TRS-80 MODEL 1 - 16K
TRS-80 MODEL 3 - 16K
TAPE

$6.95 TAPE
$9.95 DISK

#0 Adventure BY Scott Adams

SPECIAL SAMPLER

HINTS ON PLAYING ADVENTURE

1) Draw a Map!
2) Get into the habit of looking back up to the Top of the Screen, as it can change after every command you enter!
3) Besides obvious exits you can also do things like CLIMB TREES, ENTER HOLES, GO WINDOW etc.
4) Try to examine Objects you find, such as EXAMINE BOOK.
Typing HELP can be useful at times depending on where you are carrying etc.
6) To find out what you are carrying, Type: TAKE INVENTORY.
7) The verbsTAKE, DROP, READ, LOOK are also useful.

TO LOAD ON 16K TRS-80 TAPE SYSTEM

*To load your Adventure on TRS-80 Level II 16K. If loading on Model 3, 16K select "LOW" Cassette.

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: /

*There is a duplicate copy of the Program on the back of the tape.

HOW TO SAVE A GAME IN PROGRESS TO TAPE ON TRS-80

1) Put Blank Tape into Tape Player
2) Rewind Tape. Hit Play/Record until tape is past Leader.
3) TYPE: SAVE GAME
4) Hit enter.
5) For extra safety repeat steps 3 and 4.

TO RESTORE A SAVED GAME ON TRS-80

1) Start game from Beginning by Typing: QUIT
2) Put previously saved game tape in Player.
3) Answer YES to "Want to restore Saved Game" question.
4) Hit Enter.
5) Hit Play on the Recorder

TO LOAD ADVENTURE ON YOUR APPLE 2 / APPLE 2 PLUS

1. You must have 24K or more memory. The disk is on 3.2. To run on a 3.3 system use "MUFFIN" program supplied with your 3.3 controller.
2. If you have a Disk on your system, boot it up . (Disk version requires 48K of memory.)
3. If you are in Applesoft, do a call -151 to get into the system monitor.
4. An * with a blinking cursoe should now be showing to indicate you are in the system monitor.
5. Put Adventure tape into your recorder.
6. Rewind tape, there are 2 copies of the Adventure on both sides of the tape!
7. Remove the earplug from the Cassette Recorder
8. Hit play on recorder.
9. When first tone is heard, hit stop on the recorder immediately. Replace earplug into recorder.
10. *Type: 800.5777R on your Apple. *DO NOT HIT RETURN YET THOUGH!*
11. Hit play on your tape recorder.
12. Immediately hit return on your Apple. The tape will read for about 2 minutes.
13. If you want to save Adventure on your Disk, do the following now:
    Type: [CTRL-D] BSAVE ADVENTURE,A$800,L$4F70 to later run it type BRUN ADVENTURE.
14. To start Adventure, Type: 800G.
15. Adventure will start by asking if you wish to restore a previously saved game. If you had done a "save game" while playing Adventure you would type YES, else just type NO! To restore a saved game from tape after typing "YES". (See °17 below.)
    A. Remove earphone plug from recorder.
    B. Rewind your saved tape
    C. Hit play on recorder
    D. When first tone is heard, hit stop on recorder.
    E. Replace earphone plug.
    F. The saved tape is now ready, you should see on the screen. Ready saved tape. Hit enter.
    G. Hit play on the recorder.
    H. Hit enter on your Apple immediately.
16. How to save a game:
    A. While playing Adventure type: Save Game.
    B. It will ask Disk or Tape?
    C. If you are saving it to tape reply - Tape
    D. It will respond ready saved tape, hit enter.
    E. Put a blank tape in your recorder.
    F. Rewind it and be sure the Cassette lead is plugged into the mike input.
    G. Hit play and recorder on your recorder and wait till you are past the leader.
    H. Hit enter.
17. **APPLE SAVE GAME TAPE — IMPORTANT NOTE**
    Before restoring a save game tape you must initialize the program by first creating a save game. This needs to be done only one time after loading the program tape. There after the save game tapes will load with no problem.
    PROCEDURE TO LOAD SAVE GAME TAPE ON INITIAL POWERUP
    1) Turn on Apple
    2) Load Adventure tape
    3) Answer NO to restore question
    4) Type: SAVE GAME
    5) Answer "TAPE" to tape or disk question
    6) Hit return without putting any tape in tape player
    7) When program returns type "Quit"
    8) Answer "YES" to restore question & load in your save game tape now
    9) Save games will now load normally until you shut your APPLE off
18. If you should accidently hit reset while playing Adventure:
    1. If you have firmware restart card type:
       CALL -151 to enter the monitor.
    2. Type:CTRL-Y and hit return.
    3. Type: LOOK
    4. Type: LOOK
    5. You are now back in Adventure!
19. **★ OPTIONAL NOTE ★**
    Adventures for the Apple 2 can be used with the Dan Paymar lowercase kit. Simply follow this procedure.
    DISK OR TAPE
    1) Load Adventure you wish to modify
    2) Hit reset key on Apple
    3) If] or > is showing type: CALL - 151
    4) * should now be showing
    5) Type: ØBE1:Ø
    6) Type: 8ØØG to start

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LOADING CASSETTE COPY

OF ADVENTURE ON THE ATARI

The following procedure will allow you to run either side of the Adventure tape on a 32K Atari without disk drives.

I

1) Insert BASIC cartridge.
2) Turn on computer. TYPE: **PRINT FRE(0)**
3) If number returned is less than 28,000 then you do NOT have enough memory so (go to II below).
4) Enter the following basic program:

```
10 DATA 104,169,0,133,9,32,196
20 DATA 243,165,9,240,7,169,80,133,2
30 DATA 76,225,243,96
40 FOR I=0 TO 19:READ A
50 POKE 1536+I,A:NEXT I:I=USR(1536)
```

5) TYPE: **RUN**. You should get a single tone.
6) Load Adventure tape into player press "PLAY"
7) HIT [RETURN]
8) The tape will take about 15 minutes to load. If the program successfully loads, then the program will auto-run. If BASIC or "BOOT ERROR" comes up, then an error has occurred and you will need to try again from step 5.

II

1) You must have at least 24K of memory.
2) Remove any cartridges from the computer such as BASIC, STAR RAIDERS, Etc.
3) Shut off ALL peripherals such as disks, printers and expansion interfaces. Leave on only: a) TV or monitor and b) Cassette player
4) Insert tape in cassette player, Adventure International label DOWN.
5) While holding down the START button on the computer, turn it on.
6) You should get a clear video display and a single tone.
7) Press PLAY on tape recorder.
8) Press RETURN key on the computer.
9) The tape should take 15 to 20 minutes to load. When loaded, the program will ask you to set the margins.

* * * 10) If the tape does not seem to load, try repeating the whole procedure using the other side of the tape. (One side holds the disk version, the other side is the cassette version. It is possible the label has been reversed.) You may also try cleaning the head of the tape player using a Q-tip and standard rubbing alcohol.

11) If you get a BOOT ERROR or return to the MEMO PAD within a minute or so of loading, then try positioning the tape (using a regular cassette player). Play the tape until you hear the first long tone, then put the tape into the Atari cassette player and repeat the whole procedure.

TO MAKE A DISK COPY OF ADAMS' ADVENTURE FOR ATARI

1) You must have at least 32K of memory.
2) Remove any cartridges from the computer such as BASIC, STAR RAIDERS, Etc.
3) Turn on disk drive 1 and insert into it a DOS system disk.
4) Turn on the computer wait for DOS menu to appear.
5) Remove DOS disk from drive 1 and insert a blank disk.
6) Select "FORMAT" option. Format drive "D1".
7) Select "WRITE DOS FILES" option. Write Drive "D1".
8) Select "CREATE MEM-SAV" option. If your DOS doesn't have this option then skip this step.
9) Shut off computer.
10) Shut off all peripherals such as printers and expansion interfaces. Leave on only:
    a) TV or monitor
    b) 1 and only 1 disk drive
    and c) Cassette player.
11) Insert tape in cassette player. Adventure International label UP, and rewind.
12) Insert the disk you create in step (7) into drive one.
13) While holding down the START button on the computer, turn it on. You should get a clear video screen and a single tone.
14) Press PLAY on tape player.
15) Press RETURN key on the computer.
16) The tape should take 15 to 20 minutes to load. When loaded, the disk should boot up into the DOS menu. If the game starts playing, you have used the wrong side of the tape and must repeat the procedure from step (10) using the other side of the tape.
17) If you get a BOOT ERROR or return to the MEMO PAD within a minute or so of loading, then see * * * 10 above.
18) Select the "BINARY SAVE" option and type:
    AX,2E00,7C00,,2E50
    where "X" is the Adventure number. (For example, to save Adventure 3, Type: A3,2E00,7C00,,2E50
19) You may now play Adventure by selecting the "RUN AT MEMORY" option. The run address is: 2E50.
20) To play at a later date, just boot up your disk (with NO cartridges plugged in) and select the "LOAD BINARY" option. Use the name AX, where A3 is Adventure 3. If you are using the older DOS 1 then you need to select the run address of 2E50 to start.

SPECIAL FEATURES OF ATARI VERSION OF ADVENTURE

1) When the game starts you will have the opportunity to set the margins to fit your TV or monitor:
    a) Arrows will appear on the left and right margins of the screen. If the arrows are visible go to step 2.
    b) The left arrow is moved by typing [L] [RETURN]. Each time you type this the arrow moves 1 character left.
    c) The right arrow is moved in the same manner by typing [R] [RETURN].
    d) [X] [RETURN] will reset the margins back out to their extremes.
    e) Try to set your margins as close to the sides of the video screen as possible.
    f) When you are happy with your margins, type [S] [RETURN] to begin.
2) Two different character sets are available in Adventure. One was developed by Scott which we call "Adventure Script", and the other is the standard Atari character set. To switch between the two while playing, type:
    [A] [RETURN] for the Atari set and [B] [RETURN] for Adventure Script.
3) For the tape SAVE GAME feature: put a short blank tape in your cassette player and rewind it. Press PLAY and RECORD at the same time (they should lock down.) Type: SAVE GAME [RETURN]. The program will prompt you to "Ready tape then hit: RETURN". You should then hit [RETURN].
4) To restore a tape SAVE GAME:
    a) If within Adventure, type QUIT [RETURN].
    b) Respond YES to "restore save game" question.
    c) Rewind tape, press [PLAY] on tape player.
    d) Press [RETURN] on the computer keyboard.

HINT SHEETS and HINT BOOKS are available from Adventure International

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Adventure 0

by Scott Adams

"SPECIAL SAMPLER" - Never tried ADVENTURE? This special inexpensive sampler complete with 3 Treasures is a cut-down version of our large Adventureland. Guaranteed to supply hours of enjoyment: Try an ADVENTURE today!

ADVENTURE 0
PROGRAM PARAMETERS

LANGUAGE	Machine
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME	3-6 Hrs.
SUGGESTED AGE GROUP	12 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Compu-novel
SOUND?	No
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	No
REAL TIME?	No
SPECIAL EQUIPMENT:	None

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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 ot experience. On your personal computer, Adventure is that and more.

For the user, playing 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 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.

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.

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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