Congratulations!

You are now the proud owner of one of the best adventures available for the Commodore 64 computer. This manual will provide you with an introduction to the program and some useful tips to aid you in your trials.

SECURITY

This program has taken well over two years to complete. Every effort has been taken to make the program as enjoyable and challenging as possible. In order to provide the extra facilities this adventure is able to offer I have written many extra machine code routines, which have taken much time to develop and test.

It is my genuine desire that this game will be enjoyed by as many people as possible and that that will lead to my being able to continue to develop, in the future, even better software. I have kept costs as low as I could so that you, the purchaser, will be able to buy this game at the lowest possible price.

As you play the game you will begin to appreciate just how much time and effort has been put into it's completion. I am sure that you are prepared to respect my labours, which now provide you with possibly months of entertainment. Sadly others may not. I have therefore had to build into the program certain security measures. They are designed to operate very simply and should cause you no problems. You will find full details of how to load the program and comply with the security clearance procedures inside this manual.

THIS MANUAL IS PART

OF THE SECURITY PROCEDURE

KEEP IT IN A SAFE PLACE

Now is the time to turn the page, load the program, and step into another world. Immortality awaits you.....

TABLE OF CONTENTS

THE LABOURS OF HERAKLES - The Early Trials

SCENARIO

Driven mad by the goddess Hera, Herakles killed both his wife and his children, mistaking them for his enemies. On returning to his senses he consulted the oracle at Delphi to discover how he might atone for the murders. He was advised that he should seek out King Eurystheus of Mycenae and serve him for twelve years. Should he prove successful in completing the labours set him then he would be granted immortality, at the moment of his approaching death, and would live forever with the Gods on Mount Olympus.

Eurystheus demanded that Herakles should complete ten labours, each to the King's satisfaction. Each labour was more than any ordinary mortal might hope to achieve and as each was completed so the next was chosen to be even harder.

As Herakles you are now faced with the challenge of completing these labours. You will enter an ancient world of gods and mythological creatures, risking injury and death, as you journey through southern greece solving many problems of varying complexity before you are successful.

THE LABOURS OF HERAKLES - The Early Trials covers the period of the first six of the labours of Herakles. The adventure is complete in itself and can be played and solved without any further purchases. A sequel 'THE LABOURS OF HERAKLES - Voyages to immortality' will be on sale soon. This will offer the same high standard of play and attention to detail and will cover the remaining labours of Herakles.

SPECIFICATIONS

THE LABOURS OF HERAKLES - The Early Trials is a computer adventure program which has been developed using the QUILL adventure writing system. The heart of the program is a 32k bytes adventure. This has been supplemented with specially developed interrupt driven machine code routines which allow a further 50k bytes of adventure data and many high resolution scenes to be called from the program disk. The adventure is thus much bigger than the memory of your computer and therefore much bigger and more complicated than normal tape based adventures. Gone also are the days of

cartoon pictures or those feelings of "haven't I seen that tree (or door, or wall, etc.) somewhere before. Quite simply the pictures are stunning. Unlike many graphic adventures a picture is not presented at every location. Instead the extensive location descriptions are allowed to speak for themselves, creating the kind of atmosphere normally only found on the more expensive disk based text adventures. The discovery of a picture thus becomes an enjoyable reward, for your skill in progressing through the adventure, rather than an infuriating delay to rapid play.

The game offers an extensive vocabulary and has been carefully designed to make the gameplay as friendly as possible. The limited size of the computers memory forces trade-offs to be made. More pictures may mean less text, often also a smaller vocabulary. To you this means very brief, boring, descriptions and even worse a frustrating game where all your efforts are met with 'I don't understand' or 'Try some different words'. Because this game repeatedly accesses the disk for information these trade-offs have been avoided and you get a far superior game.

LOADING INSTRUCTIONS

To load THE LABOURS OF HERAKLES The Early Trials insert the disk in the drive label side up.

Type 'load"herakles",8' and press return.

When ready is displayed type 'run' and press return.

The program will now automatically load and run.

When the disk drive red light goes out and the high resolution title screen is displayed press the space bar to enter security clearance.

SECURITY CLEARANCE

If you have followed the loading instructions you should now be faced with the security code clearance screen. Beneath the words SECURITY CODE will be displayed two sets of three numbers. Each of the two sets will give you a word. Entering the two words into the computer gives you security clearance.

Follow this example to see just how easy it is. First just concentrate on the first set of three words. For example your screen may be displaying the numbers 01, 12 and 03.

The first number refers to a PAGE in this manual.

The second number refers to a LINE ON THAT PAGE.

The third number refers to a WORD ON THAT LINE.

Thus 01 12 03 refers to page 1, line 12, the 3rd word along the line. Do not count the heading at the top of each page or any spaces between sections.

Take a look at page 1. Line 12 reads 'to develop and test'. Remember not to count the heading or any empty lines.

The third word along is 'and'. In this example then 'and' is the first word of the security code.

Find the page, then the line, now find your word. When you have found your word type it into the computer then press the SPACE BAR. DO NOT press the return button yet.

Now look at your second set of three numbers. They work in just the same way. Again find the page, the line and then the word. Type in this word to follow your first word. (There should be a space between the two words if you remembered to press the space bar after the first word.)

You should now have two words typed onto the screen. Now press return.

The security screen should now have cleared and th opening location of the adventure should be displayed. Yc are now playing the adventure!

If you made a mistake you will be given several chances t successfully enter your security clearance. Continued failur will result in the program locking you out. You will the have to turn off your computer and load the game in afresh.

PLAYING THE ADVENTURE

Commands are entered into the adventure in normal english typed in from the keyboard. So, if there is a sword at th location you are in, typing 'take the sword' and pressin return will allow you to take the sword. That is unless it i for some reason impossible at that time, for example you ma be carrying to much.

Since the command analyser is programmed to react on th first four letters of two words you can often speed up you play and save your fingers. 'take the sword' could be entere as 'take swor' and it would work just the same. In solvin the problems in this adventure you will find many of th inputs will consist of a verb (a doing word) and a noun (name of something). However it will often be of help i solving the adventure to think in complete sentences. If you sentence does not get the response you desire then tr rephrasing the sentence to change the order of the words. I many cases several synonyms have been included. Thus 'tak sword' and 'get sword' should work equally well. Extensiv testing has been used to try and ensure that the words yo will wish to use are likely to be recognised by the computer It's just up to you to spell them correctly. Incidentally th Gods of Olympus take a dim view of foul language the use o which is therefore not recommended.

IN - BUILT COMMANDS

'C' (for carried). Type 'C' and press return to obtain a list of all you have with you.

'H' (for health). Type 'H' and press return to obtain information about your current state of health. As you progress through the adventure you may get injured from time to time. Injuries heal slowly, sustaining several injuries, without allowing time for healing to take place, can result in an untimely death.

'L' (for look). Type 'L' and press return to obtain a brief description of your current location and the objects that are present there.

'LOAD'. Type 'LOAD' and press return to load a presaved position. The program will ask you if you wish to load from tape or disk. Enter 'D' for disk or 'T' for tape and press return. The program will also ask for a file name. This is the exact name under which the file was saved. Type this name in and press return. Loading takes a few seconds.

'P' (for picture). Type 'P' and press return to view the high resolution picture currently stored in the computers memory. After you have finished viewing the picture press the space bar to continue with the game.

'SAVE'. Type 'SAVE' and press return to save your current position. This facility enables you to play the game in a series of sessions. A saved position can be 'loaded' into the computer at a future date to allow you to continue your game from where you left of. The program will ask you if you wish to save to tape or to disk. Enter 'D' for disk or 'T' for tape and press return. The program will also ask for a file name. This is the exact name under which the file will be saved. Type this name in and press return. Saving takes a few seconds. Make sure that you make a note of the file name as you will need it when you come to load it in again later.

'SCORE'. Type 'SCORE' and press return to obtain a current status report on your score and the number of moves you have taken.

'T' (for text). Type 'T' and press return to obtain a
detailed description of your current location. When you have
read the description press the space bar to continue with the
adventure. From time to time new location data will have to
be loaded into the computer, however this does not take long.
The disk drive red light will come on when this is happening.
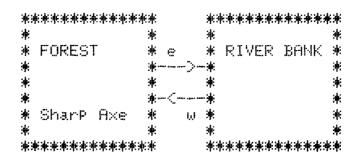
ADVENTURING ADVICE

SAVE YOUR POSITION REGULARLY.

Adventuring can be a risky business at the best of times. At the worst it can prove fatal. To avoid having to start again from the beginning, if you get yourself killed, remember to save your position in the adventure. This is done by use of the 'SAVE' command. It is a good idea to get into the habit of saving your position fairly often, particularly if you are about to try something dangerous.

MAP MAKING.

As you move from location to location map out your movements. A simple map drawn on plain paper is not hard to make.

Start with a square in the middle of the page, note inside the square a brief description of the location. List also any objects found there. From the outside of the square draw short arrows in the directions that movement is possible. When you move from this location you can then create a similar square for the next location, with connecting arrows to show possible movement.eg.

```
**************     **************
*            *     *            *
*  FOREST    *  e  *  RIVER BANK *
*            *------>-*          *
*            *     *            *
*            *-<-----*          *
*  Sharp Axe *   w  *            *
*            *     *            *
**************     **************
```

Be warned! Look at the above diagram. Do not assume that because you were able to go east from the forest to get to the river bank that you will be able to go west from the river bank to get to the forest. Before you draw it in on your map CHECK IT. The world of adventure is a strange world and things may not always work out as you would expect them to.

MAZES.

You may find at times that you get lost in an adventure. Often this will be your own fault and your map should be of help. Sometimes though it may be because you have stumbled into a maze. Mazes in adventures are not often of the familiar high-hedge type, indeed they may be hard to recognise. That is until you realise that you are moving but appear not to be changing location. In mazes several locations may look the same and the way they all connect together may be rather confusing. To help you to find your way try to have some spare objects with you when you enter the maze. These can then be dropped to mark each seperate location. It then becomes easy to plot the connections between each part of the maze.

LEAVE NO STONE UNTURNED.

Make sure that you have examined every part of the adventure. Read all detailed text descriptions, be prepared to enter buildings, search for things, examine everything and try to visit every location. At each location try moving in all directions. The adventure is designed to be solved - eventually! Nothing is left to chance. All the necessary actions are reasonable and subtle clues abound. Where you cannot find a clue try to imagine yourself in the adventure and then think about what you would do to solve the problem.

USE ABBREVIATIONS.

You only need to type in the first four letters of each word.
For some words you may be able to cut down your typing even further. Why for example type 'TAKE' when you can type 'GET'. Many words have been specially shortened to speed up the game play. The in-built commands are some examples of these. Most of the directions have also been shortened so 'S' will do just as well as 'SOUTH' and 'D' is the same as 'DOWN'.

THE LABOURS OF HERAKLES — The Early Trials

DON'T TRY TO SOLVE THE WHOLE PROBLEM AT ONCE.

The problems you will have to overcome will vary. Some may be relatively simple and one correct move will solve them. Many though are quite complicated and require a series of events to take place. Problems of this type are best tackled one step at a time. Keep trying ideas until you notice some change in the situation. For example, suppose you had to put a fire-breathing dragon's flame out and all you have with you is a bucket of water. Easy! Give the dragon the water. He drinks and out goes the fire. That is unless he's not thirsty! So perhaps you lure him out of his nice cool cave first, into the hot sun. Once out in the sun you might find that examining the dragon gave you the message 'the dragon is thirsty'. Then he might be only to happy to drink. Problem solved.

WATCH YOUR STRENGTH.

In this particular adventure it is rare that you will be killed outright. Rather you are likely to sustain wounds which will, through time, gradually heal. If you sustain several wounds in a short space of time then you will get weaker and could eventually get killed. Your state of health will be displayed when requested by use of the 'H' command. To avoid death safe moves can be made whilst you gather your strength. However there is a move limit for the completion of each of the labours, as Eurystheus will not wait for ever, so you will have to balance your strength against what delays you can afford.

RESEARCH.

Whilst the accounts of the greek myths vary, a great deal of effort has been taken to research the background to this adventure. The living conditions and artifacts described are appropriate, as far as I have been able to find out, to Greece in the dark ages. The locations are spaced fairly proportionately to each other to enable anyone with a map of ancient Greece to find their way about,though you may find some of the place names may vary slightly. The best guide may be found in a good text on the greek myths of which there are several about, some even have maps in!

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HELP SHEET

Even the best adventurers occasionally get stuck. Having tried hard to get as far as you have now is not the time to give in.
So what do you do?

There is an old proverb:

'If you wan't a great answer then you must ask a great question.'

Write to me and ask your questions, enclosing a stamped, self addressed envelope and I will provide you with a few guide lines to the solution to your problem. The address is given below.

This adventure has been tested thoroughly to remove any bugs. Should you still manage to find any I would be grateful if you would let me know. Suitable ammendments can then be made.

Happy Adventuring!

Johnathan Kemp

CERYNIA .

MT.
ERYMANTHUS   LUSI .   R.CRATHIS

. ELIS   PHENEOS . MT.CYLENE
R.PENEUS   CLITOR .   . STYMPHALOS
                    PSOPHIS
R.LADON   MT.PHLOE   .KLEONAI

                                                   NEMAEA
THELPUSA .
                                              . MYCENAE

                                    ARGOS .   . TIRYNS
                        R.INACHUS
                                      LERNA.   NAUPLIA
              R.ALPHEUS

                                              GULF OF
                                              ARGOS
                  R.TANUS