

# ENTERPRISE

P R O G R A M S



## COLOSSAL ADVENTURE

BY LEVEL NINE COMPUTING

ADVENTURE

# COLOSSAL ADVENTURE

## LOADING

To LOAD the program, attach your cassette player as explained in the Enterprise setting up guide. PRESS FUNCTION 1 'START' and then press PLAY on your cassette player. The program will automatically run when loading is complete.

## THE GAME

Colossal Adventure is a complete, full-scale version of the original mainframe game Adventure, probably the most popular and addictive adventure ever produced.

Many people will have encountered this classic, though few have completed it. However, for those who have a little knowledge of the game, we have made a couple of amendments without changing the qualities which have made this adventure such a constant challenge.

In addition, a completely new end-game has been added if you eventually manage to locate all the treasures. This comprises more than 70 locations, which should keep you occupied for many extra hours!

## THE STORY

You are sitting in a tavern one evening when a travel-stained warrior walks in and pays the inn-keeper with a gold coin of absurdly high value. Over his drink he claims that he has visited the legendary Colossal Cavern and escaped with his life!

Over the decades, many have set out to find the famed caves, said to be the source of incredible riches-but unimaginable danger. Most people believe the tales to be mere myth. After all, every adventurer who has set out to find the Cavern has not returned at all or come back empty-handed, some babbling wild stories of giant snakes and dragons.

The other drinkers scoff at the new arrival's claim. But you are less sure. He has a haunted look and refuses to discuss his exploits. So when you overhear that an ambush is being planned to take the stranger's gold and his life, you lead him out to safety by a back route.

As the sounds of pursuit die away, the warrior exclaims: "A thousand thanks! I must reward you for your noble deed. I give you the most valuable thing I possess-the location of Colossal Cavern!" He presses a crumpled scrap of paper in your hand.

You were hoping for gold, but you thank him for his seemingly meagre reward and shake his hand before he fades away into the night. It would clearly be unwise of you to stay around and risk the wrath of your fellows. The only alternative is to find out whether the map is genuine, so you collect a few essentials and set off.

The journey is long and hard, crossing rivers and mountains, through many uncharted areas. You are only a day away from the location of Colossal Cavern when disaster strikes. As you check the map, a freak gust of wind takes the faded paper out of your hands and into a nearby river. The current rapidly carries it away, and as the paper becomes waterlogged it sinks out of your sight.

You know the Cavern is nearby. You have to find it, get in and return with its treasure. And as you prepare to start a quest which could mean untold riches or your death, you remember a message scrawled in the corner of your lost map: "Remember-Magic works in the Cavern!"

## GETTING STARTED

The program will give a description of every location which you enter. It will then ask: "What next?" You must then type in a direction or short phrase, telling the computer what to do, and press ENTER.

The adventure has a very wide vocabulary, but you may find that you will have to find an alternative word or phrase if the computer does not understand what you are trying to do.

For much of the time, you will be exploring the cavern. There is no need to type in, for example, GO EAST. The computer will understand if you just enter E. It recognises eight points of the compass: N, NE, E, SE, S, SW, W, NW as well up U(Up) and D(Down).

Other commands which you will use regularly are:

GET (Sword)	Pick up an object
DROP (Lamp)	Put down an object you are carrying.
SCORE	Gives your current score.
INVENTORY	Tells what you are carrying.

Remember to press ENTER every time you have typed in a command.

There are three special commands which you will probably find useful. They are:

QUIT	Abandon the game at its current position. You will be given the opportunity to play another game if you wish.
SAVE	Save the game on tape in its current position. Put a new cassette in your tape recorder and press RECORD just before using SAVE.
RESTORE	This will restart a previously saved game so that you can carry on with it. Rewind the cassette to just before the position where you saved the game, type RESTORE and press PLAY the tape recorder.

Almost everything in Colossal Adventure has a purpose. One of the treasures will need the use of a magic word to get it, but a nearby room will give you a clue to this word.

To reach the end-game, you must have discovered all of the treasures. The program will automatically give you entry to the end-game once you have done this. You will therefore know if there are still treasures to be discovered.

You score points for finding the treasures, and get extra points for getting them back to the building. There are points for various achievements within the game, but you will lose points if you are killed. To get the highest possible score, you should also complete the game without using SAVE/RESTORE.

To explore Colossal Cavern, you are strongly advised to draw a map. You will find this particularly important if you get trapped in a maze. Remember too that a location which you have entered from the east, say, will not automatically have an exit to the west. And it is worth trying directions more than once in some places. Remember that Magic works in Colossal Cavern!

If you get totally stuck and cannot progress further, you can obtain a clue sheet by writing to the program's authors, Level Nine Computing, at 229 Hughenden Road, High Wycombe, Bucks. You must, however, send a stamped addressed envelope to them.

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*Cover design by Mark Eason*