SCOTT ADAMS PRESENTS

THE KINGDOM OF MYRRH SERIES

OLIN IN EMERALD

Developed by Santa Barbara Softworks
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Package Photographs & Logos by Kem McNair
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INTRODUCTION

Welcome to **OLIN IN EMERALD**, a non-violent, non-sexist, educational adventure game. **OLIN IN EMERALD** promotes logical thinking, reading, and orienteering skills while providing a wholesome activity to be shared by the whole family. Unlike many adventures, this one has no wrong answers, so players may enjoy the story and enticing graphics without fear of penalty.

THE STORY

The Kingdom of Myrrh had always been a peaceful place. Then, one day, the evil sorceror, Vargor, kidnapped Olin, the King of Myrrh. Vargor took King Olin far away to the Isle of Naug. None of the people of Myrrh could find their King, and that's why they need your help.

PLAYING OLIN IN EMERALD

In most cases, you will simply move the cursor with the space bar, and enter your answer with the return key. When you are asked to type in answers to questions, be sure to enter these answers with the return key, also. **OLIN IN EMERALD** is divided into ten chapters. Each chapter has some clues for you to find as you search for King Olin. When you think you have all the clues, you must find Anara. She will not let you go to the next chapter until you have everything you need to continue your search. You can safely stop playing the game at any time. Simply take the disk out of the drive, and shut off your computer. When you play the next time, be sure to return to the last chapter you played.

HELPFUL HINTS

Keep paper and pencil handy for writing down clues and locations. You might even want to draw a map of each chapter as you travel on your journey. An easy way to do this is to draw a box and label it with a brief name for the screen you see on the monitor. As you travel, draw lines in the direction you go, and draw a new box for each new location. This way you will remember which directions to explore, and you won't leave paths unchecked.

A SPECIAL MESSAGE FOR PARENTS

We hope you will be pleased with **OLIN IN EMERALD**. Like most things, the value of this program can be enhanced by sharing it with your child. Children will enjoy playing **OLIN IN EMERALD** even more if they fully understand the instructions and the story. Spending some time explaining the program to your child will result in increased enjoyment for all. Younger children might also need some help with some of the vocabulary in the program. For example, new words such as Anara, Myrrh, or Kingsfaire might be difficult for some youngsters. Your assistance will minimize any confusion these words might cause. Finally, let us repeat our suggestion that you spend time sharing in your child's excitement. We think you will enjoy the game, and we know the time spent with your child will be enjoyable for both of you.

But before you try to rescue King Olin, there are some things you should know. Naug is very far away. You will travel through some strange and mysterious places. Luckily, you will not be alone. You will have a friend traveling with you, and you will have the wise woman, Anara, to guide you along.

GETTING STARTED

This program is written on two sides of a disk for Apple and Commodore computers, and two sides of two disks for the Atari computers.

For the Apple II, II+, IIe, and IIc:

1. Insert the program disk label side up in drive 1. Turn on the computer and the program will begin loading.

For the Commodore :

1. YOUR SYSTEM SHOULD BE TURNED OFF.
2. TURN ON YOUR COMMODORE DISK DRIVE.
3. WAIT UNTIL THE RED BUSY LIGHT IS OFF AND THEN INSERT THE OLIN IN EMERALD DISK INTO THE DRIVE AND CLOSE THE DOOR.
4. REMOVE ANY CARTRIDGE FROM YOUR COMMODORE 64, AND TURN THE COMPUTER ON. YOU'LL FIND THE POWER SWITCH ON THE RIGHT SIDE PANEL OF THE COMPUTER.
5. TURN YOUR MONITOR ON.
6. AT THE READY PROMPT, TYPE: LOAD"OLIN",8 AND PRESS RETURN
7. WHEN READY PROMPT APPEARS. TYPE RUN AND PRESS RETURN.

For the Atari:

Turn on all equipment except computer. When the red busy light on the disk drive goes off, insert side 1 disk into the drive and turn the computer on. The program will load automatically & all further instructions will be on the screen.

P.S. Graphics routines from Penguin Software's Graphics Magician written by Mark Pelczarski, David Lubar, and Chris Jochumson were utilized in this program.
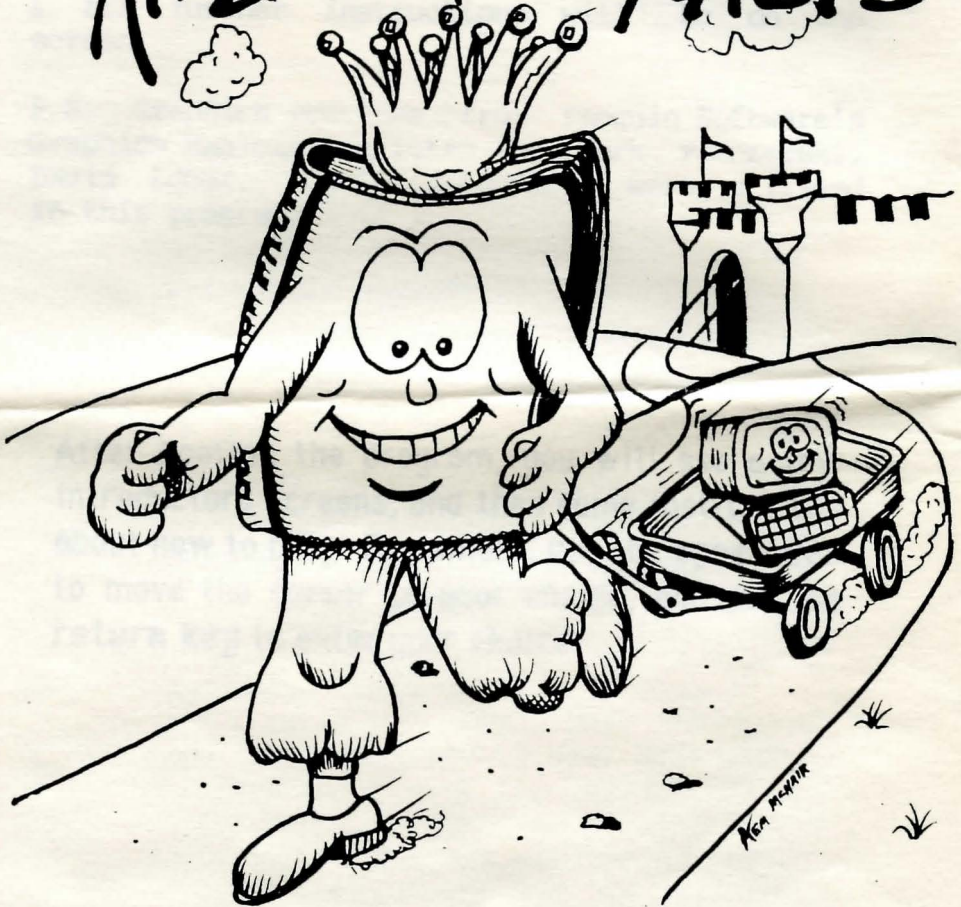
After booting the program, you will see a few introductory screens, and then some instructions about how to play. Remember, use the **space bar** to move the cursor to your choice, and use the **return key** to enter your choice.

Look for

KINGDOM OF FACTS

The Kingdom of Myrrh Series