

REEDY SOFTWARE

MICHIGANA JONES

And The House of Misteree

TEXT ADVENTURE

FOR USE WITH ADAM™

MAKING A BACKUP

Before you play Michigana Jones, you should make a backup copy of it. To make a copy, simply use any "image backup" backup utility (like our own KopyKat program). If you don't have a backup utility, you should get one -- it's important that you make backup copies of all your valuable software. Once you have made a backup copy of the Michigana Jones digital data pack (DDP) or disk, use that medium only. Store the original medium in a safe place.

LOADING MICHIGANA JONES

When you're ready to load Michigana Jones, you'll be happy to know it's auto-loading. Simply insert the Michigana Jones medium into drive #1 and pull **COMPUTER RESET**. The program will begin loading. After a few seconds, a title screen will appear while the rest of the program continues to load.

INTRODUCTION

Michigana Jones is a type of game known as a *text adventure*. In this game you take on the role of Michigana Jones. This game is a fun, mind-oriented adventure set in the surroundings of an old, abandoned house. The program will describe to you in words what is happening; you, in turn, use commands to tell the computer what you want to do.

THE SCENARIO

The story goes that an old man named Daryl Misteree spent most of his life in his house, which he built himself. The locals used to think (and still do) that he was a worlock. Two years ago he died. He had no relatives, so his estate became the property of the city. The city still owns it and can't sell it -- Everyone seems to think that it's haunted!

There's also a rumor that there's a valuable Golden Idol locked away somewhere in the house, but no one has ever attempted to find it. Enter you, Michigana Jones, brave adventurer! The city has hired you to prove that the house isn't haunted. Believing that there isn't a Golden Idol, the city has even agreed to let you keep it, should you find it!

GAME PLAY

The object of the game is to enter the "House of Misteree," gather clues, get the Golden Idol, and leave the house. You must do this without losing your life, and before your strength reaches zero.

Most of the action in Michigana Jones requires two-word commands (in VERB-NOUN form). Michigana Jones does have a limited vocabulary. Here are just some of the words that you should know: GET, DROP, I (for Inventory), EAT, DRINK, READ, and TURN ON. All but I and TURN ON require a second word (the object). I (for Inventory) will show you everything that you are carrying.

To walk around only requires a one-letter command (N for North, and the same first letter technique for South, East, West, Up, and Down). If you ever come across a clue, type *READ CLUE* (you can't do anything else with clues). Remember to type your commands in upper-case (put the CAPS LOCK on) and follow EACH command with a RETURN to enter it into the computer.

GAME HINTS

The Golden Idol (which you must leave the house with in order to win) is in a safe. Every monster takes a particular weapon to get rid of it. If you don't have the weapon for a particular monster when you enter the room, you must leave. All the clues (and a certain mad witch doctor) are all the things you have to know to solve this game. One enemy in particular (he's a hot one) takes a little tricky thinking to kill. The "House of Misteree" can be mapped out on paper as you move about (this is highly recommended). The house has four levels and 50 rooms (or places to walk).

GOOD LUCK AND HAVE FUN!

90-DAY LIMITED WARRANTY

Reedy Software warrants to the original purchaser that this ADAM *Digital Data Pack* or disk will be free of any defects in material or workmanship for 90 days after the date of purchase under normal use.

Reedy Software will replace this Digital Data Pack or disk free with the return of the damaged medium, dated invoice or receipt, and \$2.00 (to cover return shipping) within the 90 day warranty.

If your Digital Data Pack or disk requires repair or replacement after the 90 day warranty, please return the damaged medium and payment of \$6.00 for data pack or \$4.00 for disk to Reedy Software for a speedy replacement (add \$1.00 if you also need a new manual).

Please send a letter along with any returns explaining in detail the problem.

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