

About this collection

This package contains a total of seven different game books, which have been converted to computer game format and built as disk images for the Commodore Plus/4 (or C16 expanded to 64KB of RAM).

Copyright

The games are under copyright by the original authors. They have agreed to have the games distributed for free. Should they ever wish to make their own commercial adaptations, they may revoke this license for distribution.

System requirements

All of the games are larger than the RAM of the Plus/4, so they need a disk drive to work. Some are so large that they need more than the space a 1541 disk can offer. In some cases, they can be split over two disk sides, where you boot the game on the first side and then swap to the other disk side when prompted. In other cases, you have to have either (a) dual 1541 drives, (b) a single 1541 drive + an REU, or (c) a 1581 drive.

Game books, by system requirements

Title	single 1541	dual 1541	1581
Secret of the Knights	Yes		Yes
Green Blood	Yes	Yes	Yes
Down Among the Dead Men		Yes	Yes
Necklace of Skulls		Yes	Yes
Heart of Ice		Yes	Yes
The War-Torn Kingdom	Yes	Yes	Yes
Over the Blood-Dark Sea	Yes	Yes	Yes

There are three folders with different builds, named after their system requirements:

1581: If you have a 1581 drive, or a device which can use .d81 disk images, such as an SD2IEC, use these builds. All six games are available in this folder.

dual1541: If you have two 1541 drives, or devices which can read and write 1541 disks or .d64 disk images, use these builds. Five of the games are available in this folder, and the sixth game can be found in the single1541 folder.

single1541: If you have one 1541 drive, use these builds. Three of the games are available in this folder.

Drive types

A 1541 drive in this context can be any device which can read and write 1541 disks or disk images, e.g. a 1541 drive, a 1551 drive, an SD2IEC or a Pi1541. Same things with 1581 drives.

Save / Restore

To save the game progress: If you're using a 1581 drive for playing the game, you can safely use the game disk for game saves as well. Otherwise, you should prepare a blank disk for game saves. This disk can be used in the drive(s) used for the game disk(s) or in a different drive. The game will tell you when you need to change disks.

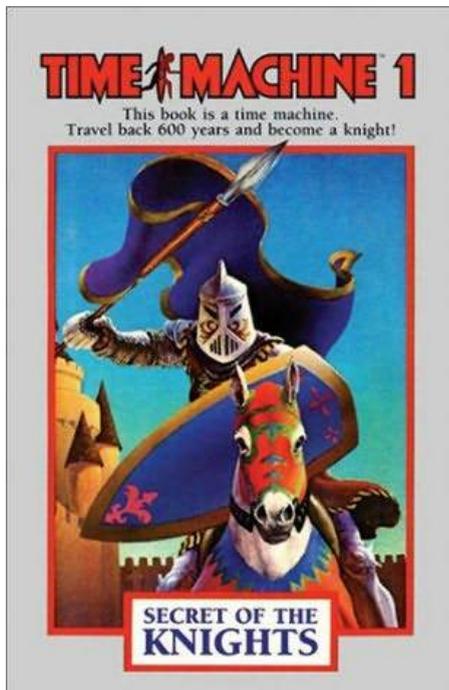
Single / Dual drive versions

If a game is available both for single and dual drives, the dual drive version is a little faster. The dual drive version doesn't require you to swap disks when the game starts or restarts. On the other hand, if you have two drives you could also use the single drive version of the game in one drive, and keep a save disk in the other drive, so you don't have to swap disks while saving and restoring. If you have three drives, you can use the dual drive version and keep the save disk in a third drive.

Drive numbers

If you boot a game built for dual drives in drive 8, you will be prompted to insert the second disk in drive 9. If you boot the game in drive 9, 10 or 11, you will be prompted to insert the second disk in drive 8.

Secret of the Knights



Disk names: knights*

Originally published in 1984

Book written by Jim Gasperini

Conversion to computer game by SD Separa

Map and manual at <https://tinyurl.com/vr-knights>

About the story

IT IS THE YEAR 1340.

You have traveled back to the age of knights.

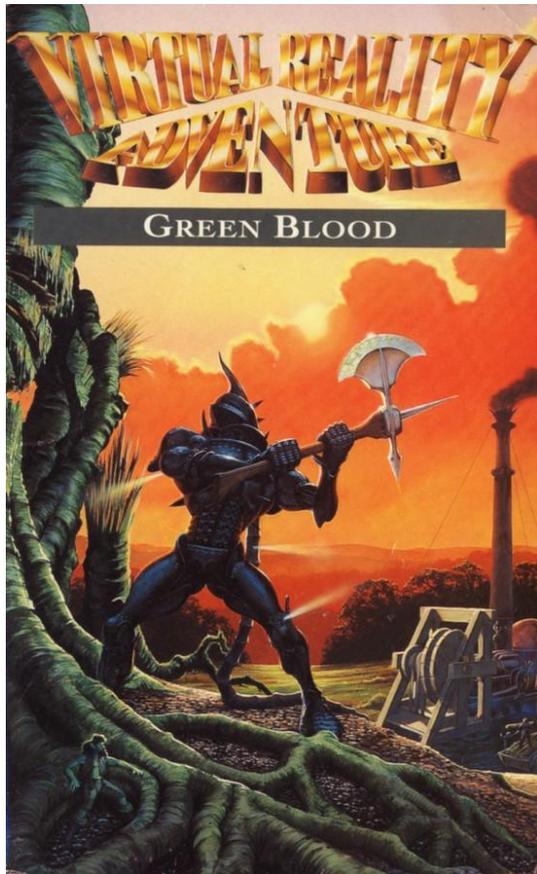
A squire has just accused you of being a sorcerer. You must prove yourself in a duel with quarterstaves, but you've never used them before.

You can try to defend yourself or escape through the angry crowd. Your decision can lead you to safety or leave you stranded in time!

ARE YOU READY TO FACE THE DANGER?

An unofficial adaptation of the 1984 Time Machine book by Jim Gasperini.

Green Blood



Disk names: greenblood*

Originally published in 1993

Book written by Mark Smith and Dave Morris

Conversion to computer game by SD Separa

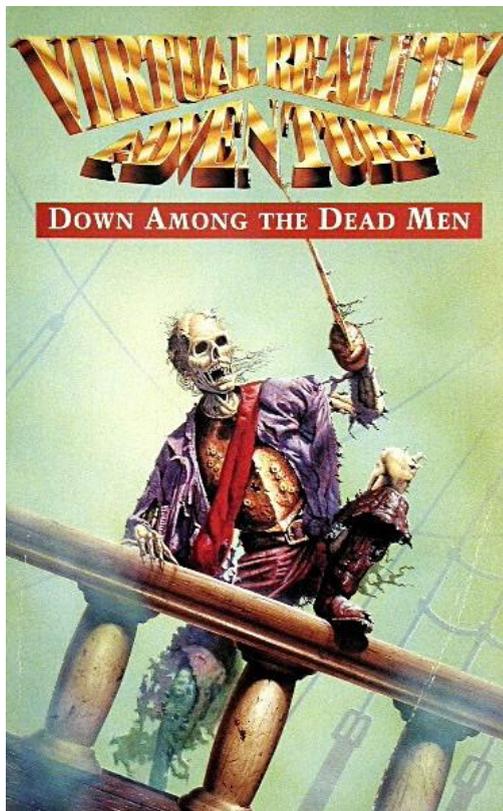
Map and manual at <https://tinyurl.com/vr-green>

About the story

The evil Westermen are destroying the once beautiful and idyllic Forest of Arden. The trees are being torn down and used to fuel the raging smelters that are making deadly weapons and engines of war. In your desperate quest to prevent the annihilation of the forest you must face many dangers. But will you be able to stop the heartless mercenaries and their Infernal Machine as it smashes the very heart of the forest, the Tree of Life?

An unofficial adaptation of the 1993 Virtual Reality Adventures book by Dave Morris and Mark Smith.

Down Among the Dead Men



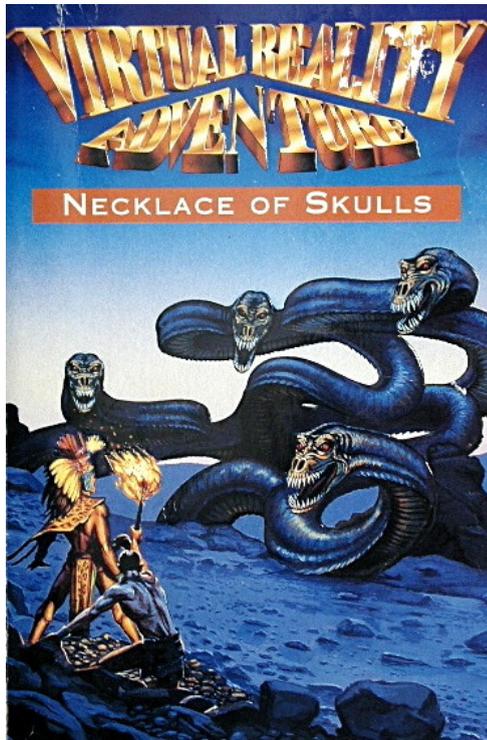
Disk names: deadmen*
Originally published in 1993
Book written by Dave Morris
Conversion to computer game by SD Separa
Map and manual at <https://tinyurl.com/vr-deadmen>

About the story

Adrift at sea in an open boat, you make your desperate bid to escape from the evil pirate Skarvench. The odds are stacked against you, for, even if you do not die of thirst, there are still formidable dangers to overcome. And if you do survive to reach civilization, your adventure is only just beginning since you must round up a crew and sail in search of Skarvench and avenge his tyranny. But will you be able to thwart his most evil and blackguardly scheme ever: to kidnap the beautiful young Queen of Glorianne?

An unofficial adaptation of the 1993 Virtual Reality Adventures book by Dave Morris.

Necklace of Skulls



Disk names: necklace*

Originally published in 1993

Book written by Dave Morris

Conversion to computer game by SD Separa

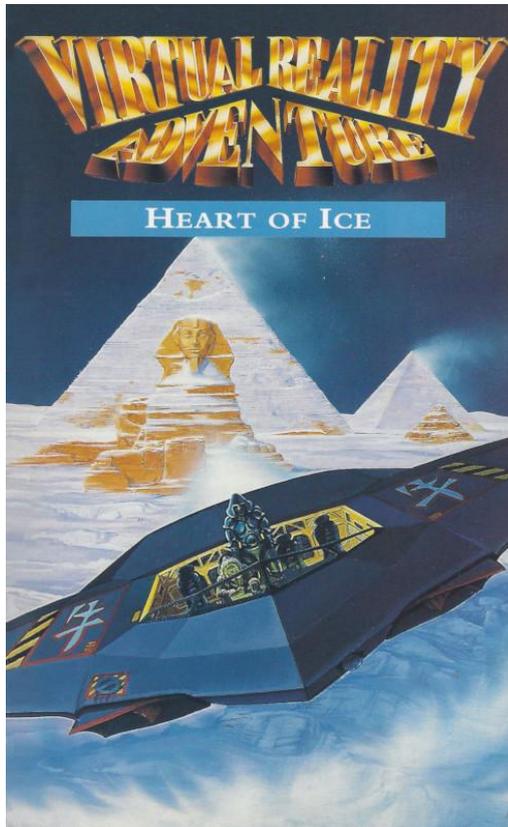
Map and manual at <https://tinyurl.com/vr-necklace>

About the story

Learning of the disappearance of your twin brother in the trackless desert, you resolve to set out and discover his fate. Leaving the hub of your elaborate Mayan civilization far behind, your quest takes you to the lost jungle cities, across mountains and seas, and even to the baleful depths of the underworld. If you are luck enough to survive the treacherous desert journey, you must still confront the wizard called Necklace of Skulls in a deadly contest whose stakes are nothing less than your own soul.

An unofficial adaptation of the 1993 Virtual Reality Adventures book by Dave Morris.

Heart of Ice



Disk names: heartice*

Originally published in 1995

Book written by Dave Morris

Conversion to computer game by SD Separa

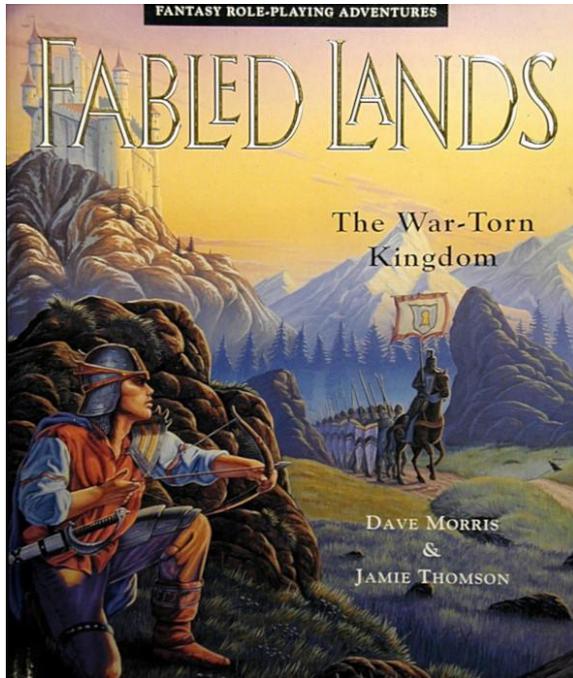
Map and manual at <https://tinyurl.com/vr-heartice>

About the story

Legend says that the one who possesses the Heart of Volent shall wield ultimate power. Created in the searing fires of the Big Bang, this fabulous gemstone focuses the cosmic forces which shape the universe itself. As chaos grows and a new Ice Age closes its grip on the world, you and handful of desperate adventurers compete in your search for the gem. Are you ruthless and resourceful enough to win its power for yourself?

An unofficial adaptation of the 1994 Virtual Reality Adventures book by Dave Morris

The War-Torn Kingdom



Disk names: wartorn*

Originally published in 1995

Book written by Dave Morris

Conversion to computer game by SD Separa

Map and manual at <https://tinyurl.com/vr-wartorn>

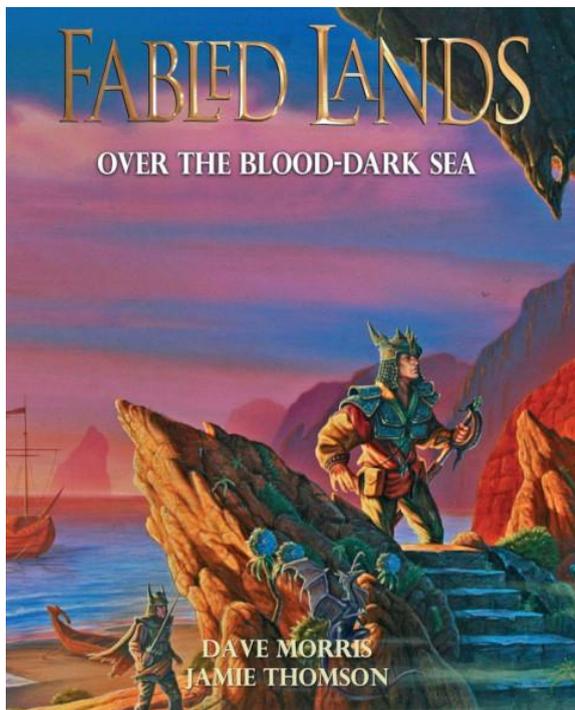
About the story

In THE WAR-TORN KINGDOM revolution rages in Sokara. You can join forces with the king to restore his throne, or look for profit working for the dictator, Grieve Marlock. Use fighting skills or sorcery, bribery or skullduggery to survive the back streets. Descend to the sewers of Yellowport to defeat the vile rat-king, Skabb. Retrieve the golden net from the Repulsive Ones under the sea -- and use the rewards of your victories to travel beyond the boundaries of the known world.

Your journeys will bring you foes and friends, danger and triumph, fortune and fame -- and more adventures than you have ever dreamed of!

An unofficial adaptation of the 1995 Quest/Fabled Lands Game Book by Dave Morris and Jamie Thomson, as updated in 2010.

Over the Blood-Dark Sea



Disk names: bloodsea*

Originally published in 1995

Book written by Dave Morris and Jamie Thomson

Conversion to computer game by SD Separa

Map and manual at <https://tinyurl.com/vr-bloodsea>

About the story

OVER THE BLOOD-DARK SEA lie countless islands steeped in mystery. Every port brings peril -- from the half-wild settlements on the edge of Anon-Konu, to the forbidden cloisters of the sorcerers' colleges of Dweomer. Every voyage means danger -- from murderous pirates and haunted ships.

You can choose to be a daring explorer, in search of conquests, treasures and power. Or a magical savant, invoking the secrets of the occult to annihilate your foes. Or you can amass a fortune as a merchant, trading in spice shipments from the Sea of Hydras to the Innis Shoals.

An unofficial adaptation of the 1995 Quest/Fabled Lands Game Book by Dave Morris and Jamie Thomson.