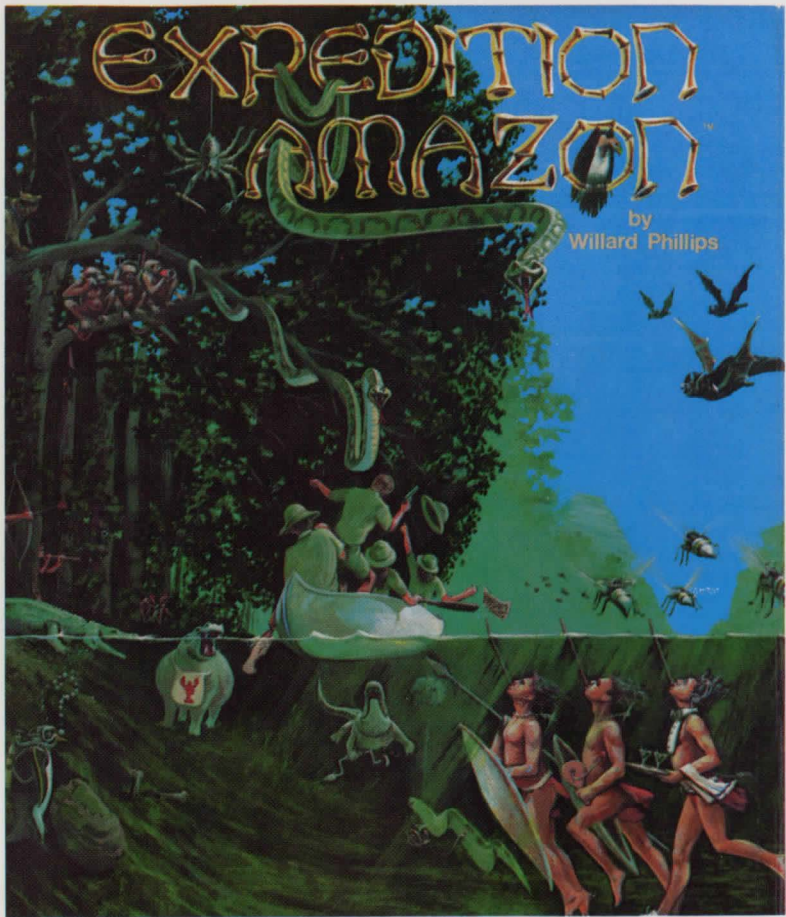# EXPEDITION AMAZON

by Willard Phillips

COMMODORE 64

Playing the Game

Apple version
Boot the disk on side 2 by placing it in the disk drive with side 2 up and turning the computer on. Press the spacebar after viewing the title page.

Commodore 64 version
Put the disk in the disk drive with side 1 up. Turn on the disk drive and the computer, then type: LOAD"*",8,1 and press RETURN. The program will load and run automatically.

Step 1 – Make up a team of four members at Flint University.

Step 2 -- Fly to Iquitos and purchase equipment at the trading post.

Step 3 – Ride the side-wheel paddle boat up the Amazon to base camp.

Step 4 – Explore the ten assigned sectors of jungle, attempting to fully map each sector without leaving it, so that it becomes a part of your map portfolio. When you run low on supplies, return to base camp and catch the paddle wheel back to Iquitos. Sell the treasure you've found, and purchase more supplies and equipment.

Step 5 -- When your team members seem strong enough, and when they have sufficient equipment, begin to explore the tunnels beneath the pyramids. In the burial crypts in the tunnel you will find clues to help you complete your quest.

Step 6 -- Discover the secret entry point to the tunnel maze that contains the door to the Lost City by mapping the maze (watch for hidden clues), and prove that Professor Arrowhead isn't the nut we all believe him to be.

FLINT UNIVERSITY
At Flint University, you have a choice between starting a new expedition or continuing an old one. Two expeditions can be in existence at the same time, and can compete. If two expeditions exist and you attempt to start a new one, you will be offered the option of disbanding one of the old ones. If you disband one, it is totally erased from record and cannot be recalled. The expeditions are labelled A and B, and it's up to you to remember which is which.

If you start a new expedition, you are offered a choice of difficulty level from 1 through 9.

IQUITOS
At Iquitos you can review your expedition's progress and visit the trading post.

Find Value is the total of all the treasure you've discovered and sold. ER factor is a relative number based on treasure found, meters explored, time elapsed, members lost, and map sectors mapped. It can be used to determine which of the expeditions in progress is the most efficient.

At the trading post you may sell your treasures (artifactos) to Pedro, sell your equipment and supplies (equipmento), or purchase something. Any supplies or equipment sold back to Pedro are at half price.

THE JUNGLE
When your team is in the jungle, data will be displayed at the bottom of the screen. On the left is shown the hours and days spent exploring, and the total square meters explored. In the center are the Energy Levels of the four team members. On the right are the keys used to move (I = Up, J = Left, K = Right, M = Down). Pressing "N" will activate the Loran navigational equipment if you have it (and a qualified Operator), "C" will put you in camp mode. If you are almost anywhere but in the exact location of base camp, camp mode offers these options:

1. Radio for helicopter to pick you up and fly you to base camp (you must have a radio, a radio operator, and $2000 cash).

2. Render medical aid to injured or diseased team members (you must have a medical kit and a Medic). It takes one medical kit to heal one member. When you are shown the Energy Levels of the expedition members, you will sometimes see a number marked "D & D". This refers to the number of points of Disease & Damage the character has accumulated. If these points are not cured with a medical treatment, they will be subtracted from that character's Energy Level total at the end of each 24-hour (game time) period.

3. Review your equipment.

4. Change the speed with which the messages are displayed. As you become familiar with the various prompting messages, you might want to decrease the delay time for reading. In the beginning, you can use the manual mode, wherein the message doesn't change (and action doesn't continue) until a key is pressed.

COMBAT
In the jungle and upper pyramid levels, the battles are carried out as follows:

1. In an ambush you will not be able to tell how many natives are attacking you. In the case of a face to face encounter, you will be able to tell how many natives oppose you.

2. The natives attack in three stages, first with arrows, then spears, and finally in hand-to-hand combat.

3. Each expedition member is allowed to use a pistol (up to six shots), a grenade , a knife, or if it's a Guard, an automatic rifle capable of firing 20 shots per clip.

ADDITIONAL INFORMATION
In the final maze, action is animated. Only one expedition member is allowed to enter the maze, and must find the door to the Lost City of Ka. The commands in this part of the game are: "E" to Enter a hallway; "R" to Reverse direction of travel; "S" to Stop walking; "W" to begin walking; "V" to View the opposite wall. Pressing "Q" will permit the one explorer to leave the maze and rejoin the rest of the expedition.

Bear in mind when playing Expedition Amazon that time is constantly passing by. While there is no "pause" control, you can temporarily suspend the passage of game time by going into the camp mode.

One final piece of advice that was passed on by a dying explorer found wandering in the jungle: Make your own maps!

Expedition Amazon
for Apple II series and Commodore 64 computers
  by Willard Phillips
Programmed by David Shapiro and Willard Phillips
Full screen graphics by Greg Malone

Out story begins --

Flint University's department of archaelogy, under the direction of Professor Jonathon Arrowhead, is dedicated to a singular and highly limited goal: the discovery of the fabled lost city of Ka. According to Arrowhead, while watching "In Search of Ancient Astronauts" it came to him that there existed a city buried beneath the jungle in Peru, near a recently discovered Incan religious center. He named the lost city Ka because he believed that the Incas learned their advanced mathematical and astrological science while "in Ka." Professor Arrowhead spells Inca "INKA". He also spells Indian "INJUN".

Flint University is therefore advertising for applicants to join archaeological teams bound for Peru to search for the lost city. Teams are made up of four members, each assigned a special function. One member is the Field Assistant, who corresponds with Professor Arrowhead and directs the search. Another is the Medic, who is responsible for the medical care of the teams. The third is the Radio Operator, and the fourth is the Guard. These team members are given three days' training prior to being flown to Peru.

Upon completion of the course, the team is flown to Iquitos, Peru, on the Amazon River. They are given limited funds to purchase their supplies and urged to "find Ka at any cost".

There are no rules in the Amazon jungle. Success is based on logic and common sense. Teams must give careful thought to how they spend their funds, and when to return to Iquitos for more equipment. The assigned area of exploration consists of ten map sectors of jungle. When a minimum number of square meters of a map sector is explored, the sector becomes a permanent part of the team's map portfolio. If a sector is left before the minimum is explored, the entire map is lost.

A team member's level of expertise and energy level are based upon successful exploration (square meters explored) and prowess in battle (natives defeated). As a member's level rises, so does skill and knowledge. This is particularly true of the Medic and Guard.

For $2000 the Helicopter Service in Iquitos will pick up a team in the jungle and fly it to Base Camp. Of course it's necessary to have a radio and Operator to call for his service, and be warned that the choppers don't receive the best maintenance (there have been crashes).

If a team owns Loran equipment, the Radio Operator can determine position relative to Base Camp.

Finally, a few tips learned from earlier team members:
1. Don't go into tunnels without light and tools.
2. Don't swim in the Amazon.
3. Certain architectural features, such as trapdoors, stairwells, and crypts, tend to be oriented in particular compass directions.