

xyzz/phys
 → You speak an ancient word of power. A hollow voice says, "No chance, chucko. This is a serious adventure. Shape up and fly right!"

UNNIKULIA ZERO: The Search for Amara.

Peaceful Glade creatures, gate, path SW, track S, end of Vally Ky

footnote 1. footnote 2. x me. i {ring, sword} x ring. x sword. footnote 3. wear ring. x gate. x trees. (Forest of Radeekal) x creatures. x path. footnote 4.

sw → [Outside Retreat] paths N, W, NE, hut S, lake W. x hat

s → [Inside Retreat] chalkboard, essens tube essens. n.

w → [Lake Shore East] lake, mountains, reeds, E, N, SW. (swim → don't k too)

n → [Cliff Top] footnote 5 (vertigo), E, S, NE, Vally Patrol thays. showing to leader (+2) x patrol, ask leader abt amara (they don't know) DARKER: Vertigo kills y in 3 turns!

e → [Forest Path] S, NE, W, redberry bush. x bush. footnote 6.

ne → [Outside the Inn] N, SW, inn E, sign, window

e → [Inside Inn] floor, bar, table, wine bottle, pretzel, salesman, footnote 7 (cash)

n from OTI → [Walking the Northern Road] n → footnote 8

s from PG → [Windy Path] x rocks, x moss, x cave. climb rocks (for 5) shake, then spray target i repellent (stake can → explodes. spray stake with repellent → repellent)

e from WP → [Forgotten Shrine] shrine, snake, oar, x shrine (+9, vines) weeks

showing to snake. take oar. (+3) ring must be worn

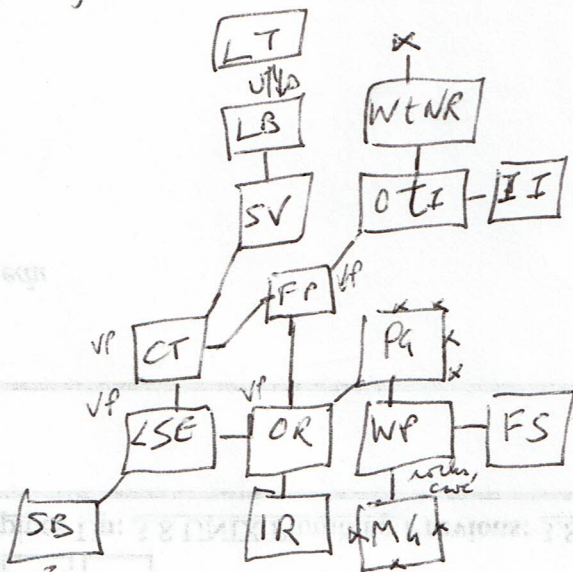
sw from LSE → [Sandy Beach] sand, rowboat, lake, Dairy Lake (for 10) (hole) x (arrow S)

re from CT → [Scenic View]

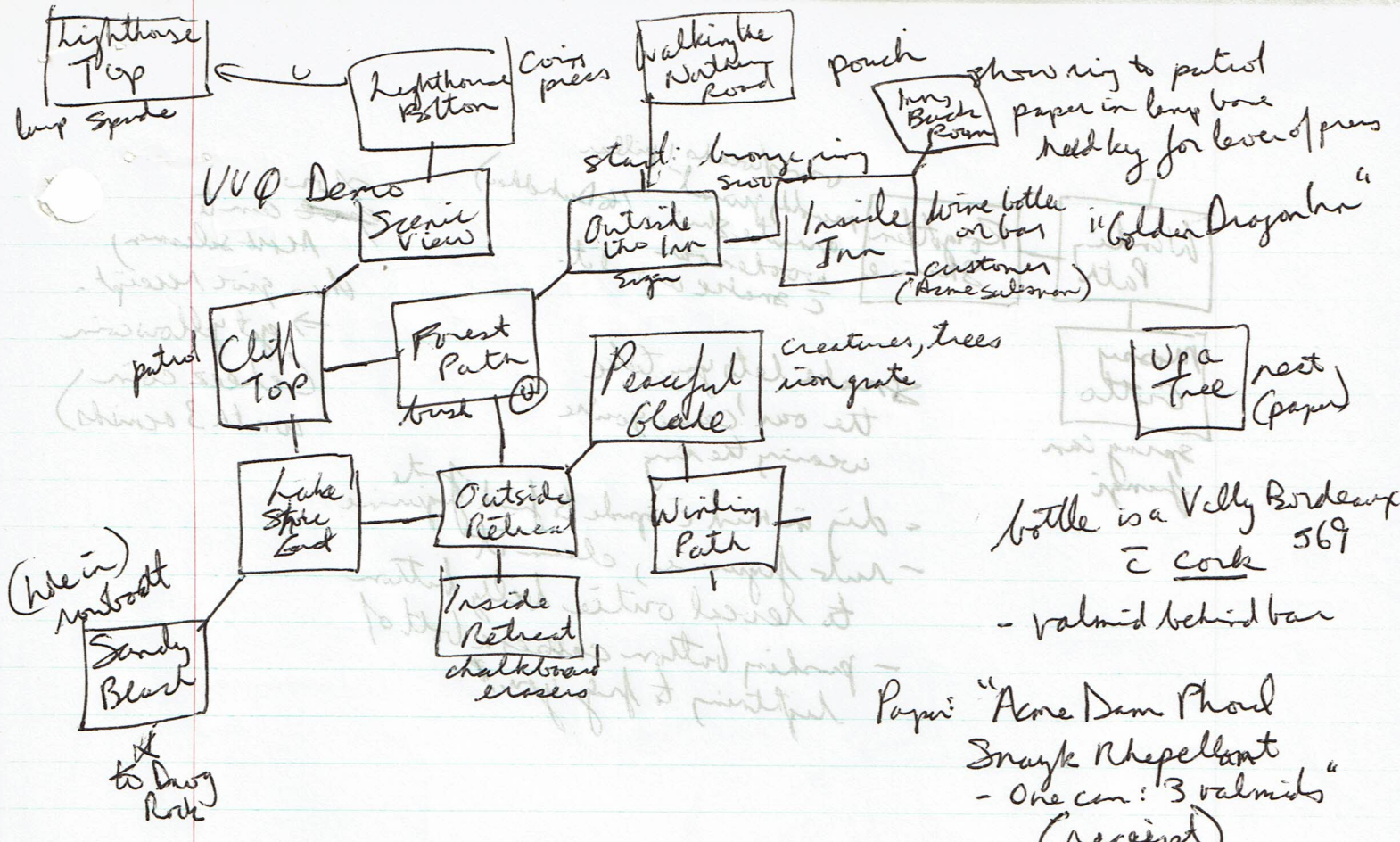
n → [Lighthouse Bottom] coin press, blades, U, exit S. x press E lion, stamp, depression } Kyrone (need key)

w → [Lighthouse Top] lamp, spade, trowel x lamp (bush base) x base (+1) take bush (+) paper taken by bird!

@ SB dig sand i spade (+) find cork screw.



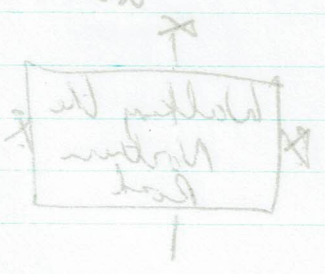
Handwritten notes at the bottom of the page, including a list of items and possibly a key or legend.



take berries AFTER you've showing to patrol
 dig sand with spade (at Sandy Beach) to find corkcrows
 put cork in hole (of boat)

Adventions

BBS : FANTASIA (410) 521-5636 (PN1)
 High Grey BBS (415) 493-2420 (PN1)



Winding Path

Forgotten Shrine

vines/weeds | pillar
muddy ground
granite shrine (to Dekhler)
wooden oval
c snake around it.

Mossy Crotto

spring can
fungi

Snake lets you take
the oval 'cause you're
wearing the ring

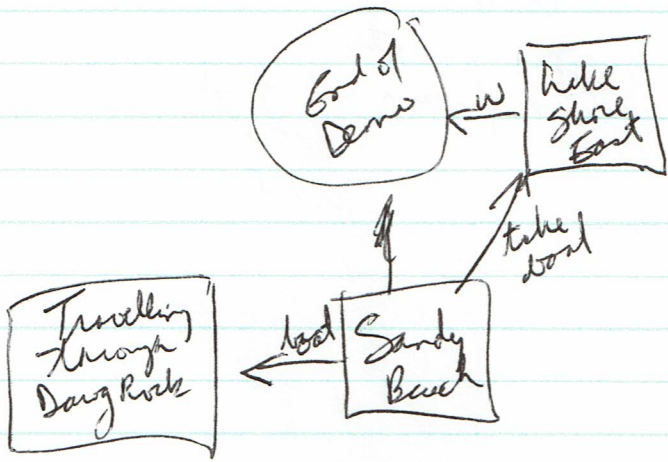
- dig in mud c spade to find figurine
- rub figurine, clean it
to reveal outside belly button
- pushing button causes a bolt of
lightning to fry you!

show
~~gold~~ coin to
Mrb salesman
then give receipt.
=> get yellow coin
(cheez coin)
worth 30 emids)

882 : FANTASIA (410) 511-2222 (411)
Prof Ken 082 (412) 403-2450 (411)

to UVA!

Walking the
Northern
Road



Unnkulian Zero: The Search For Amanda (DEMO Version)

You are a Valley Warrior, on a mission for the King!
You start at Peaceful Glade, and are carrying a ring and a sword.
Your mission is to find and rescue the fair Amanda, but
the demo ends before that.

Warnings:

- 1) Save often; the UNDO command isn't offered when you're killed.
- 2) Your character is afraid of heights; you'll die if you stay too long in certain "high" locations (eg: Up a Tree; Cliff Top).

Walkthru:

ring:

wear the ring ASAP.

spray can:

go to Mossy Grotto and take it. DON'T SHAKE IT! (It'll explode.)
The snake repellent is useless; don't even bother trying to use it.

oar:

go to Forgotten Shrine and take it. The snake will let you
as long as you're wearing the king's ring.

erasers:

go to Inside Retreat and take them.

patrol:

go to Cliff Top and show the ring to the patrol.
Continue to Scenic View ASAP because of your fear of heights.

spade:

go to Lighthouse Top and take the spade.

receipt:

go to Lighthouse Top. Examine the lamp. Examine the base.
Take the brick. A bird takes a paper. Drop the brick (ouch!).
Go to Up a Tree and take the paper. Climb down ASAP!

berries:

go to Forest Path. You may safely pick the berries ONLY after
you've shown the ring to the patrol.

bottle:

go to Inside Inn. Take the bottle.

valma:

go to Inside Inn. Look behind the bar.

cheez coin:

go to Inside Inn. Show the can to the Acme salesman.
Then give the receipt to him. He'll give you a cheez coin.

figurine:

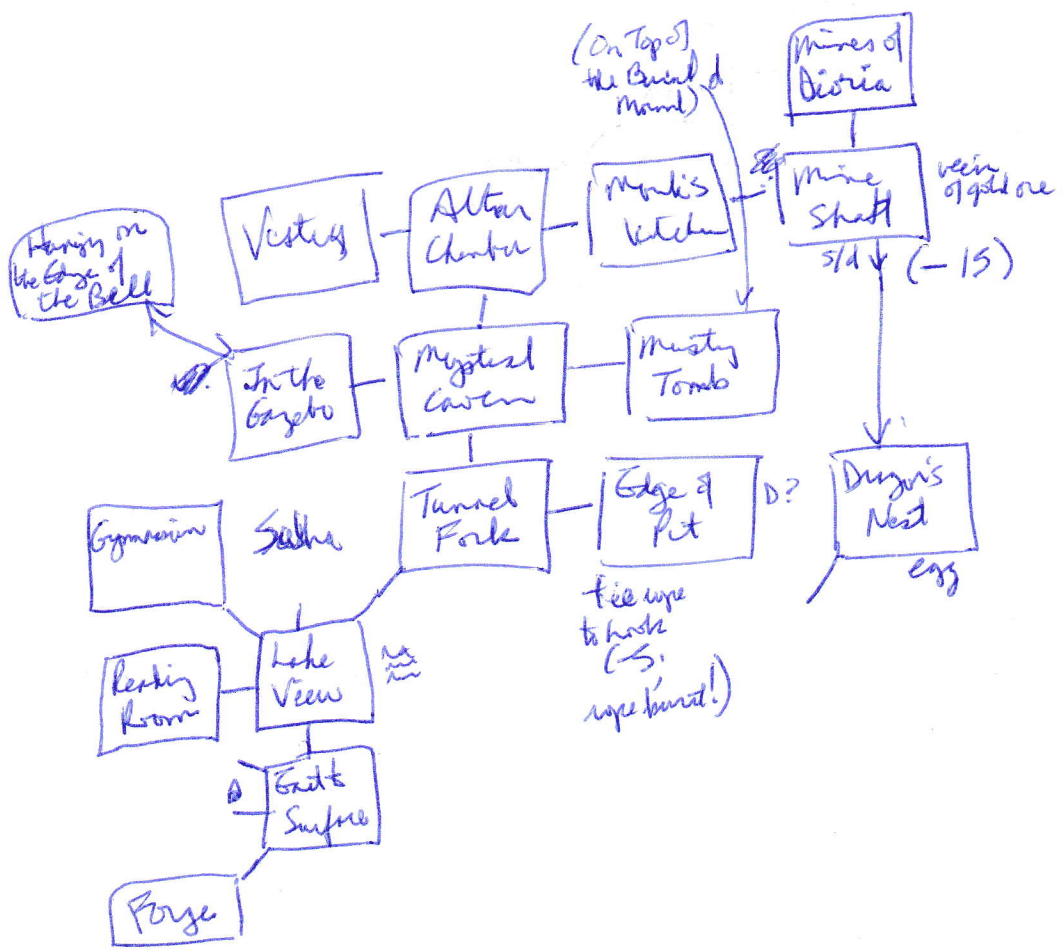
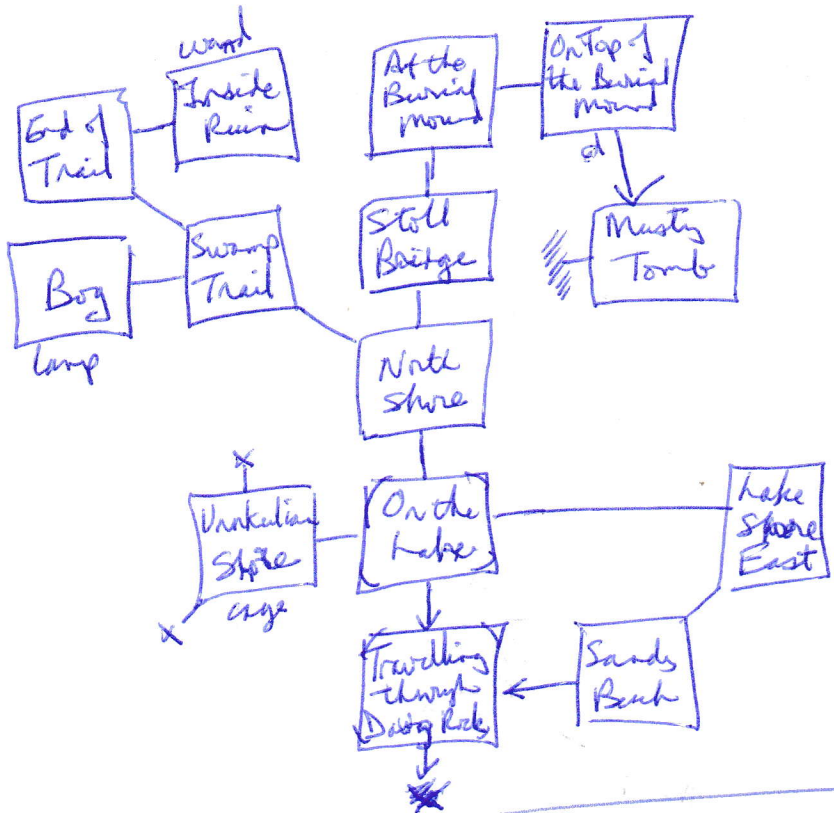
go to Forgotten Shrine. Dig mud with spade. Clean the figurine.
Rub the figurine. DON'T PUSH ITS BELLY BUTTON!

corkscrew:

go to Sandy Beach. Dig sand with spade. Take the corkscrew.
Open the bottle with the corkscrew (to get the cork).

rowboat:

go to Sandy Beach. Put the cork in the hole.
Drop everything. Take the [heavy] rowboat to Lake Shore East.
Go back to Sandy Beach and pick everything back up.
Go back to Lake Shore East. Enter the boat (with the oar).
Go west. [Demo ends here.]



109
94
15

entry (-10)
94
84
10

