

**ESPIONAGE ISLAND
DISK VERSION**



**OWLS NEST
SOFTWARE**

WE GIVE A HOOT
OWLS NEST SOFTWARE
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32K EXT REQUIRED
RUN "ISLE"**

ESPIONAGE ISLAND is sold as is with liability limited to replacement of a defective disk for a period of 90 days. If after 90 days your disk will not load (even if you sat on it) we will replace it for only \$3.50 to cover media cost and postage. Simply return the original with a brief explanation of your problem. Include your \$3.50 and a replacement will be promptly sent by first class mail. Owls Nest Software shall have no liability with respect to loss or damage caused by this program.

Your disk is not "protected" and normal procedures may be used for backup. **ESPIONAGE ISLAND** may be copied and operated from tape if desired.

Your disk contains two copies of your program. If you should have difficulty loading **ISLE** try loading **ISLE1** which is your backup copy.

Every effort has been made to assure your program is crash free however if the program should break for any reason you may re-enter at the same location by typing - **GOTO15 (ENTER)**.

If you are not familiar with adventures you will find it much like reading a book where you are the main character. You move around from place to place and perform actions you might in a real life situation.

It is a good idea to make a map as you move around. Start with a large sheet of paper. Draw a square and note your starting location and any objects you may see. As you move add another square and note the direction you moved. You will eventually have a map with which you may return to a given area without a lot of guessing and backtracking.

Items are often hidden inside or under another item. After moving or taking an object something hidden under it may appear but you may not be advised. It will be "in the room" and will appear the next time the room is described. If you have just performed an action you think may have uncovered something, it is a good idea to type - **LOOK (ENTER)**.

Usually available directions to move are shown but some may not be obvious. To move in **ESPIONAGE ISLAND** use a single letter followed by **(ENTER)**. For example, to go north type - **N (ENTER)**.

Commands common to most adventures are "GET" "DROP" "INVENTORY" "LOOK" "READ", etc. Try a verb you think may work. Use two word commands. The first word is the verb and the second the noun. For example if you see a book you want, type - **GET BOOK (ENTER)**. To see what you are carrying at any time type - **INV (ENTER)** (for inventory).

If you perform many actions in the same room your room description and available directions may scroll off the screen. Simply type - **LOOK (ENTER)** or just plain - **L (ENTER)** and the screen will show your location and direction options.

The help command is entered as a single word. Typing - **HELP (ENTER)** may or may not give you some helpful advice.

ESPIONAGE ISLAND is very complicated and we have added three commands to aid in the event you are stuck. Save them until you are desperate to avoid taking away part of the challenge. The command - **VERBS (ENTER)** will supply a list of verbs your adventure understands, the command - **OBJECTS (ENTER)** will list all objects in your adventure and the command - **ROOMS (ENTER)** will list all rooms in your adventure.

You may save a game in process at any time by typing - **SAVE (ENTER)**. Be sure you have a disk in drive 0. Hit **ENTER** and your status will be recorded. To restart your game at a later time load and run your adventure. When the command "WHAT SHOULD I DO" appears type - **LOAD (ENTER)**. Place your status disk in drive 0 and hit **ENTER**. When the disk has finished loading you may resume play where you left off.