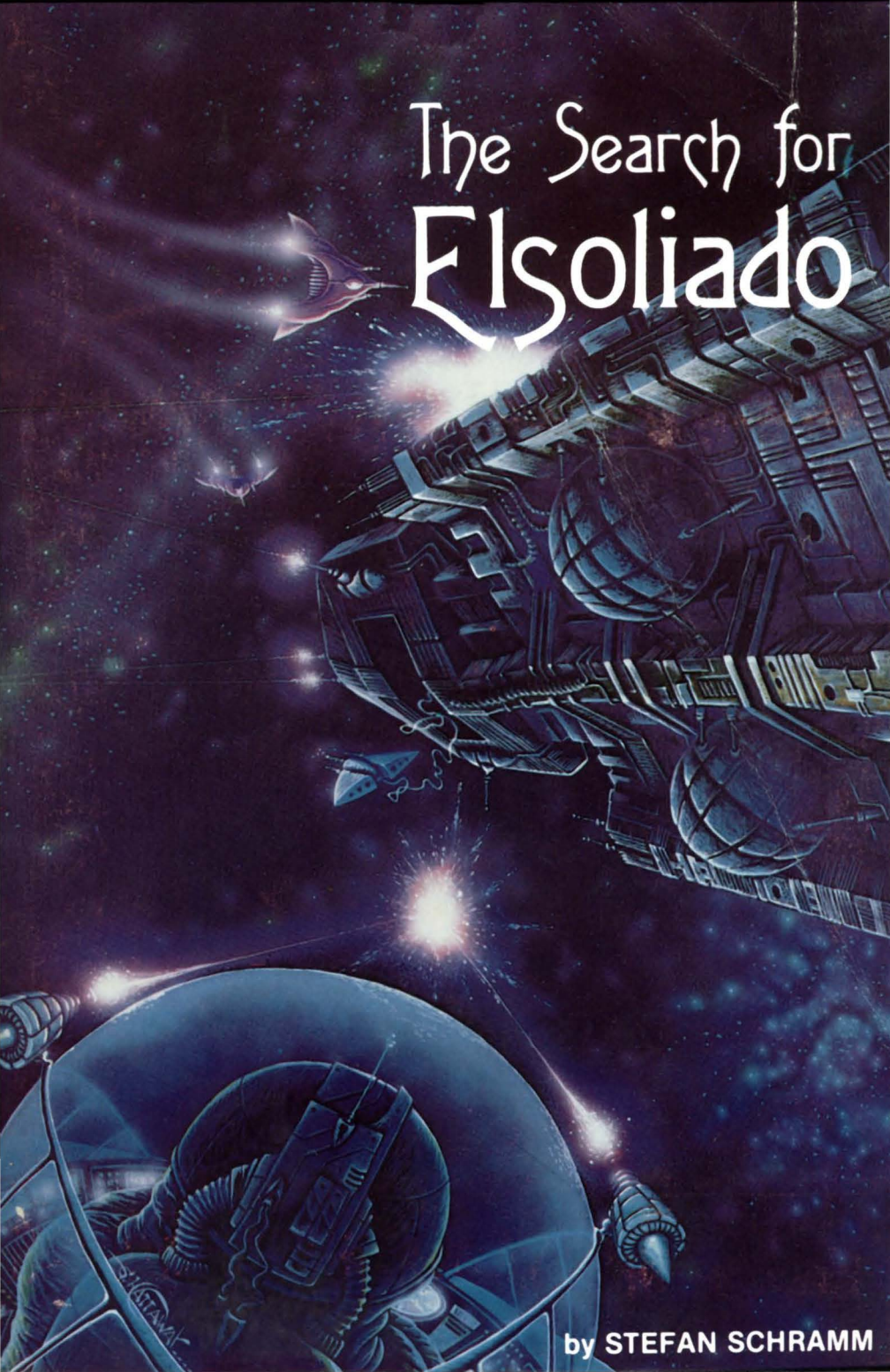
The Search for Elsoliado



by STEFAN SCHRAMM

THE SEARCH FOR ELSOLIADO

For TRS-80 Model I & III Computers

by
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User's Manual by Jerry L. Latham

Congratulations! You have just purchased one of the most exciting games ever produced for the TRS-80. We at Adventure International know that you will enjoy it. Take a few moments to read through the following instructions — The Search For Elsoliado is challenging as well as exciting!

A Fading Empire's Last Gasp

The Empire is old and drained. 400 years of war has exhausted most of its resources, and now threatens to engulf what little remains of the civilized world. Only the faint hope of discovering new sources of wealth keeps the skeleton-crewed Space Navy in service.

There are rumors of a fabulously wealthy planet known as Elsoliado. Unfortunately, it is also rumored that Elsoliado is guarded by Xylol Rex, a powerful warlord who ruthlessly annihilates any who seek the planet. Your Emperor covets the wealth of this fabled planet, but cannot afford to mount a full expedition to find it — the Senate would depose him if he devoted such a large force to anything other than defending the Empire. Every day the hoards of invading aliens creep a little closer to the Empire's capital.

During a recent clash near the Czxylldban sector your ship was seriously damaged in combat and blasted out of the night sky. Because it happened away from the main area of fighting, no one saw your truly heroic action. Some even suggested that you deserted to save your own life. For this reason you have been brought up on charges of cowardice and desertion in the face of the enemy. You were found guilty.

The Emperor himself has allowed you to choose your fate: a quick shove through the airlock *without* a spacesuit, or a chance for redemption if you agree to singlehandedly take on Xylol Rex and seek Elsoliado. Not much of a choice, but the choice is yours. Whatever you choose, your life will never again be the same!

LOADING THE GAME

ELSOLIADO is supplied on a disk compatible with both Model I and Model III computers. To begin play simply place the disk into Drive 0. Close the drive door and press the RESET button on your computer. The game will automatically load. You will be presented with the Adventure International logo and asked to press the **ENTER** key to proceed. You may use both lowercase and uppercase characters when entering text. Connect a speaker to your cassette port for sound effects.

After pressing **ENTER** you will find yourself in the Emperor's court. You will be advised of the findings of the court and asked if you will accept an extremely hazardous task that, if successfully completed, will erase all the wrongs you have committed. A simple Yes or No (**Y** or **N**) answer will suffice. Reply **Y**, and you will be escorted to your new ship, placed on board, and presented with a display of your control console.

At this point you will be asked if you wish to RESTORE an old game. Again a simple **Y** or **N** reply is all that is needed. The actual saving of a game in progress will be discussed later. If you elect to restore a previously saved game you may pick up where you left off before; otherwise you will start a new game.

CONSOLE DESCRIPTION

GENERAL OVERVIEW OF CONTROLS

You will notice that your display is divided into five distinct areas — four large square sections with a single line of information at the bottom of the display.

The upper-left square serves two purposes. First it shows a simulated display of space ahead of your ship. This is only an approximation and may be severely distorted, especially when travelling at supra-light speeds. Its second (and much more important) function is to provide you with a targeting display when you engage in combat with hostile craft. Your weapons are focused on the center of this display, and you must maneuver your ship so that the enemy is correctly centered before they will have any effect.

The upper-right quarter of your console is used to display information provided by the navigation and logistic portion of your ship's computer. This function is activated by pressing Q followed by 1. This is where you may obtain information such as your ship's general condition, your cargo, money, and fuel status, a map of your path through space, and current price information for your cargo. If aliens are encountered, a detailed view of their ship will be displayed here.

The lower-right portion of your console gives you the primary readout from the engineering and battle control functions of your ship's computer. From here you control such functions as communications, ship's power use, and the activation of the ship's battle computer. This function is accessed by pressing Q followed by 2. When aliens are encountered this part of the console works with the lower-left portion to provide a written evaluation of the alien culture encountered, including a detailed list showing the aliens strengths and weaknesses. This can help you to decide on what course of action to take next.

DETAILS OF OPERATION

The first thing you must do after entering your ship is to depart. Use the Q2 function of your ship's computer to do this. Press Q followed by 2. You will be presented with a five-item menu:

(D)OCK	[with a base or freighter only]
(M)ESSAGE	[to the enemy]
(A)TTACK	[the enemy only]
(L)ONG DRIVE	[not in presence of the enemy]
(S)HIP ANALYSIS	[of the enemy ship]

The comments in brackets [ ] are for your information only, and don't actually appear on the display. To chose an option simply press the letter on the keyboard that is the same as the one in the parenthesis (). It is not necessary to wait for the entire menu to be displayed before making a choice. Once a menu starts printing out you can choose any

option on it and the computer will perform the desired function. Each option is discussed in detail below:

(D)OCKing. This is an automatic function. When you are in the same sector as either a base station or freighter you may dock to obtain fuel (from bases only) and to trade goods and try to obtain information about the whereabouts of Elsoliado. You may not dock if there are any alien ships in the same sector with you and the base or freighter. You must destroy all aliens before you can dock. Take care! Sometimes the aliens will lay a trap for you and have several ships hiding 'behind' a freighter to attack you after you have dispatched the first wave of attackers. If this happens, (D) may actually spell disaster for you!

If you successfully dock with a base station you will be shown another sub-menu of options:

(E)LSOLIADO-HINT	[it will cost you]
(F)UEL	[always free]
(B)UY	
(S)ELL	
(G)O	

As with every menu, you indicate your choice by pressing the letter which corresponds with what you want to do. Usually you will have to pay for a hint about the location of Elsoliado, so be prepared. If you don't have enough money, these folks aren't bashful - they'll tell you right now that you don't have enough money. Of course, hints may be wrong, depending upon the character of the informant. The fuel situation is a little better. It is free and it is worth your while to refuel at every opportunity.

(B)UY and (S)ELL refer to the various exotic goods that are traded throughout the known universe. Naturally you want to buy at as low a price as possible, and sell at as large a profit as you can. Your cargo hold accommodates a maximum of 40 items. Each item takes up the same space in the hold, so you can mix and match the items as much as funds allow.

The last option, (G)O, is exactly that. You will automatically depart the station and resume your journey through hyperspace in the last direction you chose.

(D)OCKing with a freighter offers you a more limited choice of action. You may not obtain either fuel or information on the location of Elsoliado from a freighter, but you can buy and sell goods.

If you encounter a Base Station or Freighter surrounded by alien ships and you succeed in destroying the aliens, when you dock you will be rewarded in cash! This is a quick way to get your hands on extra money. On the other hand, if it looks like the aliens are too numerous or too powerful, or you just don't feel like a fight today, try sending a (M)ESSAGE to the aliens offering to buy your way out of the situation. You will be asked how much of your cash and cargo you are willing to give up to escape. If your offer is accepted you will be allowed to continue on, but NOT to dock. If your offer is refused you can always try again, but some aliens won't even listen to your offer a second or third time. So, make your best offer the first time and be prepared to fight if it isn't accepted. You will notice that sometimes the aliens seem to take more than you offered. Well, you accepted their superiority when you offered to barter, so if their manner of counting doesn't quite match your figuring who is to blame?? Just be glad you still have your ship.

The third option on the main Q2 menu is (A)TTACK. This option can only be used when you encounter the aliens. This will activate your battle computer and weapons systems. Use the four arrow keys on the keyboard or a joystick to maneuver the enemy to a position at the center in the upper left-display. To fire at the enemy, press the **SPACE BAR** on your keyboard or the fire button on the joystick. Only direct hits count. Those aliens build good ships, so it may take more than one hit to destroy one! Do be careful not to blow up your own freighters and base stations . . .

If you forget what type of alien you are dealing with, use the (S)HIP ANALYSIS option to refresh your memory. This will review all available data, providing you with information on their courage, scientific level, aggressive tendencies, and cunning. This data is also provided upon initial contact with the aliens.

The option that you will probably use the most from the main Q2 list is the fourth one; (L)ONG DRIVE. This option gives you access to the engineering and navigation functions of your ships computer. Pressing **L** brings up a three-item sub-menu:

(S)TOP
(G)O
(D)IRECTION

Usually you will want to change directions or begin the next leg of your voyage. Choosing **D**, for direction, will cause the computer to ask you

for the new direction. You may respond with any of the eight (8) cardinal points of the old Earth type compass; i.e. N, S, E, W, NE, NW, SE, or SW. The computer will acknowledge this instruction. If your ship is already in motion then your direction will change immediately. If you are at a standstill, then when you choose the (G) option you will start off in the direction you have chosen. After choosing a new direction you will have to use the Q2 key sequence to get the computers attention again before you can use another option such as (G)O.

The (S)TOP option can be used if you wish to hold your position so that you can gather your wits and figure out your next plan of action.

THE Q1 OPTION

Pressing the Q key followed by the 1 key will bring up a four-item menu in the upper-right portion of your console. The four options available are:

(S)TOCK
(G)ENERAL INFORMATION
(C)HART OF COURSE
(P)RICES

Picking (S)TOCK will give you an immediate detailed manifest of cargo on board.

The (G)ENERAL INFORMATION request will display the amount of ENERGY available to the ship, the amount of MONEY you have, the total value of both MONEY and CARGO, and your current (or last) direction of travel.

The (P)RICES option will show you the current price of the various trade goods at the last station or freighter you visited, or the station or freighter you are currently docked with. The base stations usually transmit the latest prices to you just as soon as you come into communication range with them.

The (C)HART OF COURSE option will bring up a short menu in the lower-left portion of your display. Pressing the ↑ UP ARROW will cause your course to be quickly displayed in the upper-right section. Pressing the ↓ DOWN ARROW will cause this display to be slowed down so you can study it more carefully. Pressing the B key will cause the location of all base stations that you have visited (and that are in range of the display) to begin to blink. Pressing the W key will cause this function to WAIT until you press either the ↑ UP or ↓ DOWN arrow

again. This is so that you can interrupt the display to use another computer function and then return here without too much loss of time.

The position of your ship on the path is always shown near the center of the display, blinking to catch your attention.

SAVING A GAME IN PROGRESS

To save a game in progress you must be in a sector together with a Base Station, but you must not be docked with the station. Press the X key on the keyboard to save the game. You will then be asked which 'QUADRANT' to save, 0 through 9. This means that you can save up to 10 games, or save the progress of one game at up to 10 different steps. Once the game in progress has been saved you may continue playing the present game. Be sure your ELSOLIADO disk is in Drive 0 and that it does not have the write protect notch covered when you request this option.

RESTORE A GAME IN PROGRESS

To restore a game in progress type Y when asked if you wish to restore a game in progress. (This happens just after you have boarded your ship near the begining of the game.) Then answer with a number from 0 through 9 to pick the game or stage of the game that you wish to start with. Naturally your ELSOLIADO disk must be correctly installed in when you request to restore a game in progress.

WORDS OF WISDOM FROM THOSE WHO HAVE GONE BEFORE YOU

A typical game of SEARCH FOR ELSOLIADO may take days to play. Your primary concern should be staying alive. You can recover money and energy by successfully driving off aliens from bases and freighters. There is a minimum amount of energy needed to keep your ship functioning properly. If your energy level falls below this level the reactor will become unstable and your ship (and you) will be blown to molecular dust.

Your computer is somewhat stuffy about running away from a fight. When you encounter alien craft you must either fight your way through them or bribe them to let you pass safely. Because of differing number systems their interpretation of 50% of your money and cargo may seem more than your idea of 50% of it. Just be glad you got away with anything.

To make sure you are able to spend your old age as retired space captains are wont to do, the Intergalactic Bank constantly monitors

your cash on hand. If you have over 32,767 Credits on board, the excess is automatically transferred to an IRA at the central bank. You will never see this money again until such time as you retire (which is long after you find Elsoliado). They also transfer a little extra so that you can do some trading and not have to continually be taking money from your ship and placing it in your account.

Learn from experience. Some aliens are more likely to set set up traps around freighters than others. It may be better to try to bribe your way past them than to do battle with them. Their traps are almost always fatal to you.

There are also certain navigation hazards to consider while playing the game. Because you are continually traveling through hyperspace, and thus somewhat disrupting the space/time continuum itself, you are restricted to the number of times that you may dock with any given base station. You may only dock with each station twice. If you enter the same sector with a base for a fourth time you will cause a dreaded space vortex to occur. Where you end up after encountering one of these is anybody's guess.

In the last case you must first fight your way past the Custodian of Elsoliado. Well, did you think it was really going to be that easy?

To get past Xylol Rex you must first fly through an entrance tunnel without hitting the walls, destroy the reactor of his ship (it is marked with a # symbol on your display) and then complete the trip through the tunnel. When you've done all this Xylol Rexs' ship will explode and you will arrive at Elsoliado. Mission completed.

The Emperor sincerely wishes you the best of luck in your search for Elsoliado. He hopes that unlike the 12,382 voyagers who have gone before, you will survive to find it and enable the Empire to use the vast riches there to rebuild civilization and live in the manner to which we all would like to become accustomed to.

STATION SILHOUETTE	IDENTITY	SERVICES AVAILABLE AND GENERAL INFORMATION
	BASE STATION	Fuel, information, trade at prevailing Empire rates.
	FREIGHTER	Trade at open market rates.

LIST OF OFFICIALLY RECOGNIZED TRADE GOODS AS AGREED BY THE 3D GALTRMEM MEETING OF VOLTAIN IX, 401 SEA.

ITEM	AVG. VALUE	GENERAL DESCRIPTION
MANTIX	16 CREDITS	General purpose textile fiber. Used in fabrication of everything from the simplest of play garments to HD hazardous energy environment space suits. Found only on planets orbiting red giant stars.

ITEM	AVG. VALUE	GENERAL DESCRIPTION
GRYTHEX	32 CREDITS	Ornamental gem found in several star systems. Valued for its hardness, and brilliant refractive properties. Has use both as a jewel and special function in the furrnstrydl industry on Zantylyxd II in the Pelazan Sys.

ITEM	AVG. VALUE	GENERAL DESCRIPTION
ZANKIES	64 CREDITS	Quasi-intelligent sextipod from the Antares System. Valued as a pet and, in some systems, as a domestic worker. Requires a special diet of Pelzyk fungus.

ITEM	AVG. VALUE	GENERAL DESCRIPTION
TUBAX	128 CREDITS	A mammalian plant from the uninhabited fourth planet of the AAndrund System. Highly sought for its medicinal applications. Has special applications an a cancer cure in Homo Sapiens and as an anti-aging catalyst (when combined with specified doses of Radon gas) for the members of species Homo Novus. NOTE: Toxic to all genus Homo if ingested in its native form.

ITEM	AVG. VALUE	GENERAL DESCRIPTION
WRYZTHIMEN	256 CREDITS	A rare food stuff found on very sporadic occasions on various asteroids and in the tails of comets passing close proximity to neutron stars. Valued for its (unconfirmed) properties as both an aphrodesiac and long term memory enhancer. Has additional applications in ESP studies.

Following is a partial list of know hostile species that have attained space travel with time-warp capabilities. These should all be considered hostile and dangerous. This is not a complete list of such species as new ones are constantly being reported as contact is made and surviving traders and military craft make their reports to the Central Empire Alien Contact Centers located at various Base Stations and planets throughout the Empire.

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	CAXGRYTZONE	9	4	4	7	4
	Comments: Carbon based lifeform. Requires an atmosphere high in oxygen for survival. Ships are heavily armed.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	CAXQUAE	9	9	6	7	9
	Comments: Silicon life form. Requires high ambient temperature for sustained sentience. An extremely dangerous life form.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	CYLGRYTE	3	4	9	8	3
	Comments: Relatively harmless anaerobic life form due to its low intelligence level. Will attack anything, but does so without skill.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	CYLQUAE	7	7	7	3	8
	Comments: Unusually adept beings. Tend to lay traps rather than wage open combat. Approach with caution. UV light is fatal to Cylquae.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	CYLQUAERYTE	5	8	8	4	10
	Comments: Crafty porcine species capable of any level of violence. Ships always have a crew of seven due to unique sexual requirements.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	CYLRATES	5	6	4	7	9
	Comments: Intelligent plantlike beings. Their low science rating is due to a lack of fully developed appendages. Highly toxic if eaten.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	GREE	8	10	10	3	4
	Comments: Another intelligent plantlike entity. Were it not for their low aggressive rating they could be a real threat. Delicious boiled.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	GRELATE	5	5	4	8	7
	Comments: Recently emergent race. Little known except that they appear to be developed from some reptilian form. Attacks without warning.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	GREQUAE	10	10	8	7	10
	Comments: Potentially the most dangerous species to the survival of the Empire. Dedicated to our destruction. Report any encounter.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	GRYTE	6	5	4	10	8
	Comments: One of the rare "smart rock" type of organisms in the universe. Extremely hardy. Prisoners can be used as mining drill bits.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	GRYTQUEE	10	8	5	10	9
	Comments: Related to the GRYTE, except that this species appears in shale like platelett form instead of in crystals. No commercial value.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
or	LATES	4	8	7	7	4-9
	Comments: Amoeba-like creatures whose relatively low intelligence rating is more than made up by their courage and cunning. Touch is caustic.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	LATPELES	8	10	7	10	8
	Comments: Feline species. Hand to hand combat with this species usually fatal to human. To be watched carefully. Fur is a good insulator.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	LATRATE	10	6	7	5	4
	Comments: Another feline related species. Altho less prone to maintain combat than LATPELES, still is a deadly adversary.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
or	LYCQUOE	8	8	6	7	3
	Comments: Depending on the exact origin of the ship in question the specific characteristics of this species varies widly. Use caution.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	PELES	8	8	6	9	9
	Comments: One of the most widespread species not of Homo origin. Official state of war exists with their government. Has Limited ESP powers.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	PELGREE	7	9	10	8	8
	Comments: Close relative to the PELES. Though of lower intelligence level, has effective ability to influence feelings over long distances.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	PELGREZRANE	5	4	7	7	6
	Comments: Commonly called the walking dandelion. Don't be fooled by its appearance. Has a well developed hunting ability. Burn to destroy.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	PELQUEZONE	8	10	7	4	5
	Comments: Avian species from Peltron Sector. Do not attempt mind contact under any situation. Ships heavily shielded, well armed.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	PELZONGRYTE	9	10	5	3	7
	Comments: Reptilian species. Requires warm to hot environment. Usual form of attack is with a trap. Hide is waterproof and supple.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	PERTES	6	6	8	8	5
	Comments: Bipedal mammalian species. Usual form of attack is entrapment. Traps usually obvious but sometimes subtle. Highly aggressive.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	PERTLATE	4	9	7	3	10
	Comments: Rodentlike appearance. Lays effective traps. Fights to the death. Pelts valuable on Denab VI as ornamental fur.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	PERTQUAE	7	5	9	8	4
	Comments: Has insect properties although it is a true warm blooded mammal. Ships lightly armed, but with powerful defensive weapons.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	QUAES	10	9	10	5	9
	Comments: Next to the GREQUAE this is man's most dangerous enemy in the universe. No truce ever lasts over 20 time units. Deadly adversary.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
or	QUAGREE	8	10	8	7	7
	Comments: Very courageous equine species. Tales of its fights to the death are innumerable. Do not underestimate its abilities.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	QUAGREZRANE	6	10	10	5	3
	Comments: Possibly their science is based on an earlier civilization's. Regardless, they use their weapons effectively. Meat is delicious.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	QUAGATES	9	9	4	8	6
	Comments: One of two energy based species known. Low physical science more than offset by their mastery of all aspects of ESP. Avoid contact.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	QUAGAZONE	10	9	4	8	6
	Comments: Second of the two energy based species. See comments under QUAGATE species.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	QUEGRYTE	8	4	3	9	9
	Comments: Appears as a furry skink. Has ability to change color. Size usually under 6 meters. Poisonous saliva. Avoid personal contact.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	QUETRIGREE	4	4	4	3	6
	Comments: Relatively harmless aquatic species of the Sangrizt Sector. May attack in large numbers. Good emergency rations.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
or	QUOES	5	10	9	6	6
	Comments: Warm blooded furred species with canine features. Origin unknown. Requres direct UV radiation for survival. Use radiation gear.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	QUOZONE	8	10	4	3	5
	Comments: Only known gaseous entity. Courage is result of inability to be harmed by usual type of weapons. Expose to vacuum to destroy.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	QUOZONLYCE	4	8	4	10	10
	Comments: Aquatic species. Relatively unknown. Suspected of communicating via telepathy. Other traits unknown. Traps usually fatal.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	RATES	4	4	6	5	4
	Comments: Wormlike creature from third moon of. Ceit IX. Secretes corrosive slime. Do not allow on board. Encountered near wreckage.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	TIYLES	6	3	7	5	8
	Comments: Extremely dangerous segmented rodent. Bite is poisonous. Talons used on Farnhauld V in bildronz industry. Meat much like chicken.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	TRIES	10	3	9	10	5
	Comments: Usually attack in large numbers. A stern defense will cause them to retreat. In an emergency their flesh is highly nutritive.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	ZONCYCLES	4	5	8	8	3
	Comments: Methane breathers of Sinnebar VII. The greatest danger lies in exposure to their atmosphere. Flame is an effective weapon.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	ZONES	8	10	5	8	7
	Comments: Smart and courageous, these nocturnal hemovores are held back only due to their lack of a high technology. Dangerous cornered.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	ZONGRYTE	6	6	3	6	4
	Comments: An inconsequential foe. Easily beaten due to light hulled ships with only the barest of offensive weapons. Pelts extremely valuable.					

SILHOUETTE	SPECIES	INTELL.	COURAGE	SCIENCE	AGGR.	CUN
	ZRANE	6	6	7	8	10
	Comments: Avian species still capable of flight. Dangerous adversary. Approach with extreme caution. Pin feathers have medicinal value.					

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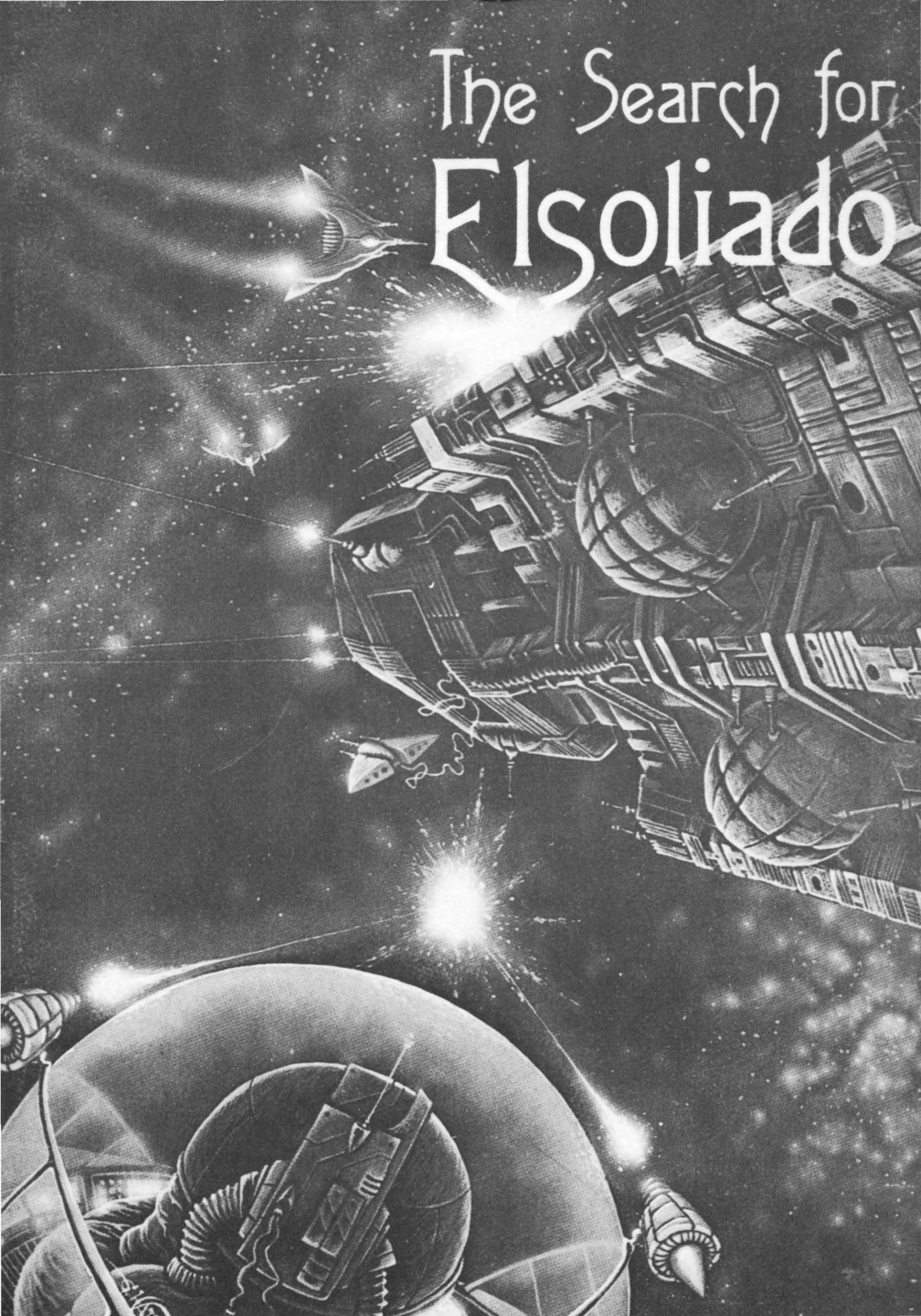
The Search for Elsoliado



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Adventure
INTERNATIONAL

Marketing Research Department
P. O. Box 3435
Longwood, Florida 32750

Dear ADVENTURE INTERNATIONAL:

I'm sending you this Reg/Info Card from your program called

_____

In return I automatically get on your mailing list which means I'll get catalogs and new product information before the general public does. ☐ **I am NOT on your mailing list now**
☐ **I am on your mailing list now**

1. Game is:
☐ Too Simple ☐ Just Right ☐ Too Complicated

2. I rate this program as follows: *(Please circle)*

1	2	3	4	5	6	7	8	9	10
Waste of money					Average				Super

3. I heard about this program through: (*Check all that apply)*
☐ A.I. Catalog ☐ Magazine Ad ☐ Newspaper Ad
☐ A Friend ☐ Store: _____
☐ Gift ☐ Other: _____

4. Point of purchase of this program: *(Check ONE only)*
☐ Direct from A.I. ☐ Mail order other than A.I.
☐ Computer Store ☐ Other: _____

5. I own the following computers:
☐ TRS-80 model 1 ☐ TRS-80 model 2 ☐ TRS-80 model 3
☐ TRS-80 color ☐ TRS-80 pocket ☐ Apple 2 (plus or regular)
☐ Atari 400/800 ☐ Other:_____

6. My computer has the following: *(Check all that apply)*
☐ 16K memory ☐ 32K memory ☐ 48K memory ☐ _____K memory
☐ Printer ☐ Disk Drives ☐ Other:_____

7. I would like to see more computer programs in the following catagories:

_____

8. What micro computer magazines do you read/suscribe to:
(list your favorites first)

☐ **Read** ☐ **Subscribe** _____

☐ **Read** ☐ **Subscribe** _____

☐ **Read** ☐ **Subscribe** _____

☐ **Read** ☐ **Subscribe** _____

Name _____ **Age**_____

Street _____

City _____ **State**_____ **Zip**_____

Occupation _____

AdVenture INTERNATIONAL
A DIVISION OF SCOTT ADAMS, INC.

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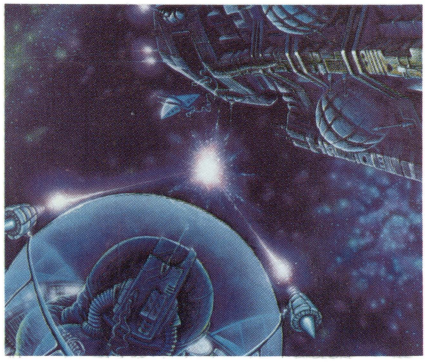

THE SEARCH FOR ELSOLIADO

by Stefan Schramm

THE SEARCH FOR ELSOLIADO is just that — an interstellar quest for a mysterious, uncharted world. Since the planet Elsoliado cannot be found by chance, you'll have to purchase precious information from any of several deep-space Starbases — information that frequently doesn't come cheap!

During the voyage, you'll be encountering a variety of aliens. Add to your coffers with a little cautious trading, but be prepared to strike aggressively should the situation warrant. Survive, and you may yet discover the fabled Elsoliado!

THE SEARCH FOR ELSOLIADO's unique game design — a perfect hybrid of brain-banging strategy and laser-quick arcade action — will captivate young and old alike for hours. And quick machine language, game-status updates and an exciting point-of-view perspective will ably assist all keyboard commandos as they go about their mission.

THE SEARCH FOR ELSOLIADO — ending *your* search for unique TRS-80 entertainment!

PROGRAM PARAMETERS

LANGUAGE	Machine
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME	6 hours
SUGGESTED AGE GROUP	12 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Arcade/Simulation
SOUND?	Yes
GAME SAVE FEATURE?	Yes
GRAPHICS ORIENTED?	Yes
REAL TIME?	Yes
SPECIAL EQUIPMENT:	None

Logos and Artwork by
AdVenture Graphics & Design, Inc.
Longwood, FL

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TRS-80 TAPE 014-0178
TRS-80 DISK 014-0178