

CP/M 01

B: MODEM COM : MODEM ASM : MODEM DOC : DU-V75 COM
B: RESOURCE DOC : DU-V75 DOC : RESOURCE COM : DU/MAP2 DOC
B: -IACDISK 001 : IACDISK DOC
A>

CP/M 02

A: SALVO BAS : ORBIT BAS : MUGNUP BAS : LIFE2 BAS
A: TOWERS BAS : TARGET BAS : STARTREK BAS : TREKINST BAS
A: RUSROU BAS : MASTRMND BAS
A>

CP/M 03

A: -CPM/DOM 004 : / DOC : / COM : RCPM-26 LQT
A: UNERA COM : APMOVE ASM : APMOVE COM : STATUS COM
A: CAL-13 COM : CAL-13 DOC : MX80PLOT BAS : RESOURCE COM
A: TPA COM : XDIR COM : RESOURCE DOC : ERASE COM
A: RENAME COM
A>

CP/M 04

A: SD-43 COM : XMODEM COM : MISAMENU MON : CPM-NET MON
A: ALLENTWN MON : HYDEPARK MON : COMFUSER MON : PALATINE MON
A: MODEM COM : READ 1ST : MODEM72 COM
A>

CP/M 05

A: APRIL PQM : AFXMODEM COM : SD COM : -CPM/DOM 002
A: MODEM72 AQM : MODEM7 LQB : DIR3 COM : FILES COM
A: CRCK COM : CRC-ART DOC : APMODEM7 DOC : APXMDM AQM
A: READ1ST : PIPV TXT
A>

CP/M 06

A: -CPM/DOM 001 : THOUGHT : QUICKIES 000 : FIND400T AQM
A: FLS COM : SQ COM : USQ COM : HELP COM
A: RCPMLIST 008 : TYPESO DOC : TYPESO COM : DU-V75 COM
A: SQ/USQ HQS : SQ/USQ DOC : DU-V75 AQM : HELP HLP
A: ZSIDFIX FIX : HIKEM ASM : DU-V75 DOC : READ1ST
A: UPDATE 00A : MAST CAT
A>

CP/M 07

A: 40\$IN PAT : 40\$OUT PAT : APPLHALT ASM : CATALOG DOC
A: CLEAN COM : -CPM/DOM 000 : CLEAN DOC : APHAYES ASM
A: MAST BAK : APR00T2 ASM : APMODEM COM : APXMODEM COM
A: NOLF PAT : STOKEYBD PAT : APMODEM DOC : THOUGHT
A: MLIST50 COM : MAST CAT : CAT COM : FNAF COM
A: INDEX ASM : UCAT COM : INDEX DOC : AFXMODEM DOC
A: INDEX COM
A>

CP/M 08

A: FIFATCH AQM : RCPMDISK DOC : PROTECT AQM : RENAME AQM
A: DUU AQM : DUU DOC : REZILOG HQC : REZILOG COM
A: UNERA AQM : AFSTRTUP AQM : CACHE DOC : -CPM/DOM 005
A>

Eamon Utility 1

T 007 APPEND SAVE BASE
T 007 APPEND SAVE ORG
T 006 APPEND SAVE RTN
A 009 ARTIFACT MAINTENANCE
A 021 BASEFIX
A 004 CHANGE EAMON NAME
A 036 CHARACTER BUILDER 1
A 069 CHARACTER BUILDER 2
A 037 CHARACTER CHANGE/DISPLAY
A 006 CHARACTER CLONE
A 007 CHARACTER CREATOR
A 009 CHARACTER DISPLAY
A 003 CHARACTER EDIT
A 003 CHARACTER ERASE
A 007 CHARACTER FILE CONDENSE
A 079 CHARACTER MAINT
A 007 CHARACTER HOVER
A 003 CHARACTER REBIRTH
A 003 CHARACTER RESSURECT
T 002 CHARACTERS
A 002 CREATE TEXT FIX BOOT
A 005 CREATE TEXT SAVE BASE
A 005 CREATE TEXT SAVE GAME
A 005 CREATE TEXT SAVE ORIG
A 011 DUNGEON AID
T 001 EAMON.DESC
T 002 FIX BOOT PGM

Eamon Utility 2

A 016 EAMON ADVENTURE LOGS
A 003 EAMON CHECK
T 009 EAMON.ADVLOG
T 001 EAMON.DESC
T 001 EAMON.ROOM NAMES
T 001 EAMON.ROOMS
T 005 EAMON.SPECLOG
A 009 EDIT/CREATE DESCRIPTIONS
A 005 ERASE ART EFF MON
T 002 FIX BOOT PGM
A 002 FIX TENDIR NAME
A 010 FLEX DUNGEON LIST
A 007 LABEL MAKER
A 015 LIST CAVE OF MIND
A 015 LIST MINOTAURS LAIR
A 015 LIST TREASURE ISLAND
A 003 QUICKY ROOM PRINT
A 006 REMOVE DUMMY ARTIFACTS
A 005 ROOM ANALYSIS
A 010 SETUP MONSTER/ARTIFACT
A 005 SETUP ROOM NAMES
A 005 SETUP ROOMS
A 003 SNAPPY LOAD
A 006 SNAPPY MAINT 1
A 004 SNAPPY MAINT 2
A 015 SPEC DUNGEON LIST
A 015 SPEC DUNGEON LIST 2
A 004 TEST BENCH
A 004 VIEW ROOMS1
A 004 VIEW ROOMS2

Eamon Utility 3

A 004 LIST MONSTER.MASTER
A 017 MONSTER BATTLE
A 009 MONSTER INVENTORY
A 010 MONSTER INVENTORY VER.0
T 190 MONSTER.MASTER

A WORLD FAR, FAR AWAY.

EAMON

by DONALD BROWN

You are a citizen of this weird world. You are a free person out to seek your fortune in this world of shifting laws and time. You will usually find yourself fighting terrible monsters such as orcs, trolls and dragons to get their treasures. However, at times you may find yourself fighting such varied opponents as Billy the Kid or Darth Vader! Anything can happen, anything at all.

Eamon is a fantasy role playing adventure. The computer with your help will generate your character for you and you will pretend to be that character. You will command your character into fierce battle, where hopefully you will emerge victorious and wealthy. If you survive. □

Eamon Master 01

A 015 THE WONDERFUL WORLD OF EAMON
B 034 EAMON.PIC
A 022 NEW CHARACTERS
T 004 CHARACTERS
T 007 SNAPPY
T 002 THE ADVENTURER
T 002 FRESH MEAT
A 046 MAIN HALL
A 061 THE BEGINNERS CAVE
T 003 EAMON.ARTIFACTS
T 077 EAMON.DISC
T 003 EAMON.MONSTERS
T 002 EAMON.NAME
T 005 EAMON.ROOM NAMES
T 008 EAMON.ROOMS

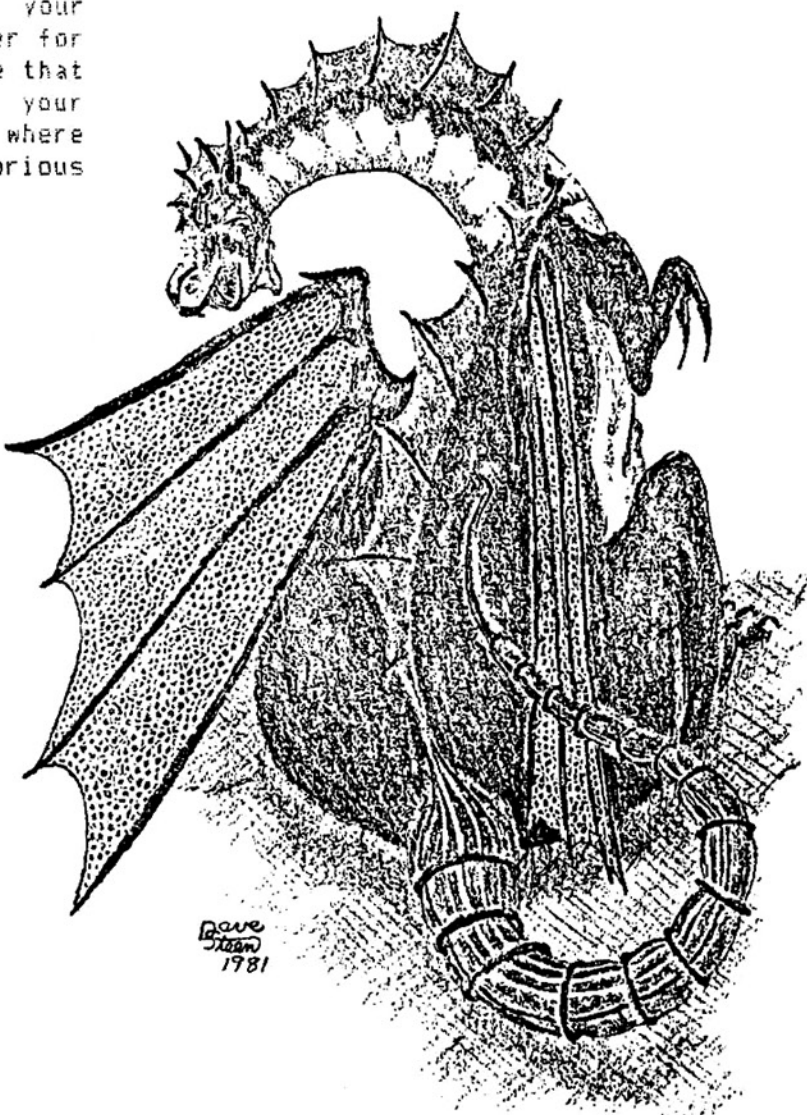
Eamon Designer ED5

*T 001 VERSION 5.0
*A 008 DUNGEON INIT
*A 046 DUNGEON EDIT
*A 015 DUNGEON LIST
*A 006 PRINT MANUALS
*A 003 LEADIN PROGRAM
T 127 PLAYERS MANUAL.TEXT
*T 087 DDD MANUAL.TEXT
*A 019 FLEX DUNGEON LIST
*A 057 BASE PROGRAM 2.0
*A 056 BASE PROGRAM TEN

WELCOME TO THE...

WONDERFUL WORLD OF EAMON

Far away, at the very center of the Milky Way, is the planet of Eamon. It doesn't orbit any sun--all the stars orbit Eamon, all four billion of them. The shifting pulls of these great bodies bring strange forces to bear upon this planet; twisting light, tides, even the laws of science itself! Strange things happen there, and the citizens of Eamon must always be adaptable, for things are rarely what they seem, and even more rarely what they were yesterday!



EAMON ADVENTURE LIST * With SAVE Feature Aug 1983

E01	Eamon Master (Version 4) and Beginner's Cave *	Donald Brown
E02	Lair of the Minotaur *	Donald Brown
E03	Cave of the Mind *	R Varnum & J Jacobson
E04	Zyphur River Venture *	Jim Jacobson
E05	Castle of Doom	Donald Brown
E06	Death Star *	Donald Brown
E07	Devil's Tomb *	Donald Brown
E08	Abductor's Quarters *	Jim Jacobson
E09	Assault on the Clone Master *	Donald Brown
E10	Magic Kingdom	David Cook
E11	Tomb of Molinar *	Donald Brown
E12	Quest for Trezore *	Jim Jacobson
E13	Caves of Treasure Island	P Braun & G Genz
E14	Furioso	William Davis
E15	Heroes Castle *	John Nelson
E16	Caves of Mondamen	John Nelson
E17	Merlin's Castle *	Randall Hersom
E18	Hogarth Castle	Ken Nelson
E19	Death Trap *	John Nelson
E20	Black Death	John Nelson
E21	Quest for Marron	John Nelson
E22	Senator's Chambers	James Plamondon
E23	Temple of Ngurct	James Plamondon
E24	Black Mountain *	John Nelson
E25	Nuclear Nightmare	John Nelson
E26	Assault on the Mole Man	John Nelson
E27	Revenge of the Mole Man	John Nelson
E28	Tower of London	Fred & Sandy Smith
E29	Lost Island of Apple	Donald Brown
E30	Underground City	Steve Adelson
E31	Gauntlet	John Nelson
E32	House of Ill Repute * (Obscene/Sexual)	Anonymous
E33	Orb of Polaris	John Nelson
E34	Death's Gateway	John Nelson
E35	Lair of Mutants	Evan Hodson
E36	Citadel of Blood	Evan Hodson
E37	Quest for the Holy Grail	Evan Hodson
E38	City in the Clouds	Evan Hodson
E39	Museum of Unnatural History	Rick Volberding
E40	Daemon's Playground	Rick Volberding
E41	Caverns of Lanst	Rick Volberding
E42	Alternate Beginner's Cave	Rick Volberding

TOURNAMENT ADVENTURES

E60	Castle of Count Fuey	Donald Brown
E61	Search for the Key-Part I	Donald Brown
E62	Rescue Mission-Part II	Donald Brown

EAMON UTILITIES

ED5	Eamon Designer (Version 3)	Donald Brown
EU1	Eamon Utility 1	Many
EU2	Eamon Utility 2	Many
EU3	Eamon Utility 3 (Monsters)	John Nelson

Note: Only the title of each Eamon Adventure is shown.

150 Each title constitutes a group of programs that are on ONE disk.

Dungeons and Dragons in the Public Domain

EAMON

EAMON ADVENTURES

There are now 45 adventures! Each is on a separate disk volume. The EAMON MASTER (Version 4) and the first adventure, BEGINNERS CAVE are on the same disk--E01. To run any of the adventures you must run the EAMON MASTER first!

There is also an EAMON DESIGNER volume (Version 5)--ED5, that will permit you to create your own adventure. Also on the Designer disk are 2 "manuals" that explain all the secrets of Eamon and how to design your own adventure which you may read on your monitor or print hard copy on your printer. Highly recommended for Eamon adventurers and writers are three EAMON UTILITY DISKS--E01, 2 and 3.

NEW EAMON NUMBERING

The growing library of Eamon Adventures required changing a few adventure numbers (which is easily done). When you complete a NEW ADVENTURE and are satisfied it is perfect then send it to 3A for exchange. We will assign the next available number. Meanwhile use any two digit number.

EAMON NEWSLETTER

Send for your free introductory issue of the Eamon Newsletter! Now you have a way to become informed about new developments happening in the Wonderful World of Eamon. Read articles on your favorite Adventures, previews of adventures in-the-works, and more. Stay informed about new developments in the Eamon Master program and in the Utilities. Send your request for a free sample issue to KEN SHERWOOD, 117A N 25th Street, Reading * PA * USA * 19606. By the way, if you are an experienced Eamon Adventurer, John and Ken invite you to write about Eamon for the newsletter.



NATIONAL EAMON USERS CLUB

The official National Eamon Users Club is now forming to bring together all Eamon Adventurers. The purpose is to assemble knowledge of adventures, notify members of new adventures, utilities, tournaments, program bugs, new versions, improvements, features you can add yourself, ways of saving your characters, helpful hints, designing adventure tutorials, and have a great time.

A newsletter sent out to all members, meetings scheduled for Adventurers in the same region, a possible membership list to help members find other members in their region and other fantastic things not even dreamed of yet. No dues have yet been levied and will be avoided, until printing and postage costs become too much.

Send your name, address, phone and a list of the Adventures you have to: JOHN NELSON, 1226 E University, Des Moines * IA * USA * 50316. □