

Real Software, Inc.

Presents

Nick Hardy Adventures

Volume I

The Temple Curse

The Last Planet

Island of Spies

Nick Hardy Adventures

You gotta help... Nick Hardy's in serious trouble, again... and you can get him out of it playing these exciting text adventure games. There are three original adventures to choose from on the disk, each set in an exotic location.

The Temple Curse

In the steaming tropics of South America, "fearless" Nick Hardy is hot on the trail of a hidden treasure that could make him (and the entire state of Michigan) very comfortable for life. He needs your help. Don't be too greedy or you may not get out at all. The adventure is over when you return to the jungle clearing with your treasure.

The Last Planet

This could be the last time Nick wrecks another interstellar missile cruiser on some backwoods planet. Unless you can help him. This is going to take skill, brains, guts and brazen foolhardiness to recapture the ship, repair it and skip this strange excuse for a mysterious alien world.

The Island of Spies

You thought this was an island paradise... Nick didn't tell you it was crawling with spies. As you bring in your plane, both engines are hit by enemy fire. You scramble for the parachutes... they're here somewhere... and drop into the rushing wind. And the heart of the enemy stronghold. The adventure begins in the plane and leads into the heart of the enemy camp. You must return to the aircraft, but make sure your side isn't fooled by your disguise.

Real Software Adventures

Real Software's adventures are written in machine code. This gives a fast response time and, being the most compact method of programming, allows great detail and complexity.

In these adventures you can explore strange new worlds without leaving the comfort of your chair. You instruct the computer in short phrases, usually verb-noun. For example, if in the adventure you see a painting you want to take then you would enter GET PAINTING.

When entering your commands you may use the DELETE key to erase letters. You can type INVENTORY any time to see a list of things you are carrying.

In each location you may find objects which you can use and manipulate in further locations to help you progress.

If you are having difficulty or have given up completely, the following is a list of clues and or hints you may want to peek at from time to time.

The Last Planet

- | | |
|-----------------------------|----------------------------------|
| 1. Find the old house | 17. Get man |
| 2. Get the floorboard | 18. Drop man |
| 3. Find the ravine | 19. Kill man |
| 4. Cross ravine using board | 20. Get mirror |
| 5. Get the laser | 21. Find force field |
| 6. Cross ravine again | 22. Fire laser twice, then dance |
| 7. Find the maze | 23. Go to lift |
| 8. Go NSEW into ice cavern | 24. Get starter motor |
| 9. Get ice | 25. Go to lift control room |
| 10. Slide down using ice | 26. Push 3 |
| 11. Go into wind tunnel | 27. Push 2 |
| 12. Get gloves | 28. Push 1 |
| 13. Wear gloves | 29. Go into spaceship |
| 14. Go east (door) | 30. Push aux. |
| 15. Get key | 31. Sail into lift. |
| 16. Return to cavern | 32. Push (press) 4 |

The Temple Curse

This is no complete solution, but these tips are for anyone who is completely confused.

Getting into the temple:

ROOM: Jungle clearing

OBJECT: Branch

USED IN: Steps

KEY WORDS

Remove leaves, Get stick, South, Use stick, Climb steps, Use rock, Go through door.

SACRIFICIAL CHAMBER

Store room

Rock room

Painted corridor

Small room

MAGIC BLANKET

Key

Match

Chisel

Ladder

FIRE ROOM

Panelled room

Fire room

Remove ring

POOL SIDE: Climb on boat, row in direction

S - Robe room, W - Priest room, E - Fire room

FIRE ROOM:

Smother flames with magic blanket, light lamp. Get magic ring.

FIRE ROOM:

Magic ring - get through porthole in sand dungeon.

FORGOTTEN ROOM:

Blue stone - get through porthole in sand dungeon.

SACRED STORE ROOM:

Red stone - get main treasure

ARMORY:

Rope - climb out of sand dungeon

MAZE:

NSEW - Emperor's throne room

SNEW - Mirror room

NSWE - Traitor's hall

Island of Spies

Escape from Plane:

Get parachute
Wear parachute
Pull lever
Pull cord
Unstrap parachute

Get Lucky Beads Wreckage:

Feel corner
Pull string
Give beads (to native woman)
Kill guard to get gun and torch
Float downstream, get off boat to get rope

Get Knife:

Drop stick
Stitched is the same as sewn i.e E.W.N.
to cross swamp

Move Rock:

Tie rope to rock and truck, then press
button, then pedal

Divert Tank:

Switch switch, remove light and insert
plastic into light. Switch switch back,
shine torch into hole

Open Safe:

Kill colonel, open cupboard, wear jacket.

Start Helicopter:

Turn handle, don't go directly south, but
bypass the AA gun to land on carrier.

Other Real Software Available

Money Savers/Volume 1 (RS101)

Ten easy-to-use programs which help you make decisions about saving money and calculate strategies: IRA's vs. savings, living off interest, how much you'll be worth, etc.

Money Savers/Volume 2 (RS102)

Ten easy-to-use programs on disk which will show you how to save money on loans and make better purchasing decisions like buying a new car, whether to buy or lease and more.

Financial Reports & Ratios (RS103)

Create Income Statement and Balance Sheet. Generates 12 financial ratios that measure financial strength of a company.

Skill Builders (RS104)

Typing Tutor, Speed Reader, Decision Maker and Memory Builder provide practice at improving these skills.

Computer Diagnostics (RS105)

Six programs that will test your disk drive, printer, computer memory, video output, audio signal and floppy disks.

Disk Utilities (RS109)

Menu driven programs on disk that take the trouble out of copying, deleting, renaming files; making back-up disks, etc.

Action Games (RS107)

Three arcade games on disk: Mothership, Aliens from Subterranea and THUD!

Hit Games (RS108)

Three graphic games on disk: Cyberzone, Treasure Raiders and Bowling Night.