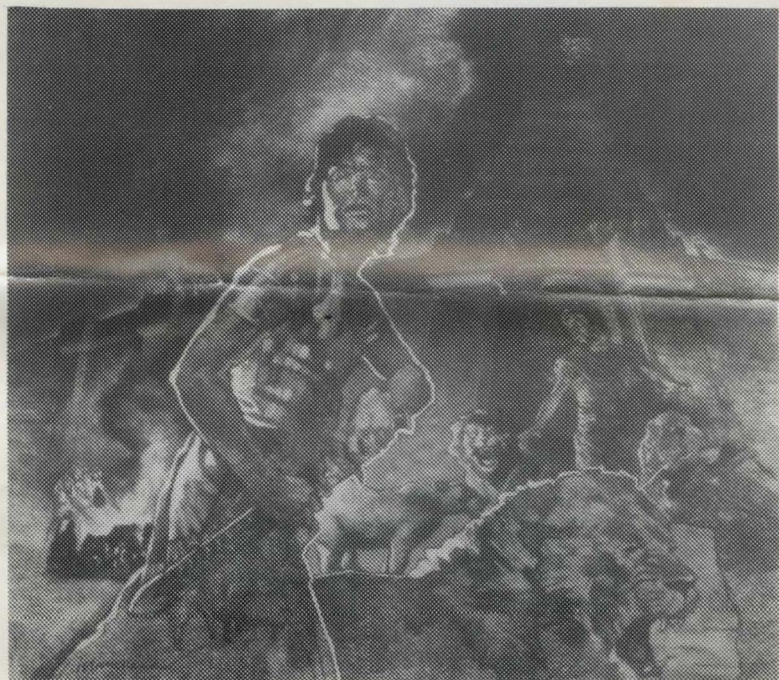# THE LION'S SHARE™

DAVKA BIBLE ADVENTURE SERIES

Davka™
CORPORATION

THE LION'S SHARE™

PLAYING INSTRUCTIONS

THE GAME SETTING

Welcome to the sixth century B.C., and to the New Babylonian Empire. The City of Babylon has regained its once-lost splendor as the capital of a powerful nation. It is a city of surpassing beauty, but an eerie place as well. Especially eerie for you, because you are a Persian soldier with the objective of bringing this powerful giant to its knees!

You are a special agent in the army of Cyrus the Persian. The City of Babylon is the Persians' next military target. But the Persians need to put someone inside the city who can signal them at the most advantageous moment for an attack. Your assignment is to get into the heavily-guarded city, a feat in itself, and then signal the Persians to attack at just the right moment. Supplies you need must be found on your way. Remember: the Babylonians are a shrewd and suspicious people and are quick to spot a foreigner. You'll begin your approach to Babylon at a distance several miles from the city.

If you're successful in your mission, your reward will be large and bountiful—the "lion's share" of a lifetime's worth of earnings! You can make your task easier by reading the first six chapters of the Book of Daniel (we'd suggest a modern translation). However, this is not absolutely necessary.

GETTING STARTED

To start playing, simply boot THE LION'S SHARE on Side One. Don't remove the diskette from the drive, because THE LION'S SHARE will use new material throughout the game. A message in the program will tell you when to use Side Two.

PLAYING THE GAME

Whenever you first get to a new location, you will receive a full description of the place. The computer will display up to four lines of text at a time. If a description is longer than this, the first few lines will appear, accompanied by a beep. Press the "RETURN" key to get the rest of the description.

Your progress through the various environments is guided entirely by you. To move or act, enter a two-word command, usually a verb and a noun—like "TAKE TORCH" or "EXAMINE FLUTE." You may want to pick up an object, drop it, or use it. To move from place to place, use "GO _____" (NORTH, SOUTH, EAST, WEST, UP, DOWN) or simply enter the letter of the direction of movement (N, S, E, W, U, D) all by itself, without the word "GO."

TIME LIMIT

You are limited to 500 moves during the game. If you exceed that number, you will fall into the hands of the Babylonian police and be executed! Try to win in as few moves as possible. To check how many moves you have left, type "TIME."

You may do this any number of times, from any point in the game. "TIME," like any command, uses up a move in the game.

HINTS

This is not a game to be finished in one sitting. In fact, it consists of two episodes or campaigns. The first episode occurs outside Babylon, the second within the city. When you reach the second episode, interlude music will play to announce your arrival. If while playing you want to review your last several commands, hit "RETURN." The picture displayed before you will disappear. Previous lines of dialogue between you and the game will now be visible. A caption at the top will show your location. To restore the picture, hit "RETURN" again.

To see which objects you are carrying, type "INVENTORY" or just "INV."

SAVING THE GAME

The further you progress into a game, the more it hurts when you lose. To prevent the need to continually start from scratch, save your game frequently. That is, make a copy of it that preserves your progress up-to-the-moment. Then, whenever you lose a game, you can pick up the action again from that point.

To save your game, take any initialized diskette (for help with "initializing a diskette," see the Apple DOS manual). With a sticker, mark it "THE LION'S SHARE DISKETTE." Take out the game diskette and put in your copy disk. Type "SAVE" and hit "RETURN." When prompted, enter any letter, A-Z, as a label for the saved game. Make a note of which letter you use and be sure not to use it again till you're done with this version of your game. The letter can only be used to retrieve one version of the game at a time; if you re-use the letter, therefore, you could lose an important version of the game previously tagged with the letter.

RESTORING THE GAME

To resume play of a saved game, boot THE LION'S SHARE diskette normally and, when prompted, reply "YES," that you want to use a saved game. Press "RETURN." Then remove the diskette from the disk drive and insert your save disk. Now, type the letter under which you saved the game you want. Remove the save disk and insert the master disk to continue the game.

You can re-use a saved game indefinitely without ever needing to re-save it. But if you save a later version of the game under the same letter, the first version will be lost.

STOPPING PLAY

To stop playing THE LION'S SHARE (without saving it), type "QUIT" and hit "RETURN," or simply turn off the computer.

COMMAND SUMMARY

Always use two-word commands, followed by "RETURN," except when you need any of the following:

Pressing "RETURN"—displays the rest of a partially-revealed caption, or changes between "picture" and "text-only" mode.

INVENTORY or INV—tells you which objects you are carrying.

N, S, E, W, U, or D—moves you in a chosen direction.

QUIT—stops game in mid-play.

SAVE—copies your game at current state of progress.

TIME—shows number of moves remaining to you in the game.

THE LION'S SHARE TOOK CENTURIES TO CREATE!

HOW LONG WILL IT TAKE YOU TO WIN?

If you've enjoyed The Lion's Share, ask about the rest of our Davka Bible Adventure Series.

Call or write us at

Davka Corporation
845 N. Michigan Ave. Suite 843
Chicago, Illinois 60611

Call TOLL FREE (800) 621-8227
Illinois residents (312) 944-4070

Davka™
CORPORATION