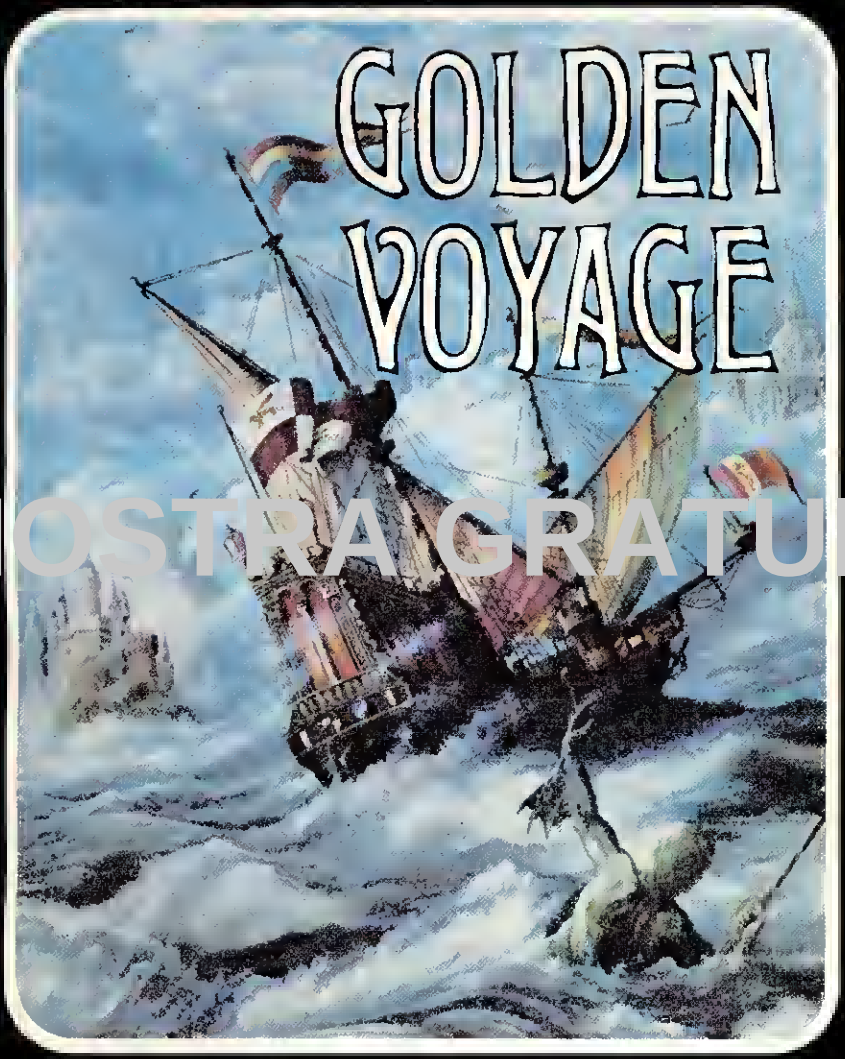
TRS-80 MODEL 1 - 16K
TRS-80 MODEL 3 - 16K
TAPE

AN ORIGINAL
SCOTT ADAMS
ADVENTURE

12 Adventure
BY SCOTT ADAMS

GOLDEN VOYAGE



AMOSTRA GRATUITA

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ai Adventure
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HINTS ON PLAYING AOVENTURE

1) Draw a Map!
2) Get into the habit of looking back up to the Top of the Screen, as it can change after every command you enter!
3) Besides obvious exits you can also do things like CLIMB TREES, ENTER HOLES, GO WINDOW etc.
4) Try to examine Objects you find, such as EXAMINE BOOK
5) Typing HELP can be useful at times depending on where you are carrying etc
6) To find out what you are carrying, Type: TAKE INVENTORY
7) The verbsTAKE, DROP, READ, LOOK are also useful.

TO LOAD ON 16K TRS-80 TAPE SYSTEM

'To load your Adventure on TRS-80 Level II 16K If loading on Model 3, 16K select "LOW" Cassette

1) Power up system
2) Put tape in player and rewind
3) Volume around 4 — 5
4) Type: SYSTEM
5) Type: ADVENT
6) The tape should now load with a blinking ' in the upper right corner on CRT If you get a 'C' or the ' does not appear then rewind tape, set volume to a notch higher and go back to step 1.
7) Type: /

' There is a duplicate copy of the Program on the back of the tape

HOW TO SAVE A GAME IN PROGRESS TO TAPE ON TRS-80

1) Put Blank Tape into Tape Player
2) Rewind Tape Hit Play/Record until tape is past Leader.
3) TYPE SAVE GAME
4) Hit enter.
5) For extra safety repeat steps 3 and 4.

TO RESTORE A SAVED GAME ON TRS-80

1) Start game from Beginning by Typing: QUIT
2) Put previously saved game tape in Player.
3) Answer YES to "Want to restore Saved Game" question
4) Hit Enter
5) Hit Play on the Recorder

TO LOAD AOVENTURE ON YOUR APPLE 2 / APPLE 2 PLUS

1. You must have 24K or more memory. The disk is on 3.2. To run on a 3 3 system use "MUFFIN" program supplied with your 3.3 controller
2. If you have a Disk on your system, boot it up . (Disk version requires 48K of memory)
3. If you are in Applesoft, do a call -151 to get into the system monitor.
4. An * with a blinking cursoe should now be showing to indicate you are in the system monitor.
5. Put Adventure tape into your recorder.
6. Rewind tape, there are 2 copies of the Adventure on both sides of the tape!
7. Remove the earplug from the Cassette Recorder
8. Hit play on recorder
9. When first tone is heard, hit stop on the recorder immediately. Replace earplug into recorder.
10. [illegible] 800.5737R or [illegible] DO NOT HIT RETURN YET THOUGH!!!
11. [illegible] your tape recorder
12. [illegible] turn on your Apple. The tape will read for about 2 minutes
13. [illegible] you want to save Adventure on your Disk, the following now:
    Type: [C] D$SAVE ADVENTURE.A800.L4F70 to [illegible] it Type B$ IN ADVENTURE
14. To start Adventure, Type: 800G.
15. Adventure will start by asking if you wish to restore a previously saved game. If you had done a "save game" while playing Adventure you would type YES, else just type NO! To restore a saved game from tape after typing "YES". (See °17 below.)
    A. Remove earphone plug from recorder.
    B. Rewind your saved tape
    C. Hit play on recorder
    D. When first tone is heard, hit stop on recorder.
    E Replace earphone plug.
    F. The saved tape is now ready, you should see on the screen. Ready saved tape. Hit enter.
    G. Hit play on the recorder.
    H. Hit enter on your Apple immediately.
16. How to save a game:
    A. While playing Adventure type. Save Game.
    B It will ask Disk or Tape?
    C If you are saving it to tape reply - Tape
    D. It will respond ready saved tape, hit enter
    E. Put a blank tape in your recorder.
    F. Rewind it and be sure the Cassette lead is plugged into the mike input.
    G. Hit play and recorder on your recorder and wait till you are past the leader
    H. Hit enter,
17. **APPLE SAVE GAME TAPE — IMPORTANT NOTE**
    Before restoring a save game tape you must initialize the program by first creating a save game. This needs to be done only one time after loading the program tape. There after the save game tapes will load with no problem
    PROCEOURE TO LOAD SAVE GAME TAPE ON INITIAL POWERUP
    1) Turn on Apple
    2) Load Adventure tape
    3) Answer NO to restore question
    4) Type: SAVE GAME
    5) Answer "TAPE" to tape or disk question
    6) Hit return without puthng any tape in tape player
    7) When program returns type "Quit"
    8) Answet "YES" to restore question & load in your save game tape now
    9) Save games will now load normally until you shut your APPLE off
18. If you should accidently hit reset while playing Adventure
    1. If you have firmware restart card type:
       CALL -151 to enter the monitor
    2 Type.CTRL-Y and hit return.
    3. Type: LOOK
    4. Type LOOK
    5. You are now back in Adventure!
19. ★ **OPTIONAL NOTE** ★
    Adventures for the Apple 2 can be used with the Dan Paymar lowercase kit. Simply follow this procedure
    DISK OR TAPE
    1) Load Adventure you wish to modify
    2) Hit reset key on Apple
    3) If] or > is showing type: CALL 151
    4) * should now be showing
    5) Type: ØBE1 Ø
    6) Type: 8ØØG to start

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