

THE ADVENTURES OF BUCKAROO



BANZAI™

ACROSS THE 8TH DIMENSION!

TI-99/4A

TI ADVENTURE MODULE (PHM 3041) AND CASSETTE PLAYER
OR DISK DRIVE REQUIRED



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ADVENTURE INTERNATIONAL PRESENTS
THE BUCKAROO BANZAI ADVENTURE

by Phillip Case and Scott Adams

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INTRODUCTION

Buckaroo Banzai, born to an American mother and a Japanese father, began life as he was destined to live it, going in several directions at once. A brilliant neurosurgeon, this restless young man grew quickly dissatisfied with a life devoted solely to medicine. He roamed the planet studying the martial arts and particle physics, and in the process he collected around him a most unusual group of scientists called the Hong Kong Cavaliers.

With the advent of the jet car, Buckaroo was able to travel thru solid matter, where he discovered a dimension passage thru space itself. In the process, he discovered that evil aliens called Lectroids had used the passage and were here on earth. Their presence was a worldwide threat and thru tremendous effort, Banzai and his friends were able to destroy the aliens.

With the Lectroids disposed of, Buckaroo was planning to take some well deserved R&R. But the phone rang...

As Perfect Tommy handed Buckaroo the phone, he whispered, "It's the President and he sounds worried." Buckaroo took the call and was quickly filled in on the details of the new Lectroid dilemma.

Just before the Lectroids assembled to leave the earth, a small group from a Yoyodyne office in Arizona created a problem. The President had received a communication that a large thermo-nuclear device had been buried deep inside Kyn Mountain, just outside Trantham, Arizona. The message further stated that any attempts to destroy the bomb would trigger its detonation. The area around the mountain, including the town of Trantham was evacuated, but a panic set in and power and phone lines have been knocked out by the mass evacuation.

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The CIA and other resources have been able to establish the following information. The bomb is located inside a hollow cavern, too deep inside the mountain to reach quickly by conventional blasting. The bomb is giving off some sort of radio interference, preventing radio communication in the area. The bomb size, based on hot-spot satellite scanning, may be large enough to take out the entire state.

"Buckaroo", said the President, "Can you save Arizona?" Banzai agrees to try and has the Air Force airdrop the jet car into the area for possible use. Worried, however, by the threats made in the message, he prevents the rest of the Cavaliers from accompanying him on this, possibly his final mission.

Now, you, as Buckaroo Banzai, have a job to do, if you want to see the rest of the world again!

HOW AN ADVENTURE WORKS

You are in charge of the main character...any action, response, or behavior that the character performs comes from you. Everything that happens in the adventure affects YOU. You may move through the many locales described in the adventure (limited, of course, by the barriers and obstacles imposed upon you by the "environment"). You control what to do in any given situation, using your wits to succeed. To communicate with the program, complete the sentence which the computer starts for you with the phrase "Buckaroo Banzai, I want you to." To correctly finish this sentence, your first word should normally be a verb (a word denoting an action like CLIMB), followed by structurally correct English. If you have a TRS-80 computer, the program understands ONLY two word commands-in this case the first word needs to be a verb and the second word a noun.

An adventure might begin something like this:

I'M IN A ROOM. VISIBLE OBJECTS ARE A RUBY-ENCRUSTED BOX AND A CLOSED DOOR. TELL ME WHAT TO DO.

You might want to begin by going in a direction (North, South, East, West) to see if you can leave the room. Chances are, though, that you will have to find a way to get through the closed door. Try something basic, like typing:

OPEN THE DOOR

...but the computer informs you, in no uncertain terms:

SORRY, IT'S LOCKED. WHAT SHALL I DO?

Since you still want to get out of the room, trying to use the key to unlock the door might be a good idea. The postage stamp might come in handy later on, so type:

TAKE THE KEY AND THE STAMP FROM THE BOX PLEASE.

The computer answers "OK," and you have each object in your possession. By "getting" the key and stamp, they are stored for later use, since you are, in effect, carrying them. As for your next series of moves, you might want to go to the door (GO TO THE DOOR), try the key in the lock (UNLOCK THE DOOR WITH THE KEY), and move down the hallway on the other side of the door (GO INTO THE HALLWAY). You're on your way!

Although the vocabulary accepted by your computer is extensive, some words may be of greater use to you. Some of the more commonly used words are:

Climb	Verbose	Exit	Move	Read	Dig
Brief	Leave	Cut	Pull	Save	Go
Enter	Listen	Look	Push	Hit	Take
Jump	Examine	Mix	Quit	Drop	Turn

Lastly, should you get stuck in the game and not be able to figure out how to proceed further, may we suggest you purchase a copy of the "Adventure Hint Book".