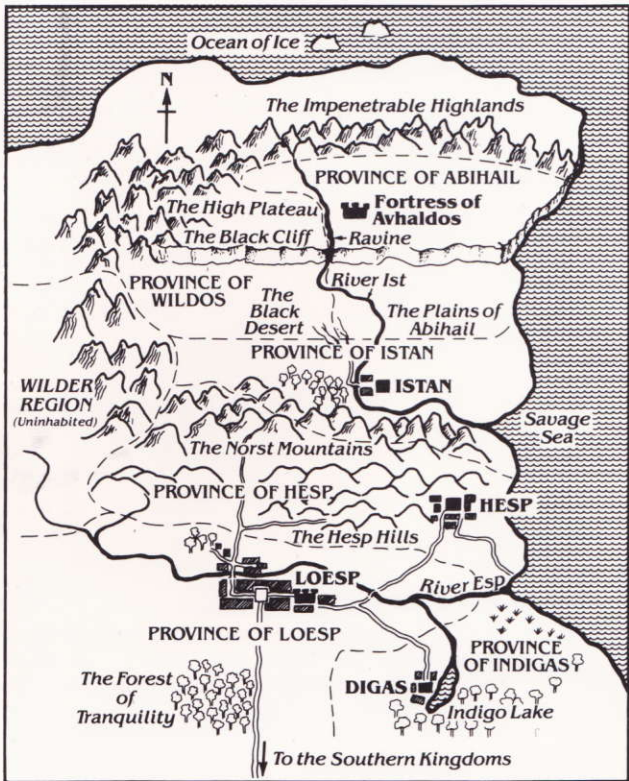


Black Fountain

MAP OF ESPADIS



DOUBLE GOLD ADVENTURES SERIES

Welcome!

This Double Gold adventure pack contains two Gold Medallion adventures. The Medallion adventure award is only given to the very best adventures written using the Graphic Adventure Creator.

The Graphic Adventure Creator, Double Gold & Medallion Graphic adventures are available from all leading retailers and also direct from the publishers, Incentive Software Ltd, 2 Minerva House, Calleva Park, Aldermaston, Berkshire RG7 4QW.

LOADING INSTRUCTIONS

Side 1: SHARPES DEEDS

Side 2: BLACK FOUNTAIN (Parts 1 and 2)

Reset the computer by pressing the CTRL, SHIFT and ESC keys at the same time. Put the cassette into the recorder, then rewind, press the CTRL and small ENTER keys together and then press the recorder's PLAY button followed by any key. The program will run automatically when loaded. N.B. You will need to enter the password learnt in Part 1 to enter Part 2.

PLAYING THE ADVENTURES

Upon loading, the computer will show your current predicament and ask you what you wish to do. You can then enter your instructions.

Example commands:—

- Go North ● Take Glass ● Give the Mirror to the Man
- Put the ruby in the box, close it then go east.

Some commands can be abbreviated e.g. "N" for "North," "Inv" for "Inventory" etc.

The Adventure incorporates a parser which enables you to enter multiple commands separated by "AND," "THEN," a comma or a full stop.

The word "It" will be interpreted as the last noun entered e.g. in the above example — it = the box.

SHARPE'S DEEDS

Having been informed by your solicitor that you stand to inherit the estate of Ferdinand Sharpe (deceased), you become extremely excited. However, it appears that your great-uncle, of whom you sadly know nothing, has stipulated certain conditions before you can claim your inheritance. One of these appears to be that you must visit the village of Sharpley, the former home of your uncle. Armed only with a newspaper cutting relating to the death of Ferdinand, you accompany the solicitor to Somerset. On arrival, you are shown to a bedroom, and then left to your own devices. Having little else to do, you first read the article, an extract of which is printed below.

'Although widely acknowledged as an eccentric character, Ferdinand Sharpe was well-thought of in the village. His friendly and generous manner did much to endear him to the local populace, and he was often to be found at the local Inn, where he spent many happy hours drinking cider and telling of his love for music, animals and the surrounding countryside. He had resided at Sharpley Court, the family home for several previous generations, although only a handful of people, including the Vicar, had ever been inside the house. It is known that, since the death of his Cook last year, and the Gardener a few months before, Ferdinand Sharpe had lived alone. He never married, but in his youth travelled extensively and collected various artefacts, including some from India. To whom they will go remains a mystery, but it is believed that a great-niece or nephew stands to inherit the entire estate.'

Being late, you then retire for the night. Upon waking, you discover that the article is missing, and that you are alone . . .

BLACK FOUNTAIN

In another universe, lies the Planet Areth. Not so advanced as ourselves, the Arethans live in a relatively simple and peaceful existence, enjoying the delights of good food, drink, music and other pleasures.

Their form of Government is relatively casual – each Kingdom is made up of smaller provinces, which are run by Chief Officials, who reside in Halls. The High Chancellor of each Kingdom resides in a Court situated in

the capital town of the appropriate Kingdom, and is the overall head of all legal, state, defence matters etc. within that Kingdom. It is to him that Chief Officials turn for help when they can't sort out problems for themselves.

You, Shardor, are a humble servant at the Court of Loesp in the Kingdom of Espadis in the northern continent of Norvalis. It is known that your High Chancellor, Aguno, is fed up with being bothered by the official Istanus, who has a reputation for being, to put it politely, useless. So when a message arrives for yet more help from Istanus, Aguno isn't unduly worried, and does nothing. However, rumours persist that Abhaldos (an evil eccentric living in the far north) has invented a strange black liquid, which he appears to have made into a Black Fountain. This, so rumour has it, is now contaminating the River Ist. Eventually, Aguno agrees to send his three best and strongest officials (your three elder brothers) to investigate. You watch with envy and misgivings at their departure – knowing them better than most, you feel that they are incapable of succeeding.

Days pass, and the rumours increase. No word has come from your brothers, and you eventually decide to approach Aguno to ask permission to follow your brothers – after all, why should they have all the fun, just because they're older, bigger and stronger than you? With some trepidation, you enter the Room of the High Chancellor and wait the chance to speak . . .

GENERAL INFORMATION

THE BLACK FOUNTAIN is an adventure set in two parts. As Shardor, you must make your way to the Fortress of Abhaldos in the north of the Kingdom and seek a way of destroying, or purifying, the Black Fountain. You also attempt to locate your three brothers (Charmos, Fulisto and Tigros), although why you bother is beyond me – but then, you're a caring soul!

Your quest begins in the Room of the Chancellor, at the Court of Loesp. A messenger rushes in with an urgent plea . . . your request to help is not met with much enthusiasm . . . still, your services are needed. Before you leave, talk to the messenger to obtain some useful advice – throughout the adventure, people can be spoken to in many ways – TALK TO MESSENGER, HELLO AGUNO, ASK GARROS FOR HELP, TELL BORIS TO MAKE BOW, GREETINGS CHEF – all being accepted.