

EAMON

The Public Domain Exchange carries seventy Eamon Adventure games, each on a separate disk. The Eamon Master is on the MAIN HALL & BEGINNER'S CAVE disk, which is DISK NO E1. Remove the write protect when using the Eamon Master disk. Run the Eamon Master first, before playing any of the other adventures! After a time the Eamon Master will give the user six options. Choose the "Go on an Adventure" option. At this point, the Eamon Master asks the user to remove the Eamon Master disk, insert another adventure disk, and press "C". The chosen adventure will now be ready to play.

There are four Eamon Utility disks with which the user can manipulate the settings and characters of the Eamon Adventures and Tournaments.

The three Eamon Tournaments are similar to Eamon Adventures, but any number of players can take turns and try to score points by correctly guiding a character through the adventure.

The EAMON DESIGNER allows users to create their own adventure games. There are two "manuals" on this disk that explain all the secrets of Eamon and illustrate how to design your own adventure. Your adventure appears on the monitor and can be printed.

DISK NO	EAMON ADVENTURES	
E1	MAIN HALL & BEGINNER'S CAVE (version 4)	Create a character and explore the Beginner's Cave. This disk is needed to boot the other 69 Eamon Adventure disks.
E2	LAIR OF THE MINOTAUR	Escape from the Lair of the Minotaur.
E3	THE CAVE OF THE MIND	Adventure in your own mind.
E4	THE ZYPHUR RIVERVENTURE	Deliver Professor Axom from the hands of the evil Black Warrior and be richly rewarded.
E5	CASTLE OF DOOM	Adventure in a dungeon that is run by old ladies.
E6	THE DEATH STAR	Try to shut down the Death Star while trying to defeat Darth Vader.
E7	THE DEVIL'S TOMB	Try to escape from a dungeon in hell.
E8	THE ABDUCTOR'S QUARTERS	Rescue a friend from a madman.

E9	ASSAULT ON THE CLONE MASTER	Destroy the evil clone master.
E10	THE MAGIC KINGDOM	Escape from another realm.
E11	THE TOMB OF MOLINAR	Free the ancient wizard from his tomb so that he can save the world.
E12	QUEST FOR TREZORE	Get past Trezore's traps and get his help for your friend.
E13	CAVES OF TREASURE ISLAND	Rescue a fellow adventurer from Treasure Island.
E14	FURIOSO	Foil the smuggler's plans.
E15	HEROES CASTLE	Rescue a maiden's lover from an evil businessman.
E16	CAVES OF MONDAMEN	Explore an underground labyrinth.
E17	MERLIN'S CASTLE	Escape from Merlin's castle.
E18	HOGARTH CASTLE	Rescue the maiden Rowino from an evil prince.
E19	DEATH TRAP	Explore a cave to win a bet.
E20	THE BLACK DEATH	Get a serum away from a mad doctor to save the kingdom from a plague.
E21	THE QUEST FOR MARRON	Find the only man who can cure your friend of a deadly disease.
E22	THE SENATOR'S CHAMBERS	Rescue state officials from senator's mansion.
E23	THE TEMPLE OF NGURCT	Adventure in ancient ruins.
E24	BLACK MOUNTAIN	Capture the notorious Black Bark.
E25	NUCLEAR NIGHTMARE	Stop a madman from destroying the kingdom.
E26	ASSAULT ON THE MOLE MAN	Stop the moleman's evil plans.
E27	REVENGE OF THE MOLE MAN	Try to find a village that has disappeared.
E28	THE TOWER OF LONDON	Travel to the Tower of London. Prevent the crown jewels from being stolen or steal them for yourself.
E29	THE LOST ISLAND OF APPLE	Attempt to get off of Apple Island.
E30	UNDERGROUND CITY	Find your way back to your own world, for advanced players.
E31	THE GAUNTLET	Try to find a god in another realm of existence.
E32	HOUSE OF ILL REPUTE	"Adventure" in a house of ill repute.
E33	THE ORB OF POLARIS	Find an orb for an aged wizard.
E34	DEATH'S GATEWAY	Explore the mystery of a strange staircase.
E35	THE LAIR OF THE MUTANTS	Defeat the mutant master before he takes over the world.

- | | | |
|-----|-----------------------------|---|
| E36 | THE CITADEL OF BLOOD | Explore an ancient castle. |
| E37 | QUEST FOR THE HOLY GRAIL | Find the Holy Grail the way Monty Python did. |
| E38 | CITY IN THE CLOUDS | Rescue Han Solo and Princess Leah from a floating city. |
| E39 | MUSEUM OF UNNATURAL HISTORY | Get a museum back from another dimension. |
| E40 | THE DAEMON'S PLAYGROUND | You are trapped in a Daemon's Playground. |
| E41 | THE CAVERNS OF LANST | Go on an archaeological expedition. |
| E42 | ALTERNATE BEGINNER'S CAVE | Expanded Beginner's Cave. |
| E43 | PRIESTS OF XIM | Explore the tombs of the Priests of Xim. |
| E44 | ESCAPE FROM THE ORC LAIR | Foil a plan to capture guild members. |
| E45 | WORDQUEST | Recover Excalibur for King Arthur. |
| E46 | LIFEQUEST | Recover some herbs for the King's daughter. |
| E47 | FUTUREQUEST | Travel to the future and destroy an alien emperor to save the galaxy. |
| E48 | PICNIC IN PARADISE | Find your way home from paradise. |
| E49 | THE CASTLE KOPHINOS | Clear the castle of benevolent beings. |
| E50 | BEHIND THE SEALED DOOR | Solve the mystery of the disappearing people. |
| E51 | CAVES OF EAMON BLUFF | Explore the caves under Eamon Bluff. |
| E52 | THE DEVIL'S DUNGEON | Adventure in a dungeon. |
| E53 | FEAST OF CARROLL | Find your way out of a mysterious place. |
| E54 | CRYSTAL MOUNTAIN | Try to find the legendary treasures of the Crystal Mountain. |
| E55 | MASTER'S DUNGEON | Find your way out of a series of caverns. |
| E56 | LOST ADVENTURE | Adventure in a strange temple. |
| E57 | MANXOME FOE | You are mysteriously kidnapped. |
| E58 | LAND OF DEATH | Travel through time. |
| E59 | THE JUNGLES OF VIETNAM | You've been drafted into the U.S. Army. |
| E60 | SEWERS OF CHICAGO | Slaughter rats in Chicago. |
| E61 | HARPY CLOUD | Adventure in a kingdom in the clouds. |
| E62 | CAVERNS OF DOOM | Find the parts of the Apple IIe and be rewarded richly. |
| E63 | VALKENBURG CASTLE | Regain a castle for the rightful owner. |
| E64 | MODERN PROBLEMS | Try to survive in Seattle in 1983. |
| E65 | THE SCHOOL OF DEATH | Retrieve a Baron's treasures from another plane of existence. |
| E66 | XENON DUNGEONS | Stop a madman from destroying the Main Hall. |

E67	CHAOSIUM CAVES	Get a medallion back from a tryant.
E68	THE SMITH'S STRONGHOLD	Attempt to pluck tooth from a dragon's mouth.
E69	BLACK CASTLE OF NAGOG	Recover a medallion to cure a possessed hero.
E70	HOUSE ON EAMON RIDGE	Explore the mysteries of an old house.

DISK NO		EAMON UTILITIES
EU1	EAMON UTILITY 1	Utilities including: condense character, character maintenance, snappy maintenance, resurrect, quick room print, adventure log, manual labels, clone.
EU2	EAMON UTILITY 2	Utilities include: quick room print, room analysis, etc..
EU3	EAMON UTILITY 3	Utilities include: consolidate monsters, monster battle, check textfiles, list monsters.
EU4	EAMON UTILITY 4	Utilities include: condense characters, room analysis, dungeonaid, remove dummy artifacts, quick room print, artifact maintenance, flex dungeon list, create text to save game.

DISK NO		EAMON TOURNAMENT ADVENTURES
ET1	THE CASTLE OF COUNT FUEY	Get the possessions of the Baron out of the castle in an hour and a half, (does not require Main Hall disk).
ET2	THE SEARCH FOR THE KEY	Retrieve a key to rescue the king's officials, (does not require Main Hall disk).
ET3	RESCUE MISSION-PART II	Now that you have the Ray, rescue the officials.

DISK NO		EAMON DESIGNER
ED6	EAMON DESIGNER 6 (version 6)	Design your own Eamon adventures.