

Congratulations on your purchase of one of CodeWriter Corp.'s challenging and exciting Author created adventure series. Each adventure in this series is played as a separate game with its own complex solution and was created with CodeWriter's AdventureWriter program. The procedures that follow apply to each of the adventures contained on your disk.

LOADING PROCEDURE _____

INSERT adventure disk

TURN ON disk drive, monitor, and computer

NOTE: Atari 800 XL owners, hold down the option key while booting.

PLAYING AN ADVENTURE _____

As you begin the adventure, your screen displays a brief discription of the situation in which you find yourself. Armed with the knowledge of your objective and several options, your journey will be more successful if you keep these guidelines in mind:

-THE PROGRAM IS LOOKING FOR TWO KEY WORDS IN YOUR COMMANDS

You may type either in full sentences: **PUT THE LETTER IN THE MAILBOX**

or you may type only the key words: **LETTER MAILBOX**

or you may type only the first four letters of each key word: **LETT MAIL**

-ABBREVIATIONS MAY BE USED

Examples:

N	Go North
S	Go South
E	Go East
W	Go West
I	Take Inventory
R	Redescribe

-Type HELP for additional clues should you need assistance while playing. **TAKE INVENTORY** and **REDESCRIBE** are also helpful commands to remind you of the objects that you have picked up along the way and to describe a location that may no longer be visible on your screen because of the number of commands you have typed.

EXITING AN ADVENTURE _____

You can exit an adventure in one of four ways:

- 1) Solve the objective
- 2) Die along the way
- 3) Type **QUIT**. This will end the game, but will not save your position.
- 4) Type **SAVE**, then **QUIT**. This allows you to save your position within an adventure and continue from that point at a later date.

SAVING AND LOADING YOUR PLACE IN AN ADVENTURE _____

Type **SAVE** and press **RETURN**

REMOVE game disk and **INSERT** a blank, formatted disk

Next you must assign a filename to your position. You may use your own name or any other word as a filename.

TYPE (filename) and **PRESS** return

note: If you save your position several times during an adventure you will need to use a different filename each time (ex: **GAME1**, **GAME2**, etc.) To load your saved position (or to play a different adventure), simply re-boot the system.

TYPE load and **PRESS** return

TYPE (filename)

Your position within the adventure (including your inventory of objects) will be loaded and you may continue.

If you would like to write your own adventure, contact your local dealer about AdventureWriter and begin the fun of designing as many adventures as you like - without any programming knowledge! Share your adventures with your friends or send them to us. This adventure series was created by an individual who purchased AdventureWriter and is now participating in our author's program.

In addition to CodeWriter's program generation products, be sure to look for our Ready-To-Run programs at your local computer store.

For further information, please contact us at: 1-800-621-4109