WELCOME . . DOCTOR GC)CODE'S CAVERN

Dr. Goodcode is occupied with new and grand pursuits. He, therefore, has commissioned you with the undignified, but necessary, task of cleaning out the "basement" of his mansion.

The good Doctor purchased this estate about one year ago and it has been his sanctuary and laboratory ever since. Some of his ideas are extremely unconventional and he has found it necessary to come to this desolate location to avoid the constant harping and ridicule of "tiny minds" that abound within the field of science. While he has been able to make great strides, he has been plagued by a series of encounters with various "pests." That is why we advertised for an experienced exterminator . . . the advertisement that you so enthusiastically answered. We cannot emphasize strongly enough the need for an EXPERIENCED exterminator! (Alas, several who have preceeded you were never heard from again . . . .)

It is rumored that DEMONS inhabit the lower regions and they have many low and foul habits they are driven to support. It is aiso rumored that these demons constantly assault strangers for any kind of handouts . . . if you give enough the demons will leave you alone . . . if cheated they may resort to violence. As a safeguard, the good Doctor insists you be allowed to use ZAPPO, his personal sword. ZAPPO is a very complex magical device, so we will provide you with detailed instructions explaining its great and wonderous powers.

Perhaps it is now appropriate to explain to you the history of Doctor Goodcode's newly acquired estate. Rumor has it that at one time these rooms were brightly painted and furnished exquisitely. Skilled interior decorators were called in from Athens and Alexandria and everything was of the finest materials and workmanship. Great parties were held and the staff numbered in the hundreds. It was even necessary to number the rooms in order to identify them. Then a demented wizard named Johnny conducted a number of bizarre experiments in the lowest reaches of the depths. His primary interest was security . . . Johnny, you see, was rumored to be among the wealthiest wizards of the time — and he didn't trust banks! He developed a variety of creatures for the sole purpose of guarding his treasures and from what we can ascertain, many of these beasts are still down there guarding his forgotten riches.

But don't let all these rumors frighten you . . . there is probably a very logical explanation for the yelling and screaming. And since you claim to be an experienced exterminator, I am sure that you will soon have the caverns cleaned up. Remember, you are entitled to keep half of everything you bring out of the caverns.

Just put them into the special knapsack — it has the useful characteristic of being able to hold almost anything you put into it.

I am really sorry we don't have a map of the caverns, but since no one has returned yet . . . would you be kind enough to make us a map? We really should have one, you know. To assist you in this task, we will even loan you an intertial compass with a look-ahead computer. Guard it carefully for it is a highly prized item. (Keep in mind, there is a high level of seismic activity in this area and the room connections have a tendency to shift!)

MOVEMENTS:

ZAPPO is loaded with 3 full standard ZAPs which may be activated by pressing the Z key on ZAPPO. The ZAPs are extremely powerful and should easily take care of *anything* you will encounter.

You also have the option to attack or defend yourself by pressing the A key or the D key. If you wish to look around, press the L key. To move in a particular direction, just press the appropriate arrow key or move the joystick in the desired direction.

ZAPPO FUNCTION SUMMARY SHEET:

(B)	Bribe	**(T)**	Take
(A)	Attack	**(L)**	Look
(D)	Defend	**(S)**	Status
(Z)	Zap	**(C)**	Clock
(↑)	Go North	**(P)**	Printer
(↓)	Go South	**(I)**	Inventory
(→)	Go East	**(M)**	Monsters
(←)	Go West	**(DELETE)**	Delete

(Q) Quit. (will offer to save game) then press (S) to Save
(Note: to save, right tab must be removed) or (Q) to Quit

There is also a special remote control feature using the joystick and the following menus:

FIGHT
INVENTORY — MOVE — INVENTORY
INFORMATION

The menus detailed below are accessed by holding down the trigger, moving the joystick in the appropriate direction, releasing the trigger, then moving the stick towards the desired function to access it. The menu will remain set until changed. To return to the movement menu, depress and release the trigger.

MOVE:

North
West + East
South

ATTACK:

Attack
ZAP + Bribe
Defend

INFORMATION:

Look
Status + Clock
Take

INVENTORY:

Inventory
Printer + Monsters
Delete

The compass readout indicates room connections by door. (An asterisk, "*" is used to indicate no connection.) This readout is illustrated below.

```
    5
7   4   *
    3
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HINTS:

Caution . . . ZAPPO is still in the "testing stage" and must be handled very carefully to avoid accidental discharge or backfire. While you may be tempted to use the ZAPs early, it is suggested that you save them until absolutely necessary.

It is suggested that you consistently move deeper into the caverns . . . look for higher room numbers. Also, as you progress towards the third floor, watch out . . . the inhabitants get more vicious. Be especially careful of the stairways . . . some are very slippery from the moss that grows here.

Good luck, and enjoy yourself. Remember, *things are not always as they seem!!*