ADVENTURE ● ADVENTURE ● ADVENTURE

Congratulations. You have purchased one of the most challenging and innovative games available for your personal computer. This is not the average computer game in which you shoot at, chase, or get chased by something, master the game within an hour, and then lose interest. In fact, it may take you more than an hour to score at all, and will probably take days or weeks of playing to get a good score. (There is a provision for saving a game in progress on tape.)

This game was inspired by the huge Adventure game which has appeared on large mainframe computers the last several years. But there are important differences. Not only will ADVENTURE fit into a relatively small computer, but the 'interpreter' is designed so that different Adventures can be created by changing the data base. So look for more Adventures in the future. . . .

In playing the game, you wander thru various 'rooms' (locations), manipulating the objects there to try to find 'treasures'. You may have to defeat a wild animal to get one treasure, or figure out how to get another treasure out of a quicksand bog. You communicate thru two-word commands such as 'GO WEST,' 'CLIMB TREE,' 'THROW AXE,' 'LOOK AROUND'.

Playing ADVENTURE requires logic, ingenuity, and patience. A few hints might be in order for the novice:

As you go in search of treasures, be inquisitive, look at and try to use the objects you see, usually most objects must be used to get a perfect score (100%). You are allowed to take a limited number of objects with you from location to location.

There can be more than 30 locations, so if you find yourself wandering around in circles in only a few rooms, note that the phrase 'some exits' implies that some rooms have other exits. But you won't find them until you do the right things to the right objects.

If you're completely stuck, typing HELP will give several different hints, depending on where you are and maybe even on what you're carrying.

You might want to draw a map—but note that some of the paths may be one-way.

Most important, think, try things, use your imagination, and have fun.

*To load your Adventure tape on TRS-80 Level II 16K.
1) Power up system
2) Put tape in player and rewind
3) Volume around 4 — 5
4) Type: SYSTEM
5) Type: ADVENT
6) The tape should now load with a blinking * in the upper right corner on CRT. If you get a 'C' or the * does not appear then rewind tape, set volume to a notch higher and go back to step 1.
7) Type: /

*Note — if at anytime an "Adventure" tape fails to load properly, return to: Adventure, Box 3435, Longwood, Fl 32750 for free replacement.

Note — Be sure to shut the expansion box off before loading Adventure tape, you must use the SYSTEM command in level 2 basic.

Software Review by Roy Groth

FOR

80-US* Journal Sep/Oct 79

ADVENTURE

Adventure is an incredibly complex, detailed and fascinating game. Unlike most available games, there is always a surprise around the corner. Winning is quite a challenge, consequently, each step closer to winning gives one a fulfilling sense of accomplishment.

In Adventure, one takes the computer through an area (caves, islands etc.) looking for treasure. You move, manipulate objects, and do everything else with two word English commands. For example: TAKE AXE, LIGHT TORCH. One finds out what commands work by trying whatever sounds sensible.

The program gives you a description of where you are and what you see. Then you tell the computer what to do.

Getting treasure is difficult. Often one must use several other objects to even find the treasure. You need to solve the series of problems posed by the obstacles by using common sense, and by picking clues from descriptions.

Adventure 1 and Adventure 2 by Scott Adams (Box 3435, Longwood, Florida 32750 - $14.95 each), are superb. In Adventure 1 you wander through forests and caverns finding treasures. In Adventure 2, you become a pirate and sail off to Treasure Island. More adventures are currently in the making.

Some useful advice may help speed your understanding of the game. To move in a direction, (north, up, etc) just type the first letter of that direc-

tion (N, E, S, W, U, D). To enter places you must often use ENTER (as for example: ENTER HALLWAY). This command is essential to getting around.

TAKE and DROP are used for manipulate objects. INVEN gives you an inventory of all that you are carrying LOOK, followed by an object, will sometimes help you discover secrets about that object. HELP will sometimes give you useful hints.

The program only looks at the first three letters of each word. Once you understand the program, all you need to type are the first three letters. This shortcut in the program can sometimes confuse a player, as one time we were saying TAKE BRANCHES (in hopes there were some around), but the program understood it as saying TAKE BRACELET.

The program allows you to save a game in progress with the command SAVE GAME. This prepares a data tape which can be read back later, a handy feature, since winning can take sometime.

Adventure has a beautiful display. At the top, everything that you can see is constantly displayed. Below this is a line of dashes, and the remainder of the screen is devoted to input. When typing commands, the bottom of the screen scrolls up, but only to the dashes. Material scrolling into the dashes disappears. It also features a flashing cursor.

Both programs support lower case, so if you system does too, you can read

in upper/lower case. Both programs are written in machine language and load under the SYSTEM command.

If you dislike being made to think, or if you get frustrated easily, forget these programs. But if you love a challenge, like to be baffled, and enjoy jokes (there are some very funny occurrances). I highly recommend these programs by Scott Adams.