

EAMON

by Donald Brown

WORLD EAMON GROUP

LET'S IMPROVE EAMON

3A SUPPORTS THE EAMON ADVENTURE SYSTEM AND SOLICITS YOUR SUPPORT.

WE KNOW THERE ARE BUGS IN SOME OF THE EAMON PROGRAMS THAT NEED TO BE IDENTIFIED AND PUBLISHED SO YOU AND OTHERS CAN FIX YOUR COPIES.

WE KNOW SIGNIFICANT IMPROVEMENTS ARE LONG OVERDUE, SUCH AS...

A SAVE-GAME FEATURE ON EVERY DISK.
FASTER RUN TIME.
GRAPHICS.
BETTER CODE STRUCTURE, AND
(EVEN THE SPELLING NEEDS WORK).

WHEN YOU HELP OUT IN THIS CONTINUING PROJECT TO FIND AND FIX THE BUGS OR IMPROVE THE EAMON SYSTEM, (EVEN CREATE A SUPER-EAMON MASTER?) WE WILL SHOW OUR APPRECIATION BY PUBLISHING AND DISTRIBUTING YOUR 'FIX' AND EXCHANGING A 3A VOLUME OF YOUR CHOICE WITH YOU AT NO CHARGE AS WELL. WE WILL ALSO PUBLISH YOUR NAME AS HAVING CONTRIBUTED TO IMPROVING EAMON.

FOR THOSE SITTING ON THE SIDE LINES, AFTER IMPROVED VERSIONS ARE PUBLISHED, WE WILL RECOPY YOUR VOLUME WITH THE IMPROVED VERSION FOR A \$1 COPY AND SHIPPING FEE.

MANY FOLKS HAVE REQUESTED A LEVEL OF DIFFICULTY GRADING SYSTEM FOR EACH EAMON ADVENTURE. WE WOULD LIKE TO HEAR YOUR OPINION OF EACH ADVENTURE YOU PLAY. PERHAPS YOU WILL WRITE A SHORT REVIEW THAT WE MAY PUBLISH AND GIVE YOU CREDIT.

WE INTEND TO KEEP EAMON IN THE PUBLIC DOMAIN AND DISCOURAGE LOCKING-UP PROGRAMS OR AFFIXING COPYRIGHTS TO THE SERIES!

IN OUR LAST CATALOG WE SPONSORED A 'NATIONAL EAMON CLUB' BELIEVING IT WOULD ACCOMPLISH SOME OF THE ABOVE, BUT IT HASN'T HAPPENED. FOR EXAMPLE, RATHER THAN IDENTIFYING AND PUBLISHING HOW TO FIX SOME OF THE EAMON BUGS THE 'CLUB' WROTE A PROGRAM TO LOG THE BUGS, BUT STILL HAS NOT PUBLISHED ANY.

SO WE NOW LAUNCH THE 3A "WORLD EAMON GROUP" AND LOOK FORWARD TO SPREADING 'THE WONDERFUL WORLD OF EAMON' EVEN MORE THAN IN THE PAST AND KEEPING ALL OF EAMON IN THE PUBLIC DOMAIN!

WE ARE VERY INTERESTED IN ANY AND ALL COMMENTS AND SUGGESTIONS ON EAMON AND HOW YOU WOULD LIKE TO PARTICIPATE. WE ARE PARTICULARLY INTERESTED IN EXCHANGING COPIES OF EAMON ADVENTURES AND OTHER EAMON PROGRAMS THAT YOU MAY CREATE OR KNOW OF.



A WORLD FAR, FAR AWAY



WELCOME TO EAMON

THE WONDERFUL WORLD OF EAMON

EAMON IS AN ADVENTURE SERIES QUITE SIMILAR TO DUNGEONS AND DRAGONS. EAMON WAS CREATED AND DEVELOPED BY DONALD BROWN. THE ADVENTURES WERE CREATED BY DONALD AND VARIOUS PEOPLE AS YOURSELF.

TO ACTUALLY PLAY EAMON ON THE APPLE COMPUTER, YOU MUST FIRST 'BOOTUP' THE DISKETTE MARKED 'E001 EAMON MASTER'. YOUR DISK DRIVE CONTROLLER CARD MUST BE IN SLOT SIX, DRIVE ONE--EAMON DOESN'T KNOW HOW TO HANDLE ANY OTHERS YET.

AFTER YOU ARE SHOWN THE DRAGON PICTURE (WHICH YOU CAN BREAK OUT OF EARLY BY PRESSING THE 'ESC' KEY), YOU WILL BE ALMOST READY TO ENTER THE MAIN HALL AND CREATE A CHARACTER. SIMPLY FOLLOW DIRECTIONS. THE MAIN HALL IS A PLACE TO LEAVE FROM TO GO ON AN ADVENTURE.

ONLY ONE EAMON ADVENTURE WILL BE STORED ON A DISKETTE. TO GO ON AN ADVENTURE, PROCEED FROM THE MAIN HALL AS DIRECTED, INSERTING THE DISKETTE. WITH THE NEW ADVENTURE INTO THE DISK DRIVE (SLOT SIX, DRIVE ONE) AT THE PROPER TIME. FROM THEN ON, YOU'RE ON YOUR OWN.

CHARACTERS WHO DO NOT RETURN FROM ADVENTURES ARE CONSIDERED DEAD (ERASED). TURNING OFF THE COMPUTER IN THE MIDDLE OF AN ADVENTURE OR HALTING IT BY PRESSING CTRL-C OR RESET MERELY COMMITS SUICIDE.

TO HELP YOUR CHARACTER GET SOME GOLD TO EQUIP HIMSELF PROPERLY AND BATHER A LITTLE BIT OF EXPERIENCE, ONE ADVENTURE IS INCLUDED ON THE MASTER DISKETTE--THE BEGINNER'S CAVE. IT'S A GENTLE LITTLE ROMP THROUGH A SET OF CAVES. WE STRONGLY ADVISE THAT YOU SEND YOUR NEW CHARACTER THROUGH THE BEGINNER'S CAVE FIRST.

IF YOU SUCCEED IN GETTING BACK TO THE MAIN HALL YOUR CHARACTER IS STORED ON THE E001 EAMON MASTER DISKETTE, SO IT CAN BE CALLED UP AGAIN THE NEXT TIME YOU PLAY.

RUN THE 'PLAYER MANUAL' AND LEARN MUCH MORE.

E001 EAMON MASTER & BEGINNER'S CAVE

Public Domain

80 FREE SECTORS

A 002 E001 EAMON MASTER V4.0
A 022 NEW CHARACTERS
T 003 EAMON ARTIFACTS
T 008 EAMON ROOM NAMES
T 127 PLAYER MANUAL TEXT

B 034 EAMON.PIC
T 002 CHARACTERS
T 077 EAMON.DESC
T 008 EAMON.ROOMS

A 046 MAIN HALL
A 013 THE WONDERFUL WORLD OF
T 003 EAMON.MONSTERS
A 061 THE BEGINNERS CAVE

T 007 SHAPPY
A 006 MESSAGE
T 002 EAMON.MAP
A 006 PLAYER MANUAL

EAMON ADVENTURES

Order by volume number AND title to avoid mistakes.

Each adventure consists of a group of programs (as shown above) that are on one diskette.

The Eamon Master "E001" is required to run any of the adventures!

The numbers after each adventure name are explained at the end of the list.

E001	EAMON MASTER V4.0 & BEGINNER'S CAVE	77/61	DONALD BROWN
E002	LAIR OF THE MINOTAUR	140/66	DONALD BROWN
E003	CAVE OF THE MIND	69/64	R VARNUM & J JACOBSON
E004	ZYPHUR RIVERVENTURE	142/78	JIM JACOBSON
E005	CASTLE OF DOOM	151/78	DONALD BROWN
E006	DEATH STAR	117/60	DONALD BROWN
E007	DEVIL'S TOMB	110/78	JIM JACOBSON
E008	ABDUCTOR'S QUARTERS	142/83	JIM JACOBSON
E009	ASSAULT ON THE CLONEMASTER	101/66	DONALD BROWN
E010	MAGIC KINGDOM	89/64	DAVID COOK
E011	TOMB OF MOLINAR	115/79	DONALD BROWN
E012	QUEST FOR TREZORE	132/78	JIM JACOBSON
E013	CAVES OF TREASURE ISLAND	123/63	B BENZ & P BRAUN
E014	FURIOUSO	157/84	WILLIAM DAVIS
E015	HEROES CASTLE	206/88	JOHN NELSON
E016	CAVES OF MONDAMEN	106/88	JOHN NELSON
E017	MERLIN'S CASTLE	200/68	RANDALL HERSON
E018	HOGARTH CASTLE	175/85	KEN NESTLE
E019	DEATH TRAP	206/93	JOHN NELSON
E020	BLACK DEATH	89/72	JOHN NELSON
E021	QUEST FOR MARRON	194/90	JOHN NELSON
E022	SENATOR'S CHAMBERS	63/72	JAMES PLAMONDON
E023	TEMPLE OF NGURCT	205/86	JAMES PLAMONDON
E024	BLACK MOUNTAIN	206/82	JOHN NELSON
E025	NUCLEAR NIGHTMARE	182/71	JOHN NELSON
E026	ASSAULT ON THE MOLE MAN	169/62	JOHN NELSON
E027	REVENGE OF THE MOLE MAN	172/68	JOHN NELSON
E028	TOWER OF LONDON	176/63	FRED & SANDY SMITH
E029	LOST ISLAND OF APPLE	100/63	DONALD BROWN
E030	UNDERGROUND CITY	157/63	STEVE ADELSON
E031	GAUNTLET	101/71	JOHN NELSON
E032	HOUSE OF ILL REPUTE (Obscene)	145/62	ANONYMOUS
E033	ORB OF POLARIS	128/70	JOHN NELSON
E034	DEATH'S GATEWAY	199/86	BOB LINDEN
E035	LAIR OF MUTANTS	164/84	EVAN HODSON
E036	CITADEL OF BLOOD	210/85	EVAN HODSON
E037	QUEST FOR THE HOLY GRAIL	216/85	EVAN HODSON
E038	CITY IN THE CLOUDS	176/106	EVAN HODSON
E039	MUSEUM OF UNNATURAL HISTORY	140/71	RICK VOLBERDING
E040	DAEMON'S PLAYGROUND	107/60	RICK VOLBERDING
E041	CAVERNS OF LANST	165/62	RICK VOLBERDING
E042	ALTERNATE BEGINNER'S CAVE	109/63	RICK VOLBERDING
E043	PRIEST'S OF XIM!	224/70	MARTY & ED BAUMAN
E044	ESCAPE FROM THE ORC LAIR	218/54	JAY HINKELMAN
E045	SWORDQUEST	269/75	ROGER FENDER

E046	LIFEQUEST	103/58	DAVID CRAWFORD
E047	FUTUREQUEST	188/78	ROGER FENDER
E048	PIONIC IN PARADISE	161/79	JOHN NELSON
E049	CASTLE OF KOPHINOS	209/89	DON DOUMAKES
E050	BEHIND THE SEALED DOOR	132/47	TIM SERGE
E051	CAVES OF EAMON BLUFF	247/98	TIM SERGE
E052	DEVIL'S DUNGEON	123/67	JEANETTE MERRILL
E053	FEAST OF CARROLL	120/49	DAN & JON LILIENKAMP
E054	CRYSTAL MOUNTAIN	112/81	KEN HOFFMAN
E055	MASTER'S DUNGEON	192/84	JEFF ALLEN
E056	LOST ADVENTURE	180/82	JEFF ALLEN
E057	MANXOME FOE	138/57	RAY OLSZEWSKI
E058	LAND OF DEATH	149/65	TIM SERGE
E059	JUNGLES OF VIETNAM	183/68	JEFF ALLEN
E060	SEWERS OF CHICAGO	242/72	JEFF ALLEN
E061	HAPPY CLOUD	138/62	ALLAN PORTER
E062	CAVERNS OF DOOM	204/66	MATTHEW MULLIN
E063	VALKENBURG CASTLE	138/64	JEFF WEENER
E064	MODERN PROBLEMS	172/62	ANDERSON/BARTAN/THOMPSON
E065	SCHOOL OF DEATH	205/59	KURT TOWNSEND
E066	DUNGEONS OF KENDR	225/54	SAM BHAYANI
E067	CHAOSIUM CAVES	174/55	SAM BHAYANI
E068	SMITH'S STRONGHOLD	193/63	ALLAN PORTER
E069	BLACK CASTLE OF NAGOB	161/82	DOUG BURROWS
E070	TOMB OF Y'BOLOMAC	160/61	ROBERT ROMANCHUK
E071	OPERATION CRAB KEY	192/53	JOE VERCELLONE
E072	HOUSE ON EAMON RIDGE	254/98	TIM SERGE
E073	DEEP CANYON	165/89	KENN BLINCOE
E074	DHARMAQUEST	209/93	ROGER FENDER
E075	TEMPLE OF THE GUILD	62/59	J NELSON & D DOUMAKES
E076	SEARCH FOR YOURSELF	140/65	J NELSON & D DOUMAKES
E077	TEMPLE OF THE TROLLS	182/95	JOHN NELSON
E078	PRINCE'S TAVERN	210/97	BOB DAVIS
E079	CASTLE OF COUNT FUEY	128/67	DONALD BROWN
E080	SEARCH FOR THE KEY-PART 1	54/61	DONALD BROWN
E081	RESCUE MISSION-PART 2 (Requires the Key from Part 1)	76/59	DONALD BROWN

NEW 069 thru 078

Compare Program Size

THE SET OF NUMBERS AFTER EACH EAMON ADVENTURE INDICATE THE RELATIVE SIZE IN SECTORS OF THE DUNGEON DESCRIPTION TEXT FILE/AND THE MAIN PROGRAM. THESE ARE PROVIDED AS A BASIS FOR YOUR COMPARISON.

TO SAVE SPACE WE HAVE NOT PRINTED THE 'CATALOG' OF EACH ADVENTURE VOLUME AS WE DID FOR ALL THE OTHER PUBLIC DOMAIN VOLUMES.

WE HOPE WE HAVE CORRECTLY LISTED ALL THE AUTHOR'S NAMES AND SPOelled THEM CORRECTLY AS WELL. PLEASE TELL US IF ANY ARE NOT RIGHT!





EAMON UTILITIES NEW

THERE IS NOW ONE LESS EAMON UTILITY VOLUME BECAUSE WE DISCOVERED 26 PROGRAM DUPLICATIONS ON THE FORMER 4 VOLUMES AND ELIMINATED THEM!

E241 EAMON UTILITY 1

Public Domain 72 FREE SECTORS

A 002 E241 EAMON UTILITIES 1	A 036 CHARACTER BUILDER 1	A 069 CHARACTER BUILDER 2	A 037 CHARACTER CHANGE/DISPL
A 004 CHARACTER CLONE	A 007 CHARACTER CONDENSE	A 007 CHARACTER CREATOR	A 009 CHARACTER DISPLAY
A 003 CHARACTER EDIT	A 088 CHARACTER EDITOR	A 003 CHARACTER ERASE!	A 082 CHARACTER FILE MAINT
A 037 CHARACTER MAINTENANCE	A 079 CHARACTER MAINTENANCE	A 003 CHARACTER REBIRTH	A 007 CHARACTER TRANSFER
T 002 CHARACTERS	A 004 MESSAGE	A 004 RESURRECT	

E242 EAMON UTILITY 2

Public Domain 117 FREE SECTORS

A 002 E242 EAMON UTILITIES 2	A 011 ARTIFACT MAINTENANCE	A 021 BASEFIX	A 008 CHECK TEXT FILES
A 004 CONVERT TO TEN DIRECT	A 008 CREATE TEXT SAVE BASE	A 005 CREATE TEXT SAVE ORIG	A 002 CREATE TEXT TO FIN DOO
A 005 CREATE TEXT TO SAVE UA	A 003 EAMON.DISC CHECK	A 009 EAMON.DISC EDIT/CREATE	A 005 ERASE ART EFF MON
A 019 FLEX DUNGEON LIST 1	A 019 FLEX DUNGEON LIST 2	A 046 BAUNTLET EDIT	A 018 LIST CAVE OF MIND
A 018 LIST DUNGEON SPECIAL	A 041 LIST DUNGEON'S UNIVERSE	A 018 LIST MINOTAUR'S LAIR	A 019 LIST TREASURE ISLAND
A 006 RESHADE	A 009 MONSTER & ARTIFACT SET	A 003 MONSTER NAME REVERSE	A 011 PRINT EAMON R.A.M. 1
A 007 PRINT EAMON R.A.M. 2	A 018 PRINT EAMON R.A.M. 3	A 010 REMOVE DUMMY ARTIFACTS	A 004 ROOM ADD LIGHT
A 006 ROOM ANALYSIS	A 005 ROOM NAME SETUP	A 005 ROOM PRINT	A 005 ROOM SETUP
A 004 ROOM VIEW 1	A 004 ROOM VIEW 2		

E243 EAMON UTILITY 3

Public Domain 182 FREE SECTORS

A 002 E243 EAMON UTILITIES 3	A 087 ADVENTURE LOG	T 022 ADVENTURE.LOG	T 002 SPECIAL.LOG
A 004 CHANGE EAMON.NAME 1	A 007 CHANGE EAMON.NAME 2	T 079 DOCUMENTATION	A 003 DOCUMENTATION INSTR
A 003 DOCUMENTATION PRINTER	A 007 LABEL MAKER	A 006 MESSAGE	A 017 MONSTER BATTLE
A 013 MONSTER CONSOLIDATE	A 009 MONSTER INVENTORY	A 010 MONSTER INVENTORY VO	A 004 MONSTER MASTER
T 034 MONSTER MASTER	T 003 SHAPFY	A 013 SHAPFY MAINTENANCE	A 005 TEST BENCH
A 007 ADVENTURE	T 002 CHARACTERS	A 003 RAIN HALL	

Create your own adventure!

E250 EAMON DESIGNER

Public Domain 129 FREE SECTORS

A 002 E250 EAMON DESIGNER V6	A 003 ADDENDUM	T 046 ADDENDUM.TEXT	T 004 CONVERT MAIN > MAIN 10
A 062 DUNGEON EDIT	A 010 DUNGEON INIT	A 028 DUNGEON LIST	A 004 LEADIN PROGRAM
A 000 MAIN POM	A 006 MESSAGE	A 006 DESIGNER MANUAL	T 120 DESIGNER MANUAL.TEXT

EAMON PLAYER MANUAL

INSIGHTS TO EAMON

ON THE ORIGINAL EAMON DESIGNER DISKETTE WERE TWO 'MANUALS' (text files) NAMED...
DESIGNER MANUAL
PLAYER MANUAL

ONE EXPLAINS HOW TO DESIGN YOUR OWN EAMON ADVENTURES AND THE OTHER MANUAL TELLS THE BACKGROUND AND SOME SECRETS OF PLAYING EAMON.

WE MOVED THE 'PLAYER MANUAL' ONTO E001 THE EAMON MASTER DISKETTE !!

WE FELT IT IS MORE APPROPRIATE TO HAVE ACCESS TO THE PLAYER MANUAL WHEN FIRST ENCOUNTERING EAMON AND, MOREOVER NOT TO HAVE TO BUY ANOTHER DISKETTE TO LEARN MORE ABOUT THE EAMON SYSTEM.

