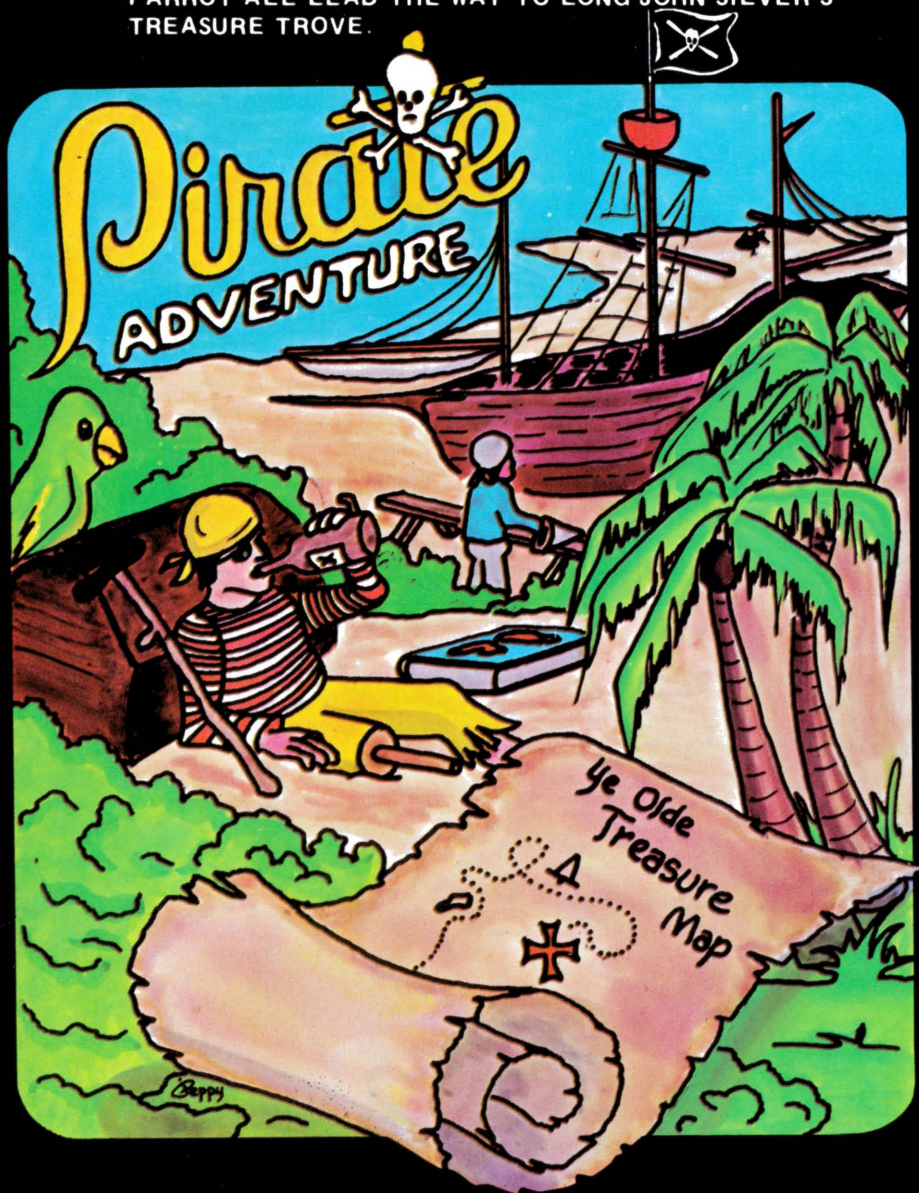


#2 *Adventure* BY Scott Adams

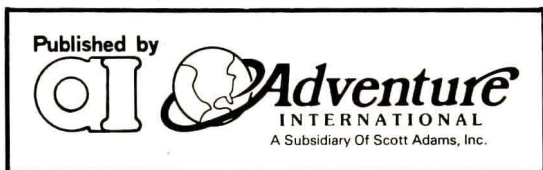
A PORTLY PIRATE, A BLOODY BOOK AND A PATRONIZING PARROT ALL LEAD THE WAY TO LONG JOHN SILVER'S TREASURE TROVE.



Scott Adams' Adventure Series

By Scott Adams

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Box 3435, Longwood, FL 32750 • (305) 862-6917



NOTE: Loading instructions are at the end of this booklet.

ADVENTURES BY SCOTT ADAMS

AN OVERVIEW

I stood at the bottom of a deep chasm. Cool air sliding down the sides of the crevasse hit waves of heat rising from a stream of bubbling lava and formed a mist over the sluggish flow. Through the swirling clouds I caught glimpses of two ledges high above me: one was bricked, the other appeared to lead to the throne room I had been seeking.

A blast of fresh air cleared the mist near my feet and like a single gravestone a broken sign appeared momentarily. A dull gleam of gold showed at the base of the sign before being swallowed up by the fog again. From the distance came the angry buzz of the killer bees. Could I avoid their lethal stings as I had managed to escape the wrath of the dragon? Reading the sign might give me a clue to the dangers of this pit.

I approached the sign slowly.

And so it goes, hour after hour, as you guide your microcomputer through the Adventures of Scott Adams in an effort to amass treasures within the worlds of his imagination.

By definition, an Adventure is a dangerous or risky undertaking; a novel, exciting, or otherwise remarkable event or experience. On your personal computer, Adventure is that and more.

Playing any of the Adventure series consists of three elements: you, the user; the games themselves; and the author, Scott Adams of Orlando, Florida.

For the user, playing an Adventure is a dangerous or risky undertaking in that you better be prepared to spend many addictive hours at the keyboard. If you like challenges, surprises, humor and being transported to other worlds, these are the games for you. If you dislike being forced to use your common sense and imagination, or you frustrate easily, try them anyway.

In beginning any Adventure, you will find yourself in a specific location: a forest, on board a small spaceship, outside a fun house, in the briefing room of a nuclear plant, in a desert, etc. By using two-word commands you move from location to location (called "rooms," although some rooms represent outdoor sites such as a swamp), manipulate objects that you find in the different rooms (pick them up, put them down, carry them, etc.), and perform actions as if you were really there.

The object of a game is to amass treasure for points or accomplish some other goal such as preventing the destruction of the automated nuclear plant in ADVENTURE #3. Successfully completing a game, however, is far easier to state than to achieve. In many cases you will find a treasure but be unable to take it until you are carrying the right combination of objects you find in the various locations.

How do you know which objects you need? Trial and error, logic and imagination. Each time you try some action, you learn a little more about the game.

Which brings us to the term "game" again. While called games, Adventures are actually puzzles because you have to discover which way the pieces (actions, manipulations, use of magic words, etc.) fit together in order to gather your treasures or accomplish the mission. Like a puzzle, there are a number of ways to fit the pieces together; players who have found and stored all the treasures (there are 13) of Adventure #1 may have done so in different ways.

In finding how the pieces fit, you will be forced to deal with unexpected events, apparent dead ends and Scott's humor, which is one of the best parts of the puzzles. (For an example of his cleverness, read the advertisement next to the bottomless hole.)

If you run into a barrier like not being able to discover more rooms, don't give up. Play the game with some friends; sometimes they'll think of things you haven't tried.

While I pondered how to reach the throne room — which I was sure contained the treasures of Croesus — the fog grew thicker and the hours passed. I realized I would not be able to outwit Adams today . . . but maybe tomorrow. I marked my present location on my tattered map and began the long trip to the surface. As I dragged myself off to bed, I thought about other possible Adventures.

But enough for tonight. Tomorrow — another crack at the chasm.

by Ken Mazur

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HOW TO PLAY

SCOTT ADAMS' ADVENTURES

Type a two-word command when the computer asks "What shall I do?" The first word is always a verb — a word you use to do something. The second word should indicate a direction or an object. Suppose, for example, you are in a dark room and the computer says "IT'S DARK IN HERE. I CAN'T SEE. WHAT SHALL I DO?" If you are carrying a torch, you can light it by typing **LIGHT TORCH** and then press **RETURN**. If you make a typing mistake, use the left arrow or backspace key to correct the error.

Some (but not all!) of the words you might find useful are:

Climb	Examine	Leave	Move	Quit	Say
Drop	Go	Light	Pull	Read	Take
Enter	Help	Look	Push	Save	Wear

If you use a command that the computer can't perform or doesn't understand, it will say I CAN'T DO THAT or I DON'T UNDERSTAND. When this happens, try thinking of another way to say it or try making a verb out of the action. Instead of "GO SWIMMING," try "SWIM." You'll also discover that most objects can be picked up using the last word of their names. For example, to pick up a blue ox, type **GET OX**. Normally you can only do things to objects that are either visible or that you are carrying.

DIRECTIONAL COMMANDS

To speed up play, you can type **N.S.E.W.U.D** instead of the command **GO NORTH, SOUTH, EAST, WEST, UP, or DOWN**. For example, instead of typing **GO WEST**, simply type **W**.

INVENTORY

You will find that you often must carry several objects with you. It is easy to forget which objects you dropped someplace, and which you are still carrying. Type **I** to take an inventory of the items you are carrying.

SAVE GAME

An Adventure will often last far longer than the time available in a single sitting. You may save the game you are playing and return later to take up where you left off by typing **SAVE GAME** any time you are asked "WHAT SHALL I DO?" You will be asked to specify the area (A-D) in which you wish to save the game. You might save a game in Area A and a friend's game in Area C. Up to four Adventures in various stages of completion may be saved.

To end a game, type **QUIT**. If you intend to continue the game later, be sure you have saved it before using this command.

Before any game is started, you are asked if you wish to recall a saved game. If you do, type **YES**, specify the area you saved the game in, and the Adventure will resume where you left off.

PLAYING HINTS

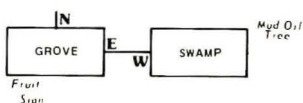
MAPPING

Draw a map! THE FOLLOWING IS A METHOD USEFUL IN MAPPING ADVENTURES:

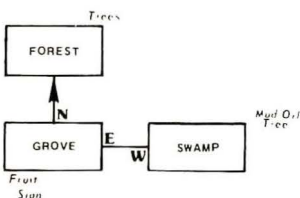
Each room is represented by a box with the name of the room in it, and all original items found in it are noted alongside.



Directions from a location are indicated by a line coming out of anywhere on the box, but with the direction leaving the box indicated by the first letter of that direction.

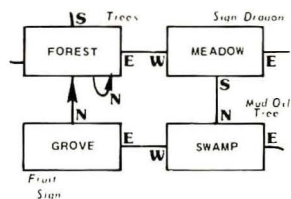


The above shows that you must go east from the grove to the swamp and west from the swamp to the grove. If you can only go in one direction, an arrow is put at the end of the path.

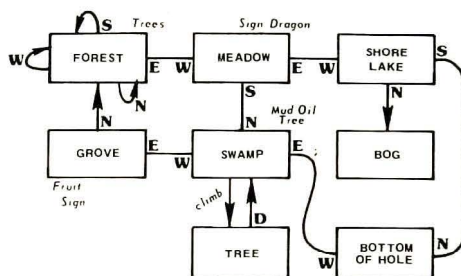


This indicates that upon leaving the grove you can go north to the forest, but you cannot return!

The best way to use this system is to draw a line representing each possible exit and its direction when you enter a location. Later, connect the lines to rooms as you continue your explorations.



This way, you will not forget to explore an exit once you get past your initial probe. Another advantage of this system is that you never need to redraw your map, as you can add extra locations anywhere on your paper.



Notice that on the forest the exits N, S, and W are available, but they all return to the forest! Note also that as additional locations were found off the swamp, the map was not redrawn. Instead, the locations were simply put where needed. And since we "CLIMB TREE" instead of going in a particular compass heading, we wrote that as directions to leave the swamp.

This is an easy system to use. Once you start using it, you will spend less time mapping or wandering around lost than you may have in the past! (A system analyst may recognize this system as a modified HIPO diagram used to indicate program flow and control.)

OTHER HINTS

Be sure to examine the items you find throughout your Adventure! Also, keep in mind that most problems and solutions require no more than common sense to solve. Special knowledge and information are rarely required. For example, if an area is too dark to see in, you are going to need a light to avoid disaster.

Try typing `???` if you get stuck. You may or may not get assistance, depending on what you are carrying, where you are, etc. Finally, be careful about making assumptions — they can be fatal!

If you are seriously stuck, a Hint Book containing hints for all Scott Adams' Adventures may be purchased from Adventure International. Call (305) 862-6917 for ordering information.

TRS-80 Model I and III Disk Loading Instructions

IF YOU HAVE A TRS-80 MODEL I

- 1) Put the Adventure International disk in Drive #0.
- 2) Press the Reset button (found at the rear of the keyboard on the left-hand side). The Adventure will begin running, unless you have a three-pack Adventure.
- 3) If you purchased a three-pack Adventure, you will be asked:
Which Adventure (1-Z)?

Type the number or letter of the Adventure you wish to play. Note that Adventures above 9 are selected with letters, rather than numbers. For example, select Adventure 10 by typing `A`, 11 by typing `B`, etc.

IF YOU HAVE A TRS-80 MODEL III

The disk you have purchased is in Model I format. Use the CONVERT utility furnished with Model III TRSDOS to make the program compatible with your Model III. Note that while Adventures may be enjoyed on a single-drive computer, two drives are required for this conversion process.

TO RUN CONVERT

- 1) Make a copy of Model III TRSDOS.
- 2) Remove all visible files from it using the KILL command. Visible files are those which appear when you type **DIR**.
- 3) Put the copy of TRSDOS you made in step #1 into Drive #0, and the Adventure International disk in Drive #1.
- 4) Press the Reset button (the small orange square in the upper right-hand corner of the keyboard).
- 5) When TRSDOS Ready appears on the video display, type:

CONVERT

and press **ENTER**. Answer the "SOURCE DRIVE?" question by typing **1** **ENTER** and the "DESTINATION DRIVE?" by typing **0** **ENTER**.

- 6) If asked for a password, type **PASSWORD** **ENTER**. The Adventure will be converted for Model III operation, and copied to your TRSDOS disk. When the conversion process is complete and the TRSDOS Ready prompt appears, remove the Adventure International disk and put in a safe place. Then type:

AUTO ADVENTUR/CMD

- 7) Press the Reset button and the Adventure will load.
- 8) If you purchased a three-pack Adventure, you will be asked:

Which Adventure (1-Z)?

Type the number or letter of the Adventure you wish to play. Note that Adventures above 9 are selected with letters, rather than numbers. For example, select Adventure 10 by typing **A**, 11 by typing **B**, etc.

TRS-80 Models I and III Tape Loading Instructions

- 1) Turn on your TRS-80. Model I owners with an expansion interface must either turn the interface off, or simultaneously press **BREAK** **RESET** until READY appears on the video display.
- 2) Put the Adventure International tape in your tape player. You may use either side, since the program is recorded on both sides of the tape. If the package you purchased includes both TRS-80 and Atari versions, the Atari version is recorded first. However, you need not rewind past it unless you wish to — your TRS-80 will simply ignore the Atari version.
- 3) Model III users only — Press **I** for low baud rate tape loading when requested.)
- 4) Set the volume control on your cassette player to the level you ordinarily use when loading programs (usually 5 or 6).
- 5) Type **SYSTEM** **ENTER**

6) Type **A D V E N T U R E** **ENTER**

7) The program should now begin loading with a blinking "*" in the upper right corner of the video display. If a "C" appears, or the "*" doesn't flash, rewind the tape, and adjust the volume. Try a higher volume setting if the "*" doesn't appear, or a lower setting if a "C" appears. Then repeat steps 2 through 5 above.

8) When "?*" appears at the bottom of the screen, type **/** **ENTER**. Your Adventure will begin!

Atari Disk Loading Instructions For Three-Pack Adventures

1. Your Atari computer and all peripherals should be turned off.
2. Turn on the disk drive(s). When the busy light turns off, place the ATARI side of the Adventure disk face up into Drive 1.
3. Insert the Atari BASIC cartridge into your computer.
4. Turn on the computer and monitor. After a short pause, the title screen will be displayed.
5. Press **SELECT** to choose one of the programs listed. To adjust the margins on your monitor screen, press **L** **RETURN** to move the margin left; **R** **RETURN** to move right; and **X** **RETURN** to return to the original margins. Press **S** **RETURN** to stop adjusting the margins.
6. You will then see the prompt: DO YOU WISH TO RESTORE A PREVIOUSLY SAVED GAME? Press **N** **RETURN** to see a short introduction to the Adventure and playing instructions. Later, if you have saved a game, you can press **Y** **RETURN** to reload it.

Atari Tape Loading Instructions

- 1) You will need at least 24K of memory to run this program. Your Atari computer and all peripherals should be turned off.
- 2) Remove all cartridges from the computer.
- 3) Place the Adventure International cassette into the cassette player. Rewind the tape to the beginning if necessary. The Atari version of the program is recorded first on both sides of the cassette.
- 4) Turn on the monitor. While pressing **START**, turn on the computer. You should hear a single tone and see a clear video display.
- 5) Press **PLAY** on the cassette player and **RETURN** on the computer. It will take approximately 15 minutes for the tape to load. If **BOOT ERROR** or some other error message appears on-screen, rewind the tape and repeat the loading procedure from Step 5.
- 6) If the program has loaded successfully, you will now have the opportunity to adjust the screen margins to properly fit your monitor. Press **L** **RETURN** to move the margin left; **R** **RETURN** to move right; and **X** **RETURN** to reset the margins to the extremes. Your margins should be set as closely to the screen edges as possible. When you have adjusted the margins to your satisfaction, type **S** **RETURN**.

7) The prompt DO YOU WISH TO RESTORE A PREVIOUSLY SAVED GAME? will appear. Press **N RETURN** to see a short introduction to the Adventure and playing instructions. The game will then begin.

8) To save a game while you are playing type **SAVE GAME** and press **RETURN**. You will see the prompt: READY TAPE THEN HIT RETURN. Place a blank cassette into the cassette player. Rewind the cassette to the beginning, if necessary, Press the RECORD and PLAY buttons simultaneously. Press **RETURN** on the computer and the game will be saved to tape.

9) A previously saved game can be restored after the adventure has been loaded. Type **Y RETURN** in answer to the RESTORE GAME question which is seen at the beginning of the program, or after typing **QUIT**. Place the rewound cassette on which you saved the game into the cassette player. Press PLAY on the cassette player, then **RETURN** on the computer.

NOTE

Two different type (letter) styles are available when playing the Adventure. The program will first appear in what we call "Adventure Script", a style developed by Scott Adams. If you prefer the normal Atari characters, type: **A RETURN** while playing. To switch back to Adventure Script, type: **B RETURN**.

Northstar Advantage and Horizon Loading Instructions

The Northstar version of Scott Adams' Adventures are shipped without an operating system, on double density media.

TO LOAD THE NORTHSTAR CP/M ADVENTURES:

1) Put a CP/M disk in Drive A and the Adventure International disk in Drive B and press **ENTER**.

2) When A> appears on the video screen, type **B**. When B> appears, type **ADVENTUR** and press **ENTER**.

3) You will be asked:

Which Adventure (1-Z)

Type the number or the letter of the Adventure you want. Note that Adventures above 9 are selected with letters, rather than numbers. For example, select Adventure 10 by typing **A**, 11 by typing **B**, etc.

4) You will be asked:

What is your name?

Enter your first name only. (It will be used as the file name when saving games in progress.)

5) You will be asked:

Want to restore a previously saved game?

Type **Y ENTER** to continue playing a previously saved game, or **N ENTER** if you wish to start a new game. You will be presented with the program title screen. Proceed to the game by pressing **ENTER**.

For convenience, you may copy all the files from the Adventure International disk to a CP/M disk see the CP/M instruction manual for further details.

Adventure INTERNATIONAL

A DIVISION OF SCOTT ADAMS, INC.

BOX 3435 • LONGWOOD, FL 32750 • (305) 862-6917

2 Adventure

PIRATE'S ADVENTURE - "Yo ho ho and a bottle of rum..." You'll meet up with the pirate and his daffy bird along with many strange sights as you attempt to go from your London flat to Treasure Island. Can you recover Long John Silver's lost treasures? Happy sailing, matey. . .

ADVENTURE 2 PROGRAM PARAMETERS

LANGUAGE	Machine
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME . . .	1 month
SUGGESTED AGE GROUP . . .	12 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Compu-novel
SOUND?	No
GAME SAVE FEATURE?	Yes
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	No
REAL TIME?	No
SPECIAL EQUIPMENT:	None

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LIMITED WARRANTY - SCOTT ADAMS, Inc. shall have no liability to any entity with respect to any liability, loss or damage caused by this product. This product will be exchanged if defective in manufacture, except for such replacement, the sale of this program material is without warranty or liability. Magnetic material may not be copyable on user's system using standard copying procedures. All media are warranted to load for 1 year from date of purchase. If defective, return original media and proof of purchase for free replacement. Beyond 1 year also include \$5.00 handling charge per item.

Adventures by Scott Adams AN OVERVIEW

I stood at the bottom of a deep chasm. Cool air sliding down the sides of the crevasse hit waves of heat rising from a stream of bubbling lava and formed a mist over the sluggish flow. Through the swirling clouds I caught glimpses of two ledges high above me: one was bricked, the other appeared to lead to the throne room I had been seeking.

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By using two-word commands you move from location to location manipulate objects that you find in the different places, and perform actions as if you were really there. The object of a game is to amass treasure for points or accomplish some other goal. Successfully completing a game, however, is far easier to state than achieve. In many cases you will find a treasure but be unable to take it until you are carrying the right combination of objects you find in the various locations.

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