

SCOTT ADAMS

Presents

THE ADVENTURE SERIES

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LOADING INSTRUCTIONS

B.B.C.

To load a Scott Adams Adventure for the BBC computer, ensure that your cassette recorder is correctly connected, insert the cassette, ensuring it is fully rewound and switch on your computer. Ensure that your machine is in the correct loading mode by typing ***TAPE** then press **RETURN** and, if you have a filing system other than Tape installed, type **PAGE=&EOO** then press **RETURN** (if you are uncertain as to whether this applies then do it anyway).

Type **CHAIN " "** then **RETURN** followed by **PLAY** on the cassette recorder at which point the screen will display Searching then when the program is found, Loading. Shortly after a title page will appear whilst the main program is loaded.

When a load is complete a message will appear asking if you wish to start a new game or load a saved game. To commence play simply answer the prompt for a new game and you will be at the start of one of the most fascinating computer experiences available. If you wish to continue a Saved game, respond appro-

priately to the prompt and insert the cassette of your saved game (fully rewound) into your cassette recorder, press **PLAY** and then press **RETURN** as instructed on the screen.

If you wish to save a game to continue at a later time, simply insert a blank tape into your cassette recorder then press **PLAY & RECORD**. Type **SAVE GAME** and press **RETURN** and follow the instructions on the screen which will prompt you to ready your cassette and press **RETURN** - Do so and your current position will be saved. Please note that, as per the instructions above, it is essential to load the program first before loading a Saved game.

ELECTRON

As for BBC.

COMMODORE 64

When loading a Scott Adams Adventure for a Commodore 64 computer, ensure that your cassette recorder is correctly connected and insert the cassette, making sure it is fully rewound and that your computer is switched on. Press **SHIFT-RUN**, **RETURN** and then **PLAY** on your cassette recorder as instructed on the screen which should then display **SEARCHING**. When the program is found the display will change to **LOADING** and when completed the program will run with an initial message asking if you wish to start a new game or continue a saved game. To commence play simply answer the prompt for a new game. If you wish to continue a Saved game, respond appropriately, remove the Game cassette from the recorder, replacing it with the cassette of your Saved game (fully rewound) and follow the instructions of the screen to press **PLAY** on the recorder and then return. If you have any problems loading, check that your recorder is correctly connected, rewind the tape completely and try again.

If you wish to continue a game at a later time, insert a blank tape into your cassette recorder then press **PLAY & RECORD**. Type **SAVE GAME** and press **RETURN** then follow the screen prompts which tell you to ready your cassette and press **RETURN** - Do so and your current position will be saved. Please note that, as per the

instructions above, it is essential to load the program before attempting to load a Saved game.

COMMODORE 16 and PLUS 4

When loading a Scott Adams Adventure for a Commodore 16 or PLUS 4 computer, ensure that your cassette player is correctly connected and insert the cassette, making sure that it is fully rewound and that your computer is switched on. Type **LOAD** and then press return, and then play on your cassette player. At ready type **RUN** then press return.

Save game instructions as for Commodore 64.

SPECTRUM

When loading a Scott Adams Adventure into your Spectrum ensure that your cassette recorder is correctly connected, put the tape in your recorder and check that it is fully rewound. Type **LOAD " "** then press **PLAY** on your cassette recorder and **ENTER** on your Spectrum. If you have any loading problems check that your recorder

is correctly connected, that any tone control is on maximum treble, the tape is fully rewound and, if necessary, experiment with the recorder's volume. See Chapter 20 of your Spectrum manual.

When the load is completed you will be asked if you wish to start a new game or reload a Saved game. To commence play simply answer the prompt for a new game and your computer will open the doors on a new world for you. If you wish to continue a Saved game, respond appropriately to the prompt and insert the cassette of your Saved game (fully rewound) into your recorder. Press **PLAY** and then press **RETURN** as instructed on the screen. If you have any problems loading a Saved game, bear in mind that your recordings are probably at a different level to commercial tapes and you may need to adjust the recorder's volume level in compensation.

If you wish to save a game to continue at a later date, insert a blank tape into your cassette recorder and type **SAVE GAME** and **RETURN** on your Spectrum. Follow the instructions on the screen to ready your cassette, press **PLAY & RECORD**, then press **RETURN**. Your current position will now be saved but please note that, as per the instructions above, it is essential to load the program first before attempting to reload a Saved game.

AMSTRAD

When loading a Scott Adams Adventure on an Amstrad computer use the command RUN "*" and follow the instructions on page F1.10 of your user manual. Save game instructions as for Commodore 64.

ATARI 16K TAPE

1. Remove all cartridges (i.e. BASIC/RALLY SPEEDWAY etc.).
 2. Place cassette in recorder and rewind.
 3. Switch off machine.
 4. Switch on machine while holding down START key **
 5. Computer will beep once: Press return and program will load and run automatically.
- ** XL users must hold down both START and OPTION keys together.

ATARI 48K

Disk Loading Instructions

1. Remove all cartridges.
2. Place disk in drive 1.
3. Switch machine off and then on again.
4. After a short while further instructions will appear on the screen, follow these.

DRAGON TAPE

1. Place cassette in recorder and rewind.
 2. Type CLOADM and hit return.
 3. Press play on tape recorder. Program will load and run automatically.
- If program fails to load, adjust tone and volume levels and try again.

Playing Hints:

Draw a map as you go, there are a lot more places than you think and without a map you will end up going round in circles or missing areas which you haven't tried. It doesn't need to be perfect as long as you have some record of where you have been and what you've found (as well as where you found it). Examine things you find and try to remember that most problems have solutions that require no more than some careful thought and a little common sense. If you get stuck try typing **HELP**—you may or may not get assistance but you won't know until you ask and be careful about assuming things, it can be fatal.

To speed things up you may use the following abbreviations: N, S, E, W, U, D, for

Go North, South, East, West, Up or Down. I is short for Inventory and will list what you're carrying.

Some (but not all) of the words available that you may find useful are:—

Get, Take, Drop, Go, Climb, Jump, Enter, Examine, Go, Leave, Move, Quit, Say, Wear, Read, Save, Light, Pull, Push and Look . . . There are others!!!

Instructions are entered by you in the form of two word commands with the first word being a verb. If the computer doesn't understand, it will tell you so and you must try rewording what you wish to do e.g. instead of GO FLYING try FLY. You will find that objects which can be picked up usually require only the last part of their name as in the Blue Ox where typing GET OX is all that is needed.

Good luck, happy adventuring and try not to die too often.

THE ADVENTURES

1 ADVENTURELAND—Wander through an enchanted realm and try to uncover the 13 lost treasures. There are wild animals and magical beings to reckon with as well as many other perils and mysteries. This is the Adams Classic that started it all! Difficulty Level: Moderate

2 PIRATE ADVENTURE—Only by exploring this strange island will you be able to uncover the clues necessary to lead you to your elusive goal—recovering the lost treasures of Long John Silver. Difficulty Level: Beginner

3 SECRET MISSION—In this exciting Adventure, time is of the essence as you race the clock to complete your mission in time—or else the world's first automated nuclear reactor is doomed! If you survive this challenging mission, consider yourself a true Adventurer! Difficulty Level: Advanced

4 VOODOO CASTLE—The Count has fallen victim to a fiendish curse placed on him by his enemies. There he lies, with you his only possible hope. Will you pull off a rescue, or is he really down for the Count?! Difficulty Level: Moderate

5 THE COUNT—It begins when you awake in a large brass bed in a castle somewhere in Transylvania. Who are you, what are you doing here and WHY did the postman deliver a bottle of blood? Difficulty Level: Moderate

6 STRANGE ODYSSEY—At the galaxy's rim, there are rewards aplenty to be harvested from a long-dead alien civilization, including fabulous treasures and

advanced technologies far beyond human ken! Prepare yourself for the incredible!

Difficulty Level: Moderate

#7 THE MYSTERY FUN HOUSE—As Adventure #7 begins, you find yourself hopelessly lost in the middle of a carnival fun house. While escape may elude you, one thing is very clear—you're NOT here to have a good time! Difficulty Level: Moderate

#8 PYRAMID OF DOOM—This is an Adventure that will transport you to a dangerous land of crumbling ruins and trackless desert wastes into the PYRAMID OF DOOM! Jewels, gold—it's all here for the plundering—IF you can find the way. Difficulty Level: Moderate

#9 GHOST TOWN—You must explore a once-thriving mining town in search of the 13 hidden treasures. With everything from rattlesnakes to runaway horses, it sure ain't going to be easy! Includes a special bonus scoring system too! Difficulty Level: Advanced

#10 SAVAGE ISLAND PART I—A small island holds an awesome secret—will you be able to discover it? This is the beginning of a two-part Adventure. (The story continues in SAVAGE ISLAND PART 2, ADVENTURE #11). NOTE: This one's a toughie—for

experienced Adventurers only! Difficulty Level: Advanced

#11 SAVAGE ISLAND PART II—The suspense begun in Adventure #10 now comes to an incredible conclusion with SAVAGE ISLAND PART II! This Adventure requires you to have successfully finished #10, wherein you were given the secret password to begin this final half. NOTE: For experienced Adventurers only! Difficulty Level: Advanced

#12 GOLDEN VOYAGE—The king lies near death in the royal palace. You have only three days to bring back the elixir needed to rejuvenate him. Journey through the lands of magic fountains, sacred temples, stormy seas and gold, gold, GOLD! This one is for experienced Adventurers only! Difficulty Level: Advanced

#13 SORCERER OF CLAYMORGUE CASTLE—Solon the Master Wizard has learnt of Vileroth's destruction and how, in his final days, he concealed the stolen 13 Stars of Power within the Castle of Claymorgue, determined that no one should possess them. As Solon's apprentice with a few spells, can you recover Solon's stolen Stars. The Castle contains further spells but beware—as an apprentice you may find the results unpredictable! Difficulty Level: Advanced.