NINE PRINCES IN AMBER™

BASED ON THE AMBER SERIES BY

ROGER ZELAZNY

ADVENTURE GAME SOFTWARE

For the Apple® IIc, IIe or II+
Requires 64K

ISBN 0-917649-90-7

AMB

TELARIUM™

Fantasy

NINE PRINCES IN AMBER™

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So that was the game. They tried to kill you—and when that failed, they stuck you in a private hospital with enough drugs to keep you out cold for the rest of your life.

Well, almost enough drugs. At the moment you're awake. And none too soon. A burly attendant is about to give you your next shot.

That is, until you jump him and start your escape. But where are you going? And who put you in this hospital? And who—

And then it hits you. You've forgotten everything.

Even your own name.

All you've got is an address of some sister you don't remember. And she's the one who put you here. You suddenly, dimly remember that you never could trust her. Or the rest of your crazy family back in, where was it? Something like …

Amber! That was it! The one true, perfect world, of which all others are imperfect shadows. And you, you are a prince of Amber, fighting for the throne against your eight brothers and four sisters—all of them treacherous. Yet you must gain the support of some of them if you are to succeed. And that will be as complex and tricky a game of politics as you ever hope to play. Especially without your memory.

"I'm thrilled to see my Amber books become a challenging computer adventure. For anyone interested in exploring contingent paths through my tale, the possibilities here are almost endless."

Roger Zelazny

But, as you never doubted, it is a challenge you will meet.

To do anything else just isn't your style.

Nine Princes in Amber, the first computer game to be produced with Roger Zelazny, represents a major breakthrough in interactive fiction. A game of negotiation, politics and alliances, its detailed play is almost entirely determined by your interactions with your numerous siblings and friends. There are forty possible final endings and over 40,000 different game variations. As in real life, there are many strategies for success—and every action has its consequences. **Nine Princes in Amber** features full-color graphics and original music.

ROGER ZELAZNY is a leading figure in American new-wave science fiction. Author of such renowned titles as **Lord of Light, The Dream Master** and **A Rose for Ecclesiastes**, he has been honored repeatedly with awards for his writing, including several Hugo and Nebula awards. His **Amber** series is currently comprised of six books, including the two on which this game is based: **Nine Princes in Amber** and **The Guns of Avalon**.

The adventure game **Nine Princes in Amber** was written in SAL by Telarium Corp.

Pitman
for
Computer Books and Software

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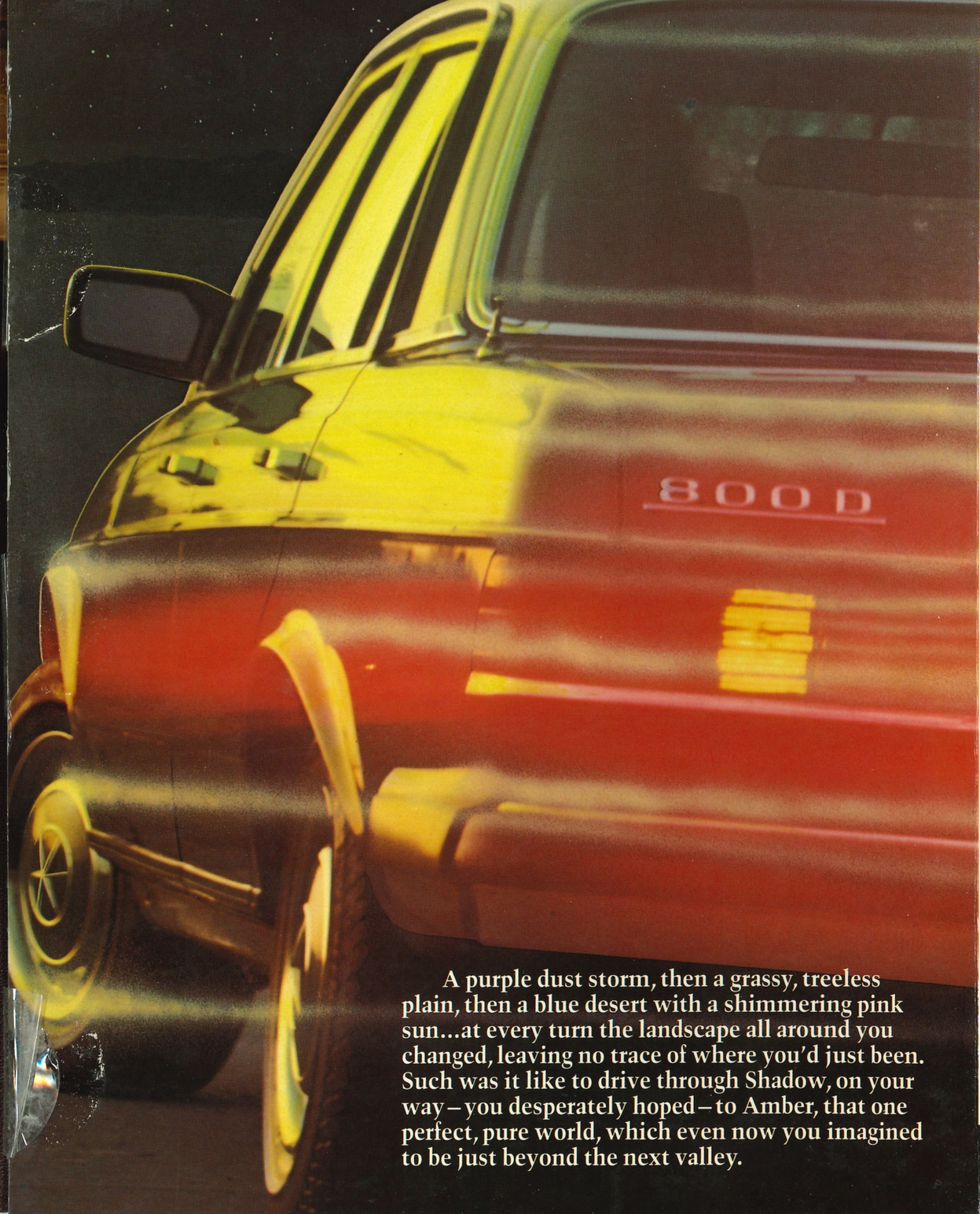
ROGER ZELAZNY



A purple dust storm, then a grassy, treeless plain, then a blue desert with a shimmering pink sun…at every turn the landscape all around you changed, leaving no trace of where you'd just been. Such was it like to drive through Shadow, on your way—you desperately hoped—to Amber, that one perfect, pure world, which even now you imagined to be just beyond the next valley.

Julian
Caine
Eric
Benedict
Random
Brand
Flora
Deirdre

...Taking the packet you find in the hidden drawer, you extract the cards and spread them on the blotter before you.

The first bears a wily looking man, in a Renaissance costume of red and orange and brown. Despite your amnesia you know him. His name is Random. Next is the passive countenance of Julian. He is the man you once beat at his favorite game. Then comes the swarthy, dark-eyed Caine, in satin of black and green. There is ambivalence in your heart.

Then Eric. Handsome, dressed in a simple leather jacket and a cloak. He it was, you are certain, that had tried to kill you. You study him and fear him somewhat. Next there is Benedict, thin of face, wide of mind. He seldom laughs.

At the next card you pause. It's you. You know who it is you shave, and this is the guy behind the mirror. Green eyes, black hair, dressed in black and silver, yes. You, Corwin.

A big, powerful man regards you from the next card. He resembles you, but is bigger. His strength is a thing out of legend. Gerard. Then comes a fiery bearded, flame-crowned man, with the devil himself dancing behind his eyes. This, you realize, is Bleys. Then a figure both like Bleys and yourself. He has both strength and weakness about him. His name is Brand.

Brothers, all of them. Your brothers.

Sisters there are here as well. Flora, in a gown as green as the sea. Then a black-haired girl with a girdle of silver around her waist. She is Deirdre. Next, Fiona, with hair like Brand and a complexion like mother-of-pearl.

Last, Llewella. With hair to match her jade-colored eyes. Somehow she seems not like the rest of you. But she, too, is your sister.

There are Trumps missing, some inner voice is saying. Which, you know not. Nor can you quite recall the significance of the deck. But soon, perhaps, you will stumble upon the key...

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Side C
Flip side
is
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Flip side
is
Side B
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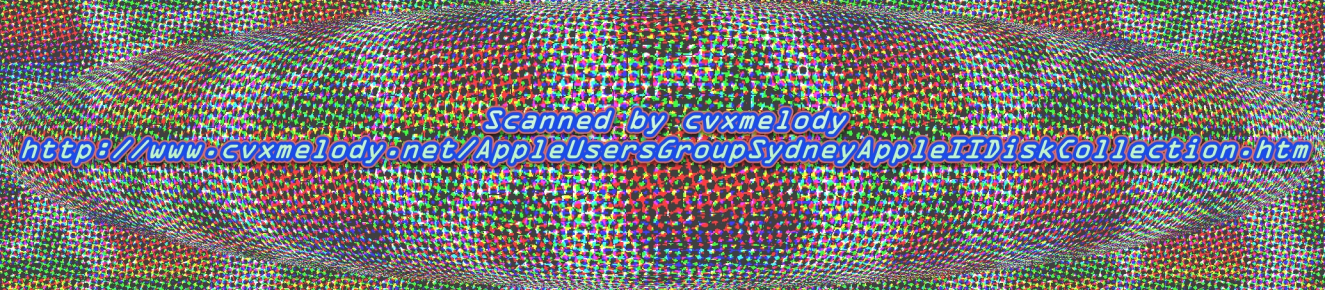
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