VODAC™ ADVENTURE SERIES

The Alpine Encounter™

PLAYER'S MANUAL

Snow, mixed with rain, falls on ancient, inscrutable Peking. At the city's Imperial Museum, two figures cloaked in rain gear steal over the fence, into the elaborate gardens, and stand waiting outside the glass doors. From inside, the furtive figure of a uniformed guard approaches in the dark, and opens the door to the two men.

Once inside, one of the men ties up the guard, while the other injects him with a drug which almost instantly sends him into a deep sleep. Then, the two quickly move to the center hall, where the "Art for Peace" exhibit is on display, prior to its scheduled U.S. tour. The intruders' target? The focal piece of the exhibit: an exquisite vase dating to the first Ming Dynasty.

Smashing the glass security case, they remove the vase, place it into a molded carrier and vanish into the night while the ear-piercing sound of alarms echoes in the empty streets.

Six thousand miles away, at a military installation hidden in the foothills of the Rockies, a second pair of men dressed as workmen slide aside a storm drain cover and climb up into a dimly-lit and deserted maintenance garage. They quietly ascend to the roof, and leap to the adjoining building, undetected by the armed patrol below.

Fastening a rope to an exhaust fan, they lower themselves though an open skylight into a second-floor hall. One man removes a piece of paper from his pocket, consults it, and then points to an office door marked in large red letters: "No Admittance Without Authorization." He produces a key which opens the door, and his pocket torch reveals a large military safe.

Again consulting the paper, the other man spins the dial and opens the safe. Immediately alarms sound and the room floods with light. Unhurriedly, the man removes a large blue envelope, stenciled "Stealth Missile," and tucks it under his shirt. The pair then quickly climb back to the roof.

At almost the same moment, the sound of an approaching helicopter is heard. Blinding lights beam down from it, and a loudspeaker voice orders the armed guards below to secure the perimeters of the building and the compound. The two men, who have been crouched behind a ventilating fan, leap into the helicopter as it

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hovers a few feet above the roof. Instantly, it vanishes into the night sky.

Are these two events the work of **VODAC**?* Are they related? Enter *The Alpine Encounter*, and discover what lies ahead!

*VODAC** — a sinister, fanatical, but brilliantly masterminded secret organization. Its goal: to disrupt with violence and misinformation the efforts of governments to achieve friendly relations. By manipulating world events, it creates a fertile marketplace for its evil services.

Before You Begin

Be sure you have purchased the ibidinc adventure version compatible with your computer. Each package is clearly labeled with this information. Read Chief Freedman's message from Global Messenger Service, giving you — Agent 456 — your assignment. Be alert to all clues as you play. The story may change as you collect clues and interact with the many characters you will encounter. This is a unique feature of ibidinc adventures.

To Begin

Insert side one of the two sided disk into the drive. Turn on your computer. Once the information on side one is loaded into memory, you will be asked to turn the disk over. Do so, then press any key, and side two will load. Now, you are outside the resort hotel, Alpenhof.
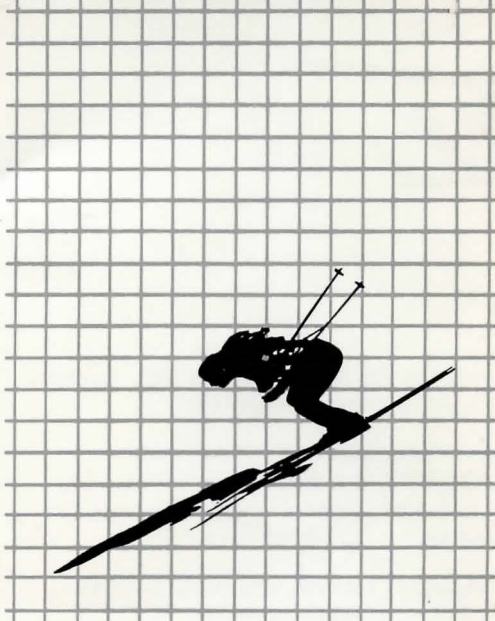
To Save

If you intend to save a game in progress, be sure to have a properly formatted (initialized) blank disk compatible with your computer ready to use.

Type: SAVE

The response will be: PUT IN A FORMATTED (INITIALIZED) DISK, HIT ANY KEY WHEN READY. Be sure the formatted (initialized) disk is blank, as you will erase any existing data.

Hit any key, and the response will be: ENTER POSITION NUMBER (0-9). You can save your position, number it starting with 0, and then use the next consecutive number for each additional *Save* position. Only one *Save* disk is required to save 10 different positions.

To Restore

To return to one of the saved positions, insert side one of the game disk and turn the computer on. After the opening musical overture, turn the disk over and press any key.

When you see the *Prompt* (>), type:

RESTORE

The response will be: PUT IN YOUR DISK. HIT ANY KEY WHEN READY. Take out the game disk and insert your *Save* disk.

When you hit any key, the response will be: ENTER POSITION NUMBER. Type the number of the saved position to which you wish to return (0-9).

The response will be: INSERT PLAY DISK, SIDE TWO, AND HIT ANY KEY. Now remove your *Save* disk. Insert side two of play disk, and hit any key. Follow these directions and you will return to the same location and time of your *Save*.

How To Play And Move

When you see the *Prompt* (>), you can move from one location to another by typing:

GO NORTH
GO SOUTH
GO EAST
GO WEST
GO UP
GO DOWN

Certain abbreviations also work. Use GO N or simply N to go north. Stairs and elevators work realistically. Try several phrases. Use only upper case (CAPITAL) letters.

The screen will provide you with information about your location and the characters. If the description is too long for the screen, the terminal will beep. Just press any key to advance the rest of the text. The computer will be ready to accept your next command when you see the *Prompt* (>). As you conduct your investigations, you will find yourself in various locations. Keep your objective in mind as you move. Find the clues, solve the mystery, and foil **VODAC**.
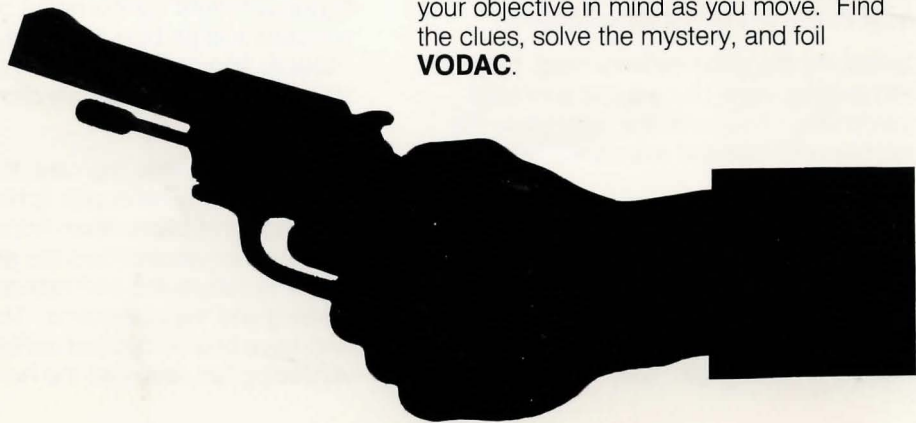
The computer only understands sentences that begin with verbs, with the exception of the directions N, S, E, W. Some verbs require an object, for example:

TAKE THE CAMERA
OPEN THE DOOR

With some verbs, you will need to use phrases to describe who or what is to receive the action or object. For example:

GIVE THE CAMERA TO THE TALL MAN
PUT THE CAMERA UNDER THE DESK

If one phrase is not understood by the computer, try a similar phrase. The computer has its own vocabulary, and you will quickly learn the phrases it does understand.

How To Interview Characters

When you meet other characters, be friendly. You can tell the computer to ask them questions in this form:

ASK INSPECTOR SCOTT ABOUT THE MANAGER
ASK THE WOMAN ABOUT THE CAMERA

Special Command Features

Using the following command words will enable you to obtain information.

LOOK
The computer will respond with information about objects in your present location. These objects may furnish you with additional clues.

INVENTORY or INV
The computer will list the objects you are presently carrying.

PICTURES
If you prefer to turn off the graphics, type PICTURES. To resume graphics play, type PICTURES again, and the graphics will resume after your next move.

PRINTER
If your computer has a printer, and you wish it to type the game as it progresses, type PRINTER. To turn off simultaneous printing, type PRINTER again. The printer interface card must be in slot #1.

SAVE/RESTORE
The game can be saved while in progress. You can resume play at the same location and time at another session. See the special *Save/Restore* instructions.

To Ski

To ski at Alpenhof, type:

SKI

The response will be: THE EXPERT SLOPE? (Y/N). Type: Y (yes) for more difficult play, N (no) for less difficult play.

The next response will be: WILL YOU BE USING A PADDLE OR JOYSTICK? (Y/N). Type: Y (yes) for either paddle or joystick, N (no) for keyboard play. To change direction of skier, turn the joystick/paddle to the left or right. Keyboard arrow keys similarly control the skier's direction. If you are using a joystick/paddle, the fire button will make the skier snowplow. For keyboard play, use the spacebar.

For maximum game enjoyment, you may wish to save the starting ski position on your *Save* disk. Do this before typing the word SKI.

To Restart Play

During play, certain events may "terminate" you, and therefore the game. To restart, you will be directed to: TURN DISK OVER AND PRESS ANY KEY. This will restart the game without turning off the computer. Follow the directions and turn the disk to side two and begin playing once again. You can end the game manually by typing QUIT. Then, follow the same directions as above to restart.

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Warning: Do not attempt to copy this disk! Attempts to copy may render this product unuseable and void all warranties.

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