


COME ONE COME ALL

**THE GRAND AND GLORIOUS
BUT NOT TOO DANGEROUS
RULES TO THE
KITE RACES
ARE ON THE
REVERSE SIDE!**






Racing kites is easy and it's fun. Just tell the person on duty you want to race a kite. Do this by ordering them to release a kite. They'll oblige.

The first thing anyone who wishes to beat a kite at its own game needs to do is have an inner clarity. This can most easily be achieved by dropping one's tatami mat in a convenient location, such as the entrance to a race course, and then sitting on it. Once properly seated, the participant can meditate on the speediest thing known to modern man—the tachyon. Meditating on this faster-than-light particle will give any participant the needed edge he requires when facing a race opponent faster than himself.

Kites have long been known for their swiftness and guile in competition. Fierce opponents, they give nor ask for mercy.

Kite races are held daily at the race course. Anyone may participate.



PLAYER REFERENCE CARD/THE APPLE MACINTOSH VERSION

"DR. DUMONT'S WILD P.A.R.T.I."

WARNINGS:

1. **DO NOT** remove the disk from the drive at any time.
2. **DO NOT** flip the write-protect tab to the DON'T WRITE (Write protected) position. The game *needs to write* to this disk. We recommend you make a back-up copy.
3. Yes, we know, you're horrified by number 2. So make a backup copy using ANY standard method of copying a disk. If you decided to do this, which we hope you do, please do not share your disk with others. We provided you with a *NON-COPY-PROTECTED* disk for *your* protection-not so some guy down the street could save himself some bucks and put us out of business.
4. When making a backup, **Do Not** copy the files one at a time. Copy the disk as a whole to a new disk and **Do Not** change the Locked/Unlocked state of any file on your disk.

PULL-DOWN MENUS:

Yes, Virginia, there is a Menu Klaus. A short note is in order, though. Due to the way in which the twisted programmer went about coding this sytem, normal screen refreshing (as we Mac Users are used to) was not fully possible. But we did the next best thing...when a new window or dialog box appears on the screen and is then dismissed by your clicking the mouse button, the screen is erased and a LOOK command is entered. This LOOK is free of charge and is not logged by the move counter. I know we're nice guys, but hey! Life is short! We could've left a gaping hole there instead!

THE APPLE MENU:

ABOUT Dr. Dumont... This fascinating selection provides you with that standard dialog box listing the game credits and version number.

Desk Accessories are supported but *not* guaranteed.

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SAVE & RESTORE and the Check Mark:

You are allowed to save and restore four different game states to the game disk. Each time you save to a different position, a check mark appears beside this new position. This tells you which position was last saved to, hopefully eliminating your saving over a critical position. RESTORE tells you the current position you have restored from (or, if you have not yet restored, position 1).

SAVE 1 (ctrl S): This is the equivalent of typing SAVE 1 from the keyboard. The last save position is unchecked and the SAVE 1 position is now checked.

Save 2...

Save 3...

Save 4...

RESTORE 1 (ctrl R): This is the equivalent of typing RESTORE 1 from the keyboard. This position is checked, telling you which save position you are currently playing.

Restore 2...

Restore 3...

Restore 4...

QUIT (ctrl Q): This is a fast and nasty quit from the game. Use it after you have saved and are certain you do not want to continue. It will **not** confirm your intentions. It will quit immediately.

The Edit Menu:

This menu exists solely for the benefit of the desk accessories and is disabled for the story.

The Fonts Menu:

This menu will display all fonts available on your disk. The current font is the font with the check mark beside it.

The font's size is the size with the check mark beside it. When the game starts, it assumes Geneva 12 point as the default font and size.

To change the font to any font listed in the menu, select that font. Only the "true" sizes for that font are listed, so if you select Monaco, for example, you may not see 14 point listed in the menu.

To change size, select the size from those available *after* you have selected the different font. If you are not changing fonts, simply select the different size from those listed.

You may add or delete fonts by using Font Mover which came on your Macintosh System Disk. Font sizes from 8 to 24 points are supported.

The Inventory Menu:

Selecting this menu gives you a list of the items you are carrying. It is available only as a list and performs no function.

The Special Menu:

The Special Menu contains some story-specific commands as well as some system commands.

Score: This saves you the trouble of entering SCORE from the keyboard.

Moves: This also is a miraculous time-saver. It types the MOVES command for you.

The First Koan

The Fourth Koan

The Second Koan

The Fifth Koan

The Third Koan

These five commands allow you to refresh your memory at any time during the story. They each open a window and display the Koan in question.

Page Breaks/No Page Breaks: This allows you to over-ride the end of the page "[PRESS ANY KEY FOR MORE]" thing and will put the story in the "automatic" scroll mode, ie: continuous scrolling.

— Michael Berlyn —

Co-designer of Dr. Dumont's Wild P.A.R.T.I.

Michael Berlyn is a writer who turned to designing computer software and games in 1979. His career path is one of creative enterprise ranging from electric violinist to novelist to game designer. His unique approach to writing games has won him national acclaim from the Washington Post to Rolling Stone to Time Magazine. His energy and playful qualities have gained him a large following of game players.

Michael's game writing career began with his fascination with the original adventure, Colossal Cave, in 1979. Playing the game till the sun rose, then taking it apart to learn its internal mysteries, drove his new wife crazy, till she joined him in the fun.

Michael read many programming books and learned BASIC well enough to try out his new skills on his own first adventure game. The home computer market was finding its first explosive year, and the newlyweds found that with two writers in the family, a home computer as a welcome, tax-deductable expense.

With two original science fiction novels sold and published that year, Michael worked on a third novel while writing his first adventure game, Oo-Topos. With a move to Aspen, Colorado and the founding of their first company, Sentient Software, the Berlyns began working together on game writing and design.

Oo-Topos grabbed the attention of the public with professional quality prose and imaginative science fiction elements. It was released shortly after his third novel, Blight. Michael was well on his way to becoming the first writer to design, write and program computer games, giving his name an innovative edge in the market. His talents as a writer proved to be a valuable asset in the newly developing game market.

With Cyborg, his next science fiction adventure climbing in the top 5 bestsellers in 1982, Michael became a familiar face in computer magazines coast-to-coast. With Suspended, a major feat of design complexity, Michael was hailed by reviewers as a breakthrough game designer.

— Muffy Berlyn —

Co-designer of Dr. Dumont's Wild P.A.R.T.I.

Muffy Berlyn is a writer, editor, and artist. She wrote and edited a young-adult magazine in South Florida, *Easy times*, for two years. Her responsibilities as editor there made good use of her multidisciplinary talents.

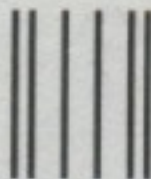
Her artistic talents were channeled into a more commercial vehicle as she designed, laid-out and pasted up significant proportion of the magazine's editorial and ad pages. She won the coveted "Rock-Pop Editor of the Year" award and the 1980 hardcover edition of *Writer's Market* requested and used a quote of hers for their back cover. She provided original art and investigative articles for the magazine, shaping it into a successful monthly over the two years she spent as editor. She later published a national horoscope column with the *Weekly World News* under strict deadline--a deadline she never missed in her three years of contributions.

Her game design credits start with her contributions to Sentient Software's first product, *Oo-Topos*, a text-adventure originally designed, scripted and programmed in 1980. She also contributed to *Cyborg*, the second text-adventure by the creative team.

Muffy provided the original idea and basic game-play/format for the company's first arcade-graphics style games, *Congo*. These products were produced for Sentient Software, a company founded by the Berlyns and two other partners.

Muffy enjoyed working with her husband on their shared careers of journalism, fiction writing, and game design. Both Michael and Muffy missed the creative interaction they received from each other over the period Michael spent working for Infocom. It wasn't long before they realized the need for a true partnership and started Brainwave Creations.

Muffy's latest work is *Tass Times in Tonetown*. This graphic-text adventure is a collaboration between husband and wife, the first product of Brainwave Creations. It was programmed by Interplay Productions, and is being marketed by Activision.



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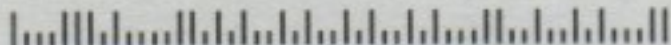
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"PRIME TIME™"

Designed by Dr. Michael Breggar

Tired of watching bad TV? Well, now can DO something about it...you can make it worse! FIRST ROW proudly brings you "Prime Time," one of the most unusual and hysterically funny games you've ever played. "Prime Time" gives players the chance to run a TV network, cancel shows, buy shows, do lunch, and say things like "Sweetie-Baby-Cookie." With crystal sharp graphics and animation, digitized speech and sound effects and playability that is unparalleled, you'll know you're playing a 'classic' as soon as you boot it up. "Prime Time" from FIRST ROW. "It's all up to you, Babe!" Support materials include: "TV Wise Guide," Program Board and TV Network Contract.



"ZAP...THE CODE FINDER™"

By: Jeffrey Dean O'Donnell, Three Rivers Software

How Did I Ever Get Along Without It? ...Microwave Ovens. Video recorders. Two inventions of the eighties that once seemed silly. Now we wonder how we ever got along without them. ...Leave it to FIRST ROW to add a third name to the indispensable: "Zap...The Code Finder." A necessity for anyone who has ever written a letter or made a long distance phone call. Essentially an encyclopedia of zip codes and area codes, "Zap...The Code Finder" is memory resident tucked away inconspicuously in your computer's memory, and is a mere keypress away from giving you the correct 5-to-9 digit number that'll speed your letters on their way. And in this day of advanced word processing and desktop publishing "Zap...The Code Finder" is the microwave oven that'll make your computer cook.



"STAR EMPIRE™"

By: Fouad Katan

The people who brought you "Elite" have put together a new space odyssey—somewhat easier to "get into" than its predecessor, but much more challenging, graphically exciting and entertaining. Already a "Gold" hit in the U.K. "Star Empire" challenges the player to "brave dozens of missions, become the greatest space pilot of all time and win an empire." FIRST ROW brings the challenge home in a search for adventurers who would risk all in the name of conquest.



"DR. DUMONT'S WILD P.A.R.T.I.™"

By: Muffy and Michael Berlyn

What if... Your mind was directly hooked up to a machine? Your job is to teach this machine how to see, hear, and perceive reality. Then, what if you discovered that the machine was insane—and its insanity began to infect you? No one can actually predict what this "P.A.R.T.I." experience will be like... not even the partyer who was already crazy enough to volunteer... you.

From the designers who have brought you such imaginative hits as: "Tass Times in Tonetone," also "Oo Topos," "Cut Throats," and the classic "Insider" and "Suspended," is the fabulous new all text adventure—"Dr. Dumont's Wild P.A.R.T.I." to set the pace for adventure games to come.

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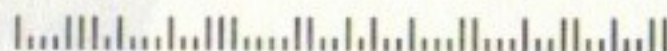
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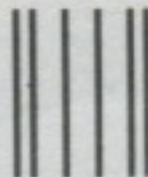
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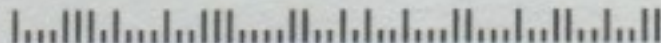
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