

Caves of Olympus

A text, high-resolution color graphics adventure game.



DISKETTE

Apple® II compatible systems (48K)
Applesoft® in ROM — 1 disk drive (DOS 3.3)
Optional: Color Monitor

by *Sams*™

CAVES of OLYMPUS

by Thomas and Patrick Noone

© 1982

BEGINNING YOUR QUEST

Caves of Olympus is written for Apple II compatible computers. You must have at least 48K of memory and one disk drive (using DOS 3.3). You must also have Applesoft in ROM or on a language (RAM) card. Optionally, you may also have a color television or monitor. This would give you color output for the graphics. You can, however, use a monochrome monitor.

To run **Caves of Olympus**, follow these steps:

1. With your computer turned off, insert your **Caves of Olympus** program disk in drive one.
2. Turn your computer on. The disk drive should activate and, shortly, you will see the Sams Software logo on your screen. Your disk drive will activate again and you will then see the **Caves of Olympus** title screen.
3. Press any key (except **RESET**) to begin your adventure.

If you have an older Integer Apple equipped with a language (RAM) card, perform the following steps:

1. With your computer turned off, insert your DOS 3.3 system master (supplied by Apple) into drive one.
2. Turn your computer on. Applesoft should be loaded into your language (RAM) card.
3. Remove your system master disk, and insert the **Caves of Olympus** program disk into drive one.
4. Type **PR#s RETURN**, where "s" is the slot number of your disk controller card. Usually this is the number "6"
5. The disk drive should activate and, shortly, you will see the Sams Software logo on your screen. Your disk drive will activate again and you will then see the **Caves of Olympus** title screen.
6. Press any key (except **RESET**) to begin your adventure.

If any step fails, turn your computer off and check all electrical connections (including pc board contacts) and repeat the procedure.

If such problems persist, contact your dealer who can help with almost any problem you encounter.

Copyright and Trademark Information

The **CAVES OF OLYMPUS** program is copyrighted 1982 by its authors, Thomas and Patrick Noone. All supporting material and documentation is copyrighted by Howard W. Sams & Co., Inc. No part of this manual or the enclosed program disk may be duplicated, except for personal archival use of the original purchaser, without the express written permission of Howard W. Sams & Co., Inc.

Apple and Applesoft are registered trademarks of Apple Computer Inc.

Apple Computer Inc. makes no warranties, either express or implied, regarding the enclosed computer software package, its merchantability or its fitness for any particular purpose.

Product Development: *ALLEN WYATT*
Documentation Editor: *JIM ROUNDS*
Cover Design: *BEST IMPRESSIONS CORP.*

TRAVERSING THE CAVES OF OLYMPUS

After beginning your quest, you should see the **Caves of Olympus** title screen. If you press any key (except **RESET**), you will see a question asking if you wish instructions. If this is your first journey into the caverns, you will, undoubtedly, want to view the instructions available. Pressing **Y** at this point will cause the info-positronicon to give you a short background on the caverns and a list of available instructions. Pressing **N** as a negative response will cause the journey to begin at once. Any other key will be ignored.

Since the caverns are lost in the memory of the people of Olympus, you may believe that you have not been given much to go on. Such are the risks and dangers faced within the caverns. Your cunning, wit, and powers of deduction will, in many cases, be your only salvation.

After you have finished reading the instructions, or if you responded negatively concerning receiving instructions, the disk drive will activate and more information will be requested of you. Here you have the opportunity to start a new game or to resume a previously saved game. If this is your first quest, the answer should be obvious.

You are then deposited on the Plains of Olympus. In front of you is an entrance to an abandoned meteorological station. Behind you is a Laren attack force. One false move here could be fatal, as the Laren are swift and cunning. Your quest through the **Caves of Olympus** has begun.

Commands are relatively simple and, generally, consist of a verb and a noun. For instance, if you wish to pick up an object, you would enter **TAKE object RETURN**, or **GET object RETURN**. You, of course, must supply the real name of the object you wish to get. When you are entering a verb-noun command sequence, only the first three letters of the verb and the first four letters of the noun are necessary.

The only exceptions to the preceding rule are the commands dealing with moving, taking inventory, saving, and quitting a game. If you wish to move, all you need to do is type in the first letter of the direction you wish to move. To move North, type **N RETURN**. This is true for all standard directions (North, East, South, and West).

Entering **INVENTORY RETURN** will allow you to review your current possessions and your status. Entering **INV RETURN** will also work just as well.

SAVE will cause the game to be saved at the current move. In this way, you can come back and take up where you stopped at a later date. **QUIT** will end the game for you.

When entering commands, it is best to spell the nouns as they appear on the screen. Nouns made up of two words usually can be entered using either of the two possibilities. For instance, you can use the command **BLAST ROBOT RETURN** instead of **BLAST BATTLE-ROBOT RETURN**.

Because of the size and complexity of the caverns, there is more than one way through them, and you can vary your path from game to game. Only the optimum path, however, will lead you through with a perfect efficiency rating.

One of the main ideas behind adventure games is for the player to find out how to communicate with his surroundings. You should definitely develop a map of your surroundings. Also, keep a record of the commands you have discovered and how they work. Should an object not behave the way you expect it to, try gathering more information. You might not have all the facts. The positronicon might help you.

The **Caves of Olympus** program is a text/high-resolution graphics adventure. To switch between graphics and text, use the **RETURN** key.

HISTORY AND BACKGROUND OF THE CAVES OF OLYMPUS

Olympus is classified by Goruntain's Registry of Planets as a class two planet (median size). It is the fifth planet of a binary star system, and is inhabited by the Free Traders of the Cosmic Hansa. This group, originally descended from the former Solar Empire, have charge of the trade routes for the present empire.

Olympus was discovered in the year 2873 A.D. by Lovely Boscyk, explorer and adventurer from the Faltein star system. Since that time, its strategic location has proved valuable in helping maintain the galactic trade routes.

Towards the latter part of the last millenium the Free Traders Guild, with a grant from the Empire, designed and built the Vario-500/Anson Argyris robot to oversee operations on Olympus. The purpose of this robot-emperor was to ensure the empire's supply of trading goods. This, generally, entails administrative and judicial responsibilities, but the Vario 500 came equipped for enforcement, also. More about these attributes later.

The **Caves of Olympus** is a robotic "hide-out" built inside a series of vast caverns beneath the palace of Anson Argyris. The installation is a highly secret fortress controlled by a Bio-Positronicon. This overseer is programmed, among other things, to identify intruders and decide their fate. The identification process consists of forcing the intruder through the chambers of the station, evaluating his behavior, and reacting accordingly. Many times that reaction involves instant death for the intruder. Since the caves are controlled by a sophisticated Bio-Positronicon, many have entered the caves, but none have returned due to death traps, one-way doors, and untold horrors.

Among the citizens of the galactic quadrant surrounding Olympus, little is known of the actual installation. What has been leaked, however, has blossomed into rumors of the horrors and impossibility of the caverns. The thought and challenge of the

caverns has led many adventurers to their early demise, and it is rumored that in certain sections of the caverns, the bodies of intruders clutter the corridors. It is even rumored that in the final installation stage (when the Bio-Positronicon was functionalized), the workers and builders were all instantly disintegrated by the overseer to ensure security. Only one being escaped (by program design) the death traps at that time.

That one being is the only one who could possibly conquer the **Caves of Olympus**! That is **YOU**, the advanced Vario-500 robot, alias Anson Argyris. Only you have the slightest possibility of passing the tests required of every intruder. Your knowledge and powers of deduction will, undoubtedly, be stretched to the Nth degree. Keep in mind that the Vario 500 is a robot with a conscience and almost-human reactions. The Vario 500 is an egg-shaped robot, a little over 50 centimeters in height. Do not let the small size fool you, however. You are more powerful than you might at first surmise. With the aid of living cocoon-masks, you have the ability to become virtually human.

The reason that you have such a chance is that centuries ago you helped construct and develop the caverns. Through subsequent battles and bio-memory lapsing due to the flow of time, you have forgotten much, if not all, of the secrets of the caverns. This is undeniably complicated by the fact that since the time when the Bio-Positronicon was installed in the final phase of unit fortification, changes have been made by the overseer to ensure the security of the caves.

Since the beginning of the reign of the Council of Seven over the neighboring Laren star system, hostilities between the Olympian star system and the Laren system have grown steadily. This was preceded by a breakdown in trade negotiations, and has resulted in the Laren attempting to conquer the Olympian federation. All of the planets in the system have either been transmitted by the inhabitants to a neutral zone (in an attempt to escape the onslaught), or they have been reduced to a state of carnage and anarchy.

Such is the condition on the capital planet of Olympus. At the last moment the planetary transmitter malfunctioned, and the Laren landed with the largest invasion force to date. Under the command of Hotrenor-Taak, the invading force made quick headway and the major metro-centers soon collapsed. The palatial estate of Anson Argyris was the most heavily fortified installation on the planet and, therefore, the last to collapse. The Laren have just recently breached the proton-barrier shields on the fringes of the estate and the palace guards, though excellent fighters, have been destroyed. Now you must run and seek your escape in the last fortress on the planet—the **Caves of Olympus**. At the end of your quest is the escape vessel that will carry you to your eager allies and subsequent safety. Once you enter the caves, that ship is the only means of escaping alive.

Before the Laren invaded the star system, you (Vario 500) had hundreds of different cocoon-masks to enable you to take almost any form you desired. Most of the masks are now hidden all over Olympus, useless to anyone except yourself. The Anson Argyris mask was left in the caves after the Emperor had “officially” fled the planet, as it was necessary as an instrument to penetrate key chambers of the caves, should the robot have need to escape. It should be noted that you are only considered the Emperor (Anson Argyris) when you are wearing this mask.

The masks are nothing but living tissue, unintelligent but alive, shaped to whatever form necessary. When not in use, they are kept alive in the bio-chambers. When the Vario 500 needed them as a disguise, the robot would slip into the abdominal area of the mask, extend his own sensors and mechanical extremities to replace brain and bones, and keep the mask alive with his own life-support system. The masks are just as fragile as any human body, so it is best to keep them out of a vacuum or any deadly beams. The Anson Argyris mask is necessary to perform certain tasks within the caverns to make escape possible. Some items may only be picked up if you are wearing the mask. For instance, the hair-clips used in some identification procedures.

While in the caves, you will encounter many items and events. Some of these items include transport devices. These units are primarily of the matter-transmitter type. There are a few transport capsules; in which case, you and the entire transport capsule are transmitted to a remote receiver. These devices are of the type that disrupts matter and transports it to a receiving transmitter where it is rebuilt again. Under normal transport conditions, you would be able to adjust the transmitter to the correct coordinates to specify your destination. However, in the caves this is not the case. All transportation devices are directly linked and controlled by the Bio-Positronicon. Your destination is at the overseer’s discretion, and may take you anywhere (or no where at all). All you can do is enter and hope that you are indeed transported.

The transmitters operate with the aid of Howalgonium Crystals. To the Laren, these crystals are very valuable. Hearing that such crystals were available in the transmitters of the caverns caused many of the invading Laren to become “treasure hunters.” Some succeeded in entering the caves to remove the crystals from the transmitter but, if they got this far, the Bio-Positronicon would kill them before they progressed a few chambers. This left all the right parts for some of the transmitters, but they were in different parts of the caverns. If you come across a transmitter that is nonfunctional, all you need to do is drop the right part near the transmitter, and the built-in repair computers will effectuate repairs to make the damaged transmitter functional again.

Robots, serving as peripheral extensions of the positronicon, wander the corridors of the caves. There may be other alien robots as well (generally integrated with the positronicon through memory override and absorption) but, in either case, your reaction should be swift and immediate. Robots tend to be fast and deadly.

It is rumored that a Halutian battle-robot still roams the halls of the **Caves of Olympus**, defending and serving as a bodyguard to the Emperor. The Halutian battle-robots are among the best in the galaxy.

The Halutians are an extraordinary race. They are about nine feet in height, have four arms, two legs, and three eyes. One of their two brains is used strictly for biological support and reaction. They can instantly change their atomic structure, making them almost immune to destruction and vacuum. They were once the mightiest warriors of the galaxy, until they evolved to be a peaceful race. They became allies and close friends to the Olympians at the end of the Ledonian Crusades, and they gave several of the battle-robots to Emperor Argyris as a gesture of friendship.

There may also be aliens that you meet in your quest through the **Caves of Olympus**. These are either lost adventurers, deadly invaders, or just as deadly pursuers. Trust none and beware of all! Ultimately, survival and safety is the prime concern while within the caverns.

The main type of aliens that you will encounter will probably be the Laren. They are extremely deadly and are not open to negotiation. They have been known, and have proven by their actions, to show no mercy to any but their own kind. Many times they will even turn viciously on each other. After all, they are the reason for your dangerous mission.

As the solitary prototype of the Vario-500 line of robot, you are equipped with a Force Field Generator, A Disintegrator, and a Blaster. The generator will keep all attacking objects or dangerous energy discharges from you, unless it becomes overloaded. Normal physical activities will not be impeded by the presence of the force field. This is due to the intellitroller implanted within the generator housing. This device actively controls the force field and instantaneously adjusts for changes in body position and the number of possessions you are carrying.

Your disintegrator will disrupt the molecular-energy bonds of almost any target. This will cause whatever you are shooting at to be effectively converted to an expanding cloud of gas. The blaster will project a high-intensity energy beam, melting most any object in its path. Both of these weapons are very effective.

Depending on the result desired, one weapon may be more desirable under given circumstances than the other. Your knowledge and deduction will have to be your guide.

When exploring through the caves, it is probably best to have a map handy in order to find your way around. The walls in each chamber are nothing more than projections of stabilized energy. Many times they may hide objects or passageways. The only way that you will be able to detect these items or passages is with the required identification item (or items) in your possession. These items act much like automatic "keys" to permit your access. Since the walls are nothing but projected energy, you may find that your weapons have little or no effect on them.

It may seem as if little help is given for your journey, but you (as the Vario 500) should realize that most of what you had known about the caves has long since been forgotten or changed by the Bio-Positronicon. Thus, this is bound to be the most deadly quest of your existence. It may also prove to be the last.

The caves were designed as the most deadly and secure installation in the universe. After you have begun, you, too, may agree that the **Caves of Olympus** are such.

Good luck on your journey through the caves . . . you will need that (and much more) . . . !

LIMITED WARRANTY

For a period of ninety (90) days from the date of original purchase at retail, the warrantor, identified below, warrants this software to load and run as a basic program for the indicated microcomputer model, to be free from defects in material and workmanship and to be merchantable and suitable for its stated purpose for the period of this warranty. This warranty may not be enlarged except in writing, signed by warrantor. A Customer Registration Card is enclosed in this package. Please complete and return the Card to the warrantor within thirty (30) days. THE WARRANTOR EXPRESSLY DISCLAIMS ANY IMPLIED WARRANTY INCLUDING THE WARRANTY OF MERCHANTABILITY AND THE WARRANTY THAT THE SOFTWARE IS SUITABLE FOR ITS STATED PURPOSE AS OF THE DATE NINETY (90) DAYS FROM THE ORIGINAL PURCHASE OF THE SOFTWARE AT RETAIL.

In the event of defect, malfunction or failure of the software to conform with this warranty, the warrantor will repair or replace the software at no cost to you. For warranty service, you should return the software to the warrantor, **Howard W. Sams & Co., Inc., 4300 W. 62nd Street, Indianapolis, Indiana 46268**. Software received damaged as a result of shipping will require you to file a claim with the carrier. This warranty gives you specific legal rights and you may also have some other rights which vary from state to state.

THIS WARRANTY IS LIMITED SOLELY TO THE ABOVE AND THIS WARRANTY AND ANY WARRANTIES IMPLIED BY STATE LAW WILL APPLY ONLY FOR THE PERIOD SET FORTH. (SOME STATES DO NOT ALLOW LIMITATION ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.) THE WARRANTOR WILL NOT BE LIABLE FOR ANY LOSS, DAMAGE, INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND, WHETHER BASED UPON WARRANTY CONTRACT OR NEGLIGENCE, AND ARISING IN CONNECTION WITH THE SALE, USE OR REPAIR OF THE SOFTWARE. (SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.) UNLESS OTHERWISE CONTRARY TO STATE LAW GOVERNING THE PURCHASE, THE WARRANTOR'S LIABILITY SHALL NOT IN ANY CASE EXCEED THE CONTRACT PRICE FOR THE SOFTWARE CLAIMED TO BE DEFECTIVE OR UNSUITABLE.

WARNING: THE UNAUTHORIZED USE, REPRODUCTION OR DUPLICATION OF THIS MATERIAL, OR ITS PUBLIC PERFORMANCE OR DISPLAY, BY ANY MEANS IN ANY MEDIA FOR ANY PURPOSE, WHETHER IN WHOLE OR IN PART, IS STRICTLY PROHIBITED. VIOLATORS WILL BE SUBJECT TO ALL CIVIL AND CRIMINAL PENALTIES.

