

Warnings

 This means that the sentence following this symbol is very important.

 On Apple IIe and IIc the caps lock key must be pressed down during game play.

I. System Requirements

Minimum Requirements

- A. Apple II, IIe or IIc
- B. One 16 sector 5 1/4" single sided disk drive
- C. Minimum of 64k RAM

Optional Equipment

- A. A printer connected to slot no. 1
- B. A blank formatted diskette for saving games
- C. A second disk drive for ease in saving games

II. Copying the Game Disk

A. The front side of the game disk is copy protected. The back side is not protected and you should make a copy of this side using the program COPYA on your DOS 3.3 disk.

1. Follow the instructions in Section III. A. to start the game. When the prompt appears "Turn disk over then press any key" remove your game disk and insert the copy you made of the back side of the original game disk, then press any key. Put your original disk away in a safe place. You will not need the original until you start the game again at another time.

III. Beginning Play

A. Starting the game

1. Turn the computer off if it is on.
2. Make sure a write protect tab is installed on the game diskette.
3. Insert the game diskette into Drive 1, label side up.
4. Follow normal loading procedures. If you are not familiar on how to start the computer, consult your owners manual before attempting to start the game.
5. If everything is all right the red light on Drive 1 will come on and in a few seconds you will see:

Please wait, game loading...

A series of dots will print out to let you know the loading is proceeding normally.

6. When the game has finished loading a prompt will appear at the bottom of the screen: "Turn disk over then press any key." Follow this instruction and the game will be ready to play.

B. Screen display

1. When the game finishes loading you will see:

Room Name M:0 S:0

The **Room Name** will change as you move throughout the adventure, indicating which room you're in at the current time. the **moves** will update each time you make a valid move. The **score** will increase as you solve problems, as described in your manual.

At the top of the screen there will be text followed by the prompt: >>

At this point you can type in commands as explained in your manual.

IV. Saving and Restoring Your Game



You must format save game diskettes from within the game program using the "Format" command. Formatting a diskette with this command will destroy all contents on that diskette.



You can abort a Save, Restore, or Format at any time by pressing <ESC>.

A. Preparing Save Game Diskettes

1. At the prompt ">>" type in "Format". You will see:

Press <ESC> to abort

Disk Drive (1 or 2) (Default 2):

2. Press the drive number of the diskette you wish to format or press <Return> to accept the default drive. You will see:

Insert blank diskette in Drive 2, *

then press any key to begin

*this will indicate the drive chosen

3. Insert a blank diskette in the drive you have selected, then press any key. The drive will spin for about 30 seconds then you will see:

a. If you formatted the diskette in Drive 1, and the formatting was successful:

Formatting Successful.....

**Insert game diskette in Drive 1,
then press any key.**

The formatting failed:

Formatting aborted.....

**Insert game diskette in Drive 1,
then press any key.**

b. If you formatted the diskette in Drive 2, and the format was successful:

Formatting successful.....

The format failed

Formatting failed.....

c. If the format was aborted, and the problem isn't covered in the message printed out, consult section V. Trouble Shooting.

B. Saving Your Game

1. You can save your game any time during the game when you see the ">>" prompt. Just type "save", and you will see the following prompt:

Press <ESC> to abort

Position (0-9) (Default 0):

a. Enter the number of the position you want to save, or press <return> to accept the default drive. After your choice you will see:

Insert save disk in Drive 2,

then press any key to begin

*this will indicate the drive chosen

c. Insert the **save** diskette in the drive you have selected, then press any key. The drive will spin for several seconds, then you will see:

If you save to Drive 1, and

The save was successful:

Saved.....

**Insert game diskette in Drive 1,
then press any key.**

The save failed:

Save aborted.....

2. If the save was aborted consult section V. Trouble

Shooting.

C. Restoring Your Game

1. The procedure for restoring a saved game is identical to the above instructions for saving a game. At the prompt ">>" type "**Restore**", then follow the save game instructions.

V. Output to the Printer



Make sure the printer is on before you type "printer" or the program will lock up. If the printer is connected but not turned on, you can turn the printer on and the program will unlock. If you entered the command "printer" but do not have a printer connected to slot No. 1 you will have no choice but to turn off the computer and restart the

program. (*Make sure and save games often.*)

A. Type "**Printer**" at the prompt ">>", to receive a hard copy of your game while playing.

B. Your printer must be connected to slot No. 1 and turned on before you enter the command "**Printer**".

C. To stop printing, at the prompt ">>" type "**Printer**" again and the printing will stop.

VI. Troubleshooting

A. If any problems arise in loading the game or during a save or restore operation check the following items.

1. Check that the game diskette is in Drive 1 with the label side up and that the disk drive door is closed.
2. If saving or restoring make sure:
 - a. The save diskette is in the proper drive.
 - b. That it does not have a write-protect tab on it.
 - c. That it has been formatted from within this program with the "**Format**" command.
3. Check the diskette for visible signs of damage.
4. If all else fails feel free to call us at 1-408-625-0125.



The game diskette is copy protected. Conventional copying techniques will not copy the disk. See your instructions manual for warranty information. If you send in your warranty card you are entitled to purchase one back-up copy for \$5.00 including postage inside the U.S.

Priority software, inc.
P. O. Box 221959
Carmel, Calif. 93922
(408) 625-0125

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. The exclusion of implied warranties is not permitted by some states. The above exclusion may not apply to you. This warranty provides you with specific

legal rights. There may be other rights that you have which vary from state to state.

Copyright 1983 Priority Software, Inc. All rights reserved. Apple is a registered trademark of Apple Computer, Inc.