

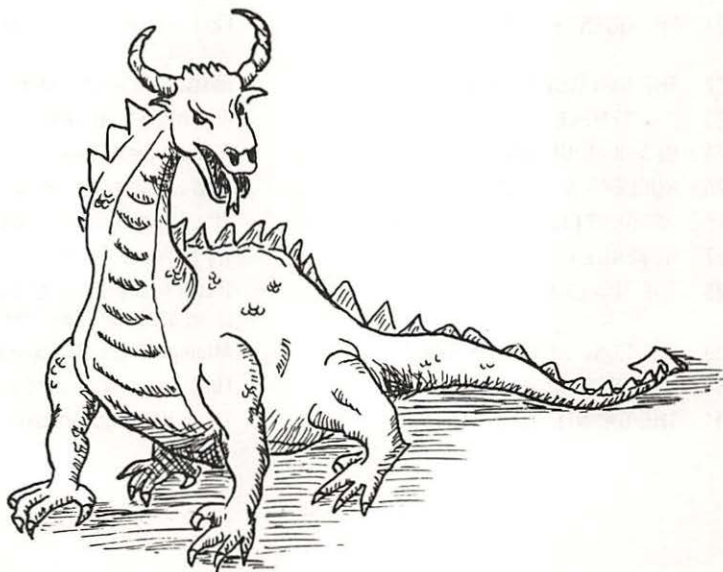
# EAMON

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 number E1. Remove the write-protect when using the Eamon Master disk. Run the Eamon Master before playing any of the other adventures! 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 do the following: remove the Eamon Master disk, insert the adventure disk, and then 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 the user's own adventure. This adventure appears on the monitor and can be printed.



# Eamon Adventure Disks

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|-----|--|---|
| E1  | MAIN HALL & BEGINNER'S CAVE<br>(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 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 SWORDQUEST 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.

## Eamon Utilities

EU1 EAMON UTILITY 1

Utilities include: 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, dungeon aid, remove dummy artifacts, quick room print, artifact maintenance, flex dungeon list, create text to save game.

## 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.

## Eamon Designer

ED6 EAMON DESIGNER 6

Design your own Eamon adventure.