VIC-20

The friendly computer

SCOTT ADAMS'

ADVENTURE GAMES

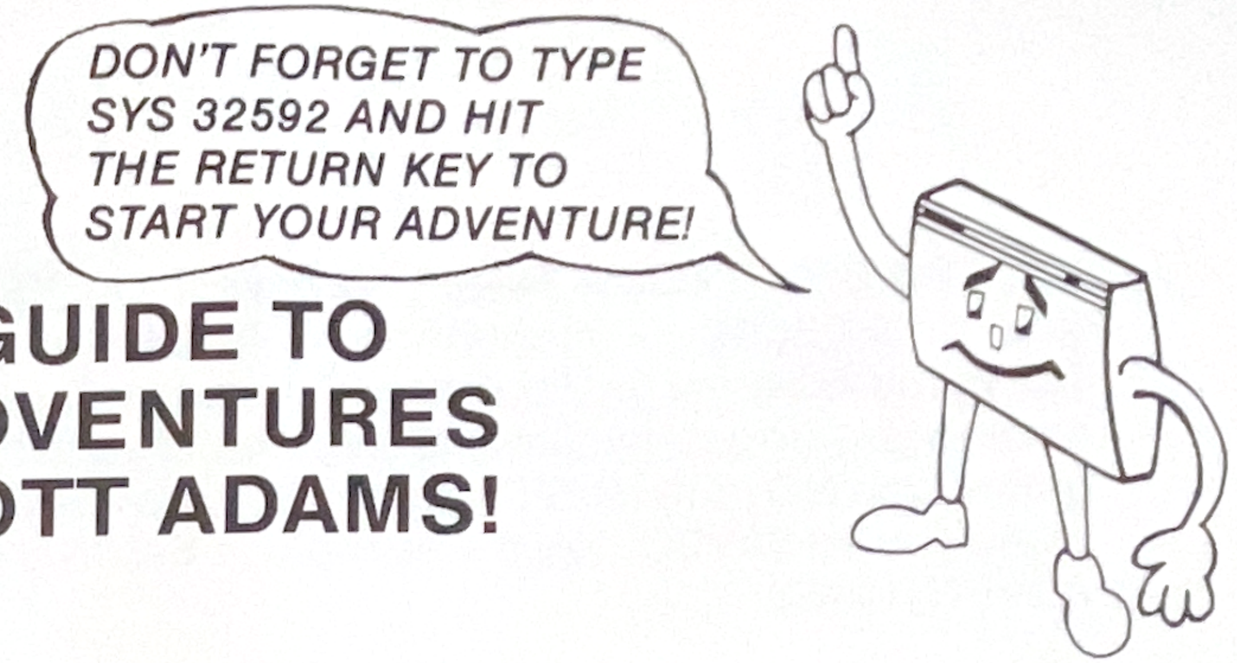
A Friendly Instruction Guide

ADVENTURE LAND **PIRATE COVE**
MISSION IMPOSSIBLE **VOODOO CASTLE**
THE COUNT

commodore COMPUTER

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YOUR GUIDE TO THE ADVENTURES OF SCOTT ADAMS!

This is your guide to the incredible ADVENTURES of Scott Adams, brought to you by Commodore for your VIC-20 Personal Computer. We've given you a wonderful excuse to spend countless hours in front of your computer, struggling through mazes, wrestling with brain teasing problems, trying to defeat magical monsters and spells, while accumulating points as you come closer and closer to unlocking the secrets of your Adventure.

EQUIPMENT REQUIRED:

Your Commodore VIC-20

OPTIONAL EQUIPMENT

Commodore Datasette (for saving games in progress)
VOTRAX "Type 'N Talk"™ with cable, available from VOTRAX, Inc. (adds speech to program)

GETTING STARTED

1. Turn OFF your VIC-20.
2. Insert the ADVENTURE cartridge into the wide Expansion Port slot at the back of your VIC-20.
3. Turn ON your VIC-20.
4. If your television picture "flutters" you may type POKE 36864,133 and hit the RETURN key to stop the fluttering.

5. TYPE THE FOLLOWING TO START THE GAME:
   SYS 32592 (and hit the RETURN key)

The VIC will display the title page of the adventure and asks if you want to restore a previously saved game. If you are starting a new game, type NO (and hit RETURN). If you are restarting a previous game you've SAVED, see the section on SAVING AND LOADING ADVENTURES.

IF YOU HAVE PROBLEMS

1. Check to make sure your VIC-20 is properly connected to your TV.
2. Turn the VIC-20 off and on. Wait a few seconds.
3. Turn off the VIC, unplug the cartridge, reinsert it and turn the VIC back on. Now type: SYS 32592 and hit the RETURN key on the right side of the keyboard.

HOW ADVENTURE GAMES WORK

Adventure games are "mind-fantasies". In the beginning, you find yourself in a specific location and you have to start exploring. You can accomplish a variety of tasks by typing a ONE OR TWO WORD COMMAND, and hitting the RETURN key to enter it. If you make a mistake typing, you can use the CURSOR and INSERT/DELETE key to correct the error, BEFORE hitting the RETURN key). (By the way, the VIC screen editor is still on, so you could just cursor up to retype something.)

When you type a command, it will appear on your screen in one color, and the VIC will respond with a message in a different color. This makes it easier to see what's happening as you go through the game.

Don't be discouraged if you don't solve the ADVENTURE right away. That's the challenge. You have to keep exploring and trying different techniques to get farther and farther through the ADVENTURE. . . accumulate more points. . . and get closer to accomplishing your mission.

HOW TO PLAY AN ADVENTURE

Type a one or two word command when the computer asks "What shall I do?" The first word is always a verb – an object you use to do something. The second word should indicate a direction or an object. Suppose, for example, that you are in a dark room and the computer says "IT'S DARK IN HERE. I CAN'T SEE. WHAT SHALL I DO?". If you're carrying a torch, you can light it by typing LIGHT TORCH (and press RETURN).

Some (but not all) of the words you might find useful are:

Climb	**Examine**	**Leave**	**Move**	**Quit**	**Say**
Drop	**Go**	**Light**	**Pull**	**Read**	**Take**
Enter	**Help**	**Look**	**Push**	**Save**	**Wear**

If you use a command that the computer can't do or doesn't understand, it will say I CAN'T DO THAT or I DON'T UNDERSTAND. When this happens, try thinking of another way to say it or try making a verb of the action. Instead of GO SWIMMING, try saying SWIM. You'll also discover that most objects can be picked up using the last word of their names. For example, to pick up a Blue Ox, type GET OX, and hit RETURN. Normally you can do things only to objects that are either visible or that you are carrying.

ONE LETTER COMMANDS

The following single letter commands are allowed in Adventure. To use one of them, type the letter, and hit RETURN.

1) V — Turn the Votrax on or off
2) N S E W U D — Go North, South East, West, Up or Down
3) I — Take Inventory of what you are carrying
4) L — Look around and see what's there

VOTRAX TYPE 'N' TALK OUTPUT

If you obtain a VOTRAX voice synthesizer (available directly from VOTRAX) you can add "speech" to your Adventure games. Type V to activate a Votrax Type 'N' Talk voice synthesizer and the Type 'N' Talk will "speak" the adventure to you (it will still be printed on the screen). The Type 'N' Talk must be connected to the VIC-20 using either the VIC RS232 adapter cartridge, or the VIC to Type 'N' Talk cable sold by Votrax. Set your Type 'N' Talk for 1200 baud according to the instructions supplied with the Type 'N' Talk.

DIRECTIONAL COMMANDS

To speed up play, you should type N, S, E, W, U, D instead of the command GO NORTH, SOUTH, EAST, WEST, UP or DOWN. For example, instead of typing GO WEST, simply type W (and hit RETURN).

INVENTORY

To see what you're carrying, use the I or INV command. The VIC

will list everything that you're holding at the time.

SAVING A GAME ON TAPE

When adventuring, you might want to take an occasional break (for food, or sleep). The VIC Adventures allow you to SAVE your game on tape so you can continue from the same point later on. To use this feature you need a Commodore Datassette to connect to your VIC.

At any time during the adventure you can type in the command:

SAVE GAME

The VIC will respond by saying 'PRESS RECORD AND PLAY ON TAPE'. Place a blank cassette into your Datassette, and press the RECORD and PLAY buttons. When the tape stops, the VIC will ask for your next command. At this point, remove the tape from the recorder and mark it. You can load this tape in when you want to continue your adventure.

LOADING YOUR SAVED ADVENTURE

When you start the adventure program, the VIC will ask you if you're continuing a previous game. If you answer YES, the VIC asks you to 'PRESS PLAY ON TAPE.' Insert your saved adventure tape into the Datassette, and press the PLAY button. The adventure will now continue from where you left off.

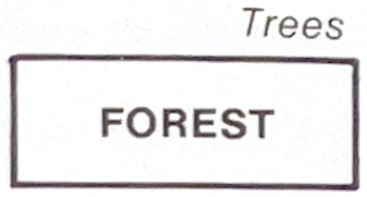
PLAYING HINTS

MAPPING_____

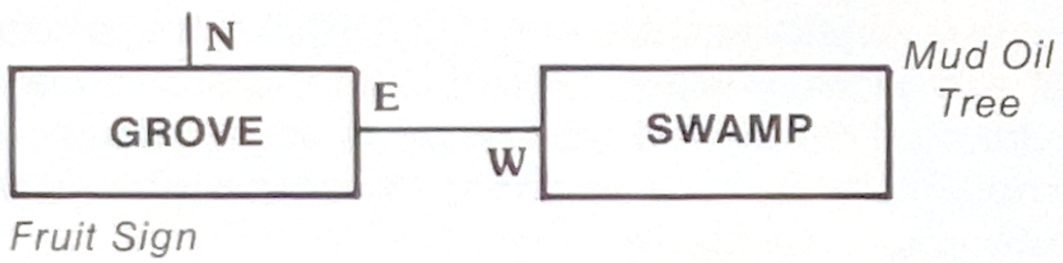
Draw a map!

THE FOLLOWING IS A METHOD USEFUL IN MAPPING ADVENTURES

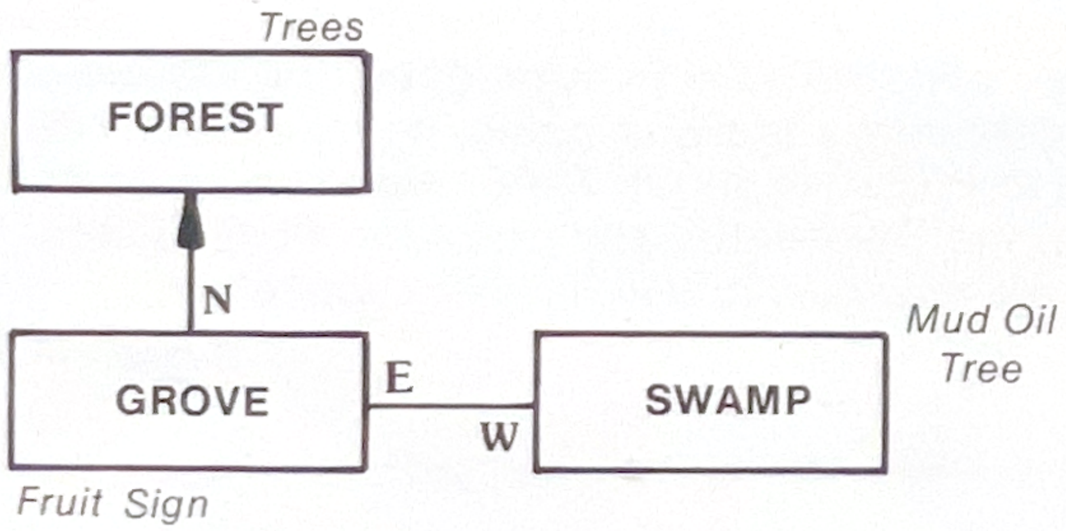
Each room is represented by a box with the name of the room in it, and all original items found in it are noted alongside.



Directions from a location are indicated by a line coming out of anywhere on the box, but with the direction leaving the box indicated by the first letter of that direction.

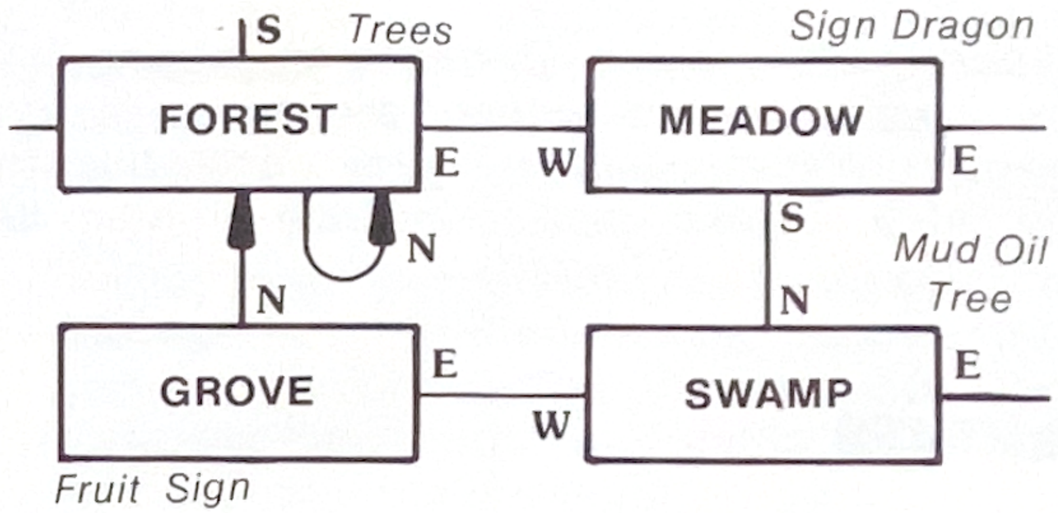


The above shows that you must go East from the grove to the swamp and West from the swamp to the grove. If you can only go in one direction, an arrow is put at the end of the path.

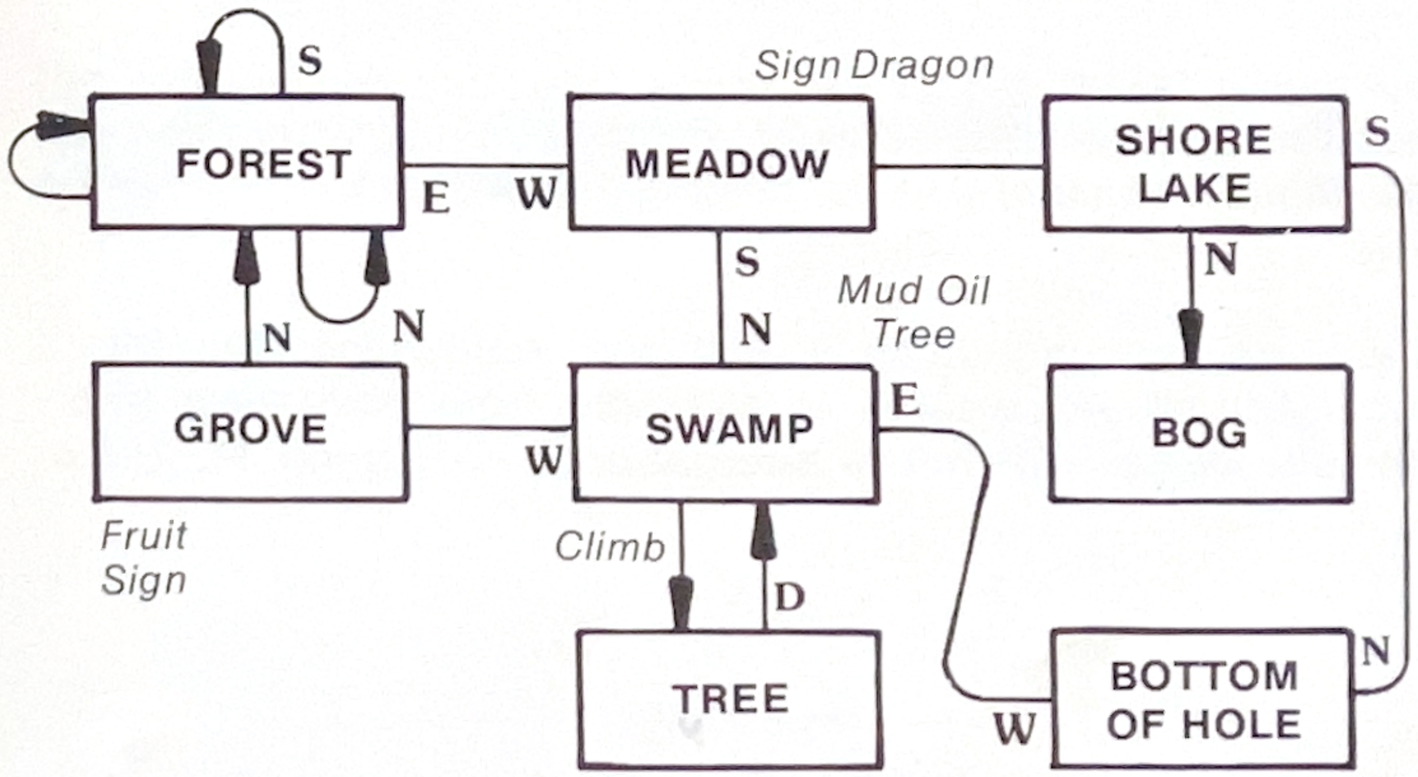


This indicates that upon leaving the grove you can go north to the forest, but you cannot return!

The best way to use this system is to draw a line representing each possible exit and its direction when you enter a location. Later, connect the lines to rooms as you continue your explorations.



This way, you will not forget to explore an exit once you get past your initial probe. Another advantage of this system is that you never need to redraw your map, as you can add extra locations anywhere on your paper.



Notice that on the forest the exits N, S, and W are available, but they all return to the forest! Note also that as additional locations were found off the swamp, the map was not redrawn. Instead, the locations were simply put where needed. And since we "CLIMB TREE" instead of going in a particular compass heading, we wrote that as directions to leave the swamp.

This is an easy system to use. Once you start using it, you will spend less time mapping or wandering around lost than you may have in the past! (A system analyst may recognize this system as a modified HIPO diagram used to indicate program flow and control.)

OTHER HINTS

Be sure to examine the items you find throughout your Adventure! Also, keep in mind that most problems and solutions require no more than common sense to solve. Special knowledge and information is rarely required. For example, if an area is too dark to see in, you are going to need a light to avoid diaster.

Try typing HELP if you get stuck. You may or may not get assistance, depending on what you are carrying, where you are, etc. Finally, be careful about making assumptions – they can be fatal!

If you are seriously stuck, a Hint Book containing hints for all Scott Adams' Adventures is available from Adventure International. Write: Adventure International, Longwood, FL, U.S.A.

SUMMARY

Your Adventure game is a sophisticated puzzle which will take you many entertaining hours to explore and solve. There are three recommended approaches to the game:

1. **Try to go as far as you can and collect as many valuable or useful items as possible, bringing those items to some "safe" location where you will accumulate points for depositing your items.**

2. **Try to "map" the Adventure so you can find your way through it . . . in other words, decode the game and solve it by unraveling the physical layout of the different "locations" and using your "map" to help you get valuable items.**

3. **Solve the Adventure . . . by rescuing the Count, destroying the vampire, or whatever. To solve the Adventure you have to find your way through the puzzle locations and collect the items you need to accomplish your "mission."**

For sheer entertainment and creative challenge, you can't beat these Adventure games. . . enjoy!

NOTES

ADVENTURES BY SCOTT ADAMS
AN OVERVIEW

I stood at the bottom of a deep chasm. Cool air sliding down the sides of the crevasse hit waves of heat rising from a stream of bubbling lava and formed a mist over the sluggish flow. Through the swirling clouds I caught glimpses of two ledges high above me: one was bricked, the other appeared to lead to the throne room I had been seeking.

A blast of fresh air cleared the mist near my feet and like a single gravestone a broken sign appeared momentarily. A dull gleam of gold showed at the base of the sign before being swallowed up by the fog again. From the distance came the angry buzz of the killer bees. Could I avoid their lethal stings as I had managed to escape the wrath of the dragon? Reading the sign might give me a clue to the dangers of this Pit.

I approached the sign slowly.

And so it goes, hour after hour, as you guide your microcomputer through the Adventures of Scott Adams in an effort to amass treasures within the worlds of his imagination.

By definition, an Adventure is a dangerous or risky undertaking; a novel, exciting, or otherwise remarkable event or experience. On your personal computer, Adventure is that and more.

Playing any of the Adventure series consists of three elements; you, the user; the games themselves; and the author, Scott Adams of Orlando, Florida.

For the user, playing Adventure is a dangerous or risky undertaking in that you better be prepared to spend many addictive hours at the keyboard. If you like challenges, surprises, humor and being transported to other worlds, these are the games for you. If you dislike being forced to use your common sense and imagination, or you frustrate easily, try them anyway.

In beginning any Adventure, you will find yourself in a specific location: a forest, on board a small spaceship, outside a fun house, in the briefing room of a nuclear plant, in a desert, etc. By using two-word commands you move from location to location (called "rooms", although some rooms represent outdoor sites such as a swamp), manipulate objects that you find in the different rooms (pick them, up, put them down, carry them, etc.), and perform actions as if you were really there.

The object of a game is to amass treasure for points or accomplish some other goal such as preventing the destruction of the automated nuclear plant in **MISSION IMPOSSIBLE**. Successfully completing a game, however, is far easier to state than

to achieve. In many cases you will find a treasure but be unable to take it until you are carrying the right combination of objects you find in the various locations.

How do you know which objects you need? Trial and error, logic and imagination. Each time you try some action, you learn a little more about the game.

Which brings us to the term "game" again. While called games, Adventures are actually puzzles because you have to discover which way the pieces (actions, manipulation, use of magic words, etc.) fit together in order to gather your treasures or accomplish the mission. Like a puzzle, there are a numer of ways to fit the pieces together, players who have found and stored all the ways to fit the pieces togeher, players who have found and stored all the treasures (there are 13) of Adventure #1 may have done so in different ways.

In finding how the pieces fit, you will be forced to deal with unexpected events, apparent dead ends and Scott's humor, which is one of the best parts of the puzzles. (For an example of his cleverness, read the advertisement next to the bottomless hole.)

If you run into a barrier like not being able to discover more rooms, don't give up. Play the game with some friends; sometimes they'll think of things you haven't tried.

While I pondered how to reach the throne room – which I was sure contained the treasures of Croesus – the fog grew thicker and the hours passed. I realized I would not be able to outwit Adams today . . . but maybe tomorrow. I marked my present location on my tattered map and began the long trip to the surface. As I dragged myself off to bed, I thought about other possible Adventures.

But enough for tonight. Tomorrow – another crack at the chasm.

by Ken Mazur

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