

The Ashland Revolution

by Aftermath Software

In The Ashland Revolution, you are Rip Deappe, a somewhat less than satisfied student at Ashland High, your "place of study." You have realized that some of the teachers there are a bit, shall we say, out of the ordinary. For instance, your science teacher, Mr. Gorfer, whom you have thought is a drug dealer ever since you saw him in an alley downtown acting... suspicious...one time.

Well, one day you decided to do something about all this, so you called the Superintendent of Schools' office, somehow got to talk to him directly, and complained. Not wishing to destroy his image or embarrass himself in any way, he told you to do it. Of course, he wouldn't have ever believed you, except that he'd heard some nasty rumors about Ashland High's faculty...

He told you that "all" you had to do was to get substantial evidence that at least three faculty members were guilty, and he would order an investigation of the entire school's staff.

Having no idea where to start, you just got up one weekend and decided to start incriminating teachers. Of course you had no idea it would be like this...

"Instructions"

There can't really be too many instructions to a game that tries to simulate real life, but there are a few things you should know before you start playing The Ashland Revolution.

The most important thing to know is that you must return to your bedroom when you think you have finished the game. If you have indeed "won," you will receive the winning message.

Other than that, just look make sure to check the command menu a lot, since it sometimes has some hidden clue when you're in a jam. Nothing obvious, I'm afraid.

DemoWare

The Ashland Revolution is DemoWare, which means if you like it and want to play the full version (which will let you finish the game), then you must to send \$5.00 and a blank disk OR \$10.00 (a disk will be supplied) to:

Andrew W. Duthie
Aftermath Software
5921 Long Meadow Rd.
Nashville, TN.

37205

Include your name, address, city, state, Zip code, and phone number,

and you'll receive the full version within two weeks, if the postal service is willing. The final version should hopefully be complete by March 1, 1988, so if you order before then, you should receive it during March '88.

About Aftermath Software

Aftermath Software, not exactly a major corporation (or even a small business), exists simply for the entertainment of all Macintosh users. Certainly you could go out and buy an incredible game for \$39.97, which is the best solution in many cases, but I believe that programs shouldn't cost so much. So, by not spending lots of money on pretty boxes and "beautifully illustrated" manuals, I have created software that, while not quite as snappy as the big time stuff, is just as entertaining and a lot less expensive.

If you ever need help on a game or have any comments, suggestions, or requests, please send them to the address above or call (615)356-6187 (ask for Andrew), and I will do my best to respond to them and/or use them to help me make future software better.

Good luck!