DOUBLE FEATURE

GRAPHIC ADVENTURES
TOXIC DUMPSITE & SPOOK HOUSE

by Roger Schrag

Copyright © 1982
by Adventure International
A Division of Scott Adams, Inc.
P.O. Box 3435 • Longwood, FL 32750
Phone (305) 862-6917
msm/10/82

Welcome to the fascinating world of Graphic Adventures! This ingenious format will allow you to experience all of the thrills of a standard text Adventure, along with the added punch of quality graphics that will depict the action every step of the way. TOXIC DUMPSITE and SPOOK HOUSE each features at least 50 full screens of imaginative graphics to keep the pace fresh and exciting from start to finish. Both Adventures support lower case, too!

PLAYING GRAPHIC ADVENTURES

TOXIC DUMPSITE and SPOOK HOUSE are similar to other Adventures in that the action always takes place in a "room" of some sort. (In Adventuring, a room is considered to be a specific area or location.) The player will have to rely on a little creative thought and ingenuity to successfully explore the area to accomplish the game objective. With TOXIC DUMPSITE and SPOOK HOUSE, you will be working against an internal clock which limits the total playing time to approximately 30 minutes per game.

Unlike many Adventures that only accept one- or two-word responses, the use of full sentences is encouraged when playing a Graphic Adventure. You can enter as many words as you like with the following restrictions:

(1) You may not enter a command longer than 50 characters
(2) You may not enter any compound commands

Here are some examples:

CAREFULLY EXAMINE THE BOMB	Acceptable
DROP THE DIRTY MOP	Acceptable
TAKE THE PEN AND GO EAST	Unacceptable (Compound command)
RUN LIKE MAD UP THE STAIRS	Unacceptable (Try not to use a phrase which can't be interpreted literally)

SPECIAL COMMANDS AND ABBREVIATIONS

In addition to its extensive vocabulary, the computer will be able to understand certain special commands. These include:

INVENTORY — Typing INVENTORY will give you a complete listing of any objects that you are carrying.

QUIT — This will allow you to quit the Adventure. QUIT can be entered at any point in the game.

HELP — The HELP command may provide valuable clues from time to time. As with all other special commands, you may enter this any time the COMMAND? prompt is visible.

SAVE GAME — This feature will allow you to save your game for later play. Once you've typed SAVE GAME, the screen will display the following:

FILE NUMBER (1-5)?

Using this system, the player can save up to five complete games for later retrieval. Simply assign a number from 1 to 5 for the game you wish to save. Type the appropriate number and then press ENTER.

LOADING A SAVED GAME — To load a saved game, type CONTINUE A GAME when the COMMAND? prompt comes up. You will be asked to enter the number of the game you wish to load. Type the number and press ENTER. The game will load and you may resume play at the point at which you stopped.

The computer recognizes several command abbreviations. These include the following:

I = INVENTORY		F or SHIFT ↑ = FORWARD	
N = NORTH		B or SHIFT ↓ = BACKWARD	
S = SOUTH		L or SHIFT ← = LEFT	
E = EAST		R or SHIFT → = RIGHT	
W = WEST			

The FORWARD, BACKWARD, LEFT and RIGHT abbreviations may be used by pressing either the first letter of the command or by holding down SHIFT and tapping the corresponding arrow key. NORTH, FORWARD and ↑ will move you in the same direction.

Another acceptable method of command abbreviation is typing the first letter of the object command. The computer will accept, for example, GO E in place of GO EAST or E. The exceptions to this rule are the arrow keys which MUST be used in tandem with the SHIFT key.

A FEW WORDS ABOUT ADVENTURES

If you've never played an Adventure before, get ready for a real treat! Adventuring permits the player to move at will from location to location within a fictional game environment (such as a strange spook house in SPOOK HOUSE or a deserted power plant in TOXIC DUMPSITE), and to examine objects for clues that will help solve the objective of the game. For example, an Adventure might begin something like this:

I'M IN A ROOM. VISIBLE OBJECTS ARE A SMALL MUSIC BOX AND A CLOSED DOOR. YOUR COMMAND?

You might want to begin by entering a direction (North, South, East or West) to see if you can leave the room. Chances are, though, that you will have to find a way to exit through the closed door. Let's try something basic. You type:

OPEN THE DOOR

. . . but the computer tells you in no uncertain terms:

SORRY, IT'S LOCKED. WHAT SHALL I DO?

Okay, since the music box seems to be the only additional object in the room, let's take a closer look at it. You type:

PICK UP THE MUSIC BOX

. . . and the computer says:

OK

By saying "OK," the computer has let you know that the command has been accepted and the music box "picked up." What next? Now that we're holding the music box, let's peek inside and see what's inside. You type:

PERUSE INTERIOR OF ITEM

. . . and the computer will almost certainly respond:

HUH???

This is the computer's way of letting you know that it didn't understand your command. Whenever this happens, it's usually safe to assume that a word has been entered that's not in the computer's vocubulary, although the problem could stem from any one of several factors, including misspellings, typos, etc. Let's rephrase and try again. You type:

LOOK INSIDE THE BOX

This time the computer understands and you are rewarded with the following responses:

OK. THERE IS A KEY AND A RARE POSTAGE STAMP. YOUR COMMAND?

Since we want to exit the room, trying the key to unlock the door might be a good idea! The postage stamp might come in handy later, too, so you type:

GET KEY AND STAMP.

The computer's response will probably be:

HUH???

Ah, yes — asking the computer to get both the key AND the stamp is most definitely a *compound* command, something that the computer can't understand. Let's try again, this time asking for the objects separately. You type:

GET THE KEY

. . . and then:

GET THE STAMP

The computer will answer "OK" each time and you will have what you need.

By "getting" the key and the stamp, they are stored for later use. So, in your next series of moves, you might go to the door, try the key in the lock, and move down the hallway that's just outside. You're on your way!

TOXIC DUMPSITE AND SPOOK HOUSE

TOXIC DUMPSITE and SPOOK HOUSE have been provided in one of the following formats: (1) on separate disks, or (2) on a single flippy disk. Both Graphic Adventures use the same format for answer entry and accept the same commands; both are based upon real-time play, which means that as soon as either game begins, the clock is running.

Don't feel frustrated if you get stuck at a certain point and just can't seem to move on — even seasoned Adventurers get backed into the proverbial corner now and then. Remember, you can always use the HELP command for some hints, although don't expect too many specifics. If that doesn't solve the problem, you might try retracing your path or entering something a little wacky. In other words, EXPERIMENT! We assure you, the answer *is* there, and many Adventurers have solved the game before you.

GAME SCENARIOS

Below you'll find capsule summaries of both Graphic Adventurers. We'd tell you more but we don't want to give away too much too soon. . . !

TOXIC DUMPSITE DISASTER

Something's gone very wrong at the Toxic Dumpsite where life-threatening nuclear wastes are treated and buried. The entire plant will explode like the Fourth of July in less than 30 minutes unless you can avoid the many traps and protection systems, find the right controls and shut the plant down in time.

SPOOK HOUSE

A weird madman has locked you inside a mysterious Spook House at the fair. There's a time bomb that's set to explode in just 30 minutes — will you be able to locate and defuse the bomb in the allotted amount of time?

LOADING INSTRUCTIONS — TRS-80 MODEL 1 or 3 48K DISK

1. Turn on your computer.
2. Insert the Graphic Adventure disk into Drive 0.
3. Press the reset button. (The reset button is located on the left rear of the keyboard on the Model 1; on the Model 3, it is the orange button on the right side of the keyboard.)
4. The disk will load and the opening screen will appear.
5. Press **ENTER** to begin the game.
6. To play the second Graphic Adventure, remove the disk from Drive 0, turn it over and reinsert. (If two disks were provided, simply insert the second one.) To begin the game, follow the same procedure as above.

COPYRIGHT 1982

A DIVISION OF SCOTT ADAMS, INC.

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

SPOOK HOUSE/TOXIC DUMPSITE DOUBLE FEATURE

by ROGER SCHRAG

This is it — the blockbusting debut of the long-awaited Graphic Adventures! Now, your TRS-80 can hobnob with the best of 'em. Over 50 full screens of sharp, quality graphics breathe a realism and vitality into Adventuring, the likes of which you've yet to see on the TRS-80. Both Graphic Adventures feature game save, extensive vocabulary, real-time action (yes — we said real-time!) and accept FULL sentences! Exclusive area showings brought to you by Adventure International. Now playing at a TRS-80 near you!

SPOOK HOUSE/TOXIC DUMPSITE

PROGRAM PARAMETERS

LANGUAGE	Machine
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME	30 min. per Adventure
SUGGESTED AGE GROUP	10 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Graphic Adventure
GAME SAVE FEATURE?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	None

Logos and art work by
Ad Venture Graphics & Design
Longwood, FL

COPYRIGHT - THIS PRODUCT IS COPYRIGHTED and all rights are reserved. The distribution and sale of this product are intended for the personal use of the original purchaser only and for use only on the computer system(s) specified. Any unauthorized copying, duplicating, selling or otherwise distributing this product, is hereby expressly forbidden.

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.

SPOOK HOUSE

Horrors! A deranged madman has locked your unconscious form inside of a deserted creep house at a crazy carnival. You awake to some sobering facts: a bomb is set to explode, and only 30 real-time minutes stand between you and eternity. Somewhere, somehow you must locate and defuse the explosive — but we'd be less than honest if we thought you had more than a ghost of a chance! Brrrr — a real cliff-hanger!

TOXIC DUMPSITE

Something's gone very, very wrong at the Toxic Dumpsite where the treatment and burial of deadly contaminants take place. The entire plant will explode like the Fourth of July in less than 30 minutes — unless you can avoid the many traps and protection systems and shut the plant down in time. Of course, time is the one luxury you haven't got . . . !

TRS80 DISK 012-0164