

Expedition AmazonTM

by Willard Phillips

What is a Fantasy Role Playing Game?

A Fantasy Role Playing Game is a game in which the player assumes the identity of a character within the fantasy world of the game itself. Such a character is usually formed by assigning random values to special characteristics such as Strength, Wisdom, Intelligence, Luck, or Charisma. These characteristics in turn determine the capability of the character in combat, negotiation, and encounters with other beings.

Once a character (or several characters, depending on the game) has been established, the player is then charged with keeping his or her character(s) alive in the face of overwhelming hazards. As the character progresses in the game, it usually will overcome enemies in combat and find some sort of monetary reward in the form of treasure. Successfully accomplishing either or both of these objectives will generally result in increased experience for the character and consequently in increases in the characteristics that govern the character. Thus, the longer you can keep a character alive, the more powerful that character will become.

In the case of computer Fantasy Role Playing Games, there is generally a specific goal for the character(s) to accomplish to win the game; and this goal can usually only be reached by carefully nurturing a character until it is of sufficient power to overcome the most assuredly dreadful guardians blocking the path to final victory.

Fantasy Role Playing Games can be set in any fantasy world, although the favored settings are usually medieval worlds in which magic is a fact of life, or outer space where advanced technology is commonplace. But in fact, a fantasy role playing game can take place in any setting and any time period, be it based on fact or fiction. The identifying marks of a Fantasy Role Playing Game are the ability to generate characters, and the ability for those characters to rise in level and thus increase in ability. This makes it hard to part with a character that has been carefully built up in prowess over several game sessions, and leads to a greater degree in caring for your characters than in any other type of game. Most of all, it makes for a game that is fascinating, frustrating and almost never the same every time you play it. Enjoy.

PROLOGUE

In 1981 Thomas Tarsand discovered oil on his armadillo ranch just outside of Austin, Texas. Within six months his relationship with the Federal Government changed from taking food stamps to paying 70% income tax. Feeling no gratitude for the many years that Uncle Sam supported him with subsidy payments on his money-losing armadillo crop, Thomas looked around for some way to avoid paying his enormous tax bill. Thus was born Flint University, named for the second largest crop produced on the Tarsand ranch. Funded by a \$60,000-a-year philanthropic grant from Thomas, Flint U. has a Department of Archaeology with one part-time professor, and except for the Registrar/janitor/bookkeeper, that's it.

The part-time professor, Jonathon Arrowhead, was granted his Ph.d. in 1980 after several months of intensive study with an advanced California university. This university bestows degree credits for life experiences such as birth trauma, job hunting, marriage, divorce, prison time, etc. Having experienced all of these and a variety of others, Professor Arrowhead graduated summa cum laude for \$2000 and a roll of stamps. He celebrated by getting married for the fourth time and taking his new bride to Astroworld for their honeymoon. While in Houston, the newlyweds went to see "Raiders of the Lost Ark." The next day Arrowhead bought himself a slouch hat, leather jacket, & lace-up boots and applied for the part-time teaching post at Flint.

Our story begins —

Flint University's department of archaeology, under the direction of Professor Jonathon Arrowhead, is dedicated to a singular and highly limited goal: the discovery of the fabled lost city of Ka. Professor Arrowhead, after thoroughly researching the subject of the Inca civilization at the Nihil lending library, propounded a unique and heretofore unknown theory, wherein the Incas achieved their high degree of civilization due to the influence of an extraterrestrial civilization. According to Arrowhead, while watching "In Search of Ancient Astronauts" and smoking grass, it came to him that there existed a city buried beneath the jungle in Peru, near a recently discovered Incan religious center. He named the lost city Ka because he believed that the Incas learned their advanced mathematical and astrological science while "in Ka." Professor Arrowhead spells Inca "INKA". He also spells Indian "INJUN".

Flint University is therefore advertising for applicants to join archaeological teams bound for Peru to search for the lost city. Teams are made up of four members, each assigned a special function. One member is the Field Assistant, who corresponds with Professor Arrowhead and directs the search. Another is the Medic, who is responsible for the medical care of the teams. The third is the Radio Operator, and the fourth is the Guard. These team members are given three days' training prior to being flown to Peru. They learn how to load and fire a pistol, to paddle a canoe, to run very fast, draw a map, and recognize a pyramid. Each member receives special training also. The Medic is shown how to find the little red thread on the side of a band-aid cover, and how to open a child-proof top on an aspirin bottle. The Radio Operator learns where the on-off switch is and how to use technical jargon such as "over", "out", and "10-4 Good Buddy". The Guard is taught to fire an automatic rifle. They all learn to pull the pin from a grenade with their teeth, and how to bargain in Spanish.

Upon completion of the course, the team is flown to Iquitos, Peru, on the Amazon River. They are given limited funds to purchase their supplies and urged to "find Ka at any cost".

There are no rules in the Amazon jungle. Success is based on logic and common sense. Teams must give careful thought to how they spend their funds, and when to return to Iquitos for more equipment. The assigned area of exploration consists of ten map sectors of jungle. When a minimum number of square meters of a map sector is explored, the sector becomes a permanent part of the team's map portfolio. If a sector is left before the minimum is explored, the entire map is lost.

A team member's level of expertise and energy level are based upon successful exploration (square meters explored) and prowess in battle (natives defeated). As a member's level rises, so does skill and knowledge. This is particularly true of the Medic and Guard.

For \$2000 the Helicopter Service in Iquitos will pick up a team in the jungle and fly it to Base Camp. Of course it's necessary to have a radio and Operator to call for this service, and be warned that the choppers don't receive the best maintenance (there have been crashes).

If a team owns Loran equipment, the Radio Operator can determine position relative to Base Camp.

Finally, a few tips learned from earlier team members:

1. Don't go into tunnels without light and tools.

2. Don't swim in the Amazon.
3. Certain architectural features, such as trapdoors, stairwells, and crypts, tend to be oriented in particular compass directions.

PLAYING THE GAME

First boot the disk *ON SIDE 2* by placing it in disk drive and turning the computer on.

Press the spacebar after viewing the title page. You will then be asked if you wish to continue a game, start a new expedition, or view an illustration. Upon choosing to start a new expedition, you will be flown to Nihil, Texas to recruit expedition members.

Step 1 - Make up a team of four members at Flint University.

Step 2 - Fly to Iquitos and purchase equipment at the trading post.

Step 3 - Ride the side-wheel paddle boat up the Amazon to base camp.

Step 4 - Explore the ten assigned sectors of jungle, attempting to fully map each sector without leaving it, so that it becomes a part of your map portfolio. When you run low on supplies, return to base camp and catch the paddle wheel back to Iquitos. Sell the treasure you've found, and purchase more supplies and equipment.

Step 5 - When your team members seem strong enough, and when they have sufficient equipment, begin to explore the tunnels beneath the pyramids. In the burial crypts in the tunnel you will find clues to help you complete your quest.

Step 6 - Discover the secret entry point to the tunnel maze that contains the door to the Lost City by mapping the maze (watch for hidden clues), and prove that Professor Arrowhead isn't the nut we all believe him to be.

A. At Flint University, your first option is to see illustrations. You may want to answer (Y)es the first time you play, and (N)o later. You get the choice each time you start the game.

Next you have a choice between starting a new expedition, or continuing an old one. Two expeditions can be in existence at the same time, and can compete (see B below). If two expeditions exist, and you attempt to start a new one, you will be offered the option of disbanding one of the old ones. If you disband one, it is totally erased from record and cannot be recalled. The expeditions are labelled A and B, and it's up to you to remember which is which.

If you start a new expedition, you are offered a choice of difficulty level from 1 through 9. One is very easy, and nine is very hard. The choice is yours.

B. At Iquitos you can review your expedition's progress and visit the trading post.

The information displayed when you review your expedition is straightforward. Find Value is the total of all the treasure you've discovered and sold. ER factor is a relative number based on treasure found, meters explored, time elapsed, members lost, and map sectors mapped. It can be used to determine which of the expeditions in progress is the most efficient.

At the trading post you may sell your treasures (artifacts) to Pedro, sell your equipment and supplies (equipments), or purchase something. Any supplies or equipment sold back to Pedro are at half price.

Each medical kit will provide one treatment for one member. Lamps are breakable, and batteries wear out. Ropes break, and food is used up. Boats sink, and natives steal anything that isn't nailed down, so plan accordingly.

ADDITIONAL INFORMATION

C. When your team is in the jungle, data will be displayed at the bottom of the screen. On the left is shown the hours and days spent exploring, and the total square meters explored. In the center are the Energy Levels of the four team members. On the right are the keys used to move (I = Up, J = Left, K = Right, M = Down). Pressing "N" will activate the Loran navigational equipment if you have it (and a qualified Operator), "C" will put you in camp mode. If you are almost anywhere but in the exact location of base camp, camp mode offers these options:

1. Radio for helicopter to pick you up and fly you to base camp (you must have a radio, a radio operator, and \$2000 cash).

2. Render medical aid to injured or diseased team members (you must have a medical kit and a Medic). It takes one medical kit to heal one member. When you are shown the Energy Levels of the expedition members, you will sometimes see a number marked "D & D". This refers to the number of points of Disease & Damage the character has accumulated. If these points are not cured with a medical treatment, they will be subtracted from that character's Energy Level total at the end of each 24-hour (game time) period.

3. Review your equipment.

4. Change the speed with which the messages are displayed. As you become familiar with the various prompting messages, you might want to decrease the delay time for reading. In the beginning, you can use the manual mode, wherein the message doesn't change (and action doesn't continue) until a key is pressed.

D. Battle: In the jungle and upper pyramid levels, the battles are carried out as follows:

1. In an ambush you will not be able to tell how many natives are attacking you. In the case of a face to face encounter, you will be able to tell how many natives oppose you.

2. The natives attack in three stages, first with arrows, then spears, and finally in hand-to-hand combat.

3. Each expedition member is allowed to use a pistol (up to six shots), a grenade (if you own any), a knife (if the natives are engaging in hand-to-hand combat), or if it's a Guard, an automatic rifle (if you own one) capable of firing 20 shots per clip. Be warned that grenades are explosive by nature and can wreak havoc on your team if used in close quarters!

In the final maze, action is animated. Only one expedition member is allowed to enter the maze, and must find the door to the Lost City of Ka. The commands in this part of the game are: "E" to Enter a hallway; "R" to Reverse direction of travel; "S" to Stop walking; "W" to begin walking; "V" to View the opposite wall. Pressing "Q" will permit the lone explorer to leave the maze and rejoin the rest of the expedition.

Bear in mind when playing Expedition Amazon that time is constantly passing by. While there is no "pause" control, you can temporarily suspend the passage of game time by going into the camp mode, otherwise a visit to the refrigerator can result in the demise of an expedition from accumulated disease and damage points or lack of food. Each time a day elapses, these two factors come into play.

One final piece of advice that was passed on by a dying explorer found wandering in the jungle: Make your own maps! The tunnels beneath the pyramids are particularly treacherous and contain many traps. It helps to know where they are....

Disk Replacement

If the Expedition Amazon disk should fail within 60 days of purchase, return it to Penguin Software for a free replacement. After 60 days, please return it with \$5 and we'll rush a new one to you right away. We feel this is a fair replacement policy for entertainment software and is in line with our policy of not copy-protecting our applications software. Please help us by not copying our entertainment software and not making any copies of our applications software except for your own use as backups.



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