NOTES ON PLAYING OTHER-VENTURES
by Jyym Pearson

LOOK

"Look", by itself is a valid input command when used in a room can give you a more detailed description of the room or its contents. "Look" followed by an objects name can be used to examine particular objects in a room or items in your inventory. If you attemp to look at an object which has no particular trait "look" will default to the room look mentioned above. To look at an inventory item, enter "look" and the item's name as it appears in your inventory.

VISIBLE ITEMS

Any item which appears in the VISIBLE ITEMS row can be taken into your inventory by entering "Get" followed by the items name as it appears in the VISIBLE ITEMS row. Using the command "Drop" followed by the items name as it appears in your inventory will take the item out of inventory and place it in the room you are currently in. Only items that appear in the VISIBLE ITEMS row can be taken into inventory. Entering "Inventory" or the single letter "I" will give you a display of your current inventory. In order to give the challenge of property management into the game, inventory is limited to six items.

TO LOAD ON 16K TRS-80 TAPE SYSTEM

* To load your program on TRS-80 Level II 16K:
  1) Power up system.
  2) Put tape in player and rewind.
  3) Set volume around 4-5.
  4) Type: SYSTEM
  5) Type: OV
  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 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.

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