

ADVENTURES
IN NARNIA

DAWN TREADER



AN INTERFACE™ GAME

Based on "The Chronicles of Narnia" by C.S. Lewis

FROM **WORD** PUBLISHING

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IMPORTANT INFORMATION FOR COMMODORE 64 USERS ONLY

You must connect your joystick to CONTROL PORT #2 on your computer. Because this game uses both the joystick and the keyboard, this output port must be used to avoid interference.

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AN INTRODUCTION TO ADVENTURES IN NARNIA

Interface™ Computer Games

Welcome to Adventures In Narnia, the computer games that are visibly different!

A NEW KIND OF COMPUTER GAME.

Adventures In Narnia have been designed for you and your whole family to enjoy—beginners, video game "buffs", and skeptical grown-ups alike. And here's why. For the first time, the challenge of regular video game play has been expanded to include the sort of human interaction you'd expect to find in family board games. Dice and cards, manipulated by the player, are "interfaced" with the computer, producing an entirely new kind of computer game experience. We call this new kind of game an "interface™" game. It's a difference you can see.

THESE GAMES PLAY DIFFERENTLY.

The pace of an interface™ game is unique in that it is not always "machine" controlled. Although exciting, high-speed, hand-eye coordination is an important part of the play, the flow of the game is frequently put into human hands—**your** hands. The "machine" waits while you think, discuss, decide. The player and observers strategize and argue (without penalty) **in the middle of the game**, allowing the fun and humor of dialogue that is missing in normal video games.

POSITIVE VALUES.

The visible difference in Adventures in Narnia doesn't stop with interface™ gaming. Unlike regular computer games (in which your only goal is to see how many "aliens" you can kill!), these games reward your positive behavior, teaching values like resisting temptation, the importance of self-sacrifice, and choosing between difficult alternatives.

FREE BOOK BONUS!

Adventures In Narnia are based on the best-selling series of books, **The Chronicles of Narnia**, by C.S. Lewis. With each game you get a free copy of the book in the series from which that particular game was derived. If you're already familiar with the book, you'll see your favorite characters from the story come to life on the screen. And if you've never read these classic books, the excitement of the games will encourage you to explore one

of the most delightful tales ever told! **Note: You don't have to read the book to play the game (but we think you'll want to!).**

THOUGHTS FOR PARENTS AND TEACHERS.

The Chronicles of Narnia, wonderful fantasy tales in the tradition of J.R.R. Tolkien's **Lord of the Rings** series, have been used by parents and teachers the world over during the past thirty years to help children understand and explore moral and spiritual values. Later in this guide we offer you some suggestions on how this Adventure in Narnia can be used to enhance learning and family togetherness.

NO EXPERIENCE NECESSARY.

You don't need any previous computer experience to play these Adventures in Narnia games (the start-up instructions are truly "child's play"!). And if you'll take a minute now to thumb through the following pages, you'll quickly see that this is a game that really invites you to play it.

Wouldn't you rather be in Narnia! Go ahead and take that first step . . . into a world of fun just waiting to be shared!

GAME OVERVIEW

DawnTreader is an INTERFACE™ game with one main arcade-action Ocean adventure, two arcade-action Island adventures, and several exciting sub-adventures that occur throughout the game. You always start the game in the Ocean Adventure.

Your overall goal is to find and visit the islands, Dragon Island and The Island of Voices, three times each in order to reach Aslan's Country at the End of The World.

In the Ocean Adventure, you are sailing the good ship, DawnTreader, trying to find the Islands. On your way, you try to gain points by making contact with Seagulls and Water Lilies. But many dangers—Sea Serpents, Storms, Cyclones, Currents and Rocks—threaten you. When these appear, some with early sound warnings and some without, you must take evasive action or risk losing points and other setbacks. When you reach an island, you begin other adventures which offer you great scoring opportunities. Once an island adventure is completed, you go back to the ship and sail off in search of another island. When you are hit by the Sea Serpent (in the Ocean Adventure), reach a Treasure Chest (on the Island of Voices) or touch a Greed Jewel (on Dragon Island), you are automatically placed in one of the

sub-adventures. When you are in the sub-adventure, the screen will tell you what to do, and when to use the adventure cards and dice. You start the game with four Cyclone Shields. Each time you are hit by the Cyclone you lose one Shield. If you run out of Cyclone Shields, the game ends.

SCORING AND THE END OF THE GAME.

DawnTreader offers you many different ways to build your score. However, do not forget that your main goal is to reach World's End by visiting the Islands three times. If the game ends in any other way—if time runs out, or you lose all your Cyclone Shields—a **penalty of 15,000 points is subtracted from your final score!**

PREPARING TO PLAY.

To get ready to play, first shuffle the cards and place them face down next to the computer along with the dice. Load the program into your computer from the diskette by following the simple steps in the OPERATING INSTRUCTIONS.

PLAY

OCEAN ADVENTURE

As play begins, you are at the helm of the good ship, DawnTreader, somewhere in the Ocean of Narnia. You steer the DawnTreader with the joystick, and can increase its speed from Cruising Speed to Wind Speed by pushing the 'fire' button (or pressing the 'CTRL' key on the keyboard in Apple/Keyboard mode); releasing the 'fire' button (or releasing the 'CTRL' key again) will return you to Cruising Speed. As in real sailing, the DawnTreader is more difficult to control at Wind Speed.

You sail in search of the two Islands, which are white at the start of the game. This is indicated by the color of the compass on the scoring bar. You have 1,000 units of time to reach both islands.

When you complete an island adventure, the island turns green; you cannot land on that island again until you have visited the other island. When you have been to both islands, the compass will turn green, and, as you leave the second island, you will be placed in an islandless part of the ocean, with a fresh 1,000 units of time. Your second visit to the islands turns them and the compass red; your third visit changes them back to white.

SEAGULLS

On your way to the Islands, you can gain bonus score by contact-

ing Seagulls. The available bonus of 1,000 points for each Seagull shows in the BONUS area of the scoring bar as the Seagull flies across the screen.

WATER LILIES

Another way to add to your score is by "picking" the Water Lilies in the ocean. Each of these is worth 1,000 points. The Lilies appear more and more frequently the closer you get to World's End.

CURRENT

There is a constant current that causes the DawnTreader to drift from right to left across the screen when the joystick is unattended or in the "center" position. This current can drag you onto the Rocks or into the path of other hazards.

ROCKS

If your ship runs aground on the Rocks (or is dragged there by the Current or Storm), you lose all joystick control for several seconds. The compass on the scoring bar turns into a clock which "ticks" off your penalty. While you are thus helpless, you are at the mercy of the other hazards of the ocean, such as the Sea Serpent. **The location of the Rocks changes each time you play the game.**

SEA SERPENT

This evil creature patrols the Ocean, searching for your ship, trying to prevent you from reaching the Islands. As soon as the Serpent sees the DawnTreader, it heads toward you at great speed (you will often find it necessary to go to Wind Speed—press 'fire' button on joystick—to avoid him!). If the Sea Serpent hits you, you will immediately be placed in a very threatening sub-adventure—the Sea Serpent Battle.

SEA SERPENT BATTLE

The time counter stops, and the screen changes to show the Serpent. You are told to roll both dice and enter the total number through the computer keyboard (on the Apple version, you must also press the RETURN key).

If your number beats the "Serpent Number," you



receive 500 points and you are returned to the Ocean where you left it.

If your number ties the "Serpent Number," the Serpent chooses a new number and you must roll the dice again.

If the "Serpent Number" is greater than yours, you lose **50 units of time**; you are returned to a different part of the Ocean on an islandless screen. As you will discover, the Sea Serpent does not play fair; it is more likely to pick a high number than a low one.

STORM

You will hear the Storm approaching as it comes on to the screen. The Storm comes to the center of the screen and pauses momentarily before choosing which direction to go next. If your ship touches the Storm, you are "dragged" through the Ocean for several seconds without joystick control.



CYCLONE

The Cyclone is the fastest-moving hazard of the Ocean. An alarm sounds just before it appears on the screen; the direction from which it is approaching is shown on the compass area of the scoring bar. You start the game with four Cyclone Shields, which are shown at the top of the screen. If your ship is hit by the Cyclone, you will be thrown into another part of the Ocean on an islandless screen, and you will **lose one of your Cyclone Shields**. If you run out of Shields, the game is over. (NOTE: You can "earn" additional Cyclone Shields as part of the Dragon Island adventure, but the maximum number of shields you can have at one time is six.)



THE ISLAND OF VOICES ADVENTURE

You have landed on an entirely blue island, inhabited by a shy, one-footed creature. You have 500 units of time. Your goal is to catch this curious monopod, the Dufflepud, before time runs

out. The sooner you find him the more points you get, since the time remaining is **multiplied by 20** and added to your score.

DUFFLEPUD

Unfortunately, the Dufflepud is invisible (he's shy, remember!) when he hops in the blue area. He changes direction often and sometimes even stands still for a moment. When he is hidden, the only way you can tell the direction he is moving is by glancing at the compass indicator on the scoring bar. This furtive little character has another advantage over you. He can hop off any side of the screen and come back on the opposite side, while you can never leave the screen. You will find it easier to catch the Dufflepud when you clear the blue area by moving around the screen. This helps because the Dufflepud **is visible whenever he is in the cleared area**—and you will hear the sound of him leaving the blue.

SPEED

Normally you travel at the same speed as the Dufflepud. This makes it difficult to find him when the screen is mostly blue and he is invisible. But when the Dufflepud moves in the cleared area he slows down a little, and when you move through the cleared area **your speed is increased**.

TREASURE CHESTS

In addition to catching the Dufflepud quickly, you can increase your score by searching for Treasure during the chase. From time to time a Treasure Chest will appear somewhere on the screen and stay there for a few seconds before disappearing. If you can reach it before it vanishes, you will go to the Treasure Chest sub-adventure. The screen changes, time stops, and you are told to pick a Dufflepud Treasure Card. Each card has a four-digit number, and while you are drawing your card from the deck, the Dufflepud "thinks of" the four-digit Treasure Code that will unlock the Treasure Chest. You enter the number on your card—one digit at a time—on the computer keyboard. As you enter your number the Dufflepud shows you his, giving you a bonus for every digit that matches:

Match one digit 500 points
Match two digits 1,000 points



Match three digits 3,000 points
Match four digits 5,000 points

When you have finished entering your number, the Dufflepud adds the bonus to your score and returns you to the Island of Voices.

LEAVING THE ISLAND

If you succeed in catching the Dufflepud, or if time runs out, you are returned to the Ocean.

DRAGON ISLAND ADVENTURE

On this island, you see your friend, Eustace, in the belly of a large, colorful Dragon. (If you've read the book, you already know that Eustace, because of his own greed, has actually **become** a Dragon!)



To free Eustace, you must race around the screen "erasing" the picture of the Dragon by removing his scales.

TIME BONUS

When you arrive on the island, you have just 400 units of time to erase the Dragon. As you'll discover, this is not enough time to free your friend. What can you do?

COLOR TIME BONUS

The Dragon is made up of different areas of color. Each time you erase all of one of the colors (all of the green, for example) you are awarded **100 additional units of time**.

ASLAN, THE LION

Removing the Dragon's scales is not easy, so Aslan is there to help you. (If you have played the NARNIA game like this one, or read any of the Narnia books, you know all about Aslan, the noble lion!) Aslan is at the top of the screen, and he changes color to show you which color of scales you can "erase" at any time.

SPEED

You move much faster in the background area around the Dragon than when you are "munching" or moving through his

scales. You can use this factor to help you clear the Dragon in time.

SCORING

Your score grows as you erase the Dragon, and is shown in the Bonus section of the scoring bar. If you manage to erase the whole Dragon before time runs out, you receive a 1,000 point bonus.

GREED JEWEL

While you are removing the Dragon's scales, a Greed Jewel will occasionally flash onto the screen. When this happens, you will be unable to continue de-scaling the Dragon until you race over and touch the Jewel. As soon as you do, time will stop and the picture will change to offer you three choices: 1. **Press C** (on the computer keyboard), which offers you the chance to earn another Cyclone Shield. 2. **Press T**, which gives you a chance to score a lot of points by finding Treasure. 3. **Press R**, which returns you to Dragon Island. Pressing 'C' or 'T' can be very helpful to you but they are also very risky!

C—ADDING A CYCLONE SHIELD

When you press **C**, the screen changes, and you have just five rolls of one die to move the arrow over the picture of the Cyclone. If you succeed, another Cyclone Shield is added on the scoring bar (the most you can ever have is six), and you are returned to clearing the Dragon. But if you fail, **you lose 100 units of the precious time you have left** to clear the Dragon.

T—TRYING FOR TREASURE

When you press **T**, the screen changes, and you are told to roll both dice and enter the total on the computer keyboard; this decides how much Treasure you can win.

You have five rolls of one die to "hit" the Treasure by moving the arrow over the Treasure Chest. If you win, the Treasure points are added to your score. If you fail, **you lose 100 units of the time you have left** on Dragon Island.

THE END OF THE VOYAGE

The game ends when . . .

1. You reach World's End by visiting both Islands three times, or
2. You run out of Cyclone Shields, or
3. Time expires before you can reach World's End.

If you fail, a 15,000 point penalty is taken away from your final score.

Happy Sailing, DawnTreader!

FOR PARENTS AND TEACHERS

The Chronicles of Narnia by C.S. Lewis occupy a unique place in literature. Successive generations of children have immersed themselves eagerly in the delightful stories. Adults have appreciated them both for the captivating telling of tales and for their deeper meanings. But perhaps the most enduring benefit of these charming books lies in their ability to communicate and deal with the moral and ethical side of human existence in a deep yet understandable way. By bringing spiritual matters into the realm of compelling, human-like fantasy, Lewis stimulates our thinking and our moral awareness. Parents and teachers have long recognized this extraordinary quality, and have established The Chronicles as a spiritual learning resource of the first order. The publishers of ADVENTURES IN NARNIA computer games hope that these new products will continue and reinforce this tradition.

C.S. Lewis realized that the vehicle of fantasy-story could "sneak past" the inhibitions and religious presuppositions of children in a way that most other religious discussion could not. His goal was to illustrate spiritual concepts rather than to analyse or explain them. His well-founded hope was that young minds would discover the world of the inner person with all the potency of imagined personal experience, and be spurred on to greater depths of understanding.

This sequence of enjoyment-experience-enlightenment has been followed in the design of ADVENTURES IN NARNIA. This process allows learning to be child-paced, freeing the parent or teacher to be a supportive fellow traveller through the questions of discovery that emerge in the child's mind.

Whether your child has read the book or not, it is recommended that the game be played several times prior to discussion. If there is a group of children, they should take turns, experiencing the fun, trials and joyful experiences it contains, and getting to know the characters they encounter. Dialogue and idea reinforcement is now possible, utilizing the suggested discussion questions which follow.

Gameplay and preliminary dialogue will lead to a strong desire on the part of the child to read or reread the book. Further discussion and comparisons between game and book should be interspersed frequently by gameplay, reinforcement activities, and reading.

DISCUSSION QUESTIONS

(Questions for advanced or mature children are indicated by '****')

Following Gameplay:

Start by asking the children to react to playing the game, focussing their thinking using your own reactions. It is important to receive the individual impressions of each child:

- * How did you enjoy the game?
- * Which parts did you like best?

- * Which parts did you like best?
- * What were the things that made it fun?
- * How did it feel when you won (lost) the battle with the Sea Serpent?
- * Who are the good characters in the game? Which is your favorite?
- * Which is your favorite island in the game? Why?

Questions about the Ocean Adventure:

- * When you reach a Seagull, what happens?
- *** In the book a large bird (an Albatross, see Chapter 12) helps the crew of the DawnTreader. Is the Seagull like this?
- * What happens when you bump into a Rock? Why is it dangerous for you to be helpless and unable to move? What can happen to you?
- *** How is being on the Rocks like things that happen to you in your life? Do you sometimes find yourself in a situation you can do nothing about? Is there anything you can do to make you feel better? Talk to friends? A special friend? Your parents? Is there a special book you can read that tells about handling difficult times? (Parent/teacher: lead a discussion about problem-handling.)
- * The Storm sometimes drags you where you don't want to go. How is this like other people trying to persuade you to do things you don't want to do? How can you avoid this?
- * The Cyclone moves so fast that when you hear it coming, it tends to make you panic. What things in everyday life make you feel this way? What can you do about them?
- * You can learn to avoid the Cyclone by glancing at the compass to see which direction it is coming from. In real life is there a place or a person to whom you can turn for help and advice?
- * Sometimes trying to reach the Seagulls and Water Lilies instead of going in search of the Islands can get you in trouble. What are the things in your everyday life that distract you from what you should be doing?
- * If you do not reach World's End, 15,000 points are taken away from your score. Is this fair? Why do you think this was made part of the game?
- *** Discuss the importance of self-discipline and goal-setting in everyday life. Talk about the hazards we encounter in our lives, and how to handle them.
- *** Discuss decision-making and the risks and rewards of choices. Explore different ways of getting help, guidance and advice in making right choices.

Questions about The Island of Voices:

- * Why is the Dufflepud shy? Do you think it is because he does not like himself very much? Do you ever feel this way? What can you do to help you feel better?
- * Sometimes when you go after the Treasure you run out of time to reach the Dufflepud. How is this like being selfish, doing something you want to do instead of what you know you ought to do?

- *** Discuss temptation.

Questions about Dragon Island:

- * To clear the Dragon you must follow the color directions of Aslan, the lion. Where can you go for directions to do the things you must do in your life? Discuss.
- * When the Greed Jewel appears, you can take a chance at "earning" Treasure points or another Cyclone Shield. How did you decide if the risk was worth taking?
- *** Discuss greed and selfishness.

AFTER READING THE BOOK

Discuss the differences and similarities between the characters and events in the book and those in the game:

- * Several characters appear only in the book. Which ones are they? Are they good or bad?
- * Discuss events and places which appear only in the book . . . Burnt Island, Dark Island, Deathwater Island, World's End Island, the temptation of Eustace, *** the spiritual significance of Aslan's freeing of Eustace, *** the meaning of the Albatross near Dark Island, *** the symbolism of Aslan's Table.
- *** In the book, Aslan appears to the voyagers in several different forms . . . as a lion, as a bird, as a lamb; then he says that he has another name. What is this name? Can we see Aslan in our world? What forms does he take? Is he with us even when we cannot see him?
- *** Beyond World's End is Aslan's country. Tell what you think this is like. Is there an "Aslan's Country" beyond our world? How can we get there?

ENRICHMENT ACTIVITIES

We suggest that you adjust these activities carefully to the age of your child.

- * Create a model or drawing of the DawnTreader.
- * Draw a poster or mural of the oceans of Narnia. Be sure to ask the children to include all the islands and characters. A fun group project.
- * Make drawings or models of the Island of Voices, Dragon Island, the Dufflepud, and the Dragon.
- * Hold a DawnTreader party. Encourage the children to come in costume; help them to decorate the party room with their drawings and posters. For refreshments, ask the children to select foods they think belong at Aslan's Table.
- * Let the children act out the scenes and events of the book and game. Encourage them to use their own words to act out the characters they are portraying.

THE CHRONICLES OF NARNIA

by C.S. LEWIS

"... SOME DAY YOU WILL BE OLD ENOUGH
TO START READING FAIRY TALES AGAIN."

C.S. Lewis

in his dedication of
The Lion, the Witch, and the Wardrobe.

The Chronicles of Narnia, first published in England in the 1950's, have attracted a devoted following of untold millions throughout the world and spanning three generations. Their publication established C.S. Lewis (who has been called "one of the most influential spokesmen for Christianity in the English-speaking world" (Time Magazine) by virtue of writings like *Mere Christianity*, *Surprised By Joy*, and *The Screwtape Letters*) in the top rank of fantasy writers alongside the likes of J.R.R. Tolkien and Beatrix Potter.

Here are seven wonder-full adventures that are your passport to a most extraordinary excursion through magical lands and enchanted happenings. Discover Narnia, a world of talking beasts, giants, tree-people and dwarfs ruled by the great golden lion, Aslan. Whether it's your first or your twenty-first trip "through the wardrobe," there are new wonders here you'll never forget!

C.S. Lewis was, until his death in 1964, professor of Medieval and Renaissance literature at Cambridge University. He is world-renowned for the wide range of his literary and scholarly talents. Like his close friend, J.R.R. Tolkien, Lewis was a master of mythological fantasy. They shared similar moral positions on good and evil, lacing their wonderful writings with symbolism reflecting these positions.

"Rich in illusion, entertainment and philosophy . . ."
PARENTS CHOICE

"... how vast (are) the achievements of Mr. Lewis . . . The great themes of creation, fall, redemption and final consummation are all . . . presented so vividly that child and adult equally find themselves caught up in the spell."

NEW YORK TIMES

THE LION, THE WITCH AND THE WARDROBE

In which the Pevensie children first enter the fantasy world of Narnia to help Aslan, the noble lion, to free Narnia from the icy grip of the White Witch.



PRINCE CASPIAN

In which Prince Caspian of Narnia recalls the Pevensies to join his army of talking beasts in conquering the Telmarines.

THE VOYAGE OF "THE DAWN TREADER"

In which the children accompany King Caspian as he sails through magical waters searching for Aslan's Country and the End of the World.

THE SILVER CHAIR

In which the children journey through the land of the giants to help captive Prince Rilian to escape from the Emerald Witch's underground kingdom.

THE HORSE AND HIS BOY

In which a talking horse and a boy prince save Narnia from invasion.

THE MAGICIAN'S NEPHEW

In which the noble lion Aslan creates Narnia and gives the gift of speech to its animals.

THE LAST BATTLE

In which evil comes to Narnia in the form of a donkey disguised as a lion, and Aslan leads his people to his own country and a glorious new paradise.

The Chronicles of Narnia books are included in *Adventures of Narnia* by special arrangement with MacMillan Publishing Co., Inc.

Finally, home computer software products
designed to bring people together.

Adventures In Narnia

Here, combining the charm of a fairy tale with the excitement of a computer game, is software the whole family can enjoy. To explore, to compete, to learn. Together or on your own.

WORD LIFEWARE™ games encourage you to interact with each other, not just with a television screen. By combining the dynamics of a programmed computer game with the human interaction of traditional game play using dice and cards. There's even a wonderful companion book to read, too!

To find out more about these unique games, please read the enclosed Guide.

AVAILABLE NOW:



Based on **The Lion, The Witch and The Wardrobe** by C.S. Lewis. You team up with friendly beavers, challenge the Witch's Dwarfs, evade her evil Ice Crystals, and find Aslan, the noble lion. You'll overcome the temptation of greed, and you'll struggle through challenging sub-adventures to restore goodness and beauty to Narnia.

One format plays on both Apple II Series and Commodore 64 computers.

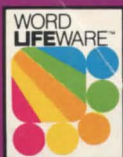
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Based on **The Voyage of the "Dawn Treader"** by C.S. Lewis. You are at the helm of the good ship Dawn Treader in an ocean full of hazards. You must survive encounters with storms, cyclones and sea serpents to reach the islands, on which you'll thrill to adventures with a dragon, invisible one-legged creatures and other surprises. Your voyage to Aslan's Country and World's End will be filled with sub-adventures in which you'll use adventure cards and dice.

One format plays on both Apple II Series and Commodore 64 computers.

0-8499-6001-0



WORD



A GRUEN STUDIOS GAME

0-8499-6003-7