

UJLYSSES™

AND THE GOLDEN FLEECE



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AND THE
GOLDEN
FLEECE™***

By Bob Davis and Ken Williams

It was a long time ago, a time of pagan gods and miraculous deeds.

I, Ludicrous, was there. Just a boy, mind you. I watched as the ships, filled with victorious warriors, returned from two decades of battle.

Among them was Ulysses, conqueror of Troy. Here was an adventurer without equal, a mortal favored by the gods.

Later, when it was time to choose a profession, I apprenticed to a powerful seer. I learned his secrets of the future and the past.

That is how I've come to live through the ages, to survive until the 20th Century. But even master sorcerers and seers must surrender their powers, and I have chosen you.

First, you must prove your fitness to carry on the powers I've borne throughout the ages. You must become Ulysses. Your task: to find the Golden Fleece and return it to the King.

The perils are many and your foes powerful. But with courage, logic, intuition and perseverance, you can survive and take with you the secrets of sorcerers.

Now sit back, close your eyes, and I'll spin a spell to open time's portal. . .

*Neptune's potion, Pluto's dust,
Ancient maps foil Furies' gusts.
Dragons and gems, classical Greece,
Ulysses reborn to capture the Fleece!*

Y*ou are Ulysses, adventurer brave and bold. In a dream
planted by the gods you have learned of the Golden Fleece,
a prize beyond value.*

*The gods have bid you to find the Fleece and return it to the
King. But first, you must overcome certain obstacles. One slip,
one wrong turn and. . .well, it could be your last.*

*Your journey begins in the King's town, where you must find a
crew and buy supplies before setting sail.*

*Fair winds push your craft far out to sea. Then a hurricane
appears off the bow, forcing you to either alter course or brave
the high winds and rocky seas.*

*If you should survive the elements, another task awaits you on
the Island of Storms. There, you'll need to find certain items with
mystical qualities.*

*Then on to Colossal Island and the Fleece -- but beware the
Sirens, the Cyclops and the fierce protectors of the Golden
Fleece, the Skeletons.*

*As in all adventures, watch for passwords and items along the
way that might be keys to your survival.*

TAKE HEED, PLOT YOUR PROGRESS

Y*ou, Ulysses, must plot your own path to Colossal Island
and the Golden Fleece.*

*Be forewarned! The way is treacherous and the journey long.
It cannot be accomplished in haste.*

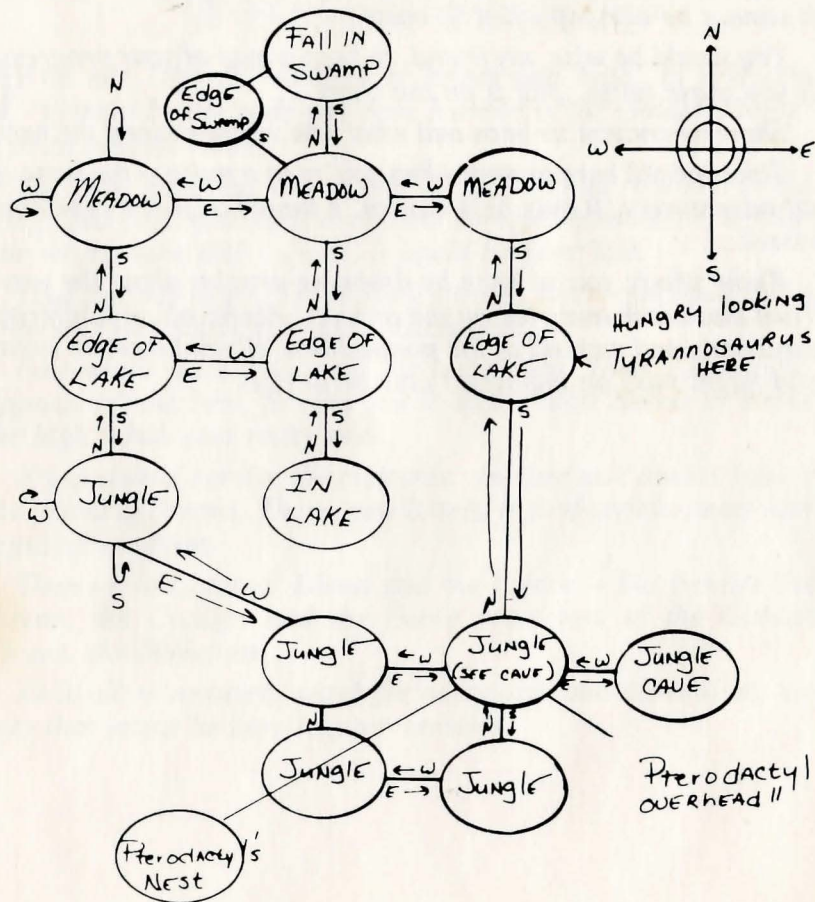
*You would be wise, my friend, to keep a map of your progress.
If you move north, plot it on the chart.*

Show where you've been and what you've done along the way.

*Take special care to map when you're in a maze -- the bane of
all adventurers. It may be a cavern, a tunnel or just a repeating
visual.*

*Know where you've been by dropping articles along the way.
Then backtrack and pick up the articles. Above all, try different
directions and map all of the possibilities. If you forget an area,
you might miss an important clue or device.*

Examine the typical map I've drawn for you.



SOME FRIENDLY ADVICE

Before embarking on your journey, check your inventory. Do you have everything you'll need for such a long voyage?

Knowing a bit of mythology and the Classics -- a familiarity with Ulysses' adventures -- also will help you survive.

As with many classical Greek heroes, you will be required to perform certain superhuman feats and to use magical substances to overcome malicious gods and evil creatures. Remember, logic will not always work because the gods are not always logical.

Nor are all of the people you encounter honest; some want their palms crossed with silver before giving you valuable information.

Should you be hopelessly lost and are ready to admit defeat, telephone Sierra On-Line for a guiding hand.

Have a safe journey, oh noblest of adventurers!

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