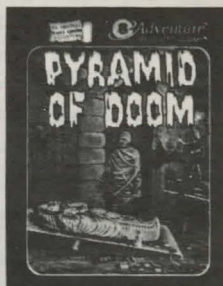
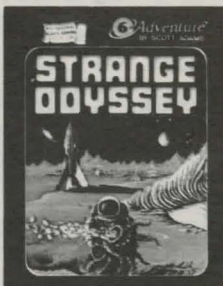
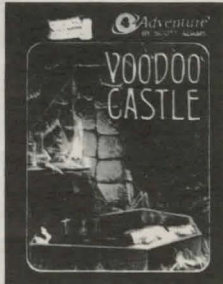
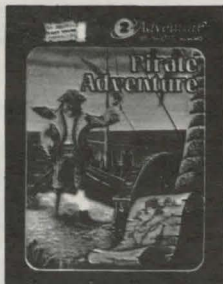


# Scott Adams' Adventure Series

DISK — ADVENTURES #1-12





**SCOTT ADAMS' ADVENTURE SERIES LOADING INSTRUCTIONS**

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Note that if you can not find a particular adventure on a disk then flip the disk over and try the other side! These adventures are the text only versions of the classic Scott Adams series. Once an adventure is loaded into memory you may remove the program disk and insert a formatted disk to use for save games.

**APPLE DISK LOADING INSTRUCTIONS**

- 1) Boot the disk and answer the question of which adventure to play.
- 2) If you have lowercase on your Apple you can type the following to activate it:
  - a) Hit **RESET** (or **CTL-RESET**)
  - b) Type: **CALL -151** (An \* should now be showing)
  - c) Type: **0BE1:0** (**RETURN** key)
  - d) Type: **8006** (**RETURN** key)
- 3) Follow instructions from 7 through 10 below.
- 4) If accidentally **RESET** while playing, do the following: **CALL-151 RETURN CTRL-Y RETURN L RETURN L RETURN**

**ATARI DISK LOADING INSTRUCTIONS**

- 1) Remove all cartridges.
- 2) Boot your DOS disk while holding down the **OPTION** key.
- 3) Select **LOAD BINARY FILE (L)** from DOS menu.
- 4) Select adventure: **A1** (to run adventure 1) or **A10** (to run adventure 10) etc.
- 5) Adventure will load giving you margin adjustment screen.
- 6) If both arrows are visible on each side of your screen hit **S** then **RETURN** key otherwise to move the margin left hit **L** then **RETURN** key. Right use **R**, reset use **X**.
- 7) You will be asked if you want to restore a saved game. If you have previously saved a game type **Y** otherwise **N**.
- 8) You may now start playing.
- 9) On Atari you may type **A** or **B** to change character sets.
- 10) Try also the following commands: **D**, **E**, **I**, **N**, **S**, **W**, **U**, **SAVE GAME**, **HELP**, **SCORE**, **QUIT**.

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COMMODORE LOADING INSTRUCTIONS  
TYPE LOAD "\*" , 8 HIT RETURN TYPE RUN  
To choose adventure 1-9 use the  
numbers. For 10, 11 and 12 use A,  
B or C

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**THE ADVENTURE SERIES BY SCOTT ADAMS**  
**ADVENTURES #1-#12**      **DISK (SEE FRONT FOR COMPUTER)**

**AN OVERVIEW**

By definition, an adventure is a dangerous or risky undertaking, a novel, exciting, or otherwise remarkable event of experience. On your personal computer, Adventure is that and more.

Playing any of the Adventure Series consists of three elements: you, the user; the games themselves; and the author, Scott Adams of Orlando, Florida.

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. The top portion\* of your video display will tell you where you are and what you can see; the bottom section of the display is devoted to inputting commands to your robot computer and receiving messages that may arise as the result of your orders. You have to get used to looking at both the top and bottom portions in order to find out what's going on in the game but it doesn't take long for the reading to become a reflex. In fact, you will have to live in those imaginary worlds.

By using two-word commands you move from location to location (called "rooms" although some rooms represent outdoor sites such as a swamp), manipulate objects that you find in the different rooms (pick them up, put them down, carry them, etc.), 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 such as preventing the destruction of the automated nuclear plant in Mission. 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.

If you're tired of video games of bouncing balls or shooting at targets; if you're ready for an intellectual challenge that transports you to new worlds of experience; if you want to see what a skilled programmer can do with a micro, invest in one of Scott Adams' games. An early Adventure (Adventure Land or Pirate's Adventure) is a good place to start because the more Adams creates, the tougher his puzzles get.

by Ken Mazur

\*CP/M version slightly different

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**THE ADVENTURES**

**#1 ADVENTURELAND** — Wander through an enchanted realm and try to recover the 13 lost treasures. There are wild animals and magical beings to reckon with, as well as many other perils and mysteries. Can you rescue the Blue Ox from the quicksands? You'll never know until you try ADVENTURE #1! This is the Adams Classic which started the Whole Ball of Wax! Try it, you won't be sorry. Difficulty Level: Moderate

**#2 PIRATE ADVENTURE** — The lost treasures of Long John Silver lie hidden somewhere — will you be able to recover them? Only by exploring this strange island will you be able to uncover the clues necessary to lead you to your elusive goal! Difficulty Level: Easy

**#3 MISSION ADVENTURE** — 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! So, tread lightly and don't forget your bomb detector! If you survive this challenging mission, consider yourself a true Adventurer! Difficulty Level: Hard

**#4 VOOODOO 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 down for the Count for good? 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? Who can say — but somewhere a centuries-old evil lies in dark wait! 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! Will you be able to recover them and return home? Prepare yourself for the incredible! Difficulty Level: Moderate

**#7 MYSTERY FUN HOUSE** — This Adventure puts you into a mystery fun house and challenges you to find your way through and back out of it. Sure to baffle you for quite a while, the MYSTERY FUN HOUSE is patiently waiting for you to enter. So, step right up and get your tickets he-yah! Difficulty Level: Moderate

**#8 PYRAMID OF DOOM** — This is an Adventure that will transport you into a maddening dangerous land of crumbling ruins and trackless desert wastes — into the very PYRAMID OF DOOM! Jewels, gold — it's all there for the plundering — if you have the expertise to pull it's recovery off! 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! And — they don't call them ghost towns for nothing, pardner! Includes a special bonus scoring system too! Difficulty Level: Hard

**#10 SAVAGE ISLAND PART I** — A small island in a remote ocean holds an awesome secret — will you be able to discover it? This is the beginning of a two-part Adventure, the second half concluding as SAVAGE ISLAND PART 2, ADVENTURE #11. NOTE: This one's a tougher — for experienced Adventurers only! Difficulty Level: Harder

**#11 SAVAGE ISLAND PART II** — The suspense begun with Adventure #10 now comes to an explosive conclusion with SAVAGE ISLAND PART II! This Adventure requires you to have successfully finished #10 whereas you were given the password to begin this final half. The plot thickens as you wind your way through glowing corridors in search of the elusive clue that will enable you to solve the riddle of the island. NOTE: For experienced Adventurers only! Difficulty Level: Harder

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

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