

KIM-VENTURE
INSTRUCTIONS

Can't you be persuaded not to do this foolish thing? According to rumor, others before you have tried to find the hidden caves of Nirdarf - and some of them have never been heard of again!

They say that magical beasts lurk in some of those caves. They say that people who find their way in can sometimes locate magic objects, and make that magic work for them. And they say that sometimes the magic works in a peculiar fashion. Some people say there are vast treasures to be found in the caves. Other people say that there isn't anything in the caves but trouble! Are you sure you want to do this?

Many, many years ago, before the Semi-Colossal Caverns of Nirdarf were the subject of whispered terror, a townsman found a scrap of paper wrapped up in an oak leaf, down in Least Valley. That's a few miles north of here, and that's where the last explorers were finally found....absolutely mad. Anyway, this scrap of paper had some scribbling on it, and a little drawing, and lots of the local folks think the message has to do with the caves and the treasures. (Lots of other people say the scribblings are only the scratchings of madmen, and that they have no significance whatsoever.)

If, in spite of the rumors of magic and monsters, you are determined to go through with this foolishness, at least accept the help of KIM-1. KIM can be your eyes and hands; it can execute many of the tasks you'll need to perform during your quest.

KIM possesses only limited intelligence, and can understand only ten commands, but it's loyalty cannot be lightly underestimated. Remember that KIM is loving - but a little slow - and hold down the command keys until you're certain KIM has received your instructions. It isn't fair to get angry with KIM if you get lost or stuck in the caves....KIM can always get out, but is unable to get you out without explicit commands.

Well, you've been warned. Let's have another drink before you start - after all, we may never meet again!

To invoke one of the ten commands KIM can comprehend, press the appropriate key and hold it down until KIM responds:

0 1 2 3 4 5 are direction keys, for
N E S W UP DOWN respectively.

- B BROWSE when you want KIM to reiterate what it knows of your surroundings.
- C CARRY when you want KIM to pick something up. You'll have to press this key again - and hold it down - when KIM asks you to specify which object you want carried.
- D DROP when you want KIM to drop something it is carrying for you.
- E EMPLOY when you want KIM to use one of the objects it is carrying.

KIM also responds to the F key. However, it is well to remember that KIM cannot be held responsible for what occurs when you press F. Rumor has it that this key will be helpful on occasion, but no one seems to be certain just what it will do for (or against) you.

Here is a reproduction of the scrap of paper found in Least Valley. Again, remember that there is no way to know whether this message is significant or not. It is reproduced here in order to provide you with all the known details.

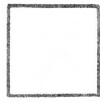
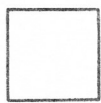
Nirdarf - Day 2

Found odd marks on a rock in the streambed:



It is rumored that some of the objects you may encounter in the caverns have unpredictable side effects. For instance, "they" say the magic rod (which no one has been able to bring out of the caves) scares a bird. Is this information meaningful? It is also rumored that the trails and passages through the caves twist and turn a great deal, so that going north from one location does not necessarily mean you will enter the next location from the south.

Because KIM has a bit of difficulty communicating, here is a reproduction of the display you will see when KIM requires an instruction from you. "?" is KIM's way of asking you, "What do you want me to do next?" If KIM sees any of the so-called symbols (similar to the one described on the Least Valley Message), it will show that symbol to you. The display might look like this:



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Question Mark

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Representation of
Stream-Bed symbol from Least
Valley Message.

In return for the use of KIM, you must retrieve at least two of the treasures. In order to receive credit for these treasures, you must bring them out of the caves and leave them safely in the house.

Good Luck!