

HI-RES ADVENTURE #4

ULYSSES

AND THE GOLDEN FLEECE

48K
DISKETTE
APPLE II/II+
DOS 3.3 ONLY



SIERRAVENTURE

ULYSSES

AND THE GOLDEN FLEECE

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Atari conversion by
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Ulysses and the Golden Fleece © 1981, Sierra On-Line, Inc.

ULYSSES AND THE GOLDEN FLEECE

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

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

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

It was a time of powerful sorcerers and seers, and I learned their secrets of the future and the past.

That is how I've come to live through ages of triumph and tribulation, 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 through the ages. You must become Ulysses; your task, to find the Golden Fleece and return it to the King.

The perils are many, your foes powerful, but with courage, logic, intuition and luck, 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
Guard ancient maps to avoid Furies' gusts
Dragons and gems, classical Greece,
Ulysses reborn to capture the Fleece.

You are Ulysses, adventurer brave and bold. Through a dream planted by the gods, you have learned of the Golden Fleece, a prize beyond value.

Through your dream, the gods have bid you to find the Fleece and return it to the King. But first, you must overcome certain obstacles. One failure, 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. Before you a hurricane appears off the bow, leaving a choice of altering course or braving the high winds and rocky seas.

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

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

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

To load the game* insert Side A of your adventure disk into the drive and turn on your computer. In a moment, you will be told to insert Side B. Do so, and press ◀RETURN▶. You are now ready to begin your journey.

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 back-up copy.

* Atari users have received two disks. To begin, insert Side A of the first disk into the drive and turn on the drive and the computer. Make sure that there are no cartridges in the cartridge slots. You will then be asked to insert Side B. Do so and press ◀RETURN▶. You are now ready to begin your journey.

** Atari users can duplicate Sides B and C. Side C has a built-in copy routine. Just insert Side C, turn on the drive and the computer and follow the prompts to copy Sides B and C.

YOUR COMMAND IS MY DESIRE

Throughout your journey, your computer will be your hands, eyes and ears. Command, and it will obey.

It is a steadfast friend with a large vocabulary, but alas, it only understands commands of one or two words.

Different directions take but a single letter: N for north, S for south, E for east, W for west, U for up and D for down.

Your computer companion sometimes desires a more definitive answer of where you want to travel. If you wish to go into a house, command GO HOUSE.

At times the terrain will require acrobatic feats: command your computer with a single command - JUMP, FLY, SWIM.

At times, you'll meet others - some evil, some good - such as a guard. They may have important messages for you - command them to speak: i.e., TALK GUARD.

Watch for objects along the way: many have mystical qualities, without which you might not survive. Should you see a key, for instance, command your computer hand to GET KEY. If you decide you want to leave it, tell the computer to DROP KEY.

Many of your adventure's pitfalls will be avoided by taking a closer look at various scenes. If you wish to examine an object, such as a tree, command LOOK TREE.

If your computer should question you, give it direct answers. A tree may need to be cut down: command CUT TREE. Your aide questions "with what:" WITH AX.

Sometimes there will be more description than there is room for text on the screen. If this is the case, the computer will print the first four lines and beep. Press ◀RETURN▶ for the remaining text.

Should you ever desire to look a bit into the past, you can review the previous 24 lines of command and description by pressing ◀RETURN▶; go back to the scene by pressing ◀RETURN▶ again.

Remember, my adventurous friend, keep your commands simple - one or two words.

TAKE HEED, PLOT YOUR PROGRESS

You, Ulysses, must plot your own path to Colossal Island and the Golden Fleece.

Be warned! The way is treacherous and the journey long. It won't be accomplished in haste.

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

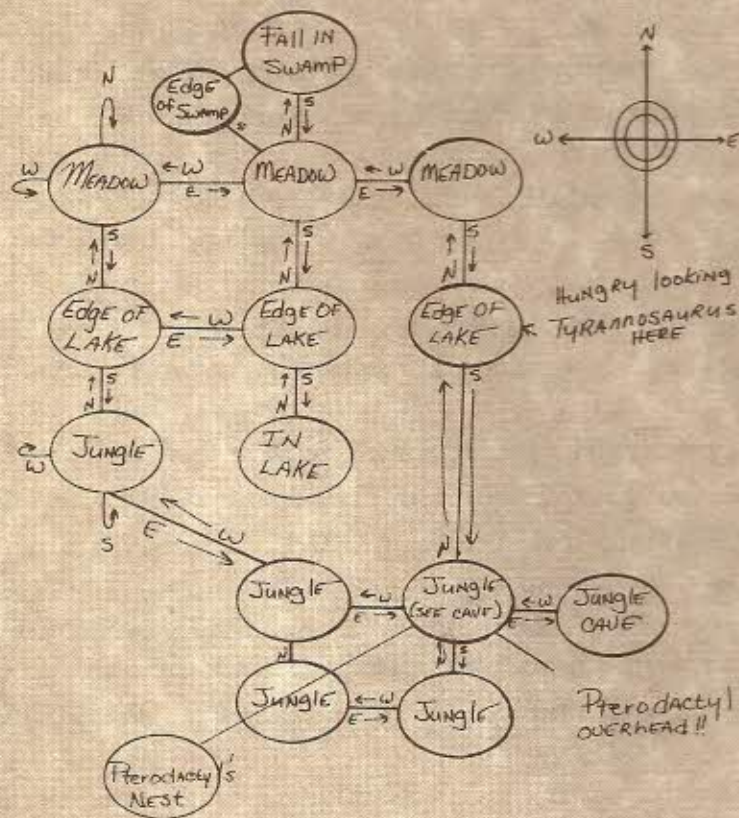
Show where you've been and what you've done along the way.

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 different possibilities. If you forget an area, you might miss an important clue or device.

Examine the typical map I've drawn for you.



A GAME SAVED IS A GAME CONQUERED

So that you might take a rest from your adventure without having to start over - or worse, should you die - save the game periodically.

Games are saved on a separate disk - NOT the game disk. Make sure the disk on which you save games is not needed, because everything will be lost when it's formatted. At anytime during the game, insert a blank disk into the drive and type INIT DISK in the space for commands. You will then be told to replace the adventure disk. You only need to perform this step once.

To save a game, command the computer to SAVE GAME. You'll then be asked to insert your saved-game disk and select a letter from A to O for Apple (from A to L for Atari) to save the game under. Press ◀RETURN▶. You will then be asked to replace the adventure disk and press ◀RETURN▶.

To regain your saved game, boot the game disk as before. Then command RESTORE GAME. Again you'll be told to replace the game disk with the saved-game disk. Type the appropriate letter - remember, A to O for Apple (A to L for Atari). You'll then be asked to replace the game disk. Press ◀RETURN▶ and you'll return to the frame you saved.

SOME FRIENDLY ADVICE

Before trying to embark on your journey, check your inventory. You can do this by typing INV ◀RETURN▶. 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'll be required to perform certain superhuman feats and to use magical substances to overcome evil gods and malicious 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 become hopelessly lost and ready to admit defeat, telephone Sierra On-Line for a helping hand.



ULYSSES

AND THE GOLDEN FLEECE

by Bob Davls & Ken Williams

Protected by the gods, the "GOLDEN FLEECE", legendary treasure of ancient mythology, has been kept from man for many decades. Many valient men have attempted its recovery, but none have been successful in possessing it for any amount of time.

The setting is ancient Greece and YOU are Ulysses. The king has requested an audience with you, to assign you the task of retrieving the "GOLDEN FLEECE", and returning it safely to him.

On your voyages you will encounter many of the same foes dealt with by your predecessors. (The wicked "Sirens", whose beautiful songs lure unsuspecting seamen to their deaths on the island's treacherous shores; the Cyclops, son of king Neptune; Pluto, mythological god of the underworld and others).

Highlighting your journey is an encounter with the magnificent winged horse "PEGASUS."

Legend acclaims ULYSSES as the most daring and skilled seaman of all time. Clad in a pocketed "TOGA" and chain armor, it's up to you to prove it!



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