



Adventure International



TO LOAD ADVENTURE ON YOUR APPLE 2/APPLE 2 PLUS

1. You must have 24 K or more memory. Apple Adventure does not support any lower case boards.
- *2. If you have a Disk on your system, boot it up into Applesoft.
3. If you are in Applesoft, do a call -151 to get into the system monitor, or optionally hit reset.
4. An* with a blinking cursor 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.
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 FROM APPLESOFT.
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".
 - 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. While playing Adventure — always look at the top of the screen to see where you are and what's currently visibly!
17. How to do a save 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.
18. If you should accidentally 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!

*Disk version requires 48K of memory.



Software Review by Roy Groth

FOR

80-US* Journal Sep/Oct 79

ADVENTURE

Adventure is an incredibly complex, detailed and fascinating game. Unlike most available games, there is always a surprise around the corner. Winning is quite a challenge, consequently, each step closer to winning gives one a fulfilling sense of accomplishment.

In Adventure, one takes the computer through an area (caves, islands etc.) looking for treasure. You move, manipulate objects, and do everything else with two word English commands. For example: TAKE AXE, LIGHT TORCH. One finds out what commands work by trying whatever sounds sensible.

The program gives you a description of where you are and what you see. Then you tell the computer what to do.

Getting treasure is difficult. Often one must use several other objects to even find the treasure. You need to solve the series of problems posed by the obstacles by using common sense, and by picking clues from descriptions.

Adventure 1 and Adventure 2 by Scott Adams (Box 3435, Longwood, Florida 32750 - \$14.95 each), are superb. In Adventure 1 you wander through forests and caverns finding treasures. In Adventure 2, you become a pirate and sail off to Treasure Island. More adventures are currently in the making.

Some useful advice may help speed your understanding of the game. To move in a direction, (north, up, etc) just type the first letter of that direc-

tion (N, E, S, W, U, D). To enter places you must often use ENTER (as for example: ENTER HALLWAY). This command is essential to getting around.

TAKE and DROP are used for manipulate objects. INVEN gives you an inventory of all that you are carrying LOOK, followed by an object, will sometimes help you discover secrets about that object. HELP will sometimes give you useful hints.

The program only looks at the first three letters of each word. Once you understand the program, all you need to type are the first three letters. This shortcut in the program can sometimes confuse a player, as one time we were saying TAKE BRANCHES (in hopes there were some around), but the program understood it as saying TAKE BRACELET.

The program allows you to save a game in progress with the command SAVE GAME. This prepares a data tape which can be read back later, a handy feature, since winning can take sometime.

Adventure has a beautiful display. At the top, everything that you can see is constantly displayed. Below this is a line of dashes, and the remainder of the screen is devoted to input. When typing commands, the bottom of the screen scrolls up, but only to the dashes. Material scrolling into the dashes disappears. It also features a flashing cursor.

Both programs support lower case, so if you system does too, you can read

in upper/lower case. Both programs are written in machine language and load under the SYSTEM command.

If you dislike being made to think, or if you get frustrated easily, forget these programs. But if you love a challenge, like to be baffled, and enjoy jokes (there are some very funny occurrences). I highly recommend these programs by Scott Adams.



**NOW
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Computer Cassettes Review, Fall '79

"Adams' Adventure is exquisite. It is a true tour-de-force . . ."

Recreational Computing Sep/Oct '79

Out of 50 programs reviewed Adventure was rated No. 11 "Highly Recommended".

-80 Software Critique Issue No. 1

"I highly recommend these programs.

80-US Journal, Sept/Oct '79

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Adventure International

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Longwood, Florida 32750

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***80-US is published bi-monthly
by 80-NW Publishing
3110 North 31st Street
Tacoma, Washington 98407**