

ANALOG SOFTWARE

OPERATING INSTRUCTIONS

ANALOG ADVENTURE



SECTION 1: Diskette Loading Instructions

1. This program requires the use of the BASIC cartridge. Make sure it is in place.
2. Turn on the disk drive. After the 'BUSY' light goes off, insert the "ANALOG ADVENTURE" diskette into the drive.
3. If the computer is on, turn it off.
4. Turn off any external devices such as the interface module.
5. Turn on the computer, the diskette will automatically 'boot up'.
6. Refer to the instructions section for more information (section 4).

SECTION 2: If You Encounter Any Problems Running Your Diskette

1. Be sure you have at least 32K of RAM (memory) in your computer.
2. Be sure the diskette is correctly placed in the drive unit.
3. BASIC must be in computer (in the left slot in an 800).
4. Many disk difficulties are caused by disk alignment problems. If the drive sounds like it is having trouble 'booting' the disk, return it to your dealer or send for a replacement copy (see section 5).

SECTION 3: Introduction

Somewhere nearby is Colossal Cave where many have found gold and treasure — though it is rumored that some who enter here are never seen again. The computer will be your eyes and hands. You guide it by entering commands such as GET, TAKE, and LOOK. Since you need to move around, you must usually enter compass headings: N, NE, E, SE, S, SW, W, NW. Also directions like: UP, DOWN, and other verbs. The computer also knows of special objects in the game such as LAMP and a BOTTLE. It also knows of special

objects in the cave. Some of these have side effects, ie., there is a rod in the cave that frightens the little bird.

The objective of the game is to gather as many treasures as you can and bring them to the well-house in the forest. You may also run the risk of getting robbed or even killed by some rather unfriendly inhabitants of Colossal Cave.

SECTION 4: Instructions

The following commands are used in the game. These are basic commands that may be needed in the course of the game:

- **BRIEF, LONG, SHORT** = these commands control the amount of detail you get in the descriptions of locations.
- **LOOK, L** = gives a detailed description of your present surroundings — the same as the LONG command.
- **INVENTORY, I** = tells you what you are carrying.
- **QUIT, END, STOP** = Any of these will end the game. You will then be prompted as to whether you want to actually quit, or to save the game.
- **SAVE** = Allows you to save the current game on diskette for later use.
- **LOAD** = Allows you to continue a previously saved game, but only one load is permitted per game.
- **SCORE** = tells you how well you are doing.

Also:

- Multiple commands on one line; ie., SOUTH/THROW AX/GET ALL/SCORE or: N/D/GET ANALOG/READ ANALOG/I. Do not put spaces between the slashes (/) nor put in punctuation.
- Should you wish to get out of a long multiple command line during its execution, simply press the ESCAPE key and the program will return control back to you with its input "What next?".
- Do not place a 'write protect' label on the diskette, the disk has to be written to when you save a game.

PLAYING

When the program is loaded into RAM, you will be prompted as to whether or not you want instructions. Following this you will end up in the forest. From this point you can proceed, or load a previously saved game. The computer will accept upper or lower case input but not inverse video! Use your imagination; try whatever you feel may work — if you are really stumped at any point and really get stuck, keep at it for a few days or weeks! Ask your friends for any suggestions. ● The game ends when you have explored 100% of the cave and recovered most of the treasures. Your score will be 'A master of master's.'

SECTION 5:

If you encounter any difficulties loading and operating this diskette, return it to your point of purchase or to ANALOG SOFTWARE with the date and proof of purchase. (see warranty).

WARRANTY:

ANALOG SOFTWARE, a division of A.N.A.L.O.G. 400/800 MAGAZINE CORPORATION warrants to the original consumer purchaser protection of product defect in materials for a period of ninety days from the date of purchase. Faults in program execution are subject to replacement of product with product of same title only. If any defect is discovered within the ninety day warranty period, the product may be returned to ANALOG SOFTWARE for replacement or repair. Proof of purchase and purchase date must accompany product return. After ninety days, ANALOG SOFTWARE will replace the product with a product of the same name for a fee of \$5.00. Payment must be included with the returned item. This warranty does not apply to misused or abused products, nor any product which was attempted to be illegally copied. Unauthorized distribution or copying of the computer program described herein is forbidden and subject to federal law.

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