

SCOTT ADAMS PRESENTS

THE KINGDOM OF MYRRH SERIES
OF COMPUTER PROGRAMS

#1 OLIN IN EMERALD

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INTRODUCTION

The Kingdom of Myrrh has always been a wonderful, peaceful place, a place where nothing bad ever happened. Then, one day, the evil sorcerer, Vargor, kidnapped the King of Myrrh and took him far away to the Isle of Naug. None of the people who live in this land of Myrrh know how to find their King. That is why they need your help. Your job, should you choose to accept it, is to find King Olin and rescue him from Vargor.

Before you say you'll do it, there are some things you should know. The Isle of Naug is very far away, and you will have to travel far and wide to get there. It is a dangerous journey, but luckily, you will not be alone. Anara, a wise woman, and your friend, will guide you.

Along your way, you will find some things which will help you rescue King Olin. Look at these things very carefully, and take them with you if you wish. And remember: please be very careful out there!

THE GAME

OLIN IN EMERALD is easy and fun to play. All the directions are shown on the screen at the beginning of the game. Here are some helpful hints that will make playing the game even more of an enjoyable learning experience.

After you have "booted" the disk - that is computer talk for loading the program into the computer - you will see the instructions for playing the game on the screen. Generally, you will use the space bar to select the number of the choice you wish to make. Use the RETURN key to enter your choice and to move to the next part of the story. Sometimes you will be asked to answer some questions. When that happens, type in the answer and then use the RETURN key to go on.

When you have finished reading the instructions on the screen, you will be asked if you wish to start a new game, or finish an old game. If this is your first time playing, select "Start a New Game."

OLIN IN EMERALD is divided into ten chapters. Each chapter will have a number of clues for you to find as you look for King Olin. When you think you have found all the clues in that chapter, you must find Anara. She will tell you whether or not you can go on to the next chapter. You can safely stop playing the game at this time, or continue.

When you want to play again, always start with side 1 of disk 1 in the computer first. Read the instructions on the screen, then be sure to select "Finish an Old Game." Next, you will be asked to select the chapter you wish to play. Do this by moving the cursor - the blinking square - with the space bar, and then entering your choice with the return key. Follow the instructions on the screen, and insert the correct disk in the drive. After the program has loaded, you can begin to play!

A SPECIAL MESSAGE FOR PARENTS

We hope you will be pleased by the non-violent, non-sexist and educational themes presented in OLIN IN EMERALD. Like most things, you can enhance the value of this program by sharing it with your child. Children will enjoy playing OLIN IN EMERALD more after they fully understand the instructions and the story. While we have made our directions as clear and concise as possible, we think spending some time explaining the game to your child will result in increased enjoyment for all.

Younger children might also need some help with some of the vocabulary in OLIN IN EMERALD. For example, new words such as Anara, Myrrh, or Kingsfaire might be difficult for some youngsters. Your assistance will minimize any confusion these words might cause.

OLIN IN EMERALD was written with many educational objectives in mind. Beside involving reading and logical thinking skills, the game requires some map reading and drawing ability. The next section contains some hints on drawing a map of Myrrh; we suggest you spend some time showing your child how to draw a map using our system.

Finally, let us repeat our suggestion that you spend time sharing in your child's excitement. We think you will enjoy the game, and we know the time spent with your child will be enjoyable for both of you.

USEFUL METHOD FOR MAPPING ADVENTURES

Each location is represented by a box with the name of the location in it, and all original items you found in it should be noted alongside.

You might indicate the direction leaving the box (North, South, East, or West) with the first letter of the direction. The above shows that it is East from the opening scene to the Forest.

Since you can only go in that one direction, put an arrow at the end of the path.

This indicates that after you speak with the Elf, you cannot return and question him again from that direction!

Here is the best way to use this system. Upon entering a location, draw a line representing each possible exit and its direction. Later you can connect them to other locations as you continue your exploration.

The advantage is that you will not forget to explore an exit once you get past your initial probe. Another advantage to this system is that you never need to redraw your map as you stick extra locations anywhere on your paper.

We hope you will find this an easy system to use. You should find that once you start using it, you spend less time mapping or wandering around lost!

Loading instructions for the Apple II/+e

Turn on computer, and insert the Olin in Emerald diskette into Drive 1, label side up. The program will run automatically.

Loading instructions for the Atari

Turn on all equipment except computer. When the red busy light on the disk drive goes off, insert side 1 disk into the drive and turn the computer on. The program will load automatically & all further instructions will be on the screen.

P.S. Graphics routines from Penguin Software's Graphics Magician written by Mark Pelczarski, David Lubar, and Chris Jochumson were utilized in this program.

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bring it with you and that your initial
check, another advantage, is that it is not
too heavy and it is not too big. It is not
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We hope you will find this as easy as we
did. You should find that once you start using
it you will find it very easy to use. It is
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