

NEW
RELEASE

KONTRABANT



For Apple II



BRUTAL DELUXE

REFERENCE CARD

I. What You Need

- Apple II Plus (Europlus), IIe, IIc, IIgs or Apple II emulator
- 64K bytes of RAM
- Disk drive

II. Loading the Disk

1. Turn off the power to your Apple and open the disk drive door(s).
2. Insert the disk in Drive 1 and close the drive door.
3. Turn on your computer. The disk drive will spin the disk and the program will load.

III. How to play

Whenever you see (>), the computer is waiting for your commands. You may type up to two full lines of text at a time. If you make a mistake, use the left arrow key to erase the error. When you have finished typing your commands, press the RETURN key. The computer will respond and the (>) will reappear.

KONTRABANT FOR APPLE II

Welcome to the first Slovenian game, made in 1984 by Žiga Turk and Matevž Kmet for the then most popular microcomputer in Yugoslavia, Sinclair's ZX Spectrum, affectionately called "the rainbow."

The Apple II was present in Yugoslavia at that time mainly in various larger companies and academic institutions. In terms of price, it was not at all close to domestic home microcomputers such as the ZX Spectrum and Commodore 64.

In Yugoslavia, Branimir Makanec brought Apple II computers to schools and public institutions. Makanec was employed by the company Ivasim, which sent him to specialize in America, where he saw that Americans were using the then very popular Apple II computer in schools. Since 1979, the Apple II computer had more than 400,000 educational and serious programs, so the Apple II was the first choice. The Ivasim company called it the KAG A2 100 "universal school computer."

Due to import rules, where production had to be "domestic" and the components themselves were difficult to import from abroad (the price of the basic model at that time was 300,000 dinars), the Apple II was presented in the brochures as a product of domestic experts in cooperation with the Americans. In fact, it was only the Apple II Plus / Europlus, which Apple introduced in 1979 for the European market and Australia.

Later, the sale of Apple computers was taken over by the private company Velebit (Velebit OOUR Informatika or Velebit Informatika), which was engaged in the support and sale of Apple computers for the next few years. Ivasim, however, made its own model of Apple II clone called Ivel Ultra, as a replacement for the universal school computer KAG A2 100.

Velebit adapted and localized quite a few software, including "Apple Ured" (Apple Office), which included a text editor, database, and editing of calculation cells or tables. So far, I am not aware of any truly Slovenian program for the Apple II. Because of this, for many years, I have been wanting to translate some program into Slovenian, since later models such as the Apple IIe and IIc support accents, as they had a built-in YU ROM with our character table.

In December 2023, Tomaž Štih adapted the Kontrabanta 2 code for our Slovenian computer Iskra Delta Partner, and the idea was born that this would be a right game that could run on an Apple II computer.

On the Internet and forums, I looked for expert programmers, and indeed, in December 2024, my wish came true. I was contacted by Antoine Vignau from BRUTAL DELUXE SOFTWARE, who told me that he could translate the code and prepare it for the Apple II. In December 2024 and January 2025, we were in touch, preparing and testing the game. Antoine programmed, and I tested every step by step of the game play with different solutions, as a walkthrough for Kontrabanta 1 had not yet been published anywhere. A large map with the game's rooms was created. It was also necessary to decipher secret passages and sequentially important tasks; otherwise, the computer would not recognize the command.

I am very pleased that we succeeded. Not only that, we adapted the game for English and French.

Janez J. Starc

INTRODUCTION

Original introduction from 1984 by Žiga Turk and Tomaž Kmet.

Children may not learn in school when the first Slovenian programs were released, but in a sense this event is no less important than the printing of the first books. This cassette brings a new quality of information to the Slovenian market, which represents a bridge to the 21st century. It brings computer programs to your home computers and not to large machines with which you can do nothing useful. It will be followed by other cassettes, one day perhaps discs, which will bring knowledge, entertainment and help to your home.

While preparing the first domestic cassette with programs, it seemed to us that it should have something truly ours, something different from the programs you are used to from abroad. That is how this game was created. As you travel around the country, you will encounter a multitude of people and objects that you know from fairy tales and from history.

The goal of the game is to bring home a microcomputer system, i.e. a television, a cassette player and a computer. We advise you to tackle the first two first.

You will have to smuggle the computer, which is a bit more difficult, but you will definitely have experience. Listen to the advice given by your friends in the game. Every thing in the game has its own meaning. If it doesn't go completely smoothly right away, the reason is in the next paragraph, but so that your efforts are not completely in vain, the best of you can add something to the TV, cassette player and computer. The first prize is donated by COMPUTER CITY from Graz. The exact terms of the competition will be published in the computer sections of Slovenian newspapers. The adventure story consists of about three hundred words, so we hope that you will understand the computer. The syntax is normal, and you can exchange objects with people like this: AXE SWORD means REPLACE AXE FOR SWORD. We wish everyone a lot of fun and success, and may the best person win.

Original game was released on a cassette.

WELCOME TO KONTRABANT

You have entered the world of 1984. You are in ex former Yugoslavia and you have to smuggle the computer, get an TV set and a cassette player. But to do that you need to get a valid passport, find some money, something to hide a computer and trade some coffe for a cassette player. Your journey will take you to another world a world of historical and folk heroes but first to get there you should look up for a magic words and find a magic place where they will transfer you. You also should know that the great treasure is hidden in a Predjama Castle, castle embraced by rock.

Loading Kontrabant

To load KONTRABANT, follow the instructions on your Reference Card.

You will see the original introduction graphic screen followed by copyright notice and the first description of the starting location of the game:

WELCOME TO THE FIRST SLOVENIAN ADVENTURE!!! The goal of the game is known to you. The computer will guide you through familiar and unfamiliar places, and you will advise it in simple English on what to do. Don't give up too quickly; we also need a few hours to finish, even with a map and a scenario. Everything that happens has its purpose. We wish you as much fun as possible.

Turk Ziga and Kmet Matevz P.S. Prizes await the best!

Of course you wont get any prizes as the competition ended in 1984 but you can get a satisfacion by finding the way to the end of game. You press any key to go to the next screen.

Life is becoming more and more boring during the dry season. Television repeats old movies, the radio is full of sadness, and the news in the newspapers isn't even worth mentioning.

THE ONLY SOLUTION IS FOR YOU TO FIND A TV, A CASSETTE PLAYER, AND A MICROCOMPUTER. THE ONLY WAY LEADS OUT into the wider world.

Whenever you see the prompt (>), KONTRABANT is waiting for you to type in your instructions. When you have finished typing in your instructions, press the RETURN key. KONTRABANT will respond and the prompt (>) will reappear. Next to the prompt (>), try typing the followong:

OUT

and press the RETURN key. KONTRABANT responds with new location description:

You are standing at a famous European crossroad somewhere in the middle of Ljubljana. Wide, modern six-lane highways lead in all directions. An older man approaches you.

You are on a hill. There is also a pleasant inn there, in front of which sits a man with a big moustache who asks you for a glass of rum. The paths lead to the E, N, and NW.

Talking to KONTRABANT

When you play KONTRABANT game, you talk to KONTRABANT in plain English, typing in all your requests on your keyboard when you see the prompt (>). When you have finished

typing a line, press the RETURN key and KONTRABANT will digest your request. All words you type are distinguished by their first four letters and all subsequent letters are ignored. For example typing EXCHANGE MONEY is equivalent to typing EXCH MONE. A sentence must contain a verb and usually object but sometime when exchanging things you have to write object for object. Some examples:

TAKE DONUT, GIVE DONUT, HOPS BEER, DIG TREASURE, SELL TREASURE, UNWEAR CLOTHES, WEAR TIE, FLOUR MATE, GIVE MASK, DIPERS MASK, ROW COFFEE, COFFEE TAPE, WEAR GLOVES, PLANKS BARREL ...

Commands for Exploring

The best way to move from place to place is to type the direction you want to go. Acceptable directions are NORTH or N, SOUTH or S, EAST or E, WEST or W, NE, NW, SE, SW (NORTHEAST, NORTHWEST, SOUTHEAST or SOUTHWEST respectively), and also U or UP and D or DOWN.

When you enter a particular place (We call it a room), KONTRABANT usually displays a description of the room and the description of any interesting objects with which you might want to interact. The LOOK command tells KONTRABANT to redraw room description for you if you like or the description is not visible on the screen, if you have typed many commands.

How to Quit

If you want to stop playing type QUIT. KONTRABANT will respond YOU HAVE EARNED (your score) POINTS. THE GAME IS OVER, IT WAS A WILD DANCE, YOU REALLY PLAYED (your turns) TURNS. IS IT REALLY THE END OF THE GAME?(Y/N)?

Press Y and you are out of game.

If you want to continue playing from this particular position, but at later time, follow the SAVING A GAME POSITION instructions.

Saving a Game Position

It will take you some time to play KONTRABANT through to the end. You will almost certainly not finish in one sitting. KONTRABANT allows you to continue playing at a later time without having to start over from the beginning. There is a command SAVE tha makes a "snapshot" of your position in the game.

When the prompt (>) appears, type: SAVE, then press the RETURN key. KONTRABANT will respond with SAVE GAME (SLOT 1-9)? Now yo have 9 slots to fill with your location snapshot, but be carefull on real disk saving all 9 slots may not work as there is not lot of space left on the disk.

Restoring a Saved Game Position

When you want to continue playing from where you made a snapshot, follow the LOAD procedure. You can LOAD a saved snapshot at any time during play.

When the prompt (>) appears type: LOAD and press the RETURN key. KONTRABANT will respond with LOAD GAME (SLOT 1-9)? Pressing the number 1-9 will bring you to the saved snapshot.

List of KONTRABANT Commands

To simplify your adventuring, you may order KONTRABANT to give you information by typing specific commands. These commands can be used over and over again as needed. Type your command as a sentence to KONTRABANT after the prompt (>) appears.

The list of commands is:

LOOK or L

Describes your surroundings.

INVENTORY or I

Lists your possessions.

QUIT

Quit playing.

SAVE

Saves a game position on your storage disk.

SCORE

Shows your current score.

STEPS

Shows how many steps have you done in a game.

List of Apple II commands

We have added the following commands to enhance your gaming experience.

HOME

Type once to have the texts scroll on each new location. Type another time to clear the screen on each new location.

CASE

Toggles between texts in lower or in upper case characters.

Common Verbs

The following is a list of verbs commonly used by adventurers. This list does not represent the entire vocabulary available and makes no mention of the numerous variations you can construct using prepositions (e.g., LIGHT CANDLE, HIDE SPECTRUM, WEAR ARMOR etc.).

BUY	SIT
BURY	SLEEP
DIG	STEAL
DROP	STEPS
EAT	TEAR
GIVE	UNWEAR
HIDE	USE
POWER	WAIT
LIGHT	WEAR
LOAD	
LOOK	
PICK	
SAVE	
SCORE	
SELL	

LEXICON

ATTACHE SUITCASE: Swaine crafted the original attaché case for 007, as portrayed by Sean Connery in the film adaptation of Ian Fleming's *From Russia with Love*. This iconic briefcase, steeped in espionage and cinematic history, embodies the quintessential British elegance that mirrors the sophistication and charm of James Bond. Within its distinctive red skiver lining, the case discreetly concealed 20 rounds of ammunition, gold coins, and flat throwing knives—integral in Bond's battle with Red Grant aboard the *Orient Express*.

BEAUTIFUL VIDA: is a Slovenian myth. There are several theories about the time of the creation of the folk song about Lepa Vida. Beautiful Vida is a young, poor, hardworking mother, exhausted by work and sleepless nights, who lives with a sick child and an old husband. Her kidnapper lures her with promises of a better life with the Spanish queen and takes her there. Although she realizes her mistakes on the ship, she surrenders to fate and becomes a wet nurse at the Spanish court, but despite everything she constantly longs for home, her child and her husband.

BEDANEC (MISERY MAN): Bedanec is a literary character by Slovenian author Josip Vandot. He appears in the story *Kekec over the Lonely Abyss* and two films about *Kekec*, *Kekec and Kekec's Tricks*. Bedanec is a powerful wild hunter who intimidates *Kekec* and other mountain dwellers, but *Kekec* always outsmarts him.

CRptomir: is a character from the epic poem "Krst pri Savici" by the Slovenian Romantic poet France Prešeren. The poem, written in the mid-19th century, tells the story of Crptomir, a young pagan who falls in love with Bogomila, a Christian woman. The poem explores themes of love, faith, and cultural conflict.

BOGOMILA: is the Christian woman in the poem who loves Crptomir. Her faith and love for Crptomir create a central conflict in the story, as Crptomir struggles with his pagan beliefs and his love for Bogomila.

ERAZEM PREDJAMSKI: Erazem of Predjama or Lueg. Carniolan knight and robber. Erazem is considered the most famous owner of Predjama Castle, and he also became famous as a robber. Erasmus was said to be known for stealing from rich caravans and providing for the poor, which is why he is often equated with Robin Hood.

FREDERICK: Firstborn son of Herman, married Elizabeth of Frankopan and after her death in 1422, he married Veronika of Desenice. The famous Eberhard Windbeck chronicle gives a detailed report on the circumstances of Elizabeth of Frankopan's death, which in the chronicle is described as murder and placed in the year 1424. He caused a stir when, in

1422, he allegedly murdered his first wife, Elisabeth of Frangepán, so that he could marry his lover, Veronika Desenice.

HEATHEN MAIDEN (WHEAT GIRL): is a rock formation that resembles a human face. It can be seen in the northern face of Mount Prisojnik near Kranjska Gora, in the Julian Alps in northwestern Slovenia. It is associated with a legend about a chamois known as Goldenhorn and a nymph (*vila*) dwelling in the mountain.

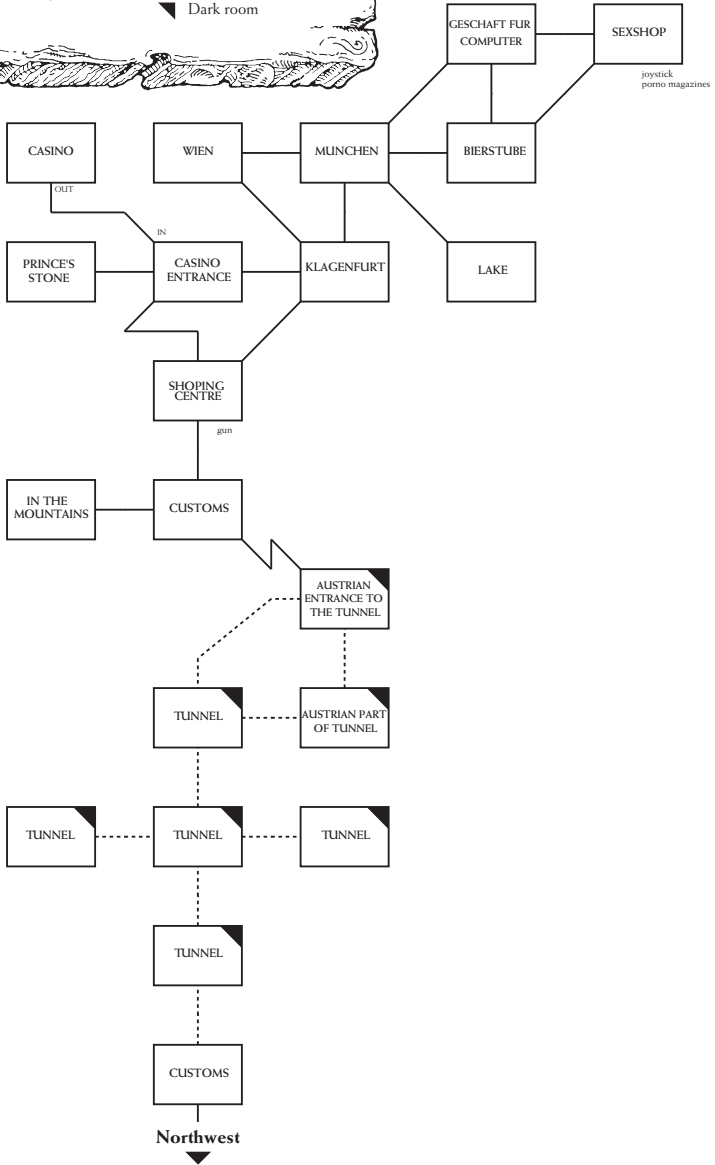
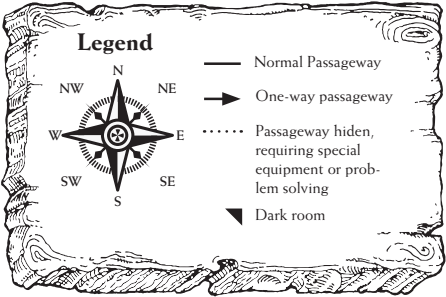
HERMAN: Hermann was one of the most important representatives of the House of Celje, having brought the dynasty from regional importance to the foreground of Central European politics. For his legitimate issue he arranged prestigious marriages, but encountered serious problems with his firstborn Frederick. Frederick was married to Elizabeth of Krk until she was murdered in 1422; Frederick himself was likely the culprit. He quickly remarried to Veronika of Desenice, but Hermann refused to accept a minor petty noblewoman as his new daughter-in-law. He accused her of witchcraft and had her drowned. Frederick's rebellion against Hermann ended with Frederick's imprisonment.

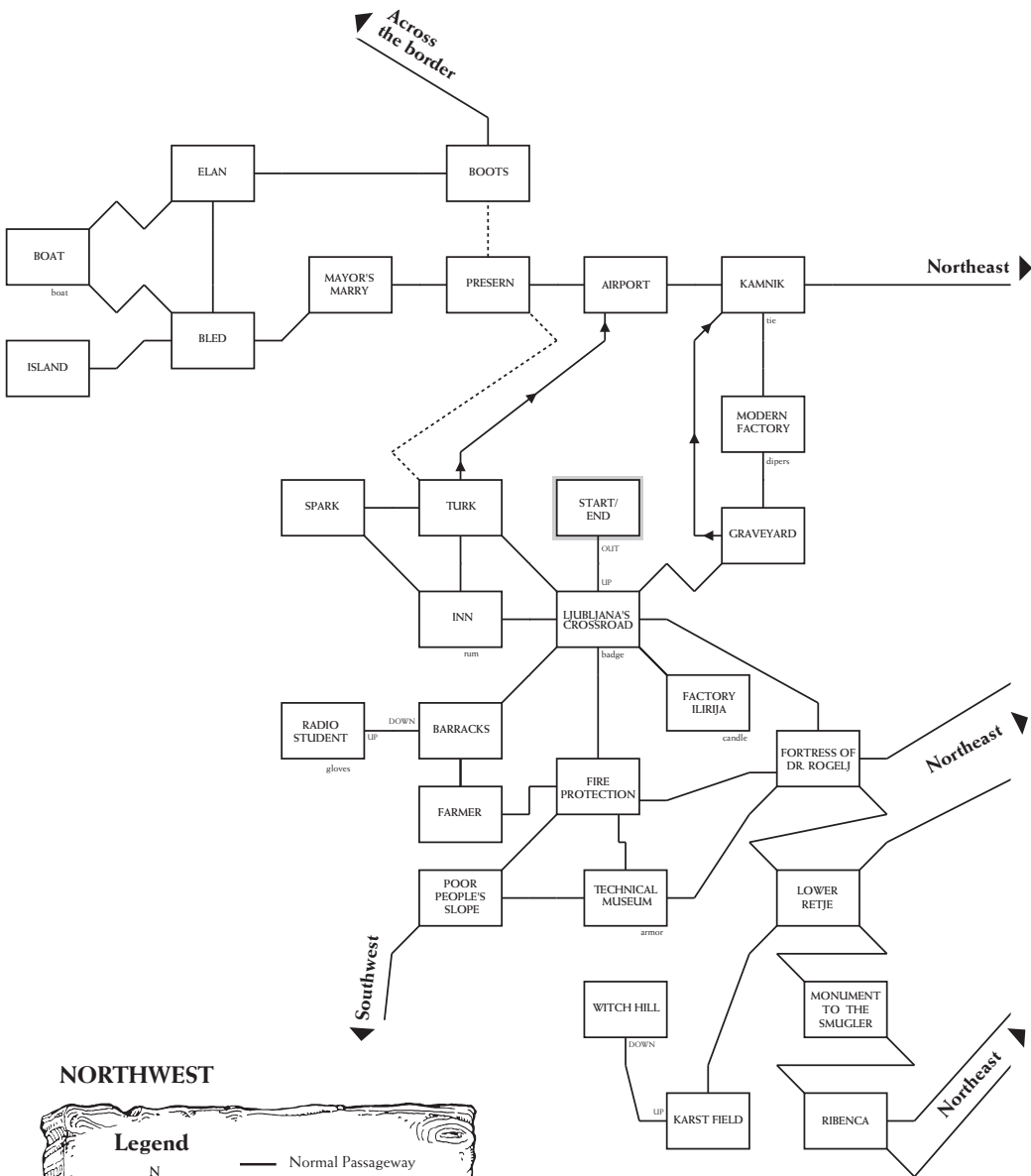
HR 1884 KEYBOARD: HR-84 was a computer developed by Iskra in 1984. It had similar memory size as Spectrum (16 KB) and graphics as ZX 81. It was developed for home and school use. We really do not know, if HR 1884 keyboard is related to HR-84 computer.

KEKEC: *Kekec* is a brave and friendly shepherd boy who experiences many interesting things on the high mountain pastures. While his flock of sheep and cattle graze peacefully, he wanders and explores the mountain meadows and paths. *Kekec* has very good friends, the cowardly *Rožle* and the friendly blind girl *Mojca*. When they herd their cattle together, they are troubled by the evil wild hunter *Bedanec* and the wild aunt *Pehta*. The cunning and resourceful *Kekec* is not afraid of them at all and always outsmarts them, even in captivity under their watchful eye.

KING MATTHIAS: Is a legendary king in Slovenia, Hungary, Croatia and in some other countries, based on pre-Christian traditions of Carantania and in course of centuries gradually linked to a real-life king, Matthias Corvinus of Hungary, who lived in the second half of the 15th century. The traditions related to the King *Matjaž* have a significant role in the Slovenian Carinthia, particularly the Crna Valley. This is related to a story, according to which King *Mathias* sleeps in the *Peca Mountain* above the valley. He is mainly represented as the king who is just and a defender of his people, and the bringer of the golden age of prosperity.

ACROSS THE BORDER

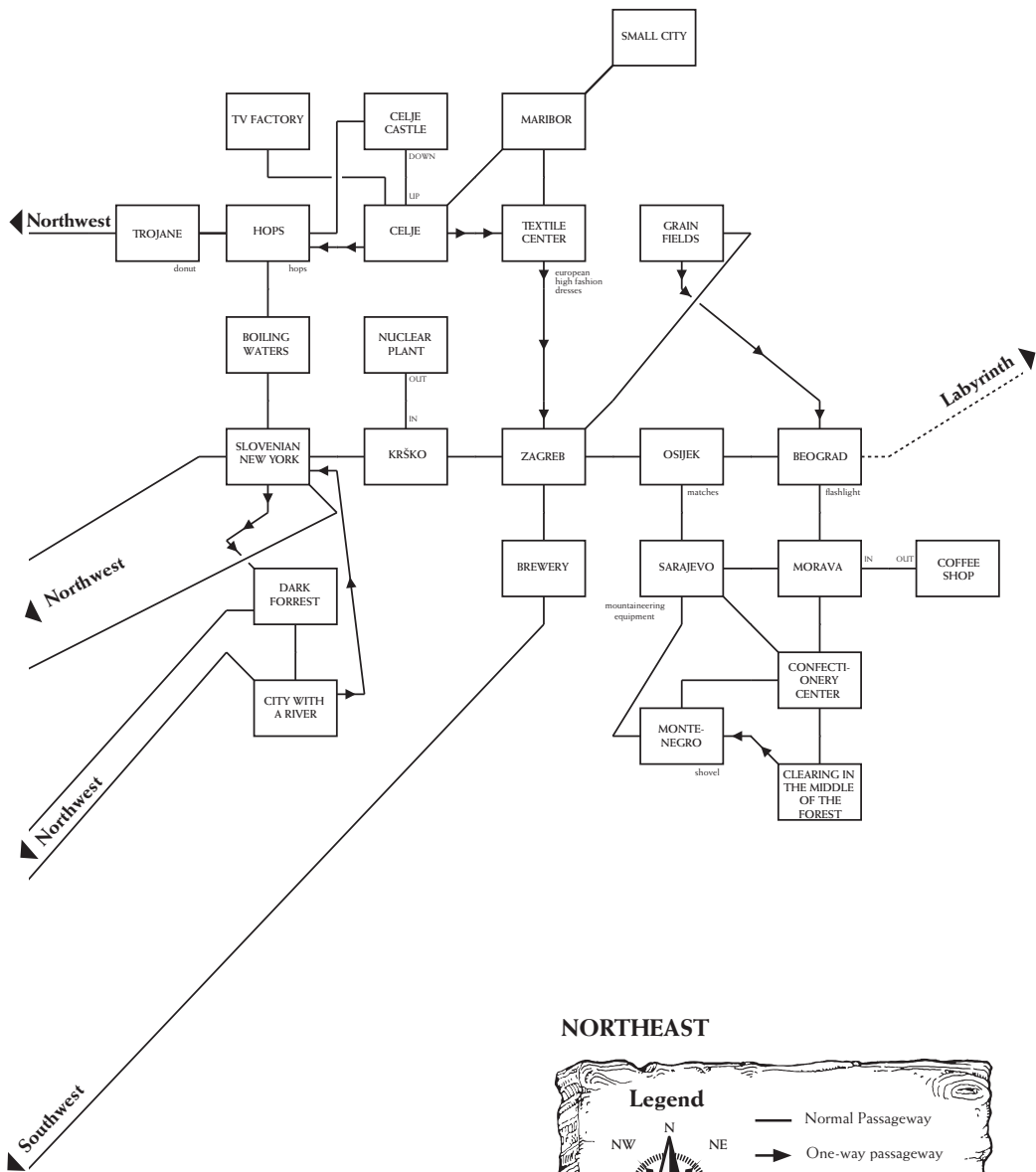




NORTHWEST

Legend

- Normal Passageway
- ➔ One-way passageway
- ⋯ Passageway hidden, requiring special equipment or problem solving
- ▲ Dark room

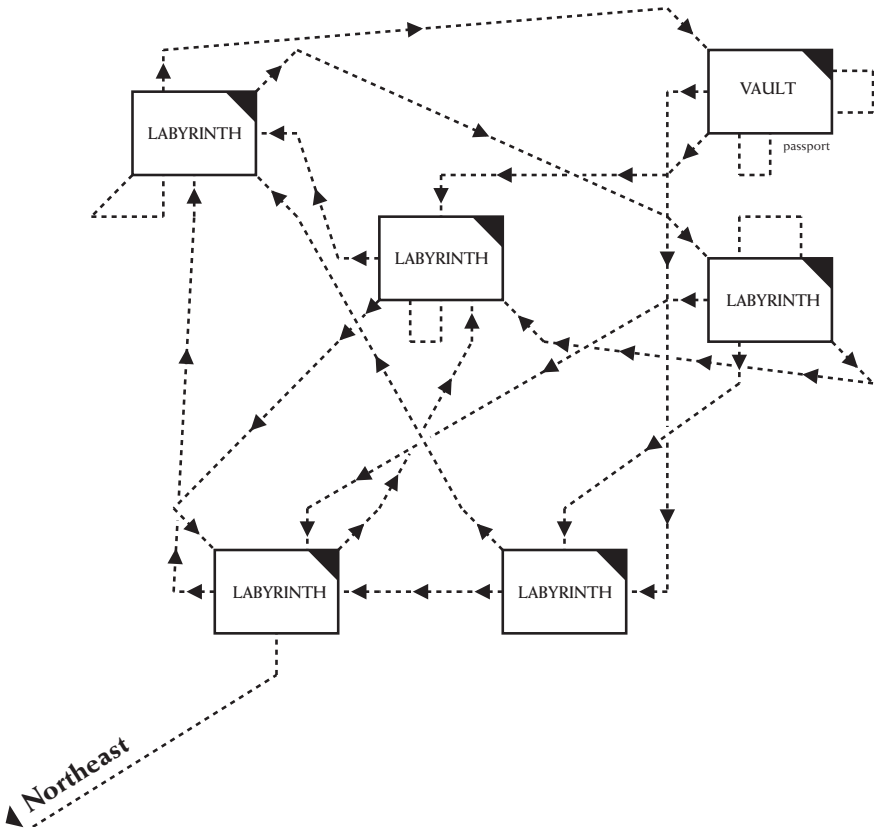
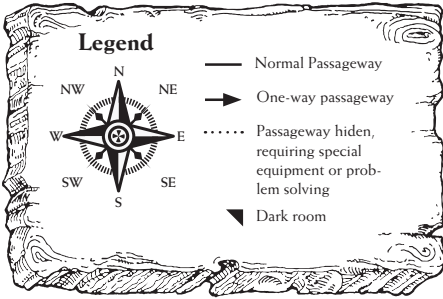


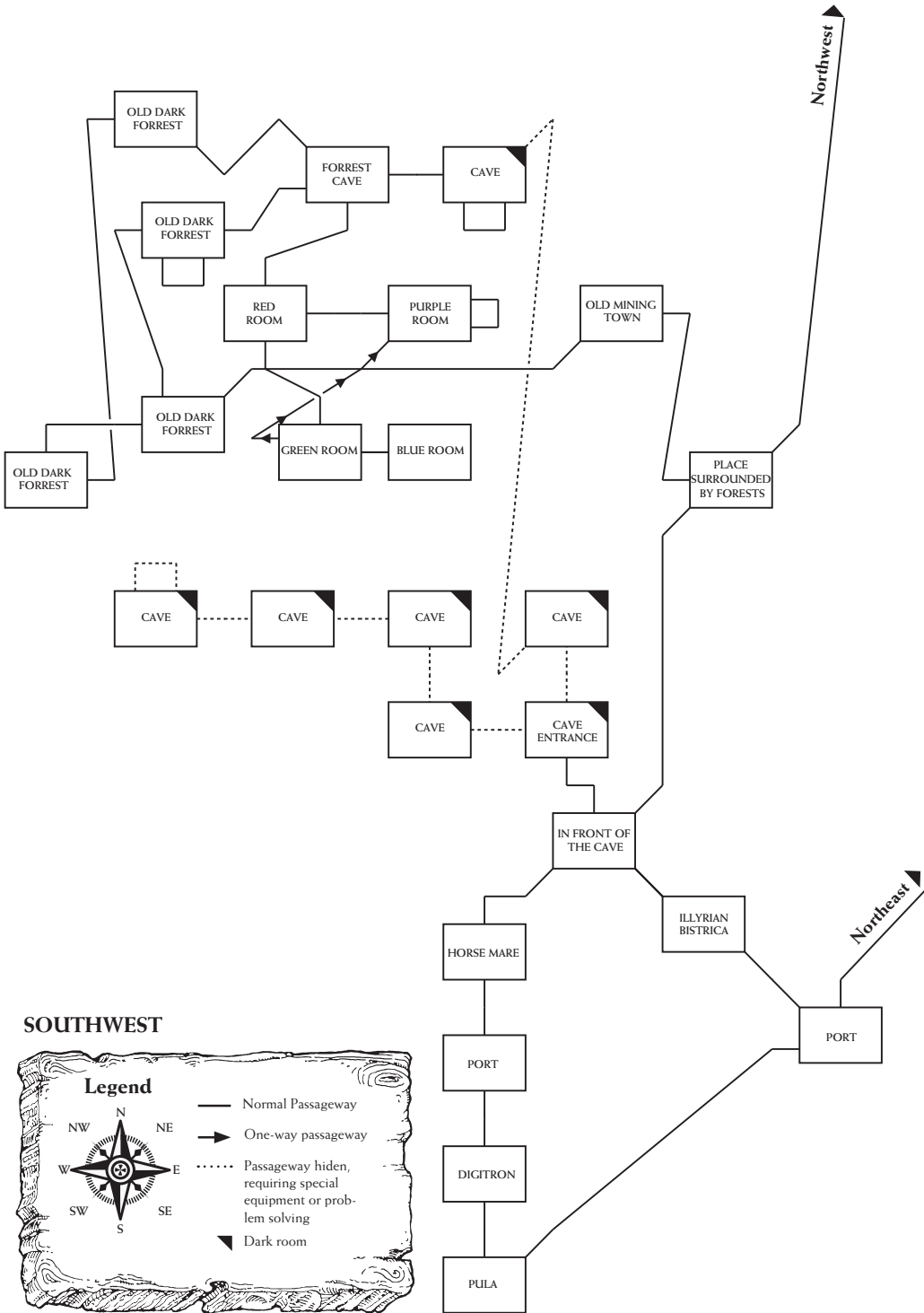
NORTHEAST

Legend

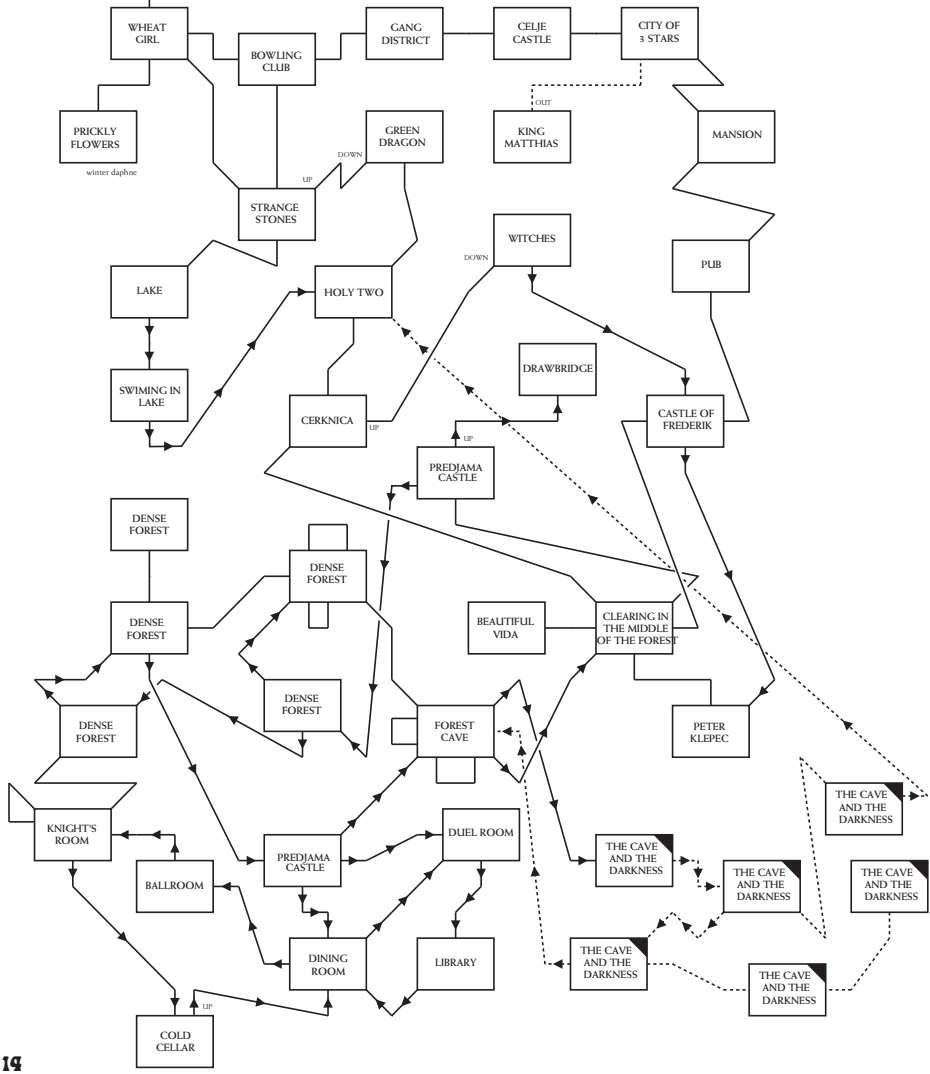
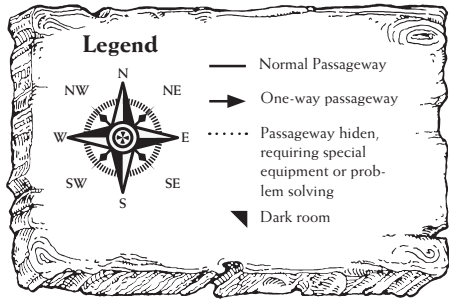
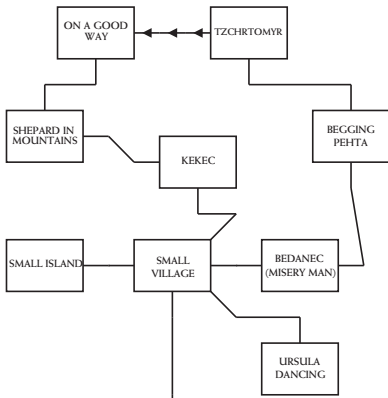
- Normal Passageway
- ➔ One-way passageway
- ⋯ Passageway hidden, requiring special equipment or problem solving
- ◄ Dark room

LABYRINTH





THE WORLD OF HISTORICAL AND FOLK HEROES



LEXICON

MARTIN KRPAN: A Slovene subject of the Habsburg Empire and one of the strongest men in it, Martin Krpan hails from a fictional village in Inner Carniola, Hilltop by the Holy Trinity [church] (Vrh pri Sveti Trojici). A smuggler by profession, he makes a living by illegally transporting "English salt" (probably a euphemism for gunpowder). With the help of his loyal, diminutive mare, they transport the "salt" from the Adriatic coast throughout the Slovene Lands and Inner Austria.

MATE PARLOV: Mate Parlov won the first of his Yugoslav amateur titles at the age of eighteen and would go on to win eight national titles between 1967 and 1974. After retiring from the ring he ran a coffee bar but would return to boxing as a coach to the 1984 Yugoslav Olympic boxing team.

PETER KLEPEC: Is a legendary character in the Slavic folklore of the Kolpa river valley. The most prominent stories involve Klepec being granted supernatural strength, with which he uses a log as a weapon during a battle.

PREDJAMA CASTLE: A mere few kilometres from Postojna Cave, the Karst world offers an unforgettable experience in the fairytale world of knights. The impregnable medieval marvel has been perched in the middle of a 123-metre-high cliff for more than 800 years. Behind the largest cave castle in the world, there is a network of secret tunnels, from where the knight Erazem of Predjama would set out on his plundering expeditions.

PRIMOŽ TRUBAR OR PRIMUS TRUBER: was a Slovene Protestant Reformer of the Lutheran tradition, mostly known as the author of the first Slovene language printed book, the founder and the first superintendent of the Protestant Church of the Duchy of Carniola, and for consolidating the Slovenian language. Trubar introduced The Reformation in Slovenia, leading the Austrian Habsburgs to wage the Counter-Reformation, which a small Protestant community survived. Trubar is a key figure of Slovenian history and in many aspects a major historical personality.

SPARK (ISKRA): Iskra Delta was a computer manufacturer from Slovenia, and one of the biggest computer producers in SFR Yugoslavia that saw its own end with the breakup of the country. It started in 1974 as Elektrotehna, the Ljubljana representative of Digital Equipment Corporation, a USA minicomputer manufacturer with an office in Belgrade. It began assembling PDP-11 minicomputers in Ljubljana from DEC processors and Ampex disks in 1978. Rapid expansion over all major Yugoslav Republics. It had

a joint venture with Energoinvest, Sarajevo. Video terminals' assembly was in Paka, Slovenj Gradec. Forced merger with Iskra and Gorenje computer divisions resulted in Iskra-Delta's enlargement to 2,000 employees. Delays with microcomputer technology and freer import brought its collapse in 1988.

THE PRINCE'S STONE: Is the reversed base of an ancient Ionic column that played an important role in the ceremony surrounding the installation of the princes of Carantania in the Early Middle Ages. After the incorporation into the Frankish Empire, the procedure, held in Slovene, was continued as the first part of the coronation of the Dukes of Carinthia. It was followed by a mass at Maria Saal cathedral and the installation at the Duke's chair, where he swore an oath in German and received the homage of the estates. Until 1862, when it was transferred to the Landhaus provincial assembly at Klagenfurt, it stood northwest of the Kaiserpfalz of Karnburg (Slovene: Krnski grad) in the Zollfeld plain, built by Emperor Arnulf of Carinthia.

URSULA: The Water Man was the first Slovene art ballad. It was written around 1825 by the Slovene Romantic poet France Prešeren and published in 1830. It is a narration about Ursula, a flirt from Ljubljana who ended up in the hands of a handsome man who happened to be a vodyanoy (Water Man). The poem was based on a story from The Glory of Carniola about a dance at Old Square in Ljubljana in July 1547, when Urška Šefer was enchanted by a vodyanoy and pulled into the Ljubljanica.

VERONIKA: Veronika of Desenice (died 17 October 1425) was the second wife of Frederick, Count of Celje. She is known for having been subjected to a witch trial by her father-in-law, who objected to her marriage to his son, but failed to have her condemned and instead had her imprisoned and murdered.

ZX SPECTRUM: Is an 8-bit home computer developed and marketed by Sinclair Research. One of the most influential computers ever made and one of the all-time bestselling British computers, with over five million units sold. It was released in the United Kingdom on 23 April 1982, and around the world in the following years, most notably in Europe, the United States, and Eastern Bloc countries.

KONTRABANT

WELCOME, ADVENTURERS!

Welcome to the first Slovenian game, created in 1984 by Žiga Turk and Matevž Kmet for the most popular microcomputer in Yugoslavia at the time, Sinclair's ZX Spectrum.

We are thrilled to announce the release of our latest text adventure game, specially designed for the classic Apple II. You can play it on a real computer or on an Apple II emulator. Command the game with simple English prompts and embark on an unforgettable journey.

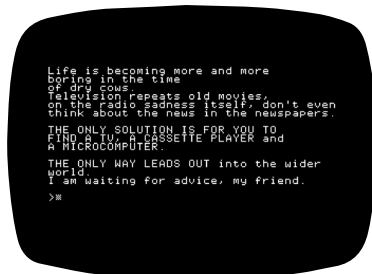
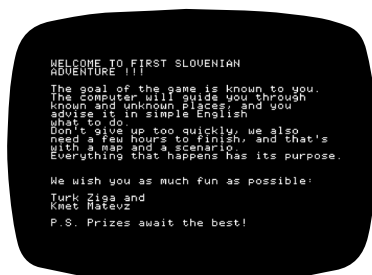
THE STORY

You have entered the world of 1984. You are in the former Yugoslavia and you need to smuggle a computer, obtain a TV set and a cassette player. But to achieve this, you must get a valid passport, find some money, acquire something to hide the computer, and trade some coffee for a cassette player.

Your journey will take you to another world—a world of historical and folk heroes. To get there, you must find the magic words and the special place where they will transport you. Remember, a great treasure is hidden in Predjama Castle, a castle embraced by rock.

Immerse yourself in a captivating story where your choices shape the world around you. As you embark on this adventure, you will uncover hidden secrets, face challenging puzzles, and explore a richly detailed environment, all through the power of your imagination and the written word.

Happy adventuring!



Apple II version by Brutal Deluxe Software
(Antoine Vignau & Olivier Zardini) and Janez J. Starc © 2025



BRUTAL DELUXE