Welcome to Palace in Thunderland. The journey you are about to embark upon will be fun and frustrating. It will be full of surprises and chuckles. But there is also danger in the game. Can you meet the challenge? You could be the next ruler of the Palace in Thunderland.

First, you will need an Apple Computer with 3.2 or 3.3 DOS, 48K and a disk drive. Start the game by placing the program in drive #1 and turn your computer on. You will see the title page and then the prompt appears stating your location. Because the program is written in machine language, you will receive instantaneous responses to your entries.

Your adventure begins in the Palace courtyard in late afternoon. Storm clouds are gathering. Use your time wisely and prepare yourself when lightning strikes.

WORD COMMANDS

In order to proceed with the game, you must enter a two-word phrase. Any word with more than five letters may be listed with just the first five letters. One of the two words must be a verb such as get, say, or throw. The verb may be placed in either the first or second position in the phrase. GET KEY or KEY GET would have the same result.

In certain circumstances a verb is not needed. When entering directions, as North, you may type GO NORTH, NORTH, or simply N. Any of these would work. The verb go is not necessary with

directions. When traveling in other directions, for example, Northeast, you may enter a NE. Up and down may also be listed as U or D.

BACK will move the player to the previous location immediately vacated when going into a new place. If you have already proceeded into that new location and have passed the first prompt, either by a response or an action, the word BACK may no longer be effective.

LOOK or EXAMINE everything possible. The verb LOOK may be shortened to L. It may not always bring results. You must listen to the wise counsel given by an object that you will find in the Palace. There are occasions when a problem can be solved in more than one way. Hopefully you will discover the way that is most effective. Since your moves are counted, it is best to draw a map as you go so turns are not wasted. There are times during the game when you will not want to waste turns with unimportant moves.

The word INVENTORY, or I, allows you to get a current list of the items you are carrying. Using this word costs one turn.

Objects that have not previously been seen will not be recognized when entered. Therefore, if you have not yet seen the flashlight and enter the words GET FLASHLIGHT, the phrase I FIND THAT IMPOSSIBLE will appear. This phrase indicates either that the object has not been seen before or does not exist. In this way a difficulty

factor has been added since you cannot determine the objects that exist by merely saying their names at random.

SCORING

Points are scored after finding treasures and leaving them in the proper location. All items that are indicated by an exclamation point (!) at the end of a description are treasures. The final ten points are awarded for actions not treasures. Some items that are not treasures may be valuable in another location.

SCORE is a word that can be entered anytime. It allows you to see your current score, the maximum score, and the number of turns you have used. Again, it will cost you one turn. You must achieve a perfect score to win the game. The number of moves that were used to achieve that score do not affect the outcome at that time.

STOPPING THE GAME

You may save the game you are currently playing at any point. That position may be retained on any initialized disk with sufficient space. Because the program disk is locked, you may not save it on that disk. Enter the words SAVE GAME to keep your last position. Only the last game saved on any one disk will be retained. If you want to save more than one game, each must be placed on a separate disk to avoid the newly saved game overwriting the former one.

Entering the words RESTORE GAME allows the saved

game to be reinstated.

Entering the word QUIT ends the game. First a display of the final score will be given and then you will be asked if you would like to play again.

BLOWN DISKS

If your disk does not operate within 30 days of purchase, return it in a cardboard or other type of protective enclosure along with a copy of your sales receipt for free replacement. After 30 days, send your protected disk along with $5.00 for replacement.

HAVE FUN!

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