

INSTRUCTIONS

ADVENTURE

Overview

Author: Adventure International

Language: TI Basic

Hardware: TI Home Computer

TI Disk Drive Controller and Disk Memory Drive or
cassette tape recorder

Adventure **Solid State Software™** Command Module

Media: Diskette and Cassette

Have you ever wanted to discover the treasures hidden in an ancient pyramid, encounter ghosts in an Old West ghost town, or visit an ancient civilization on the edge of the galaxy? Developed for Texas Instruments Incorporated by Adventure International, the Adventure game series lets you experience these and many other adventures in the comfort of your own home.

To play any of the Adventure games, you need both the Adventure Command Module (sold separately) and a cassette- or diskette- based Adventure game. The module contains the general program instructions which are customized by the particular cassette tape or diskette game you use with it.

Each game in the series is designed to challenge your powers of logical reasoning and may take hours, days, or even weeks to complete. However, you can leave a game and continue it at another time by saving your current adventure on a cassette tape or diskette.

ADVENTURE**User Instructions**

STEP 1: Be sure that the Adventure Command Module is inserted into the console and that the Disk Memory System or a cassette recorder is properly attached to the computer and turned on.

STEP 2: Turn on the computer, and press any key to pass the master title screen. Then press the appropriate number key to select ADVENTURE. The Adventure title screen appears next. Press any key to continue.

STEP 3: The program now asks WHERE IS THE DATA BASE? To load the game from a diskette, insert the diskette into Disk Drive 1, and type:

DSK1.filename

where **filename** is the name of the file as shown on the diskette label. Then press ENTER.

To load the program from a cassette tape, select the tape for the game you want to play and insert that tape into the recorder. Next, type:

OLD CS1

and press ENTER. The computer then displays directions for loading the program. Refer to the "Loading Cassettes" section of the Adventure Command Module owner's manual if you have difficulty loading the program from the cassette.

STEP 4: A brief introduction to the Adventure series now appears. When you finish reading the information, press ENTER to go on.

STEP 5: The next display asks if you want to restore a previously saved game. Press N for no or Y for yes.

If you press N, the game starts from the beginning.

ADVENTURE**User Instructions**

If you press Y, you can continue a game from a previous session. First, remove the program diskette or cassette tape and then insert the diskette or tape on which you saved your previous game. Next, for a cassette tape, type CSI, press ENTER, and follow the directions on the display. With a diskette, type DSK1.filename where **filename** is the name you gave the file when you saved it. After the game is loaded from cassette or diskette, you are ready to continue play from the point where you stopped.

STEP 6: The game now begins. For detailed information on continuing your Adventure, refer to "Playing the Game" in the Adventure Command Module owner's manual.

STEP 7: When you finish playing a game or after you save a game for later completion, type QUIT, and press ENTER. The program then asks if you want to play the adventure again. If so, enter Y and the game starts from the beginning. To stop the game and return to the master title screen, enter N.

HINTS ON PLAYING ADVENTURE

- 1) Draw a Map!
- 2) Get into the habit of looking back up to the Top of the Screen, as it can change after every command you enter!
- 3) Besides obvious exits you can also do things like CLIMB TREES, ENTER HOLES, GO WINDOW etc.
- 4) Try to examine Object you find, such as EXAMINE BOOK.
- 5) Typing HELP can be useful at times depending on where you are carrying etc.
- 6) To find out what you are carrying, Type: TAKE INVENTORY.
- 7) The verbs TAKE, DROP, READ, LOOK are also useful.

1. Be sure that the diskette or cassette you are using is the correct one. For a diskette, use the Catalog command on your Disk Manager Command Module to check for the correct program; for a cassette tape, check the label.
2. Be sure you have inserted the Adventure Command Module and have pressed the correct number for its selection.
3. Ensure that your cassette recorder or disk system is properly connected and turned on. Be certain that you have turned on all peripheral devices before you turn on the computer.
4. If your program does not appear to be working correctly, press QUIT and remove the diskette from the disk drive or cassette from the recorder. Reinsert the diskette or the cassette, and follow the "User Instructions" carefully. If the program still does not appear to be working properly, remove the cassette from the recorder or the diskette from the disk drive, turn the computer off, wait several seconds, and turn it on again. Then load the program again.
5. If you are having difficulty in operating your computer or are receiving error messages, refer to the "Maintenance and Service Information" and "Error Messages" appendices in your **User's Reference Guide** for additional help.