



SCOTT ADAMS' ADVENTURE SERIES LIMITED GOLD EDITION LOADING CASSETTE COPY OF ADVENTURE ON THE ATARI

The following procedure will allow you to run either side of the Adventure tape on a 32K Atari without disk drives.

- I
 - 1) Insert BASIC cartridge.
 - 2) Turn on computer. TYPE: PRINT FRE(0)
 - 3) If number returned is less than 28,000 then you do NOT have enough memory so (go to II below).
 - 4) Enter the following basic program:

```
10 DATA 104,169,0,133,9,32,196
20 DATA 243,165,9,240,7,169,80,133,2
30 DATA 76,225,243,96
40 FOR I=0 TO 19:READ A
50 POKE 1536+I,A:NEXT I:=USR(1536)
```
 - 5) TYPE. RUN. You should get a single tone.
 - 6) Load Adventure tape into player press "PLAY"
 - 7) HIT [RETURN]
 - 8) The tape will take about 15 minutes to load. If the program successfully loads, then the program will auto-run. If BASIC or "BOOT ERROR" comes up, then an error has occurred and you will need to try again from step 5.
- II
 - 1) You must have at least 24K of memory.
 - 2) Remove any cartridges from the computer such as BASIC, STAR RAIDERS, Etc.
 - 3) Shut off ALL peripherals such as disks, printers and expansion interfaces. Leave on only:
 - a) TV or monitor
 - and b) Cassette player
 - 4) Insert tape in cassette player, Adventure International label DOWN.
 - 5) While holding down the START button on the computer, turn it on.
 - 6) You should get a clear video display and a single tone.
 - 7) Press PLAY on tape recorder.
 - 8) Press RETURN key on the computer.
 - 9) The tape should take 15 to 20 minutes to load. When loaded, the program will ask you to set the margins.
- *** 10) If the tape does not seem to load, try repeating the whole procedure using the other side of the tape. (One side holds the disk version, the other side is the cassette version. It is possible the label has been reversed.) You may also try cleaning the head of the tape player using a Q-tip and standard rubbing alcohol.
- 11) If you get a BOOT ERROR or return to the MEMO PAD within a minute or so of loading, then try positioning the tape (using a regular cassette player). Play the tape until you hear the first long tone, then put the tape into the Atari cassette player and repeat the whole procedure.

Continued On Back Side

*** IMPORTANT NOTE ***

IF YOU HAVE PROBLEMS LOADING THE ENCLOSED ATARI TAPE TRY THE FOLLOWING:

- 1) Place tape in normal audio cassette recorder (not the recorder on your Atari)
- 2) Rewind tape to beginning
- 3) Press "PLAY"
- 4) When the long tone is heard hit "STOP"
- 5) Put tape in Atari recorder and load as instructed elsewhere in the package.
- 6) Also be sure to occasionally clean your Atari cassette recorder head using any standard cassette head cleaner.

TO MAKE A DISK COPY OF ADAMS' ADVENTURE FOR ATARI

- 1) You must have at least 32K of memory.
- 2) Remove any cartridges from the computer such as BASIC, STAR RAIDERS, Etc.
- 3) Turn on disk drive 1 and insert into it a DOS system disk.
- 4) Turn on the computer wait for DOS menu to appear.
- 5) Remove DOS disk from drive 1 and insert a blank disk.
- 6) Select "FORMAT" option. Format drive "D1"
- 7) Select "WRITE DOS FILES" option. Write Drive "D1"
- 8) Select "CREATE MEM-SAV" option. If your DOS doesn't have this option then skip this step.
- 9) Shut off computer.
- 10) Shut off all peripherals such as printers and expansion interfaces. Leave on only:
 - a) TV or monitor
 - b) 1 and only 1 disk drive
 - c) Cassette player.
- 11) Insert tape in cassette player. Adventure International label UP, and rewind.
- 12) Insert the disk you create in step (7) into drive one.
- 13) While holding down the START button on the computer, turn it on. You should get a clear video screen and a single tone.
- 14) Press PLAY on tape player.
- 15) Press RETURN key on the computer.
- 16) The tape should take 15 to 20 minutes to load. When loaded, the disk should boot up into the DOS menu. If the game starts playing, you have used the wrong side of the tape and must repeat the procedure from step (10) using the other side of the tape.
- 17) If you get a BOOT ERROR or return to the MEMO PAD within a minute or so of loading, then see *** 10 above.
- 18) Select the "BINARY SAVE" option and type:
AX,2E00,7C00,,2E50
where "X" is the Adventure number. (For example, to save Adventure 3, Type:
A3,2E00,7C00,,2E50
- 19) You may now play Adventure by selecting the "RUN AT MEMORY" option. The run address is: 2E50.
- 20) To play at a later date, just boot up your disk (with NO cartridges plugged in) and select the "LOAD BINARY" option. Use the name AX, where A3 is Adventure 3. If you are using the older DOS 1 then you need to select the run address of 2E50 to start.

SPECIAL FEATURES OF ATARI VERSION OF ADVENTURE

- 1) When the game starts you will have the opportunity to set the margins to fit your TV or monitor:
 - a) Arrows will appear on the left and right margins of the screen. If the arrows are visible go to step 2.
 - b) The left arrow is moved by typing [L] [RETURN]. Each time you type this the arrow moves 1 character left.
 - c) The right arrow is moved in the same manner by typing [R] [RETURN].
 - d) [X] [RETURN] will reset the margins back out to their extremes.
 - e) Try to set your margins as close to the sides of the video screen as possible.
 - f) When you are happy with your margins, type [S] [RETURN] to begin.
- 2) Two different character sets are available in Adventure. One was developed by Scott which we call "Adventure Script", and the other is the standard Atari character set. To switch between the two while playing, type:
[A] [RETURN] for the Atari set and [B] [RETURN] for Adventure Script.
- 3) For the tape SAVE GAME feature: put a short blank tape in your cassette player and rewind it. Press PLAY and RECORD at the same time (they should lock down.) Type: SAVE GAME [RETURN]. The program will prompt you to "Ready tape then hit: RETURN". You should then hit [RETURN].
- 4) To restore a tape SAVE GAME:
 - a) If within Adventure, type QUIT [RETURN].
 - b) Respond YES to "restore save game" question.
 - c) Rewind tape, press [PLAY] on tape player.
 - d) Press [RETURN] on the computer keyboard.