

NEW
RELEASE

KONTRABANT 2



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 2 FOR APPLE II

Welcome to the second 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."

If Žiga and Matevž had the opportunity to write a program for the Apple II, it would look exactly like this. 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. 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, French.

Janez J. Starc

INTRODUCTION

Original introduction from 1984.

It all started in the spring at the intersection in front of the Figovec Inn. Right in the middle of the intersection, where the policeman usually stands, stood a young man. He was holding a map and a compass in his hands. He was looking for a path where he could follow the country's direction towards new knowledge and technologies, and he had his own small home computer. Passers-by gathered around him, as is customary in Ljubljana, and each helped him in his own way.

To make the story not too long, we will immediately skip to the moment when a distant relative of the writer Fran Levstik walked past Slovenijašport. The man was wearing exactly the kind of wide-brimmed hat that is recommended to protect the salt on his head (we learned from reliable sources that hats have long since gone out of fashion), and on his right shoulder sat his faithful grasshopper. The bewildered young man recognized him immediately. A spark went through his head. He looked west towards the Iskra store, frowned, jumped up in place and pointed it north.

People who witnessed this event told stories about a boy whose head had a spark. And like any rumor, this one circulated in several versions throughout Slovenia. People came to the place of the miracle more and more often, and everyone, looking west, pointed it north. At first, we counted them, but when the numbers got a bit bigger, we made a mistake and stopped.

A few days later, a cassette appeared on the shelves of our bookstores, which also contained the adventure game KONTRABANT. The authors copied the story from a book written by life and adapted it for computer media. The story was very rich in content, but it had no pictures, so it was not suitable for preschoolers.

Žiga Turk realized that the world relies on the youngest (because everyone else is already running away). He buried himself in work and wrote a program that allows you to put just as many pictures into the game as it is interesting for preschool and school-age children at home and abroad.

In addition to the computer program, the cassette also contains two songs from the pen of master Jani Kovačič. The second song, titled Kontra song, is also the best tool for players when playing. If you find yourself facing an unsolvable problem, then listen carefully to the lyrics of the song and you will not regret it.

KONTRABANT 2 is no longer concerned with its task, prescribed by its name, but is trying to teach how to use a computer for a better tomorrow. Perhaps this type of use is a bit peculiar, but nevertheless, you will learn many things that you forgot at school or that are no longer in the curriculum.

Armed with knowledge, we are already expecting you in the year 2000. Until then, we will work hard for you and prepare some more tapes.

Ciril Kraševc

WELCOME TO KONTRABANT 2

There was a time when life was full of tension. You could be eaten by a cave bear, thrown to lions, tortured for witchcraft, persecuted for smuggling, you could be trampled on while waiting in line at the store. Today, in our bright future, the worst thing that could happen to you is for a flower pot to fall from the tenth floor onto your head and shatter completely. And you can always buy a new one.

The goal of KONTRABANT 2 is to find the door to the year 2000 and enter. Computers are our future. You will see, a rainbow can be a very useful thing even in the stone age. In this adventure game, you will not have to make any effort at all. Your electronic friend will travel to the land of silicon chips. Tell him what to do with simple commands, and he will tell you on the screen what he sees and what he can do.

Loading Kontrabant 2

To load KONTRABANT 2, 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:

You are the only literate person in your land. The rest clearly desire the same. To save them from the Stone Age is a great ambition, and this work tempts you, hero. Don't wait or hesitate; hurry up. Without you, we will all soon be ...

Press any key to continue.

You press any key to go to the next screen.

You stand alone in the house, You hold the rainbow in your hands.

Paths lead to: OUT

I also see: mirror

What should I do?

Next to the prompt (>), try typing the followong:

OUT

Talking to KONTRABANT 2

When you play KONTRABANT 2 game, you talk to KONTRABANT 2 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 2 will digest your request. All words you type are distinguished by their first four letters and all subsequent letters are ignored. For example typing PLANT LINDEN is equivalent to typing PLAN LIND. A sentence must contain a verb and usally object but sometime when exchanging things you have to write object for object. Some examples:

KINGDOME HORSE, COFFE GUN, TAKE STATUE, TAKE MIRROR, UNLOCK DOOR, PLANT LINDEN, WEAR RING, SELL STATUE, CATCH FROG, HIT DEVIL, FORECAST WHEATHER, UNWEAR ...

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**, **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 2** usually displays a description of the room and the description of any interesting objects with which you might want to interact. The **DESCRIPTION** command tells **KONTRABANT 2** 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 2** will respond **YOU HAVE EARNED (your score) POINTS. YOU HAVE 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 2** through to the end. You will almost certainly not finish in one sitting. **KONTRABANT 2** allows you to continue playing at a later time without having to start over from the beginning. There is a command **SAVE** that makes a "snapshot" of your position in the game.

When the prompt (**>**) appears, type: **SAVE**, then press the **RETURN** key. **KONTRABANT 2** will respond with **SAVE GAME (SLOT 1-9)?** Now you have 9 slots to fill with your location snapshot, but be careful 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 2** will respond with **LOAD GAME (SLOT 1-9)?** Pressing the number 1-9 will bring you to the saved snapshot.

List of KONTRABANT 2 Commands

To simplify your adventuring, you may order KONTRABANT 2 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 2 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

Sows 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., KISS SKULL, KILL PLANETARIUM, CATCH FROG etc.).

TAKE

BURY

DROP

START

GIVE

POWER

GET

SHOOT

KISS

SLEEP

RESCUE

FORECAST

CATCH

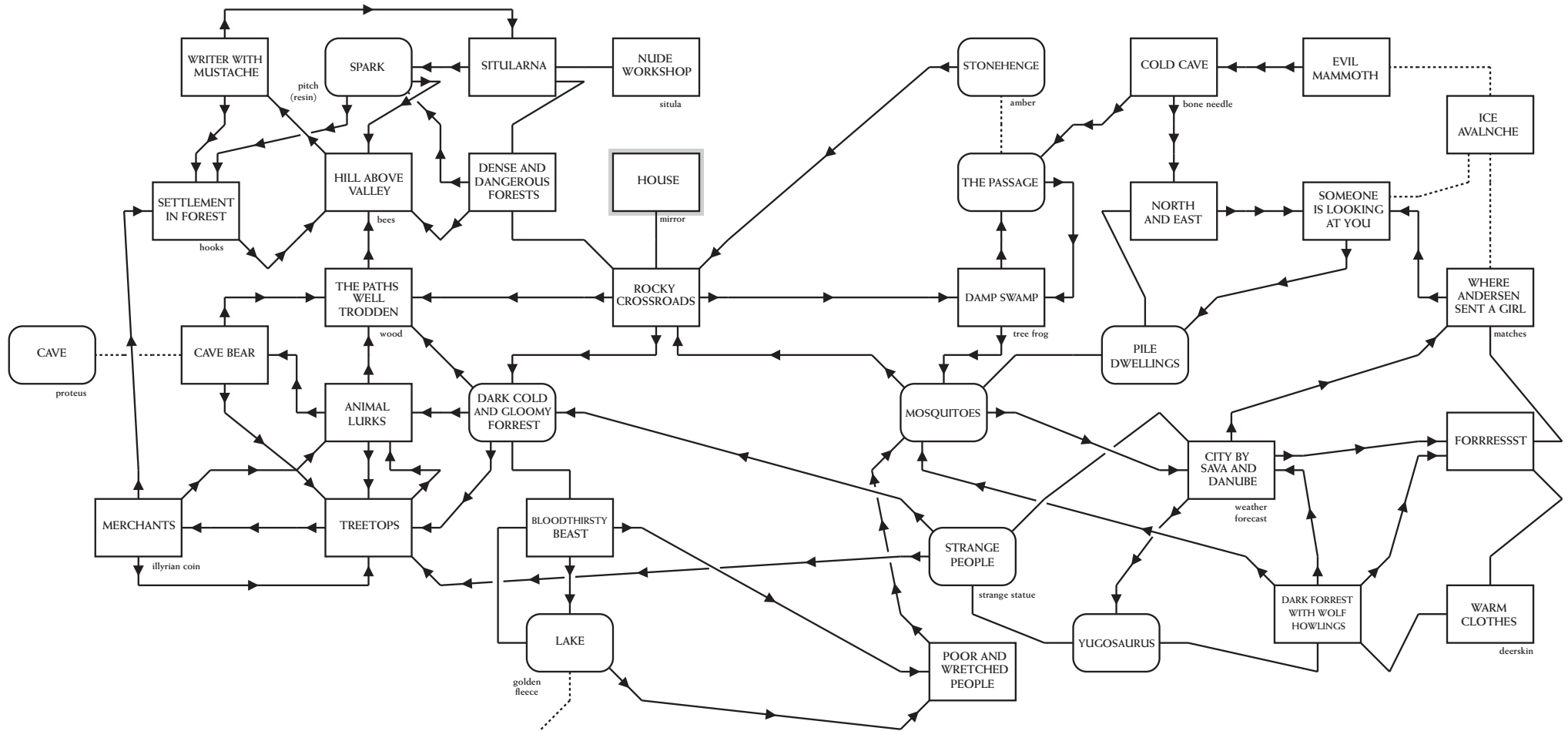
BUY

SELL

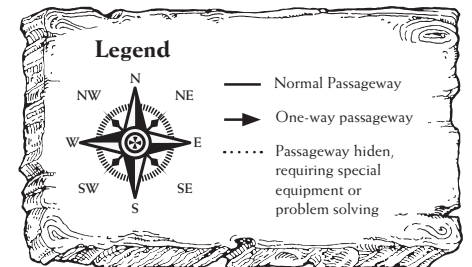
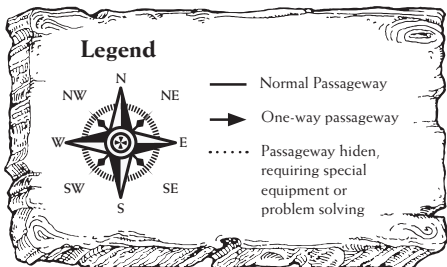
HIT

UNLOCK

HEAL



FIRST WORLD



LEXICON

AQUEDUCT: A water conduit built in the form of a bridge across valleys and gorges is called an aqueduct, as named by the ancient Romans. The network of water conduits initiated by the Romans was later expanded by the Byzantines and Turks. The preserved solin aqueduct, which supplied water to Split, was built during the time of Diocletian. The Byzantines built an aqueduct near Skopje, and the Turks constructed the large and small water conduits in Stari Bar, which have been preserved to this day.

ATILLA: The Hun ruler Attila is remembered in history by the nickname "the scourge of God." During the great migration of peoples, he united the Hunnic tribes and subjugated many peoples from the Volga to Germany. Even the Byzantine emperor had to pay tribute to him. Attila, with his Huns, advanced to the territory of present-day France, and near Paris at the Catalonian Fields, he was finally defeated by the Roman general Aetius. After Attila's death, the Hunnic state disintegrated. It is said that Attila died somewhere near Ribnica in Dolenjska. The locals are still searching for his body and the treasure buried with him.

TSAR DUŠAN: The son of Stefan Dečanski lived from 1308 to 1355. He was the king of the Serbs and later also of the Greeks. Since Stefan Dečanski did not prove himself in the fight against Byzantium, the Serbian nobility helped bring Dušan to power. He overthrew his father and then ruled the Serbs so successfully that they reached the peak of their power. Under Tsar Dušan, the medieval Serbian state also encompassed Albania, Epirus, and Thessaly. After Dušan's death, these territories fell away. Dušan issued a unified code of laws, consisting of 205 human and noble legal provisions.

TSARINA MILICA: The Serbian princess, wife of Prince Lazar, managed his estate after his death in the name of their adolescent son, Stefan. When he came of age, Tsarina Milica withdrew to a monastery but still had considerable influence in state affairs. She built the Ljubostinja Monastery, where she is also buried.

TSAR LAZAR: He was only a tsar in folk songs from the Kosovo cycle. Born in Prilep around 1371, he served at the court of Tsar Dušan and Tsar Uroš during a time when central authority began to weaken. Lazar skillfully increased his power and influence, mainly by marrying off his daughters to

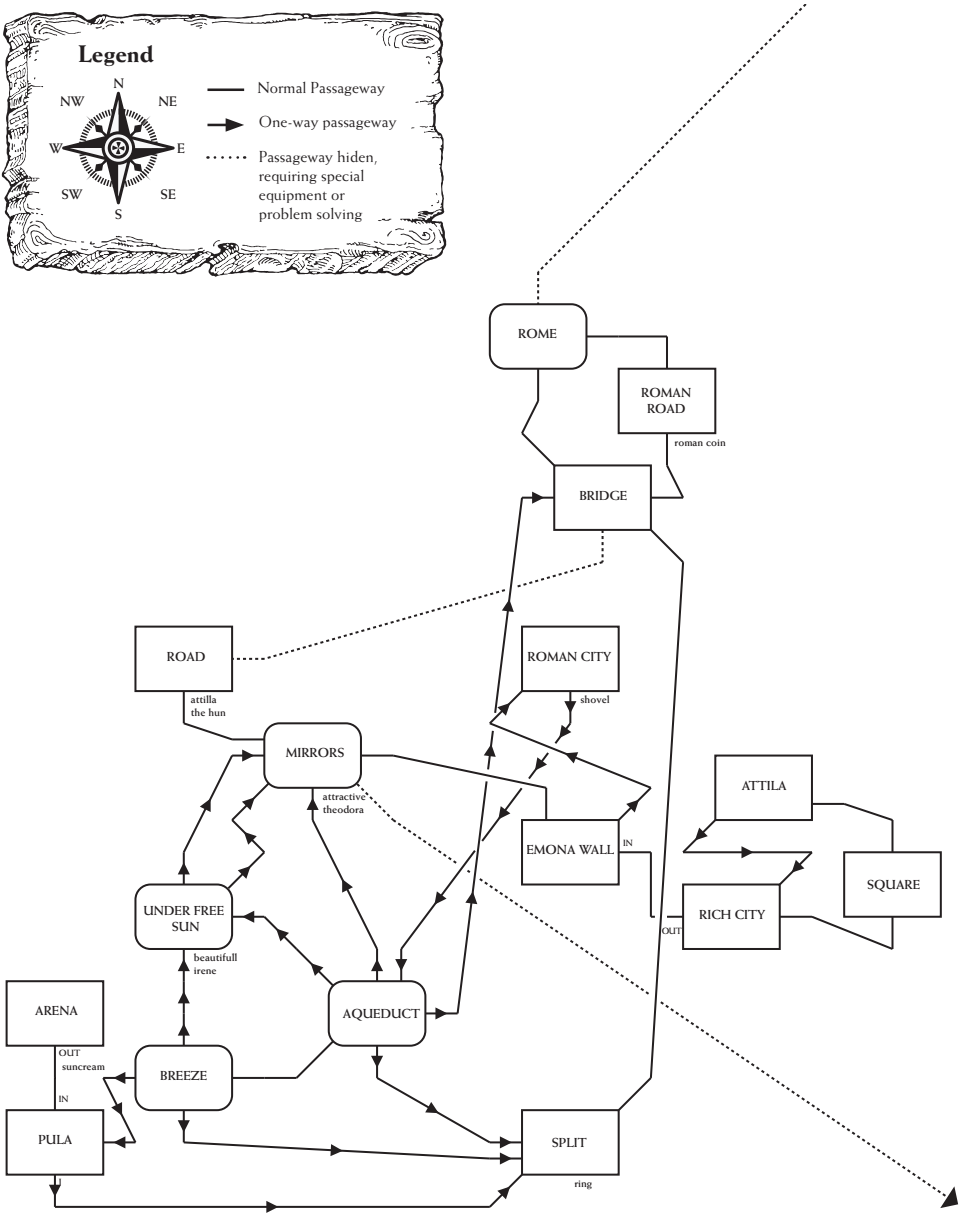
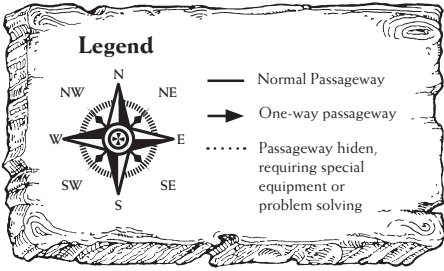
important dignitaries. The state he ruled eventually encompassed the entire Pomoravlje, Šumadija, and several towns, including Golubac, Rudnik, and Užice. Lazar participated in the Battle of Kosovo in 1389, where he was defeated and fell, along with most of the Serbian nobility and leaders.

CYRIL AND METHODIUS: The missionary brothers from Thessaloniki went to Moravia to Christianize the Slavs. They were highly educated, one was a philosophy teacher and librarian, and the other a high-ranking state official. They created the first Slavic alphabet (Glagolitic) and translated church books into Macedonian. They incurred the disfavor of the German clergy, so they had to go to Rome to apologize to the Pope. There, Cyril died, and Methodius' work was praised by the Pope, who appointed him archbishop of Moravia. Upon returning to Moravia, the German clergy imprisoned Methodius. Later, he made another pilgrimage to Rome and soon after passed away. The disciples of Cyril and Methodius spread their teachings among the southern Slavs.

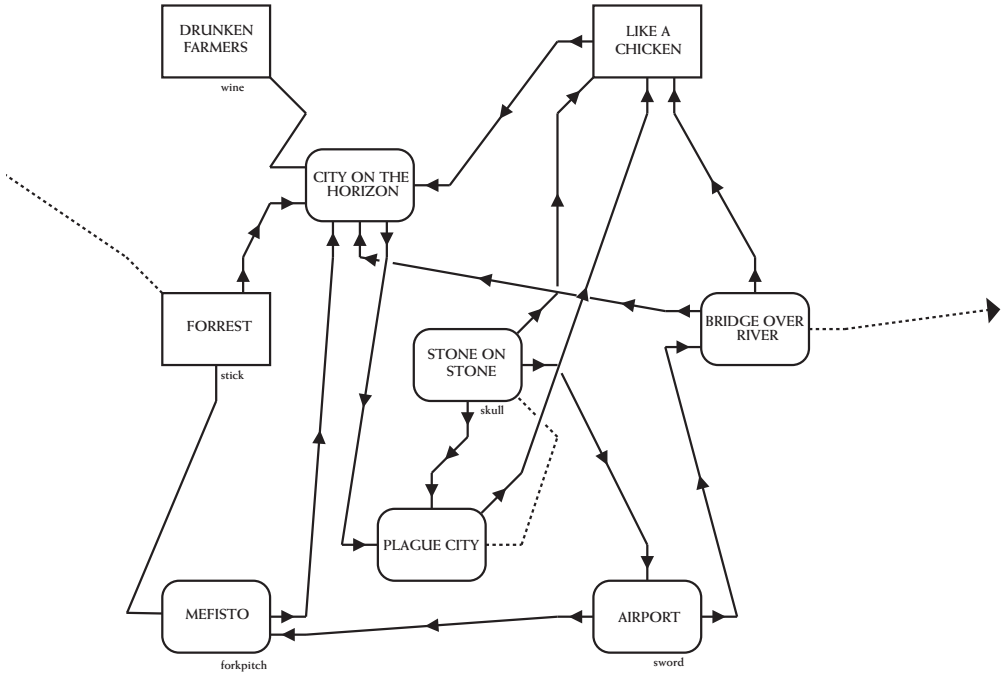
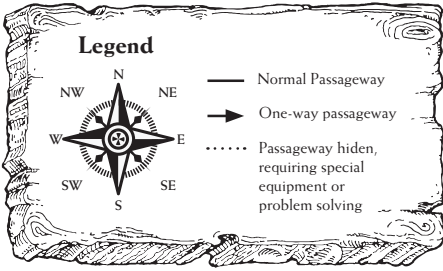
HUMAN FISH: This tailed amphibian, living in karst underground waters from Slovenia to Montenegro, is up to 30 centimeters long. It got its name due to its pale, pinkish skin, reminiscent of human skin. The human fish breathes with lungs but retains gills. Its eyes are atrophied, covered with skin. It can be found in Postojna Cave, the Vjetrenica Cave in Herzegovina, and the caves of the Dinaric Karst, and nowhere else in the world. It feeds on small crustaceans and other tiny animals. It reproduces by laying eggs when the temperature is above 16°C, and at lower temperatures, it gives birth to live young. Cave people often threw it to predators to protect themselves (false!).

DUBROVNIK: This beautiful city on the eastern coast of the Adriatic Sea has a rich history. Once famous for its merchants, Dubrovnik was known for its freedom and desire for independence. Today, numerous cultural and historical landmarks, developed over centuries in wealthy Dubrovnik, attract crowds of tourists. The people of Dubrovnik valued money, so they traded with cities in the interior of the Balkan Peninsula. They also cherished freedom and resisted all foreign influences, especially from the Venetians and Turks. They loved art, inviting artists to their city who created numerous masterpieces. Dubrovnik was home to the first pharmacy in Europe.

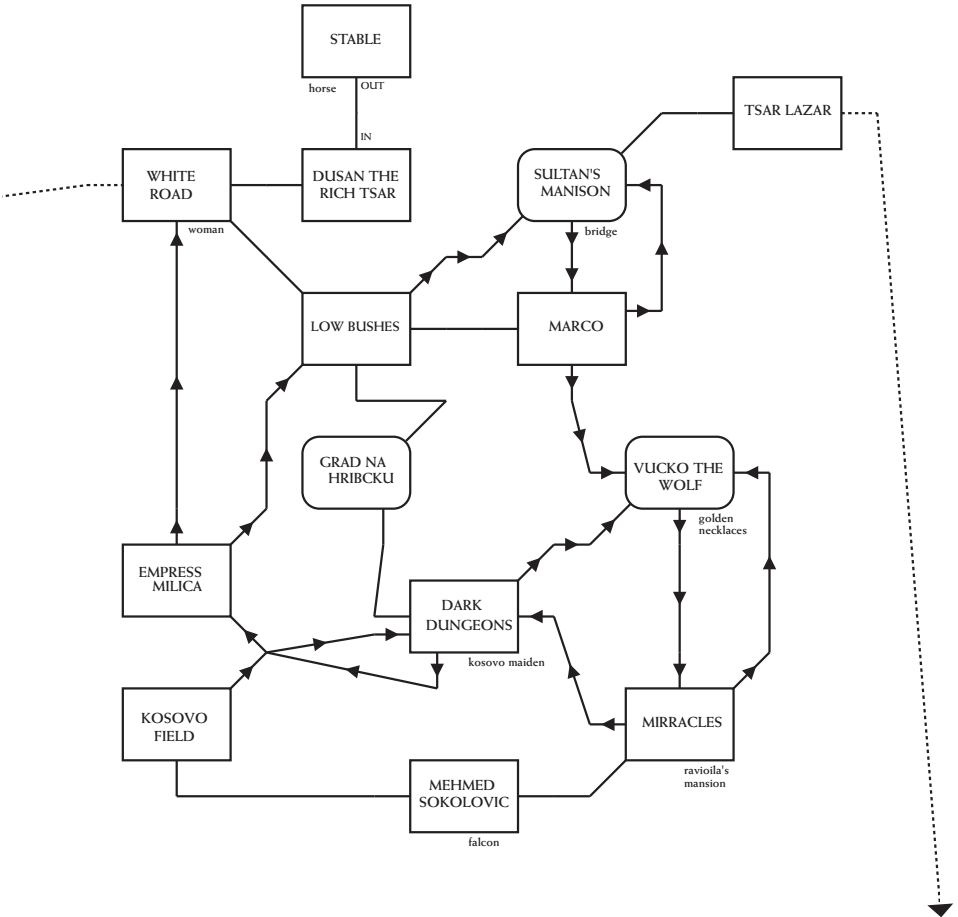
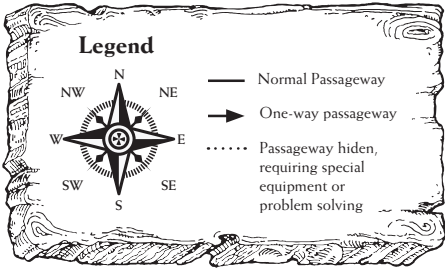
SECOND WORLD



THIRD WORLD



FOURTH WORLD



LEXICON

EMONA - EMONEC: On the territory of present-day Ljubljana stood the Illyrian, later the Roman settlement of Emona. Numerous archaeological finds testify that the Romans in Emona enjoyed a rich and pleasant life, not forgetting comfort or art. The statue of the Emonec, found during archaeological excavations in modern Ljubljana, is a well-preserved artwork that today adorns one of the largest squares in Ljubljana.

FRANZ JOSEPH: He was the Austrian Emperor, the Croatian-Hungarian King, and the Emperor of the Austro-Hungarian Monarchy, primarily the last representative of feudal and absolutist endeavors in Europe and a fierce opponent of any national liberation movements of non-Germanic nations. He was born and died in Schoenbrunn. His son, Archduke Franz Ferdinand, was killed in the Sarajevo assassination, which was the immediate cause of World War I.

THE MOUNTAIN WREATH: This poem is the best work of Petar Petrović Njegoš. The poet describes the destruction of converts to Islam during the time of Vladika Danilo in the early 18th century. The poem is a lyrical-epic reflection on freedom and the value of life. It has been translated into almost all European languages. In "The Mountain Wreath," we also meet Vuk Mandušić and read the line, "Every gun will be deadly in the hands of Mandušić Vuka." It would not be amiss to take one of the editions in hand and become more familiar with "The Mountain Wreath."

THE DEVIL HERDING DORMICE: Dormice are tasty little creatures, and dormouse hunters are unparalleled. Anyone who wants to catch many dormice should follow the advice offered by Valvasor in "The Glory of the Duchy of Carniola." On Saturday evenings and holidays, the devil goes out to herd dormice. He takes a whip, cracks it, and the dormice flee from him. The dormouse hunter who encounters fleeing dormice can catch so many that he doesn't know what to do with them. However, because the devil is dangerous, farmers and dormouse hunters preferred to abandon hunting and hide in their homes if they heard cracking and snapping in the forest. What if you try to whack him with a stick?

THE ILLYRIANS: This group of tribes inhabited the western part of the Balkan Peninsula as early as the mid-second millennium BC and fiercely resisted

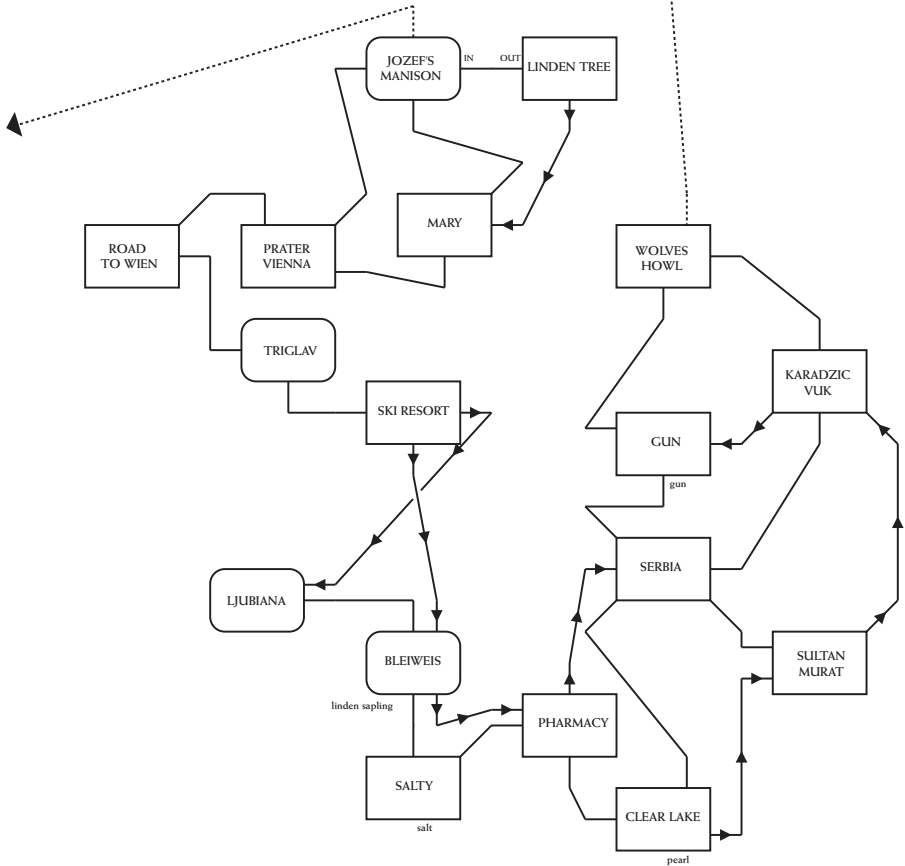
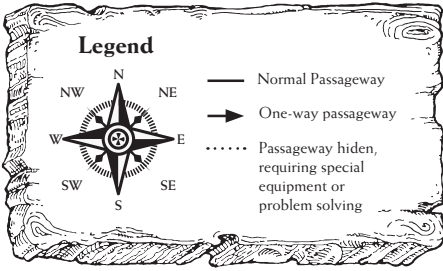
the Romans who sought to destroy them. In 167 AD, the federation of Illyrian tribes disintegrated, and the Illyrians joined Rome. Many Illyrians became Roman generals, and some even became Roman emperors. Those who were not Romanized under Rome's influence were assimilated by the Slavs after their arrival. In the 19th century, the erroneous belief prevailed that the South Slavs were descendants of the Illyrians.

JANEZ BLEIWEIS: Born in 1808, he engaged in journalism and politics, and was a doctor and veterinarian. He edited *Novice* and published educational articles on agriculture and crafts, and promoted professional expression in the economy. During his editorship, all Slovenian writers contributed to *Novice*. However, Bleiweis celebrated Koseški and did not give proper recognition to Prešeren, which angered the younger Slovenians, especially Stritar and Levstik. He did not have a proper sense of art, but he used his professional knowledge effectively: he wrote veterinary books and compiled Slovenian readers for lower classes of secondary schools. He died in 1881.

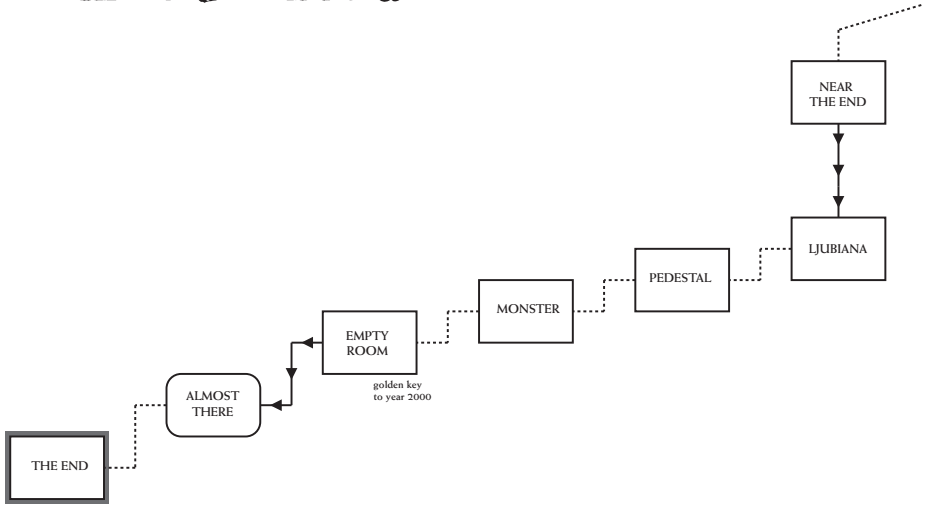
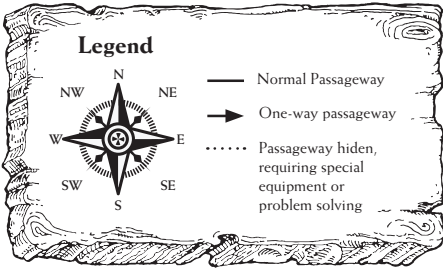
AMBER: This is a fossil resin of coniferous trees from the Tertiary geological period, typically yellowish, rarely red. Usually, it is found several meters below the seabed, and waves then wash it ashore. Divers retrieve it from the sea, and on land, it is mined from the soil. Amber deposits are found along the Baltic Sea coast, from where it was carried across Slovenian territory in ancient times.

JASON: A hero from Greek mythology, he was the leader of the Argonauts and commander of the ship *Argo*. When he grew up, he wanted to take the throne from which his father Jolka was unjustly removed. However, the reigning king Pelias demanded that Jason first accomplish a heroic deed: bring him the Golden Fleece. Jason gathered the Argonauts and set out on his quest. The sorceress Medea, his ally, helped him in his search for the legendary Golden Fleece. The Argonauts were believed to have returned from the shores of the Black Sea by sailing up the Danube and the Sava, spending the winter on the shores of Lake Ljubljana, and then carrying *Argo* through Vrhnika gates to Idrija and Soča.

FIFTH WORLD



ENDING



LEXICON

PILE-DWELLERS (OR LAKE-DWELLERS): In prehistory, people built their homes in the most inaccessible places possible. In swampy areas, they drove piles into the marsh, and on the piles, they built houses or entire settlements. In Slovenia, remains of a pile-dwelling settlement have been found in the Ljubljana Marshes.

SMUGGLING: If we are unsure what the word *kontraband* means, the Slovenian Orthography offers the following explanations: *kontraband*: smuggling, smuggled goods; *kontrabandar*: smuggler, *kontrabandarica*: female smuggler; *kontrabandarati*: to smuggle, *kontraband* (adverb): to bring across the border.

KOSOVO GIRL: A girl from the Kosovo field, a kind, friendly, and self-sacrificing maiden who cared for wounded Serbian heroes left behind after the battle with the Turks. She alleviated their suffering and gave them courage. The Kosovo girl appears in many Serbian folk songs that celebrate events related to the Kosovo battle, but she is essentially the embodiment of all Serbian women who rushed to the battlefield at that time and relieved the suffering of Serbian heroes.

IBEX: A member of the goat and sheep family, the ibex completely died out in Slovenia. This was due to the story that people blindly believed and trusted. They searched for a miraculous stone in the ibex's stomach, which was supposed to cure various diseases and restore youth and strength. The stone is actually just a clump of herbs and grass. Today, ibexes live again in the Julian Alps and the Karavanks. In 1860, when there were only 50 specimens of these animals left in the European mountains, they were protected in Piedmont, in the Gran Paradiso massif. As the animals multiplied, they were relocated to many reserves. There, they now live freely. People no longer believe the story about the miraculous stone, so the ibex is safe from wild hunters and people hungry for health and youthful freshness.

KRAPINA: Near this Zagorje town, fossil remains of a diluvial prehistoric man, belonging to the Neanderthal race, were discovered. The bones were violently broken, so researchers concluded that the Krapina man practiced cannibalism. Researchers found tools and weapons made of stone and bone next to fireplaces, and charred bones also prove that the Krapina prehistoric man already knew and used fire.

LEPENSKI VIR: The archaeological site of a prehistoric settlement on the banks of the Danube dates back to the 6th millennium BC. The settlement consists of several trapezoidal houses. Inside the houses, around the hearths, pottery, stone weapons and tools, as well as interesting figurines of humans and animals, were found. These are likely the oldest known figurines representing humans.

MAMMOTH: The giant long-haired elephant from prehistory has long been extinct, but we still know what it looked like because its bones and skeletons have been found in many places across Europe. In Siberia, even perfectly preserved mammoths with skin and hair have been discovered. Mammoths lived in our regions until the Ice Age, and their bones have been found around the Danube, Drava, and Sava rivers. The most famous site for mammoth bones is in Nevljica near Kamnik.

MARKO KRALJEVIĆ: He had large mustaches, resembling a half-year-old lamb hanging under his nose. When his enemies beat him, he supposedly said they should not wake the fleas in his coat. A fairy gifted him with a helper, the horse Šarac, with whom Marko shared everything, especially wine. The fairy stepsister also helped Marko in every way.

MEHMED PASHA SOKOLOVIĆ: The grand vizier of the Turkish state, who lived from 1505 to 1579, was of Serbian origin. He was taken from his parents as a child, converted to Islam, and educated in Adrianople. He distinguished himself with numerous military victories and became the commander-in-chief of the Turkish army in 1551. Under his influence, Turkish policies toward Serbs were lenient, allowing Serbs to build monasteries and develop culturally. Sokolović forced Austria to make peace in 1568 and conquered Arabia in 1570. He was the grand vizier of Sultan Murad III. He had many enemies and fell victim to assassination. One of his notable contributions was the construction of the famous stone bridge over the Drina River in Višegrad.

LEXICON

MURAD I: This sultan was responsible for the Turks' planned incursion into Europe and the creation of their empire on the Balkan Peninsula. Born in 1319, he became sultan in 1362. In 1371, he defeated the Serbian army at the Battle of Maritsa and then fought throughout the Balkans, reaching Bosnia. He took Sofia from the Bulgarians and forced them to pay tribute. He participated in the Battle of Kosovo, where his army defeated the Serbs. However, Murad I could not celebrate the victory, as he was killed by Miloš Obilić at Gazimestan. A mausoleum, Murad's tomb, was erected at the site of his death.

NERO: The Roman emperor Nero is remembered not for good deeds but for his bloody and violent actions. He lived from 37 to 68 AD. His mother, Agrippina the Younger, who had previously poisoned her husband Claudius, placed him on the throne. During his reign, Nero curtailed the rights of the senate and strengthened imperial power. As a bloodthirsty and violent ruler, he ordered the deaths of his own mother, wife, and half-brother, and forced his tutor Seneca to commit suicide. He initiated costly and unwise wars to spread his name around the world. Believing himself to be an artist, he often performed with great pomp in theaters and circus arenas at home and in Olympia. He imposed new and higher taxes, causing massive public uprisings. In 64 AD, when a great fire engulfed Rome, rumors spread that Nero himself had set it. When he was overthrown, he reluctantly committed suicide.

OHRID: Along the banks of Lake Ohrid stands a town, port, and well-known resort, mentioned as early as the 3rd century AD. The town particularly developed in the 10th and 11th centuries when it was the capital of Macedonian Tsar Samuel. History enthusiasts know that there are about 20 old churches and monasteries in Ohrid. Food lovers are familiar with Ohrid trout, and the vain female world buys jewelry made from famous Ohrid pearls.

PETAR PETROVIĆ NJEKOŠ: A bishop and ruler of Montenegro, and one of the greatest Yugoslav poets, he lived from 1813 to 1851. As a young ruler, he organized domestic political conditions, introduced taxes, established courts, and secured significant aid from Russia for Montenegro. He founded the first primary school and opened the first printing house in his country. Inspired by folk poetry, he also wrote poems about battles against

the Turks. His best-known work is the epic poem *The Mountain Wreath*.

UNDER THE FREE SUN: A novel by Fran Saleški Finžgar is a pleasant and thrilling read, acquainting us with events from Slovenian and Slavic history. The main characters are Iztok and Irena. Those who don't know them yet should pick up the book and catch up!

POSTOJNA CAVE: The 16th longest in the world and the first in Yugoslavia by length. It opens right next to Postojna, at the foot of Savica. Its eastern part was discovered by cave dwellers in ancient times, and nowadays, it is primarily visited by tourists. Cave dwellers walked to Postojna Cave, while modern visitors can ride past numerous wonders by train. The cave is 16.4 kilometers long, and tourists can explore about 5 kilometers by train and on foot.

POTOČKA ZIJALKA: Located on the southern slope of Mount Olševa, near the Austrian border, is the karst cave Potočka zijalka. Cave dwellers discovered that it was easily accessible, dry, and quite pleasant for habitation. In the Paleolithic era, it was heavily populated, as evidenced by the pile of stone weapons and bone tools, such as needles, left by former inhabitants, as well as hundreds of cave bear skeletons found by modern researchers in Potočka zijalka.

PULA: The largest city in Istria, situated in a well-protected bay at the tip of the Istrian peninsula. Once a settlement where Romans lived and built, many monuments from their time remain in Pula, the most notable being the arena.

SCHÖNBRUNN: One of the beauties and landmarks of the Austrian capital, Vienna, is the baroque Schönbrunn Palace, surrounded by a beautiful park. The palace was completed in 1744 during the reign of Maria Theresa. It served as the residence of Austrian emperors for many years, and now it houses a museum. The palace has 1,441 rooms, luxuriously furnished in the Rococo style.

LEXICON

SPLIT: This is a gem of the Adriatic Sea, and Split's greatest tourist attraction is Diocletian's Palace. This palace is the most important creation of ancient architecture in the territory of present-day Yugoslavia. The Roman emperor Diocletian had it built around 300 AD near Salona, the capital of the Roman province of Dalmatia. The palace is shaped like an irregular quadrilateral, covering an area of 30,000 square meters. On one side, the palace borders the sea, while thick defensive walls surround it on the other three sides. The palace, which also served as a fortress, often provided refuge for local inhabitants from attackers.

THEODORA: The Byzantine empress was the wife of Emperor Justinian. She was renowned for her beauty and was a circus performer before her marriage. She had a strong influence on her husband's policies. If you want to see Theodora, you should visit Ravenna, where she is depicted in a mosaic. If you'd like to read about her, pick up Finžgar's novel *Under the Free Sun*.

TRIGLAV: The highest peak in the Julian Alps and all of Yugoslavia, standing at 2,863 meters. The mountain has three peaks, three heads, from which it gets its name. Triglav is a popular pilgrimage route for mountaineers and nature lovers from all over Yugoslavia. It's considered particularly honorable to climb its highest peak at least once in a lifetime, reaching the Aljaž Tower, which was erected in 1875.

FAIRY RAVIOLA: A good fairy, a mythical creature from Serbian folk songs. Raviola appears alongside Prince Marko. She lives in the mountains, and her mission is to tend to wounded heroes and restore their strength for new battles with the Turks.

VUK STEFANOVIĆ KARADŽIĆ: A great reformer in Serbian culture, he was self-taught. In Vienna, he met Jernej Kopitar, who encouraged him to start collecting folk songs and other folklore treasures. At the same time, Karadžić began compiling an orthography and delved into the Serbian language. He had many followers and opponents. He was an honorary doctor at the University of Jena, and Serbian folk songs became known throughout Europe as Vuk published them in numerous collections. Under his influence, Croats and Serbs united for a common literary language.

GREEN TREE FROG: A frog of bright green color that lives in trees, with a distinct and characteristic voice. When it calls, people know that rain is coming soon. Sometimes, the green tree frog is caught, placed in a glass jar, and its behavior is used to predict the weather. Thus, the green tree frog is somewhat of an animal barometer.

THE STORY OF MARTIN KRPAN: Martin Krpan was a robust man from Vrh pri Sveti Trojici. He smuggled salt from the sea with his little mare, which was forbidden at the time. One day, he encountered the emperor's carriage. He moved it out of the way by lifting his mare and its load off the road. The emperor was enchanted by such strength. When the mighty Brdavs came to Vienna and no hero could defeat him, the emperor called Martin Krpan. Krpan arrived with his mare, took his butcher's knife, chopped down one or two linden trees, and defeated Brdavs. Out of gratitude, the emperor offered him his daughter in marriage. However, Krpan chose a better reward: a permit to transport salt. Thus, he was no longer a smuggler.

Sources:

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KONTRABANT 2

WELCOME, ADVENTURERS!

Welcome to the second 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.

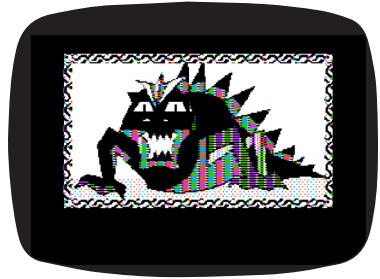
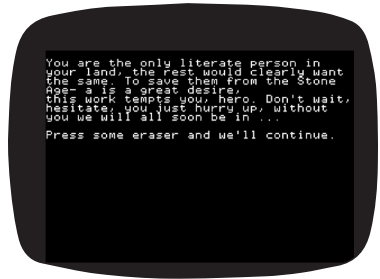
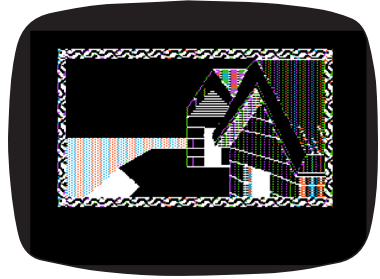
We are thrilled to announce the release of our latest text adventure game, specially designed for the classic Apple II. You can play it on a real computer or on an Apple II emulator. Command the game with simple English prompts and embark on an unforgettable journey.

THE JOURNEY

Inside the computer, in the black boxes, lies a land that needs to be explored. Experienced "adventurers" draw maps so they know where to step at any moment. There are objects hidden in the land, without which survival would be impossible. Some objects are lying on the ground, so pick them up—they might come in handy. Most things, however, you will acquire by exchanging them for what you have. For example, if someone is shivering from the cold, and you have a bone needle and deerskins, sew the deerskins to make a suit.

The goal of KONTRABANT 2 is to find the door to the year 2000 and enter. Computers are our future. You will see, a rainbow can be a very useful thing even in the stone age. In this adventure game, you will not have to make any effort at all. Your electronic friend will travel to the land of silicon chips. Tell him what to do with simple commands, and he will tell you on the screen what he sees and what he can do.

Happy adventuring!



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



BRUTAL DELUXE