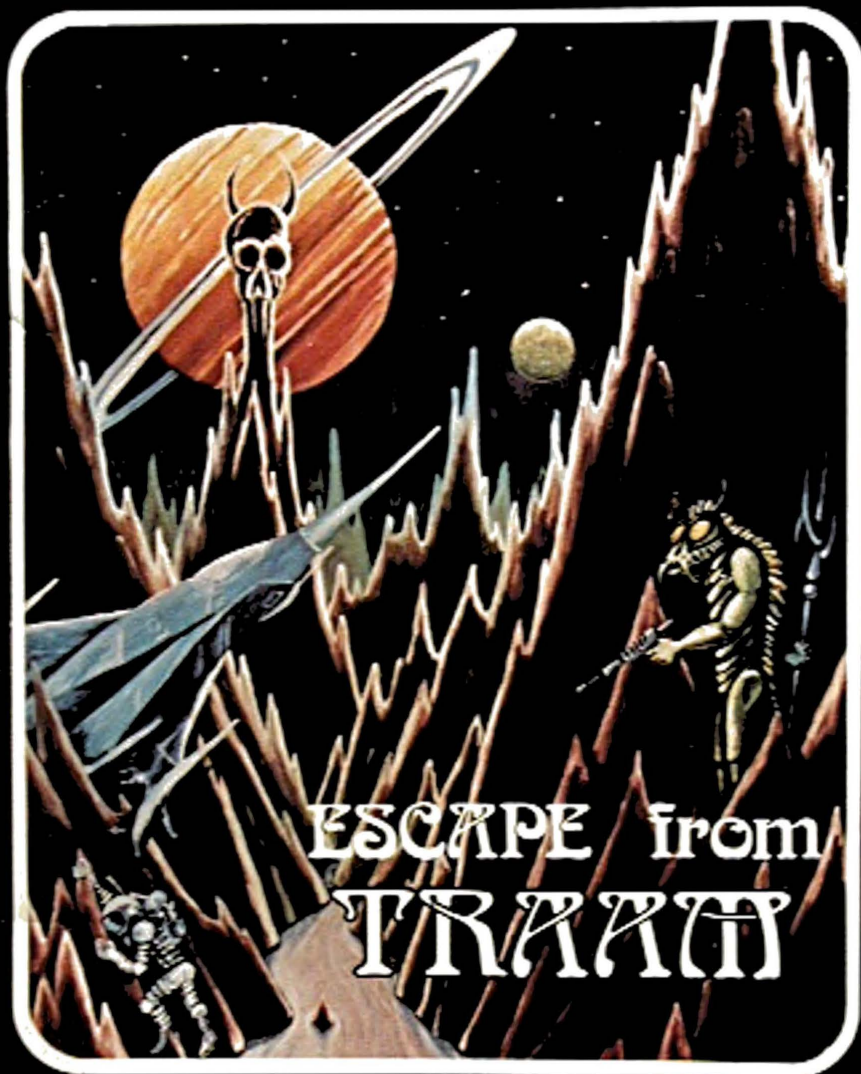


ATARI 16K TAPE  
COLOR COMPUTER 16K TAPE  
TRS-80 MODEL 3 16K TAPE

**3**  
**other** *Venture*

by Jyym Pearson



**ai**  **Adventure**  
INTERNATIONAL  
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**INSTRUCTIONS FOR:**

**Curse of Crowley Manor**

**Earthquake - San Francisco 1906**

**Escape From Traam**

**Saigon: The Final Days**

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by

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**What is an Adventure?**

An Adventure is a computer game — an electronic novel in which you are the chief character. In it, your objective is to traverse a computer-generated world and extricate yourself from dangerous situations, using your wits and logic, and whatever items you can pick up along the way.

Your specific objective depends on the Adventure. Perhaps your mission will be to defeat a horrid demon (Curse of Crowley Manor), or to be set free from a menacing alien world (Escape from Traam). In Earthquake, the setting is historical as you fight for survival in the great disaster of 1906.

Whatever the scenario, the playing method is the same. At all times during the game a room description is displayed near the top of your video screen. This tells you where you are located in the game. There may be up to 60 'rooms' in the Adventure with descriptions like:

**YOU ARE IN A LONG HALLWAY**  
**DOORS ARE E and W**

You can move from room to room by entering the first letter (N,S,E,W) of the direction you wish to travel. You may also enter other commands, like CLIMB to travel up stairs, TALK and LISTEN to communicate with people you meet, or LOOK to examine a room or object. LOOK is a key word in

these Adventures! You should look at anything and everything to gain valuable clues. TALK and LISTEN are also important. Always talk with people you meet, and more than once if you can.

In a room, its a good idea to proceed as if you were physically in the location. For instance, if the room description shows:

YOU ARE IN A LARGE OFFICE  
A DESK AND A WINDOW ARE HERE

some things to try are:

LOOK  
LOOK AT DESK  
LOOK AT WINDOW  
OPEN THE WINDOW  
LOOK AROUND THE OFFICE  
LOOK UNDER THE DESK  
MOVE THE DESK  
CLIMB OUT THE WINDOW

When you look at the desk the game might respond:

IT HAS A DRAWER

The logical move would be to:

OPEN THE DRAWER

The game might respond:

A GOLD KEY IS HERE

GOLD KEY would also appear in the VISIBLE ITEMS row at the top of the screen. You can pick up and take with you any item which appears in this row. To pick up the Gold Key, type **GET GOLD KEY** and it will be added to your inventory.

Now that you have a key in your inventory, you might search for a door to unlock, or return to one you encountered a few rooms back.

If you type **I** or **INVENTORY**, a list of the items which you are currently carrying will be displayed on the screen. Type **DROP** and the full name of the item you wish to drop to leave it in the room you are in. Adventures have a varied vocabulary, so it pays to experiment. Examples of words your Adventure might understand are:

|       |        |
|-------|--------|
| READ  | EAT    |
| CLIMB | OPEN   |
| KILL  | UNLOCK |

|       |        |
|-------|--------|
| LOOK  | MOVE   |
| TASTE | PUSH   |
| THROW | LISTEN |
| TURN  | TALK   |

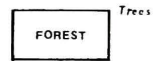
These Adventures will provide hours of entertainment. Together with your imagination, creativity, and computer, they will bring an exciting electronic world to life for you.

Jyym Pearson  
January 1983

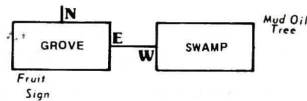
## MAPPING

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

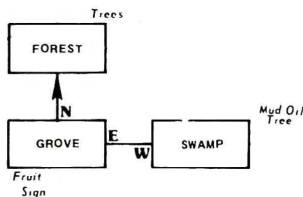
Each room is represented by a box with the name of the room in it, and all original items found in it are noted alongside.



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.

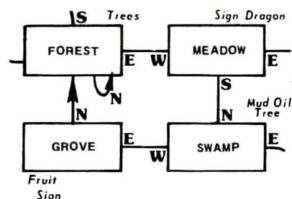


The above shows that you must go east from the grove to the swamp and west from the swamp to the grove. If you can only go in one direction, an arrow is put at the end of the path.

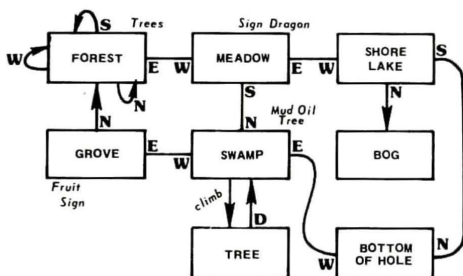


This indicates that upon leaving the grove you can go north to the forest, but you cannot return!

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!



## OTHER VENTURE SERIES LOADING INSTRUCTIONS

### APPLE II DISK LOADING INSTRUCTIONS

- 1) Put the Adventure International disk in Drive #1.
- 2) Turn the system on.
- 3) You will be presented with a menu from which you can choose to begin playing, or view a short demonstration of another product. Type **1** to begin play.
- 4) You will be asked if you wish to read the instructions. If you haven't played the game before, type **1**. You will then be shown complete instructions.

### ATARI 16K TAPE LOADING INSTRUCTIONS

1. 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 5 to 10 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. If the tape has loaded successfully, the title screen will appear.
6. Press **RETURN** to begin playing the game. Be sure to press **RETURN** after typing any commands.
7. To save the game you are currently playing, type **SAVE GAME** at any point in the game. You will see the prompt: **HIT RETURN TO START**. Remove the Adventure International cassette and replace it with a blank cassette. Make sure that the cassette is wound past its leader. Press the **RECORD** and **PLAY** buttons simultaneously. Press **RETURN** on the computer and the game will be saved to tape.
8. If you wish to restore a previously saved game **AFTER** you have loaded the Program, remove the Adventure International cassette and place the rewind cassette on which you saved the game into the cassette player. Type **LOAD GAME** and press **RETURN**. You will see the prompt: **HIT RETURN TO START**. Press **PLAY** on the cassette player and then **RETURN**.

The saved program will then load.

### ATARI DISK LOADING INSTRUCTIONS

1. Do not write-protect or attempt to copy this program!
2. Turn off the computer.
3. Put the Adventure International disk in Drive #1.
4. Turn on the computer. After a few moments, a menu will be displayed. Type the number of the game you wish to play.
5. When the title page for the program appears, press any key to begin play.

### SAVING A GAME

You may save a game you are currently playing, then reload it and continue playing later. To save a game:

1. Type **SAVE GAME RETURN**. You will be asked:

CASSETTE OR DISK?

2. To save to cassette, put a blank cassette in the tape recorder. Make sure that the cassette is wound past its leader. Press the RECORD and PLAY buttons simultaneously and type **C RETURN**. When the game has been saved, you may continue play.

3. To save to disk, type **D RETURN** in answer to the question in Step 1 (above). You may store up to four separate games on the Adventure International disk at a time. Type the number (1-4) of the space in which you wish to store the game, and a short title. When the game has been saved, you may continue play.

4. To restore a previously saved game, type **LOAD GAME RETURN**. You will be asked:

CASSETTE OR DISK?

5. To restore a game saved on cassette, put the tape in the recorder, rewind it to the beginning, and press play. Then type **C RETURN**.

6. To restore a game saved on disk, type **D RETURN** and specify the number (1-4) of the game to restore.

7. When the saved game has been loaded, you may begin play.

## TRS-80 MODELS I AND III DISK VERSION

**If you have a TRS-80 Model I:**

1) Put the copy of 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 program will begin running.

**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 Other Ventures may be played on a single-drive system, two drives are required for the 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 DOS READY appears on the video display, type:

**CONVERT**

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

The Other Venture will be converted for Model III operation, and copied to your TRSDOS disk. When the conversion process is complete and the DOS READY pro-

mpt appears, remove the Adventure International disk and put it in a safe place. Then type:

**AUTO OV ENTER**

Press the reset button and the program will load and run automatically.

### **SAVING A GAME**

You may save a game you are currently playing on a separate formatted disk, then reload it and continue playing later. To save a game:

1. Type **SAVE GAME ENTER**.
  2. Press **SPACE BAR** when asked to do so, and the game will be saved on your disk.
- To reload the game:
3. Load the program.
  4. Type **LOAD GAME ENTER**.
  5. Press **SPACE BAR** when asked to do so.
  6. After the saved game loads you may continue where you left off.

### **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 press BREAK RESET.)
2. Put your copy of the program into the cassette player. Rewind the tape, if necessary. The tape you received from Adventure International contains versions of the game for several computers. The Model I/III version is the second recording on the tape. Your TRS-80 will ignore the first recording — you need not wind the tape past it. (MODEL III ONLY: Press **I** for low baud rate tape loading when requested.)
3. Set the volume control on the cassette player to 4 or 5.
4. Type **SYSTEM**. (Then press **ENTER**.)
5. Type **OV**. (Then press **ENTER**.)
6. The program should now begin loading with a blinking '\*' in the upper right corner of the video screen. If a 'C' appears, or the '\*' doesn't appear or doesn't flash, rewind the tape, and adjust the volume a bit. Try adjusting it a little higher if the '\*' doesn't appear, or a little lower if a 'C' appears, and then repeat Steps 2 through 5.
7. When the '\*\*?' appears at the bottom of the screen (usually in 3 to 4 minutes), press **I** and then **ENTER**. The program will begin.

### **SAVING A GAME**

You may save a game you are currently playing, then reload it and continue playing later. To save a game:

1. Put a blank cassette in the recorder and press the RECORD and PLAY buttons simultaneously.
  2. Type **SAVE GAME ENTER**.
  3. Press **SPACE BAR** when asked to do so, and the game will be saved on your tape.
- To reload the game:
4. Load the program.
  5. Replace the Adventure International tape with the tape you saved the game on.



6. Rewind the tape, and type **LOAD GAME ENTER**.
7. Press **SPACE BAR** when asked to do so, and press PLAY on the cassette recorder.
8. After the saved game loads you may continue where you left off.

## TRS-80 COLOR COMPUTER TAPE LOADING INSTRUCTIONS

1. Turn off the computer and remove all cartridges.
2. Put the Adventure International tape in the cassette recorder. Your tape includes versions of the adventure for three different computers. The last recording on each tape is the TRS-80 Color Computer program. Wind past the other versions, stopping just before the Color Computer recording.
3. Turn on the computer. Type **CLOADM ENTER** and press PLAY on the cassette recorder.
4. If the tape is loading correctly, the video display will indicate that a program has been found. After a few minutes, the title screen will appear. Press STOP on the cassette recorder and you may begin play.
5. If an error message appears, rewind the tape. Adjust the cassette recorder's volume control slightly higher or lower, and try again. If this doesn't help, make sure that you aren't trying to load a version for another computer.

### SAVING A GAME

You may save a game you are currently playing, then reload it and continue playing later. To save a game:

1. Put a blank cassette in the recorder and press the RECORD and PLAY buttons simultaneously.
2. Type **SAVE GAME ENTER**.
3. Press **SPACE BAR** when asked to do so, and the game will be saved on your tape. To reload the game:
4. Load the program.
5. Replace the Adventure International tape with the tape you saved the game on.
6. Rewind the tape, and type **LOAD GAME ENTER**.
7. Press the **SPACE BAR** when asked to do so, and press PLAY on the cassette recorder.
8. After the saved game loads you may continue where you left off.

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## ESCAPE FROM TRAAM

### OTHER-VENTURE #3

### OTHER-VENTURE #3

Since their inception, Scott Adams' Adventures have been a mainstay in the libraries of computer owners. Now, the company that brought you these great programs brings you the fantasy-adventure

games of other authors in this NEW series. Each program reflects many months and sometimes years of development by their respective authors.

Our standard Adventure series reflects Adventures written and executed using Scott's special machine-language interpreter. Our Other-Venture Series will contain adventures written using different methods, though still meeting the high standards set by Scott's original series!

We hope you have as much fun with this new series as with Scott's. (Be sure to look for new packages in both series in the future!)

From Jyym Pearson, author of ZOSSED IN SPACE and CURSE OF CROWLEY MANOR, now comes a powerful new contender in the popular Other Venture Series: ESCAPE FROM TRAAM!

Your small space cruiser is in trouble — and even though you survived the initial crash on a bizarre distant world, you may soon wish that you hadn't! The alien environment of Traam is replete with incredible wonders and sights which no human eyes have ever beheld. You must escape this dangerous world; but be forewarned that if your decisions are not tempered with intelligence and caution, you may not see home again!

In ESCAPE FROM TRAAM, as in the rest of the Other Venture series, you manipulate your alter-ego through your computer using brief sentences. Through your micro, you are able to journey through awesome worlds armed only with your wits and wisdom.

COVER ART AND LOGO  
BY ADVENTURE GRAPHICS  
APOPKA, FL

## ESCAPE FROM TRAAM

### OTHER VENTURE #3

### 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? .....    | No          |
| 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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