PASSAGEWAY TO THE WEST.**

You would then type something like;

ENTER THE PASSAGEWAY AND GO WEST

To continue exploring the unknown land of your adventure!

Your computer is able to understand long, complex sentences such as "CLIMB ALL THE WAY UP THE SHAFT," or "GO TO THE NORTH AND THEN LOOK AROUND."

COMMANDS

A complete list of the game vocabulary is at the end of this document in appendix 'A.' You can use the following 'shorthand' commands to speed your typing and to make the tempo of play faster;

LETTER	MEANING
Z	Turn the graphics OFF or back ON again.
N, S, E W, U, D	Go North, South, East, West, Up, or Down.
I	Display or list the inventory of items that you are currently carrying.
L	Look

GRAPHICS MODE

Most adventure's have exciting graphics that are displayed on your screen along with the text of the adventure. You can turn the graphics off and on by using the (Z) command listed above. To turn the graphics off (they are on initially), you would press;

<Z> <RETURN>

where **<Z>** is the letter 'z' key and **<RETURN>** is your computers 'RETURN' or 'ENTER' key. You can turn the graphics back on again in the same way.

SAVING YOUR ADVENTURE FOR LATER PLAY

Quite often your adventure will last longer than the time you have to play in one sitting. Also, during particularly difficult sections of your adventure, you may wish to save the game so that you can return to that point without having to re-play the entire game. You can save your game for future use by typing;

SAVE GAME

The computer will respond with instructions for saving the game that are tailored to the specific computer you are using. Since the instructions vary from computer to computer, we cannot give detailed instructions here. Just be sure to follow the instructions listed on your screen when you save the game and you will have no trouble at all.

Most of the adventures have provisions for saving more than one game. Each game is saved into a different lettered area (usually 'A' - 'D'). When you save the game, the computer will ask you which of the lettered areas to use. Later, when you restore the game, you will be asked which of the lettered areas should be re-started. Be sure to specify the same letter to restart as you originally saved the game as.

Some systems require you to have an already formatted disk available to save the game on. See the instructions that came with your specific computer for details on the type of disks to use and how to format them.

After a game has been saved, you can either continue to play the current game, or you can quit the game and turn off your computer, confident that you will be able to pick up where you left off later.

RESTORING A SAVED GAME

One of the first questions you may be asked when you initially start your adventure is whether you wish to restore a previously saved game. If you want to restore a saved game, you will then be asked which of the lettered games should be re-started.

On most versions, you may restore a game at any time by typing;

RESTORE GAME

After you have re-started a game, you will find that you are at the exact point in the adventure that you are at when you saved the game.

WHAT TO DO WHEN YOU ARE STUCK

All of the adventures can be completely solved with a perfect score. The adventures are designed to stretch the limits of your imagination, and as such, they are difficult (but not impossible) to solve.

If you get to the point where your frustration limit has been exceeded, you can purchase an **'Adventure Hint & Solution Book'**. This book contains hints for solving most of the puzzles in the game. If the hints are not enough, the books also contain the solutions (but that's cheating!).

This book covers all of the adventures written to date from Adventure International, including Scott's Adventures #1 through #14, **QuestProbes #1, #2 and #3**, as well as Buckaroo Banzai.

THING™

Real Name: Benjamin J. Grimm
Occupation: Professional adventurer
Identity: Publicly known
Legal Status: American citizen with no criminal record.
Former Aliases: None
Place Of Birth: New York City
Marital Status: Single
Known Relatives: Daniel (father, deceased), Elsi (mother, deceased), Daniel Jr. (brother, deceased)
Group Affiliation: Fantastic Four
Height / Weight: 6'0" / 500 lbs.
Eyes / Hair: Blue / None

UNUSUAL FEATURES:

The Thing's body is covered with an orange, flexible, rocky-textured hide. The Thing has no apparent neck and has four toes and fingers. The increase in volume of his fingers has not decreased his dexterity. His skin is apparently susceptible to "drying" or what in a normal human would be loss of skin oil, for his skin can be "chipped" under certain circumstances. The Thing has no outer ear structure.

POWERS:

The Thing possesses superhuman strength, endurance, and durability. The mutagenic, specific-frequency cosmic ray bombardment caused his musculature, bone structure, internal organ composition, soft tissue structure, and skin to greatly increase in toughness and density. The Thing is strong enough to lift (press) 85 tons in peak condition. He can exert himself at high levels for about an hour until the build-up of fatigue-poisons in his blood impairs his strength. His reflexes have remained at their above average human levels despite his greater mass. The Thing's lungs are of greater volume and efficiency than human, enabling him to hold his breath underwater for up to 9 minutes. The Thing's five senses can withstand greater amounts of sensory stimuli than he could while human, with no reduced sensitivity.

The Thing's body is able to withstand extremes of temperature from -75 to 800 degrees Fahrenheit for up to an hour before exposure or heat prostration occurs. He can withstand the explosive effects of armor-piercing bazooka shells (15 pounds of high explosives) against his skin with no injury. He is still susceptible to colds, disease, and emotional stress.

The mutations to the Thing's body have continued to slowly progress, changing the composition of his epidermis from an abnormally dense, relatively smooth hide to a flexible, interlocking network of rock-like muscle lumps. Reed Richards has attempted to return the Thing to his normal

human form on numerous occasions, but those attempts ultimately met with failure. The Thing's appearance has stabilized during recent years.

The Thing's intelligence seems to have been completely unaffected by his transformation. He has had a great deal of experience at hand-to-hand combat.

HUMAN TORCH™

Real Name: John "Johnny" Storm
Occupation: Adventurer
Identity: Publicly known
Legal Status: American citizen with no criminal record
Former Aliases: None
Place Of Birth: Glenville, Long Island, New York
Marital Status: Single
Known Relatives: Franklin Storm (father, deceased), Mary Storm (mother, deceased), Susan Storm Richards (sister), Reed Richards (brother-in-law), Franklin Richards (nephew).
Group Affiliation: Fantastic Four
Height / Weight: 5'10" / 170 lbs.
Eyes / Hair: Blue / Blond

POWERS:

The Human Torch possesses the mental ability to control ambient heat energy and the physical ability to transform his entire body, or portions of his body, into a fiery, plasma-like state at will. The cells of a normal human body convert energy from foodstuffs into a form of energy usable by the body, adenosine triphosphate (ATP). Among other mutagenic changes, the cosmic ray bombardment triggered a specific genetic-code rearrangement that caused the Human Torch's ATP production sites to generate a new form of energy-containing molecule. (Reed Richards has dubbed this molecule adenine ribo-heptaphosphene, AR-HP.) This complex molecule not only provides ordinary bodily energy, but contains large stores of latent chemical-bonding energies. Another favorable mutagenic change are his cells ability to utilize this extra energy by converting it into moderate-density, plasma-like state that is regulated by a sub-conscious mental field and can be modified by an act of will. When sufficient quantities of energy are consumed, the Torch unavoidably reverts to his solid state.

When aflame, the Human Torch is enveloped by a low-intensity flame (reddish, approximately 780 degrees Fahrenheit), which ranges from 1 to 5 inches from his body. The energy used to support this low-level plasma is small; only when the Human Torch wills his flame to a higher level does the majority of surplus energy within the AR-HP complex become involved. In its plasma state, the Torch's body is no longer solid; projectiles that are not melted pass harmlessly through his body.

The Human Torch can generate shapes composed of fire from any point on his body (he usually employs his hands to "sculpt" the flames). He can form fire into long streams, spheres, or even more complex shapes like sky-writing. These flame-objects will only retain their shape as long as he concentrates upon them. The objects will only burn for about 3 minutes before expiring unless the Torch continues to infuse it with energy. The temperature of these fiery projections is generally around 2,800 degrees (near the melting point of iron).

The Human Torch's plasma has a high hydrogen content, and is surrounded by an exuded cloud of mono-atomic hydrogen atoms. This hot cloud provides sufficient positive buoyancy for him to float. With mental stimulation of his flame, he can provide enough lift to carry around 180 pounds. By forming a jet from his feet, directed behind him, he can achieve speeds of up to 140 miles per hour.

The Human Torch is able to release all of his body's stored energy in one intense, omni-directional "nova-burst" (about 1,000,000 degrees Fahrenheit), which is similar to the heat-pulse of a nuclear warhead detonation, with an area of total devastation of about 900 feet in diameter. This violent discharge uses his entire reserve of energy at once, and causes him to immediately revert to his solid state afterwards. He generally requires at least 12 hours to recover from this energy-exhausting feat.

At an average rate of expenditure of energy, the Torch can maintain his plasma state for about 16.8 hours before he is forced to revert to his solid state. The Human Torch's physical condition (health, injury, or exhaustion) also limits his flame's duration.

The Human Torch has the ability to mentally control the ambient heat energy within his immediate environment even when not in his plasma state. He can reduce objects temperatures about 30 degrees Fahrenheit, raise them to several hundred degrees, or extinguish open flames. His radius of influence is about 80 feet. The heat-energy he takes from the environment is absorbed into his own body and if he takes in a critical amount he will uncontrollably phase-change into his plasma state.

The Human Torch's flame is supported by the presence of oxygen, and thus is extinguished in low air-pressure or vacuum. The Torch's flame can be inundated with smothering materials, such as water, sand, fire-fighting foam, and heat-resistant blankets. If hit with small amounts of water, up to about 5 gallons, the Torch can sublime it to steam. More water than that would extinguish his flame, and he would have to wait until he could evaporate the residual moisture before re-ignition.

The Torch's light output is mostly in the infra-red and far infra-red region of the spectrum and is invisible to the unaided eye. Less than 10% of the total power output is in the visible portion of the spectrum. Thus the torch is dimmer than one would expect of so powerful an energy source.

The Human Torch is unaffected by heat and flames including his own, even when part of him is plasma and the rest is not. His flesh cannot be scalded or burned by any heat source whose level is below that of his maximum output.

BLOB

Real Name: Fred J. Dukes
Occupation: Ex-circus performer, now a professional criminal
Legal Status: American citizen with a criminal record
Identity: Publicly known
Place Of Birth: Lubbock Texas
Marital Status: Single
Known Relatives: None
Group Affiliation: Member of both the original and new Brotherhood of Evil Mutants, former member of Factor Three.
Height / Weight: 5'8" / 510 lbs.
Eyes / Hair: Brown / Brown

POWERS:

The Blob's mutant powers relate to the mass, strength, resilience and indestructibility of his obese body. His primary ability is to become virtually immovable at will so long as he is in contact with the ground. He does this by bonding himself to the earth beneath him by force of will, which in effect creates a uni-directional increase of gravity beneath him. This gravity field extends about ten feet in radius from his center of balance. Thus if there is sufficient power to uproot him, it would also uproot the ground beneath his feet in an area corresponding to the radius of the field. Through intense concentration, the Blob is able to extend the gravity field beneath him farther than ten feet.

The Blob's body has several unusual properties in itself. The first is that it's overall invulnerability. The fat-tissues that comprise the Blob's epidermis are able to absorb the impact of rifle bullets, cannonballs, bazooka shells, and even torpedoes.

The larger of the projectiles recoil from his body at one half the force of impact. The smaller ones imbed themselves in his layers of fat-tissue, enabling him to eject them by merely flexing his muscles. The Blob's nerve endings do not relay any tactile perceptions which are near the threshold of pain to his brain. The fat-tissue of his epidermis is resilient enough to revert to it's normal shape within seconds after deformation caused by impact. It is virtually impervious to physical injury. The Blob's skin cannot be punctured, lacerated, burned, frost-bitten, or ravaged by any skin disease, due in part to the skin's great elasticity and toughness and in part to the highly accelerated rate at which skin cells grow and replace themselves. It is not yet known if there is an upper limit to the Blob's ability to absorb impact. While he could easily survive a head-on collision with a bus traveling at a hundred miles an hour, and even a highly ferrous meteorite fifty feet in diameter falling on top of him at terminal velocity, it is not known whether he could survive a collision with an object traveling at near light-speeds. Further, it is not known whether his skin's imperviousness to heat could survive the 11,000,000 degree heat at ground zero of a multimegaton atomic blast. Although the Blob's skin is virtually invulnerable, his eyes, nose, mouth, and ears are probably not.

CHIEF EXAMINER™

Real Name: Unknown, (possibly Durgan)
Occupation: Appears to be a composite computer simulation of all Marvel Super Hero characters passing through the "Black Doorway" since the instigation of the "QuestProbe Project".
Legal Status: Unknown to public at large.
Identity: Unknown to public at large. Overseer or possibly only a servant of the QuestProbe Project"
Place Of Birth: Durgan's planet (actual name unknown)
Marital Status: Unknown
Known Relatives: Related to all Marvel Super Heroes that he has met (exact relationship is unknown at this time)
Height / Weight: 6'1" / Varies, appears to be increasing over time
Eyes / Hair: Appears to have neither

POWERS:

Appears to have no natural powers, but is always attended by a singularity matrix, of only two dimensions (commonly known as the "Black Doorway"). The Chief Examiner appears to be a foreground, real-time, high priority task running on an unattended Master Computer located somewhere in an ancient, forbidden, museum of science on Durgan's planet. This museum of science appears to have one of the few remaining captive 'Bio-Gems'. Please see QuestProbe comics #1, 2 and 3 for further details.

DOCTOR DOOM™

Real Name: Victor von Doom
Occupation: Monarch
Legal Status: Ruler of Latveria, Latverian ambassador to the United States with full diplomatic immunity.
Identity: Publicly known

Former Aliases: None
Place of Birth: Gypsy camp outside Haasenstadt (now Doomstadt) Latveria.
Marital Status: Single
Known Relatives: Werner von Doom (father, deceased), Cynthia von Doom (mother, deceased)
Group Affiliation: None
Height / Weight: 6'2" / 225 lbs. (420 lbs. with armor)
Eyes / Hair: Brown / Brown

POWERS:

Victor von Doom possesses no superhuman powers, but is one of the most brilliant scientists on earth. He has made unique contributions in the fields of robotics and trans-Einsteinian physics, as well as important accomplishments in genetic engineering, weapons technology, and many other areas. Among his many accomplishments include the independent development of the first practical time machine (capable of sending up to a ton of matter forward, backward, and sideways through time), and the development of the molecular-level shrinking device (utilizing the Pym particle which he independently discovered.) His experiments in bionics have produced such cyborgs as Darkoth (the "Death Demon") and the Dreadknight. He has not yet explored the potential of his maternal heritage, the arts of magic.

WEAPONS:

Doctor Doom's most important weapon is his nuclear-powered, micro-computer enhanced suit of iron armor. The armor, weighing 190 pounds, is fully insulated and pressure regulated, maintaining an environment of standard atmospheric pressure (14.7 pounds per square inch) at 76 degrees (skin temperature). The suit contains its own internal liquified-air supply of 4 hours duration. The suit contains an electrically powered endo-skeleton, utilizing highly efficient, folded-path linear motors that enable the suit to lift (press) a maximum of 2,200 pounds (the weight of a compact car). His facemask has a built-in communications system which, among other things, has a megaphone device, a multi-band radio transceiver and the input/output port of a powerful micro-computer translation machine. The power supply of the armor, a twin, mini-nuclear thermo-electric generator, needs to be refueled once every 3.6 years.

Doctor Doom's armor is able to generate an invisible, kinetic energy/dimensional-shunt force field capable of withstanding projectiles of any man-made kind, temperatures from 1,400,000+ degrees Fahrenheit (which exists only in the heart of a nuclear weapon detonation) to -410 degrees F. (50 degrees above "absolute zero", the theoretical point at which molecules almost come to rest), and all frequencies of radiation within the electromagnetic spectrum. The only form of energy that might penetrate the field is psionic. The force field is not able to totally shunt inertia into a "waste" dimension, and therefore renders von Doom affected by a maximum of about 5% of any impact to the field. The residual energies of falling several building stories, or being hit by a vehicle at 60 miles per hour is still considerable, and injury is still a possibility. (A nuclear weapon would send Doctor Doom flying at an unpredictable speed.) The force field, which can be activated cybernetically by mental command, extends approximately 5 feet from all points of his armor, and can be extended to a maximum of 8 feet in radius at slightly reduced effectiveness. Because the force field is invisible, visible light can penetrate it. The force field can generate a quarter-wave-out-of-phase counterpart to itself which can refract the visible spectrum into the 'waste' dimension, rendering it harmless.

RINGMASTER™ and the CIRCUS of CRIME™

Real Name: Maynard Tiboldt
Occupation: Professional criminal; manager, director, and ringmaster of a small traveling circus
Identity: Publicly known
Legal Status: Naturalized American citizen with a criminal record, former Australian citizen
Former Aliases: Mr. Thraller (The Ringmaster uses various aliases and continually changes the name of his circus in order to prevent potential customers/victims from realizing his true identity.)
Place Of Birth: Vienna, Austria
Marital Status: Single
Known Relatives: Fritz (father, alias Ringmaster I, deceased), Lola (mother, deceased)
Group Affiliation: Leader of the Circus of Crime
Height / Weight: 6'1" / 190 lbs.
Eyes / Hair: Green / Grey-black

POWERS:

The Ringmaster has no superhuman powers, but has considerable skill in working with electronic devices, most of which he taught himself. Thanks to his study of the workings of the nullatron and his own experimentation, he is an expert in using electronic devices to magnify latent human psionic abilities for projecting mental commands and projecting and amplifying the force of one's will.

The Ringmaster has been trained since childhood in various athletic skills required of circus performers, such as acrobatics, although he is by no means a master of any of these skills. He has only a rudimentary knowledge of hand-to-hand combat.

WEAPONS:

The Ringmaster's principal weapon is the powerful portable mind-control device which he adapted from the design of the nullatron and which he carries concealed in his ringmaster's top hat. The mechanism creates a field of electrical energy which, through as yet unknown means, magnifies the psionic energy of the person wearing or holding the hat so as to allow him or her to project mental commands into the minds of one or more people and simultaneously compel the victim to carry those commands out.

Usually the Ringmaster uses the hat device to cast his victims into a hypnotic trance. In a deep trance the victims are physically paralyzed and are unaware of what is happening. When they awake from the trance they have no memory of what happened to them. In a medium trance the victims are unable to act independently of the Ringmaster's commands; their reaction time is slowed and they cannot think creatively. In order to ensure complete control over a victim, the Ringmaster must put him or her in a trance. The Ringmaster can will the trance to last for a certain period of time, as measured by the victim's own subconscious sense of time, or he can induce a trance that will last indefinitely until the victim is awakened by an external force, such as another person or a loud noise.

The Ringmaster can also use his hypnotic device to affect people's minds while allowing them to retain their independent wills. For example he can hypnotically create illusions, causing people to see and hear something that is not happening. In escaping the police he has hypnotically induced them to miss him every time that they fire their guns towards him. The Ringmaster usually gives

specific commands to his victims verbally, but he can also project them mentally through the hat device without saying them aloud. He almost never verbally commands a victim to become entranced but instead transmits the command mentally.

The hat is also equipped with projectors that transmit bright lights through a spinning disc mounted on the front of the hat. The projectors cause everyone, in even a vast auditorium, who is looking in the Ringmaster's direction to see a nearly blinding, everchanging pattern of light in the shapes of spinning, spiraling circles. The Ringmaster activates the disc and light projectors by mental commands picked up by the hypnotic device. The lights do not themselves hypnotize the victims, but they do daze and disorient potential victims, usually making them feel too dizzy to resist the mind-control mechanism's power. The stars on the Ringmaster's costume are made of a highly reflective material which increases the light's effect on spectators. People with sufficiently strong wills can resist the Ringmaster's power if they do not watch the lights.

Travelling along with Ringmaster in his circus of crime are the following nefarious characters;

CANNONBALL™

(Jack Pulver) American acrobat who specializes in being shot out of a cannon.

THE CLOWN™

(Eliot "Crafty" Franklin) An American who uses a number of gimmicks such as a trick cane, unicycle and jugglers balls.

FIRE EATER™

(Timas Ramirez) Spaniard who swallows flames and exhales them through his mouth without injury.

THE GREAT GAMBONNOS™

(Ernesto Gambonno, Luigi Gambonno) Italian acrobats and aerialists.

LIVE WIRE™

(Rance Preston) American who does fancy rope tricks with an electrified lariat.

PRINCESS PYTHON™

(Zelda DuBois) French woman who performs with a twenty-five foot boa constrictor.

XANDU™

Real Name: Unknown, as are all other details about him

POWERS:

Casts spells of mind control through the "Ruby of Domination" normally he can control only one mind slave at a time. He can also project a "Mystical Cage" to keep his captives in.

APPENDIX 'A' – VOCABULARY

1 10 15 5 50 A ABOUT ABOVE ABSORB ADVENTURE AIM AIR
AIRBORNE ALCOVE ALICIA ALL ALONG AM AMOUNT AN AND
ANYMORE APART APPROACH AREA AROUND AS ASK AT ATTACK AUTO
AVOID AWAKEN AWAY AWHILE BACK BECOME BEGIN BEHIND BELOW
BELT BEN BEND BENEATH BESIDES BEYOND BIG BIO BIOGEM BITE
BLOB BLOW BOTTOM BOULDER BOUNCE BREAK BREATH BREATHE

BRIGHT BRIGHTER BRIGHTEST BRIGHTLY BURN BURNING BY BYE CALL
CAN CANDLE CANNON CANNONBALL CAREFULLY CARRY CAST CASTLE
CATCH CAVE CAVERN CEILING CHANGE CHASE CHECK CHIEF
CEILING CIRCUS CLEAN CLIMB CLOBBER CLOSE CLOSELY CLOUD
CLOWN CLUTCH COURSE COVER CRAWL CRIME CRY D DANCE DEAL
DEATH DEATHRAY DEEP DEEPLY DENSE DESCRIBE DESK DESTROY DIG
DIRECT DISABLE DIVE DO DOC DOCTOR DODGE DOING DOMINATION
DON DONT DOOM DOOR DOWN DR DRAIN DRAWBRIDGE DRINK DROP
DUCK E EACH EAR EAST EAT EATER EGG EMPTY ENERGY ENTER
ENTIRE ENTRANCE ESCAPE EVADE EVERYONE EVERYTHING EXAMINE
EXAMINER EXIT EXPLAIN EXPLORE EXTINGUISH EYES FACE FAR FAST
FEEL FEET FIELD FIFTEEN FIFTY FIGHT FILL FIND FINGER FINGERS FIRE
FIREBALL FIST FIVE FLAME FLAMES FLAMING FLI FLOOR FLY FLYING
FOOT FOR FORCE FORCEFULLY FORWARD FORWARD FREE FRISK
FROM FRY FUSE GAMBONNOS GAME GAS GEM GENTLY GET GIANT
GIVE GO GOODBYE GOT GRAB GREAT GRIMM GROPE GROUND GUN
GUNPOWDER HAND HANDS HARD HAVE HE HEAD HEAR HEAT HELLO
HELP HERE HI HIGH HILL HILLS HINT HIT HOLD HOLE HOLES HOT
HOTTER HOTTEST HOUSE HOUSES HOW HUMAN HYPERVENTILATE I
IDENTITY IF IGNITE IN INSIDE INTENTLY INTO INV INVEN INVENTORY IS
IT ITEM ITEMS JET JOHNNY JUMP KICK KILL KISS KNEES KNOCK L
LAND LATVERIA LAUGH LEAP LEAVE LEFT LET LEVER LICK LIFT LIGHT
LIP LISTEN LITTLE LIVE LOAD LOCATION LOCK LOOK LOUDLY LOW
LOWER MACHINERY MAN MASTERS ME MELT MINUTE MORE MOUTH
MOVE MOVES MURDER MY MYSELF N NATTER NEAR NECK NEW NEXT
NOISE NONE NORTH NOSE NOT NOVA OBJECT OBJECTS OF OFF
OFFICE ON ONCE ONE ONTO OPEN OUT OVER PANIC PAST PEBBLE
PER PICK PICKUP PIT PLACE PLAY PLAYING PLEASE PLUG POINT
POSSIBLE POUR POWDER PRESS PRINCESS PULL PUNCH PURPLE PUSH
PUT PYTHON QUESTION QUESTPROBE QUICKLY QUIT RAISE RAPIDLY
RAY REACH READ READY REED RELAX RELEASE REMOVE RESCUE REST
RESTORE RICHARDS RID RIGHT RINGMASTER RIP ROCK ROLL ROOM
RUB RUBY RUN S SAVE SAY SAYS SCREAM SEARCH SEE SEEK SELF
SET SHACK SHAFT SHAKE SHOOT SHOP SHOPS SHORE SHOVE SHOW
SHUT SIDE SIDES SIGN SING SIP SKY SLAUGHTER SLIDE SLOWLY SLUB
SMALL SMASH SMELL SMOKE SNAP SNIFF SNUFF SOFT SOFTLY SOME
SOMETHING SOUND SOUTH SPEAK SPILL STAND START STATUE STONE
STOP STORE STRONGLY SURFACE SURROUNDINGS SWALLOW SWIM
SWITCH TAKE TALK TAP TAR TARPIT TASTE TEETH TELL TEN TENT
TERRAIN THAT THE THEN THING THINGS THIS THOSE THROUGH
THROW THRU TO TOP TORCH TOSS TOUCH TOWARD TOWARDS TREE
TUG TUNNEL TURN TURNS TWIST U UNCOVER UNDER UNDERNEATH
UNFOLD UNLIGHT UNLOCK UP UPSIDE US USE USING VALE VALLEY
VIEW VILLAGE W WAIST WAIT WAKE WALK WALL WALLS WASH
WATCH WATER WAY WEST WHAT WHERE WHILE WHISPER WHOLE
WIND WINDOW WIPE WIRE WITH WORM XANDU YANK YELL YOHO
YOU YOURSELF

LOADING INSTRUCTIONS

APPLE DISK

1. Place the disk into drive 1
2. Turn your computer off and then back on again
3. After a short delay, additional instructions will appear on your screen. Follow these instructions exactly.

ATARI 48 K DISK

1. Turn off the computer and remove all cartridges (BASIC, RALLY SPEEDWAY, etc.)
2. Place the disk into drive 1
3. Press and hold both the **<START>** and **<OPTION>** key and turn the computer on
4. After a short delay, additional instructions will appear on your screen. Follow these instructions exactly.

COMMODORE 64 DISK

1. Place the disk into drive 1
2. Type;
LOAD""",8
3. Press the **<RETURN>** key
4. After the word 'READY' appears, type;
RUN
5. Again press the **<RETURN>** key

COMMODORE CASSETTE

1. Place the cassette into the player and rewind it to the beginning
2. Press and hold the **<SHIFT>** key and then at the same time press **<RUN/STOP>**
3. Press the 'PLAY' button on the tape drive, the program will load and run automatically

IBM or MS-DOS COMPATIBLE DISK

IBM PC/JR requires 256K to display graphics. See your IBM manual to set color memory into the high end of memory.

For Single Drive Systems:

(Requires one double-sided disk drive, and MS-DOS or PC-DOS version 2.0 or higher)

1. Turn off the computer and remove any cartridges if so equipped
2. Place your MS-DOS or PC-DOS disk into the drive and turn the system on
3. If you have an IBM PC compatible COLOR ADAPTER and you wish to view the graphics, type;

MODE CO40

and press the **<RETURN>** key. If you do not wish to view the graphics or if your system has only a MONOCHROME ADAPTER, type;

MODE BW80 or MODE MONO

Depending on your exact hardware configuration.

4. Type;

B:

and press the **<RETURN>** key.

5. You will be instructed to change disks. When you are asked for the disk for 'B:', place your game disk into the drive. When you are asked for the 'A:' disk, place your DOS disk in the drive.

6. Type;

START

AND PRESS THE **<RETURN>** key to start the game.

For Double Drive Systems:

(Requires two doubled-sided disk drives, and MS-DOS or PC-DOS version 2.0 or higher)

1. Place your MS-DOS or PC-DOS disk into drive 'A' and your game disk into drive 'B'.
2. Follow steps 3 and 4 listed above.
3. Follow step 6 listed above (omit step 5)

For Hard Disk Systems:

(Requires one double-sided disk drive, one hard disk, and MS-DOS or PC-DOS version 2.0 or higher)

1. Boot your hard disk system in the normal fashion
2. Do step 3 of the single drive instructions
3. Type;

A:

and press the **<RETURN>** key

4. Follow step 6 of the single drive instructions

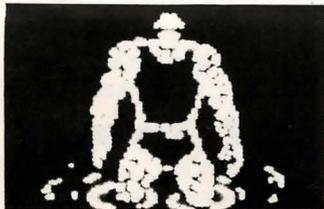
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FEATURING

HUMAN
TORCH



THING



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