

ULYSSES AND THE GOLDEN FLEECE™
APPLE - PLAYER GUIDE
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LOADING INSTRUCTIONS

Disk (1)

1. Label side up with your thumb on the label, insert Side A of Ulysses and the Golden Fleece into the drive. Close the door to the drive.
2. Turn on the power to the monitor and the computer.
3. You will then be asked to insert Side B. Then,

PRESS ◀ANY KEY▶

You are now ready to begin your journey.

Note: Side B can be duplicated. We strongly recommend that you do so. Use the COPYA routine from your Systems Master or other copy program to make a backup copy.

COMMANDS FOR THE HERO

Throughout your journey, your computer will be your hands, eyes and ears. It is your steadfast friend, but it only understands one or two words at a time. Also, unless otherwise stated, follow all commands with the ◀RETURN▶ key.

Different directions use only a single letter.

North ◀N▶ Up ◀U▶
South ◀S▶ Down ◀D▶
East ◀E▶
West ◀W▶

Sometimes your friend desires a more definitive direction. To go into a house, type:

◀GO HOUSE▶

Acrobatic feats may be required at times when you are on unsure ground. Give your friend a single command. Type:

◀JUMP▶, ◀FLY▶ or ◀SWIM▶

You may meet others, such as guards, who may or may not have messages for you. Command them to speak. Type:

◀TALK GUARD▶

To survive, you may need mystical objects you see along the way, such as a key. Type:

◀GET KEY▶

If you choose to leave it, type:

◀DROP KEY▶

There may be pitfalls during your adventure. Therefore, pay close attention to details. To see a scene better, type:

◀LOOK▶

To see an object closely, such as a tree, type:

◀LOOK TREE▶

Answer your friend's questions with direct answers. Your command to cut down a tree may prompt your friend to ask "With what." Answer him with:

**◀CUT TREE▶
◀WITH AX▶**

If there is more description than there is room for on the screen, the computer will print the first four lines and then beep. For the remaining text, press:

◀RETURN▶ (Once)

If you desire to look into the past, you can review the previous 24 lines of commands and descriptions. Press:

◀RETURN▶ (Once)

To go back to the scene again, press:

◀RETURN▶ (Once)

MAGIC OF YOUR OWN

Formatting or Preparing a "Saved Game Disk"

So that you might take a rest, or worse, should you die, save your game often. Games are saved on a separate disk. Use one that you do not need, because all will be lost 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,

TYPE ◀INIT DISK▶

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 most any time during the game. To save a game,

TYPE ◀SAVE GAME▶

You will be instructed to put your "saved game disk" in the drive and enter a letter to identify your game.

TYPE ◀A - O▶

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

PRESS ◀RETURN▶ (Once)

Restoring Your Game

To regain your saved game at any time, use the loading instructions as before and

TYPE ◀RESTORE GAME▶

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

TYPE your letter (A-O) for your game

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

PRESS ◀RETURN▶ (Once)

You will be returned to the frame that you saved.

ONE LAST FRIENDLY WORD

Any time during your journey, you can check your inventory. To do this,

TYPE ◀INV▶