

instructions for

WORLD OF ODYSSEY

by Mark Capella

PROGRAM DESCRIPTION

This is the game of Odyssey. It is a game of fantasy and fiction, combined together to produce an amazing world in which magic, devils, and dwarves can be very real, and sometimes deadly things.

Enjoy the game, as it creates your wonder world, but remember: some people go into mazes, never to return!

LOADING AND RUN INSTRUCTIONS

1. Boot the Disk Operating System (if necessary).
2. Type RUN ODYSSEY and press RETURN.
3. The message: WHAT IS THE SLOT AND DRIVE NUMBER OF THE DATA DISK : will appear.
Respond with the slot number and drive number s,d. See NOTE below
4. The message: DO YOU WISH TO PLAY FROM A PREVIOUSLY STOPPED GAME : will appear.
The program has the capability of saving the game status should the user find it necessary to stop the game for some reason. This will be explained below. The response is Y or N.
The response of N will cause the game to start at its beginning.
The response of Y will cause the message: WHAT IS THE NAME OF THE DATA FILE : to appear. The response is the name of the Data File the user typed in paragraph # 7.
The program will then restore the user to the position he was at when he typed QUIT.
5. By typing HELP you will be given additional information to help you move and manipulate objects.
6. By typing INVENTORY you will be given a list of all items in your possession.
7. By typing QUIT you may stop the game at any point. The message: DO YOU REALLY WISH TO QUIT will be displayed to give the user a second chance. If the response is Y then the message: PLEASE FLIP THE DISK AND PUSH RETURN: will be displayed. The message: DO YOU WISH TO PRESERVE THE STATUS OF THIS GAME FOR FUTURE PLAY : will be displayed. The response of N will end the game. The response of Y will cause the message: WHAT SHALL I NAME THE DATA FILE : will be displayed. This requests the name to be given to the file that will contain the current status of the game for re-execution at a later date. See paragraph #4 above.

NOTE: The program uses both sides of the diskette. Side one contains the actual program and any of the data files that would be used to restart the game. Side two contains the Room Data (Data Disk) and must not be written to.

REQUIREMENTS

Applesoft II in ROM, 48K of memory and Disk II.

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WORLD OF ODYSSEY

A new ADVENTURE game utilizing the full power of DISK II, which enables the player to explore 353 rooms on six different levels full of dragons, orcs, dwarves, goblins, gold and jewels. Restart game where last left off
REQ. DISK II; 48K; APPLESOFT in ROM/CARD