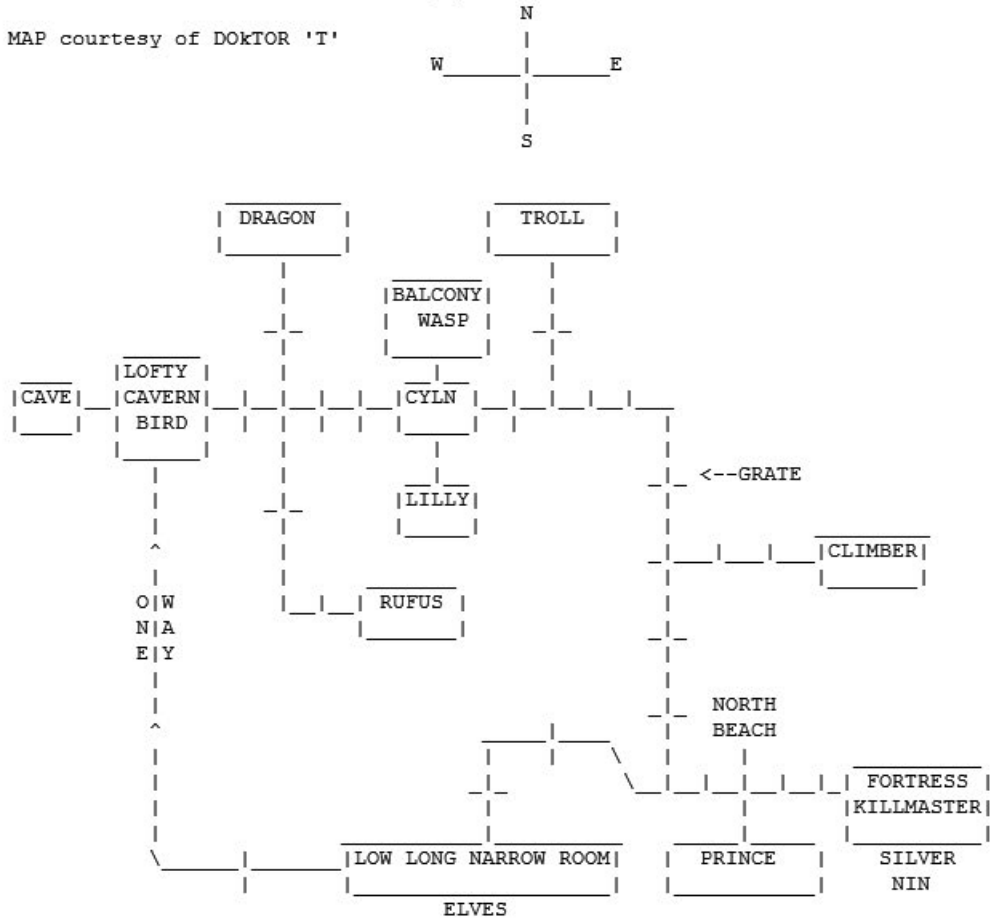


# EAMON ADVENTURE DISK (42)

## ALTERNATE BEGINNER'S CAVE

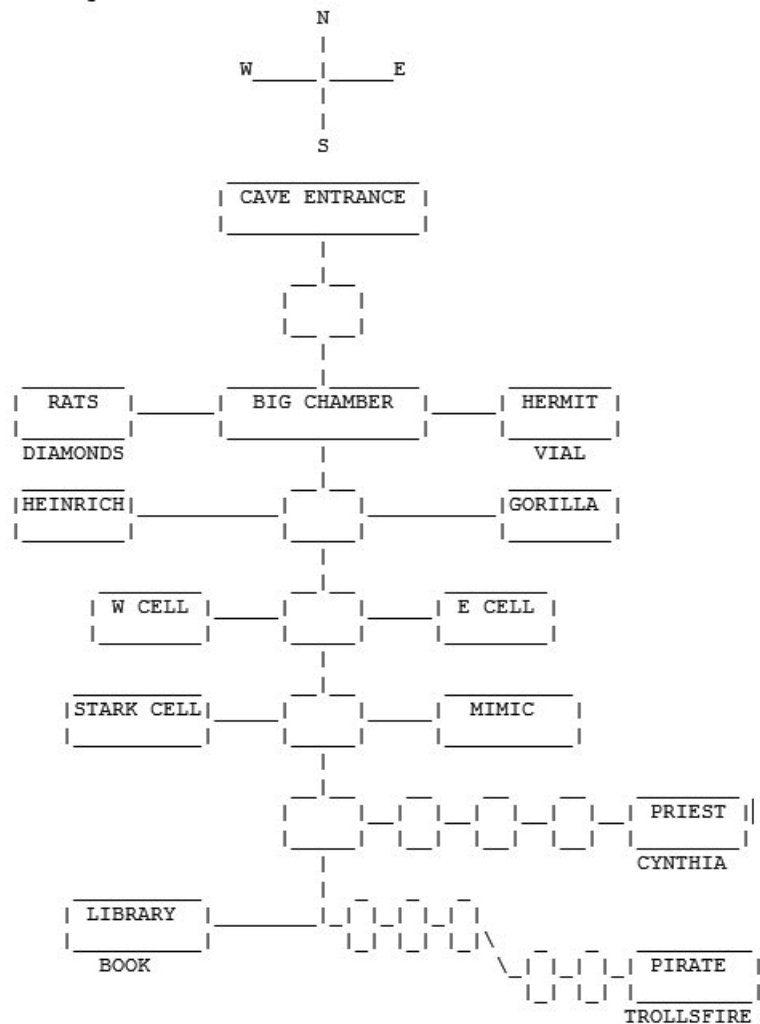
MAP courtesy of DOKTOR 'T'



The above map is of the ALTERNATE BEGINNER'S CAVE. This is a good cave for the person who needs to get his character strengthened before going out on tough adventures. Remember that if you want to see this map in the Xfer section of the Eamon Games Library enter the Library and press [V] and the # of the text file.

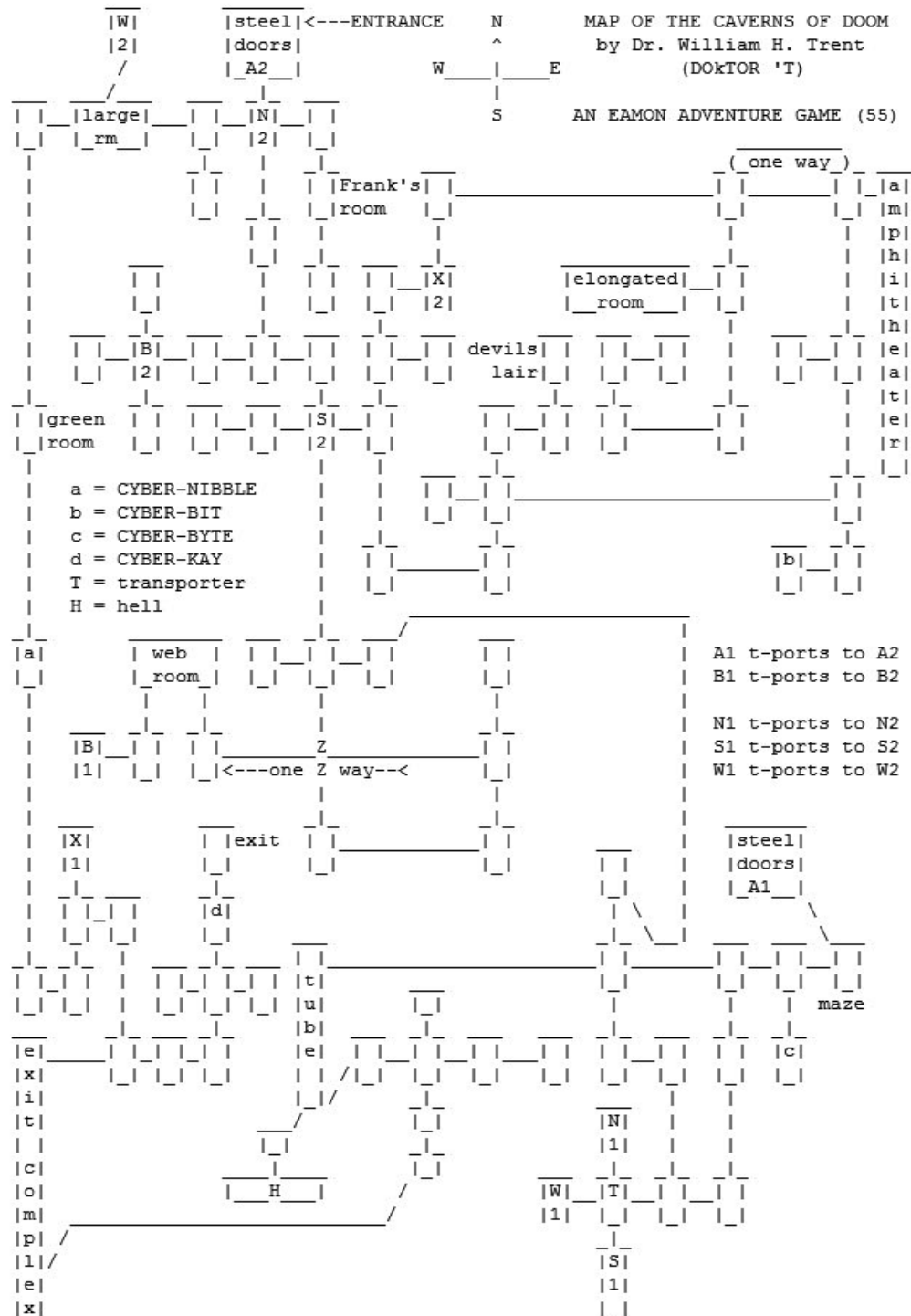


EAMON ADVENTURE DISK (1) THE BEGINNER'S CAVE  
MAP courtesy of DOKTOR 'T'

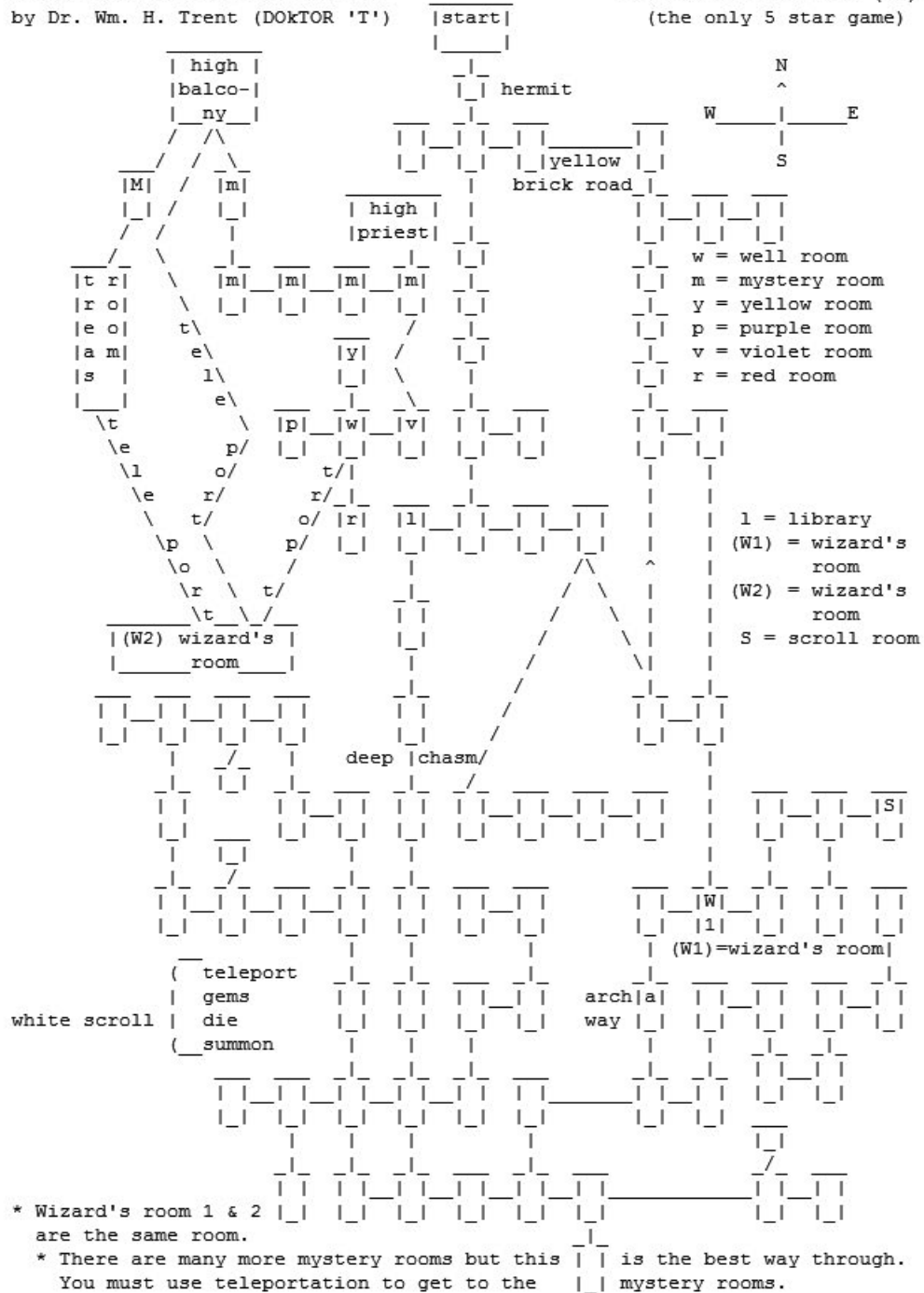


This is a map of the BEGINNER'S CAVE which in on the EAMON MASTER DISK. Everyone should be able to find time to play the game with the time saved by not mapping. If you like the idea leave me a message. On any of the following maps if there are secret rooms or any thing which will be a give away I will not put it on the map. We don't want to make it too easy.



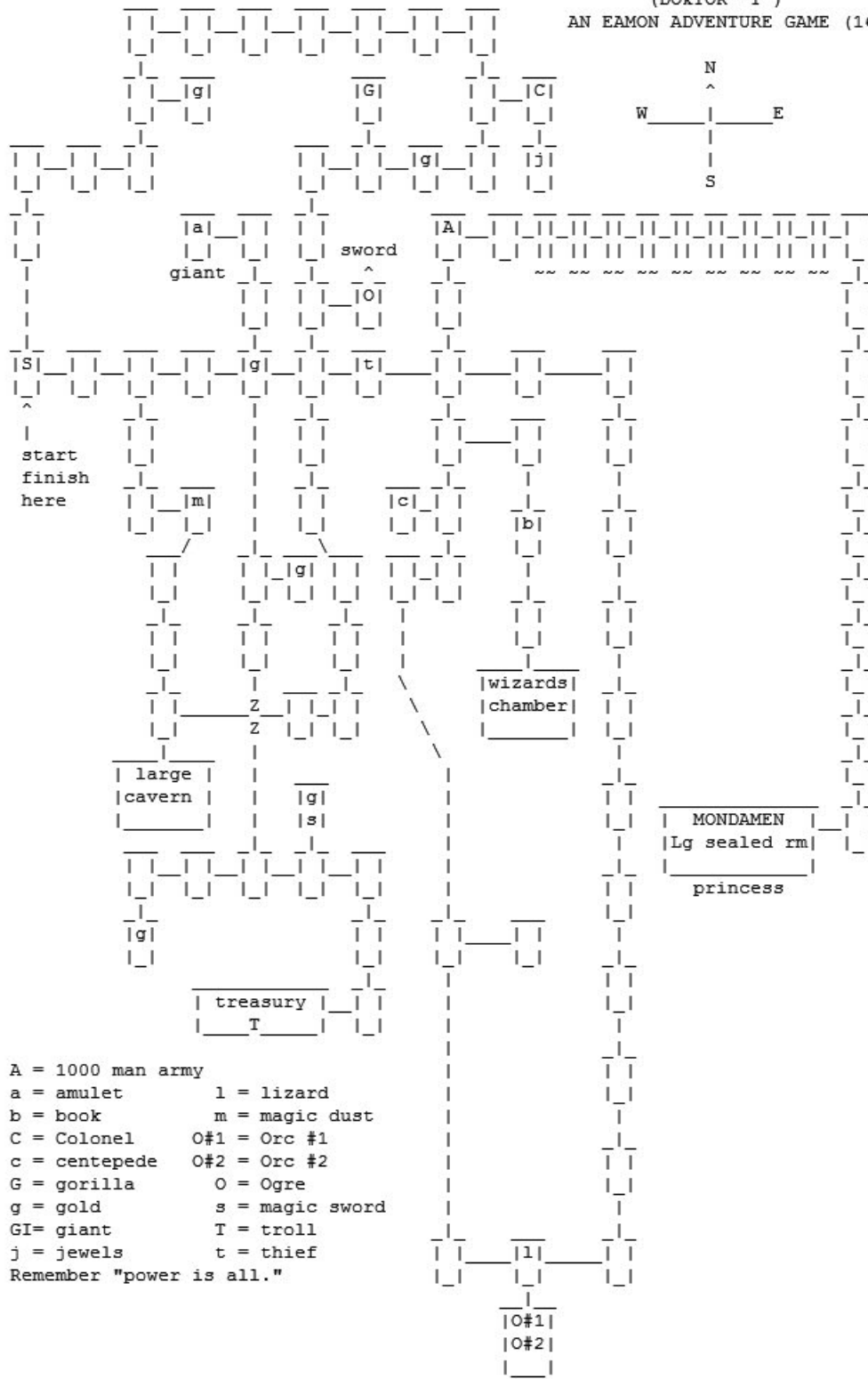


EAMON ADVENTURE GAME (68)  
(the only 5 star game)



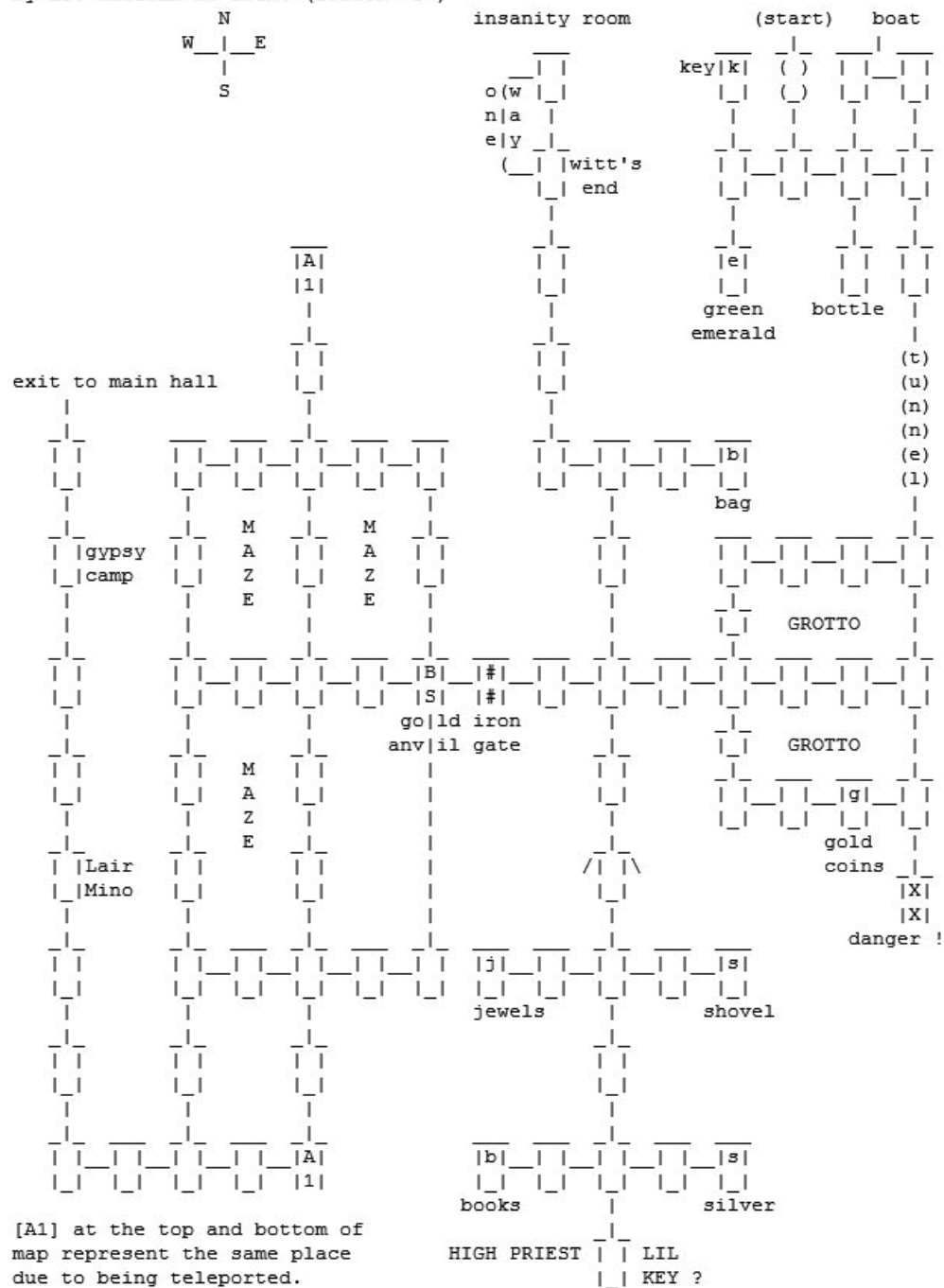
A MAP OF THE CAVES OF THE MONDAMEN - map created by Dr. William H. Trent  
(DOKTOR 'T')

AN EAMON ADVENTURE GAME (16)



LAIR OF THE MINOTAUR MAP  
by Dr. William H. Trent (DOKTOR 'T')

EAMON ADVENTURE GAME (2)

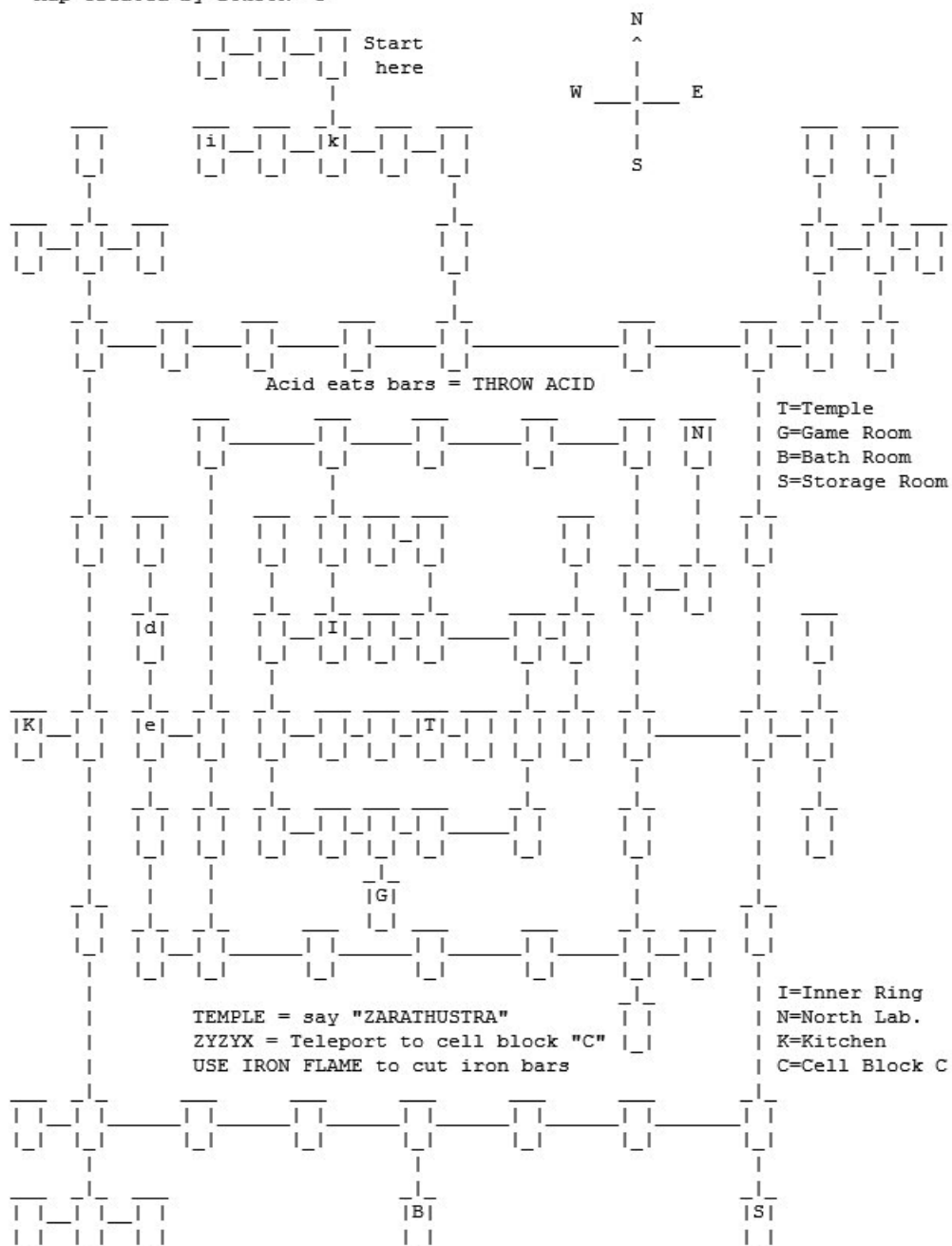




THE MASTER'S DUNGEON (E46)

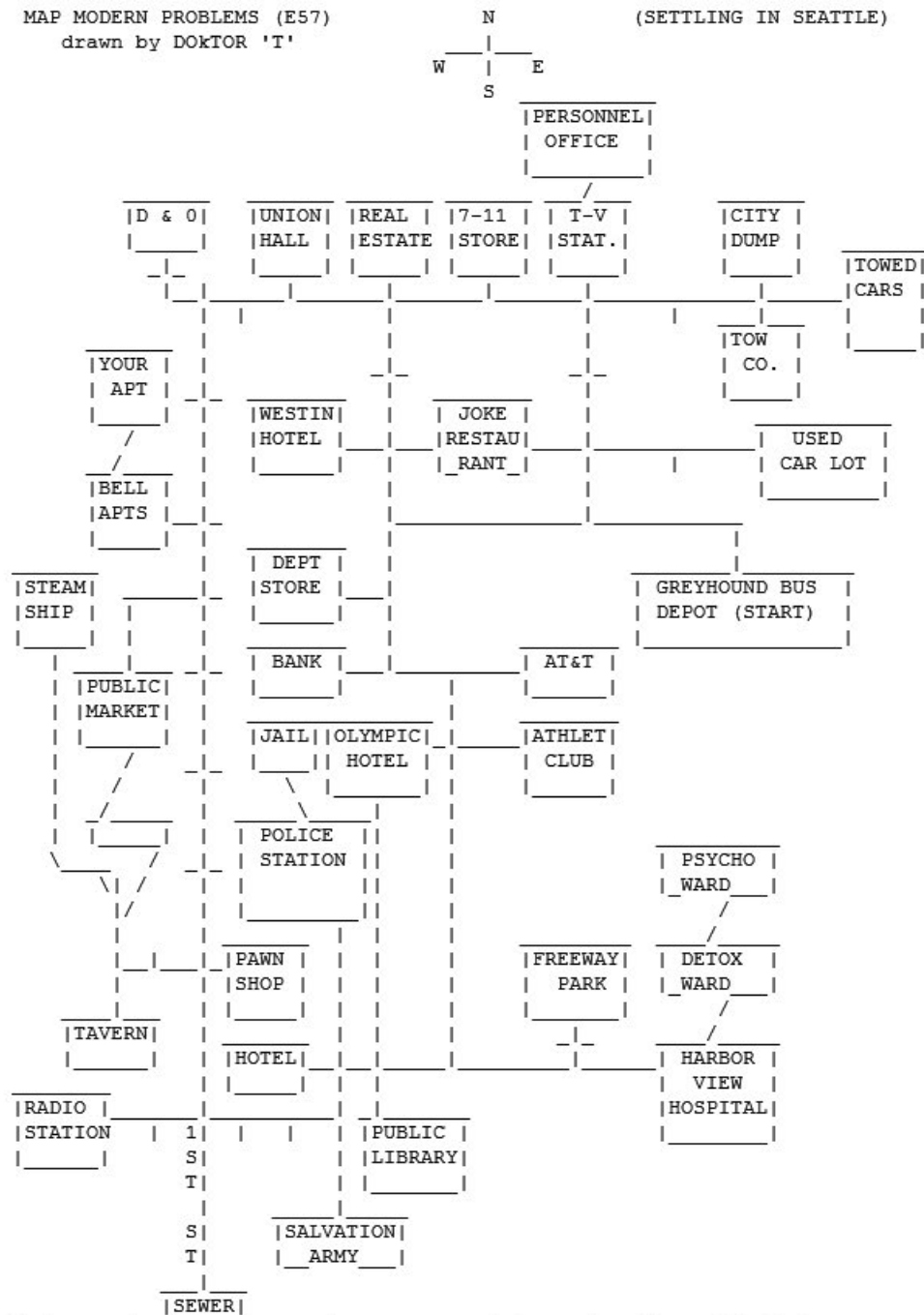
AN EAMON ADVENTURE GAME

Map created by DOKTOR "T"



MAP MODERN PROBLEMS (E57)  
drawn by DOKTOR 'T'

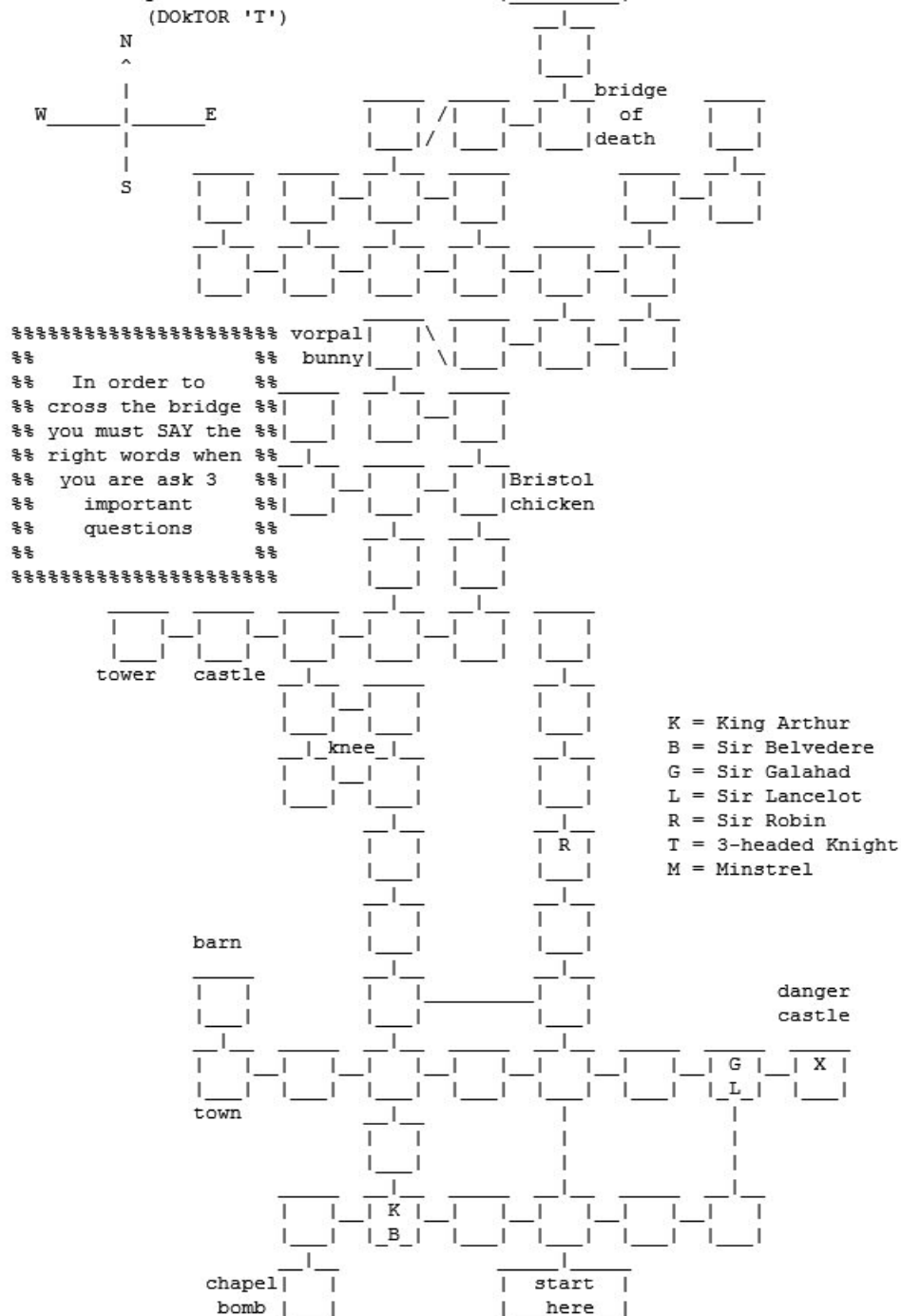
(SETTLING IN SEATTLE)



This one is too easy to give any more information. You will find all the problems and solve them easily. If you desire more information go to the X-fer section and press [I] and press the [#] of this text file. If you desire to view the above map press [V] and the number of this text file. CAUTION: If you use SPEED or HEAL spells you may crash the program. If you go into the PAWN SHOP to dicker you may crash the program. IF the program crashes type in Poke 51,0 :GOTO 300. Three things you need are CAR, JOB, APARTMENT.

MAP QUEST FOR THE HOLY GRAIL  
 created by Dr. Wm. H. Trent  
 (DOKTOR 'T')

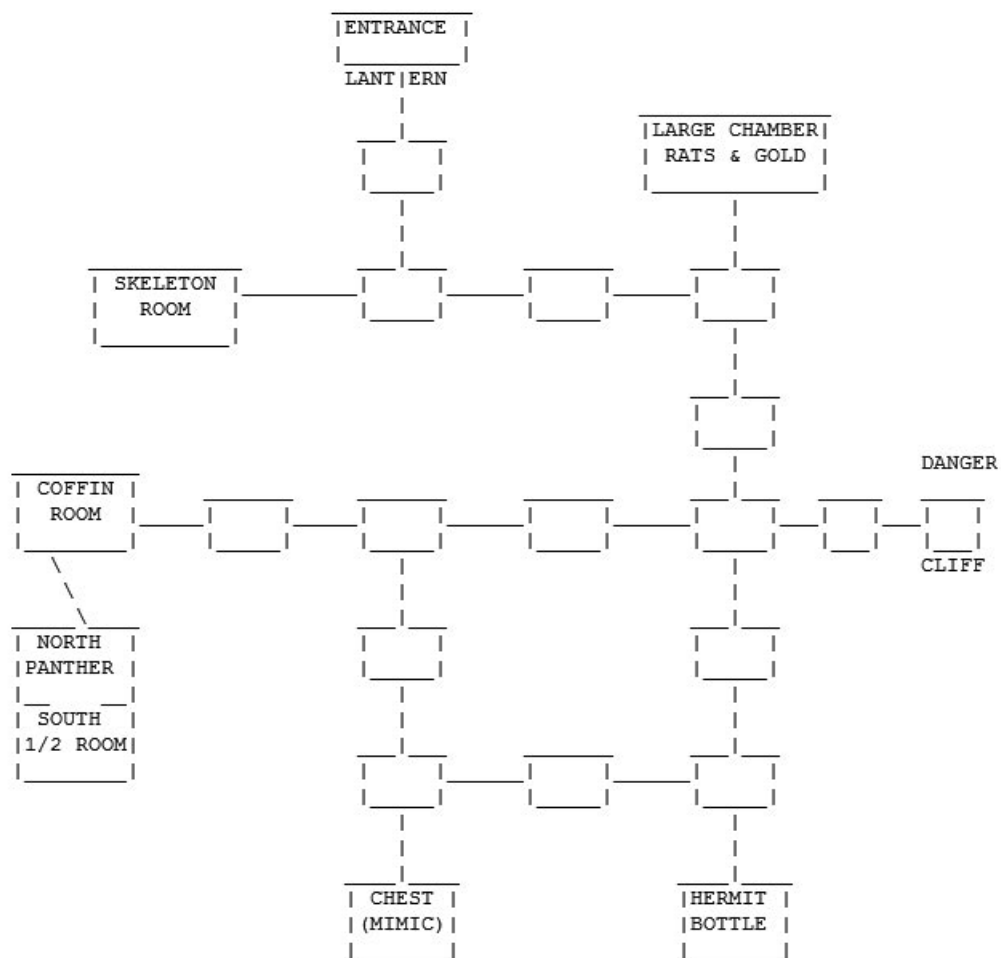
| H GRAIL | EAMON ADVENTURE GAME (37)  
 | |



SEARCH FOR THE KEY MAP  
drawn by DOKTOR 'T'

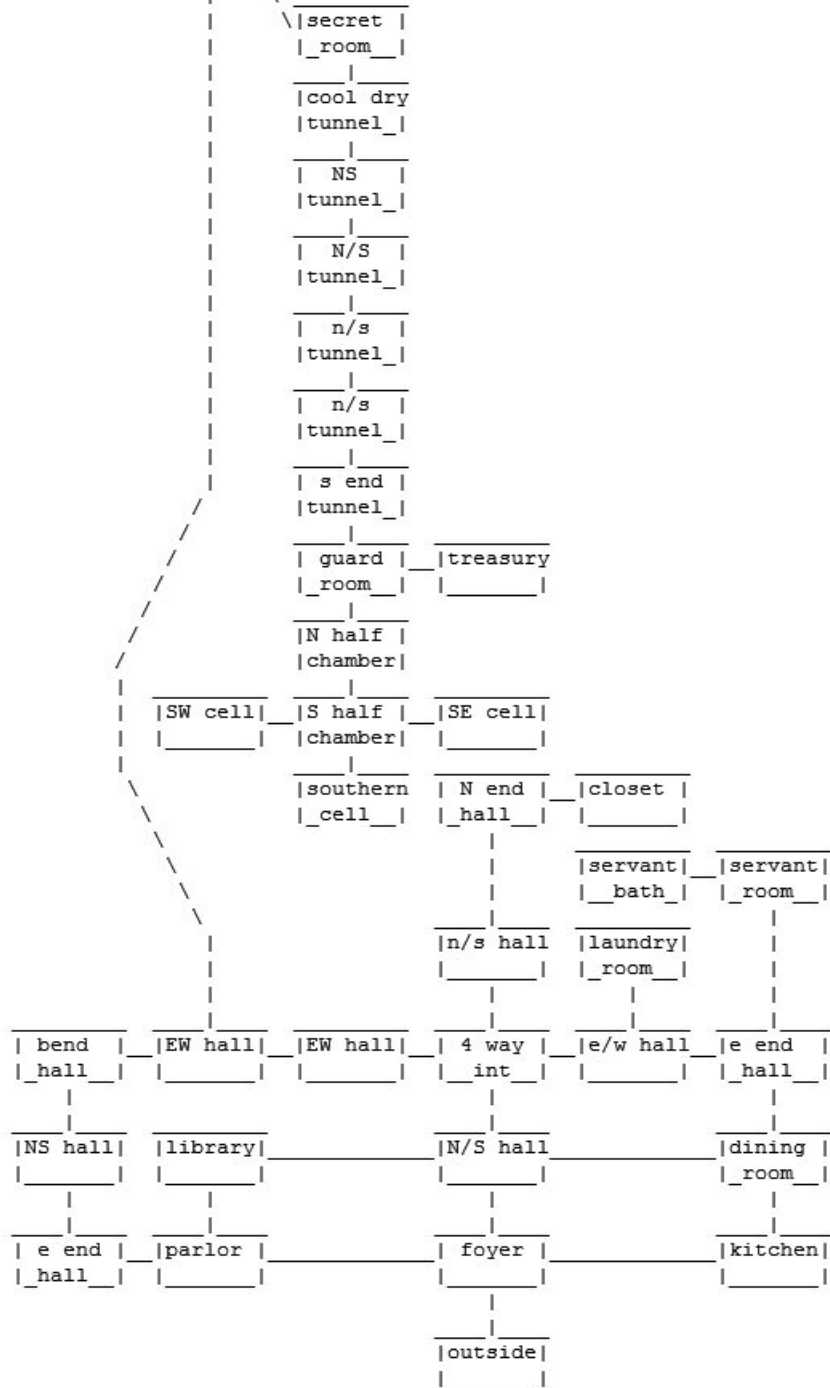
W ——— N  
          |  
          E  
          |  
          S

EAMON ADVENTURE DISK (61)



I gave you the secret room. You figure out how to get in. If you get in I'll bet you don't get out.

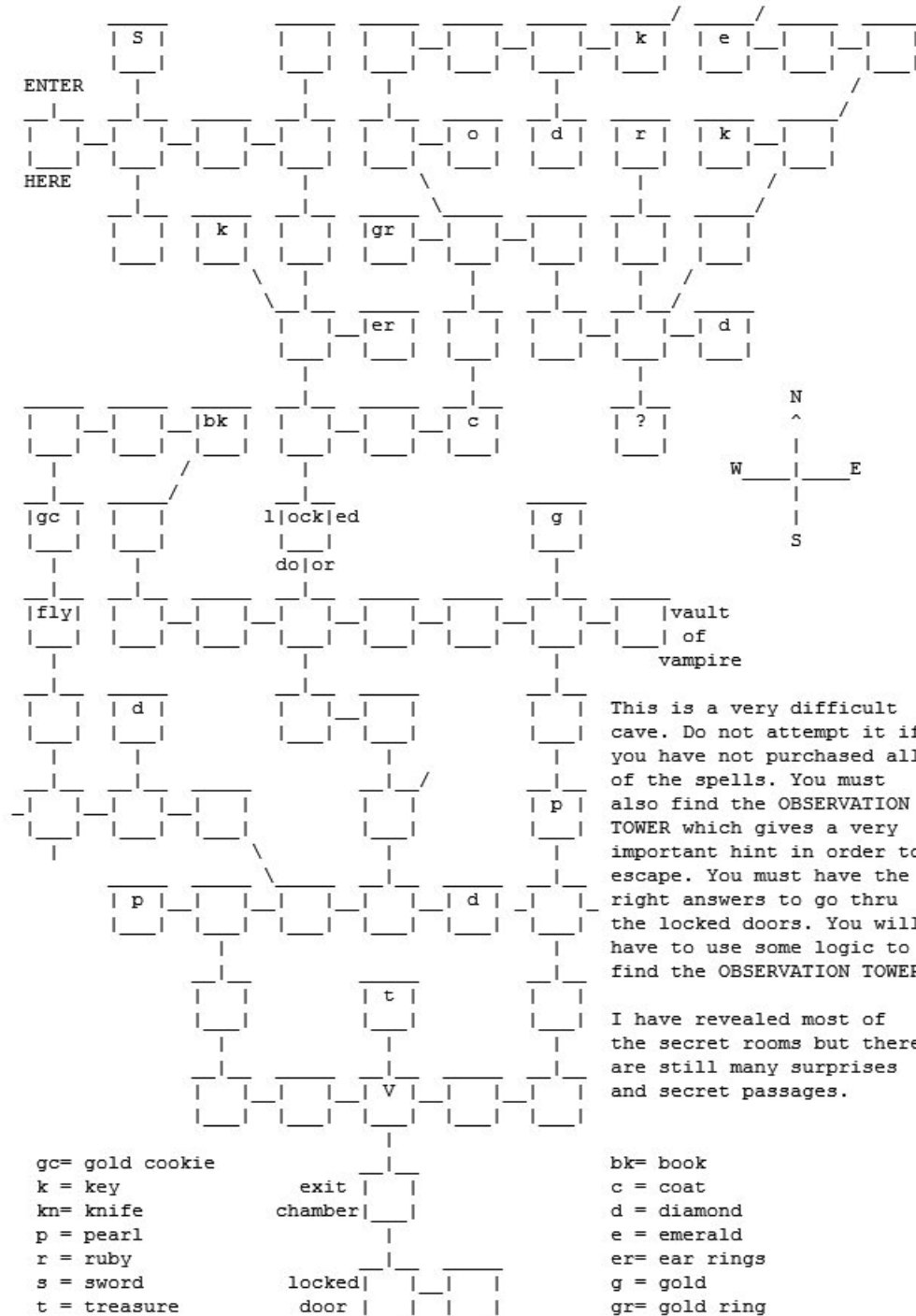
|Senator| AN EAMON ADVENTURE GAME  
 |BR| THE SENATOR'S CHAMBER #22  
 MAP BY DOKTOR "T"



# MAP OF TOMB OF THE VAMPIRE

AN EAMON ADVENTURE GAME (200)

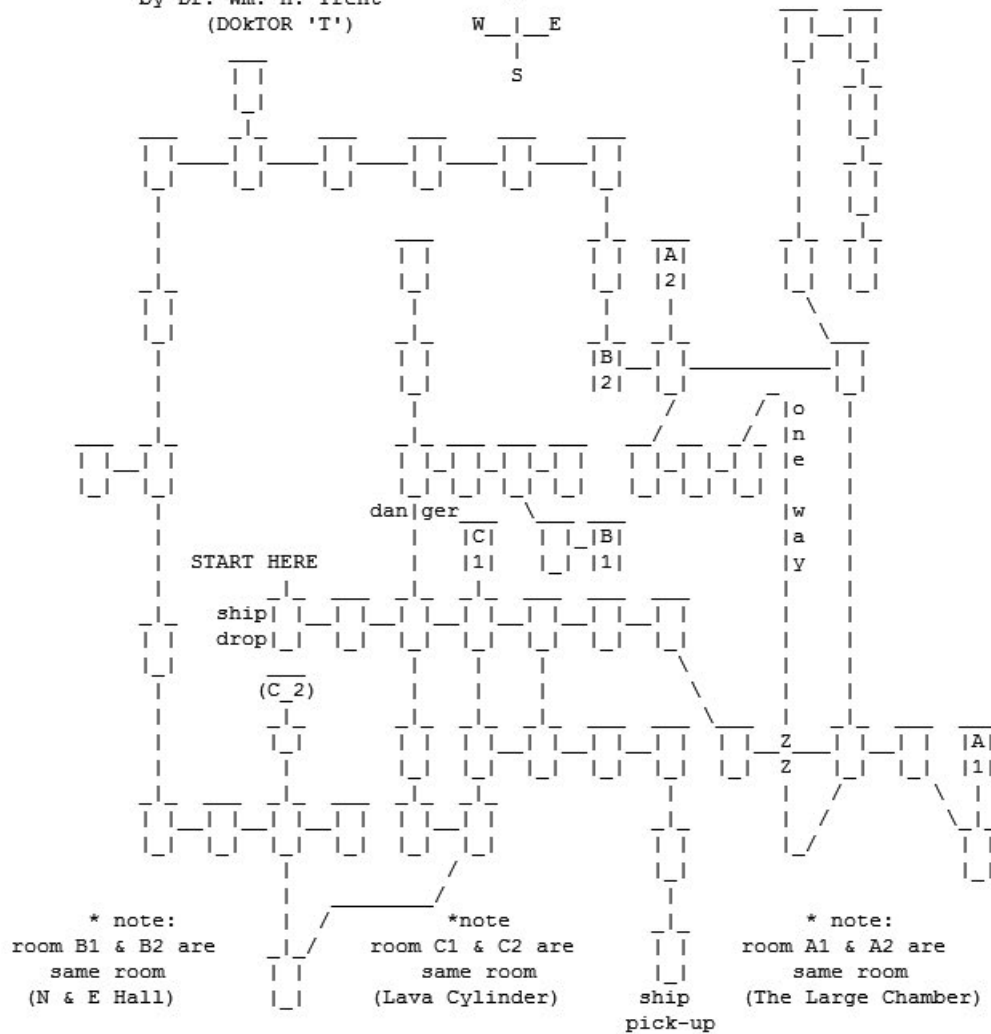
created by Dr. Wm. Trent (DOKTOR 'T')



MAP OF TREASURE ISLAND  
by Dr. Wm. H. Trent  
(DOKTOR 'T')

N  
^  
W—|—E  
|  
S

EAMON GAME (61)



Remember that if anything causes your game to crash you may be able to restart the game by: POKE 51,0 : GOTO 300.

A TRIP TO FORT SCOTT MAP  
by Dr. William H. Trent (DOKTOR 'T')

EAMON GAME (250)

This game map does not give the names of the rooms and what will be found in each. The secret rooms are shown which should be a great aid in solving your way through. There are some secret passages which are not shown which could be of great importance in making an escape if you feel the need.

START

