ULYSSES

AND THE GOLDEN FLEECE

COM 64 - PLAYER GUIDE
BY BOBBIT!

LOADING INSTRUCTIONS

1. Check to make sure there is no cartridge in your cartridge slot.
2. Turn on the power to the disk drive; when the light goes off, turn on the monitor, then the computer.
3. Insert your Ulysses and the Golden Fleece disk into the drive and close the door.
4. Type ◄LOAD"✱",8,1►, then press ◄RETURN►.

COMMANDS FOR THE HERO

Your computer will be your hands, eyes and ears, but it only understands one or two words at a time. If you make a mistake when you give it directions, use the INST DEL Key to erase key strokes.

Different directions use only a single letter	North ◄N►
	South ◄S►
	East ◄E►
	West ◄W►
	Up ◄U►
	Down ◄D►

Sometimes a direction may not be enough. To go into a house,	◄GO HOUSE►
If an acrobatic feat is required,	◄JUMP►, ◄FLY► or ◄SWIM►
You may meet someone who has information.	◄TALK GUARD►
You may need an object you see along the way.	◄GET KEY►
If you choose to leave it behind,	◄DROP KEY►
Pay close attention to details. To see a better scene, type and a description may appear.	◄LOOK►
To see an object closely,	◄LOOK TREE►
Your command to cut down a tree may prompt your computer to ask "With what?" Answer:	◄WITH AX►
If there is more description than there is room for on the screen, the monitor will beep. To see the remaining text, press:	◄RETURN►
If you wish to look into the past, you can review the previous 24 lines of text. Press:	◄RETURN►
To go back to the scene again, press:	◄RETURN►
To check your inventory during your journey:	◄INV►

MAGIC OF YOUR OWN

Formatting or Preparing a "Saved Game Disk"

In order that you might quit and take a rest, or to protect against being trapped in a maze or being killed, save your game often. Games are saved on a separate disk. Use one with information that you do not need, because it will be erased when it is formatted.

You will need to format (prepare) your "saved game disk" only once. Any time during the game, take out your Ulysses and the Golden Fleece disk and insert a blank disk. In the space for commands,

<p align="center">TYPE ◄INIT DISK►</p>

Replace the "saved game disk" with your Ulysses and the Golden Fleece disk to return to the game.

Saving a Game

The game can be saved almost any time during the game and should be saved often. To save a game,

<p align="center">TYPE ◄SAVE GAME►</p>

You will be instructed to put your "saved game disk" in the drive and enter a set of characters to identify your game. For instance, you might name the first cave you enter "CAVE #1."

<p align="center">TYPE ◄CAVE #1►</p>

The game will be saved, and you may then put Ulysses and the Golden Fleece back in the drive.

<p align="center">PRESS ◄RETURN►</p>

(Note: Once you have used a set of characters to label a saved game, you may not use that name again.)

Restoring Your Game

To regain your previously saved game while playing the game, or after you've quit and come back to it,

<p align="center">TYPE ◄RESTORE GAME►</p>

at the command prompt. You will be asked to take out your Ulysses and the Golden Fleece disk and insert your "saved game disk."

<p align="center">TYPE ◄CAVE #1► (the name of your saved game)</p>

Now take out your "saved game disk," and reinsert your Ulysses and the Golden Fleece disk into the drive, and

<p align="center">PRESS ◄RETURN► (Once)</p>

You will be returned to the frame where you saved your game.

<p align="center">All American
ADVENTURES</p>