creative computing software

APPLE ADVENTURE

(Cassette Version 32k)

Made in U.S.A.

by Scott Adams

This tape contains one game of Adventure for the Apple II or Apple II Plus computer with 32k of memory. Adventure is a machine language program that is loaded from the computer's monitor.

If you have an Integer BASIC Apple, simply press the < RESET > key to enter the Apple's monitor (indicated by the * prompt). If you have an Apple II Plus, press < RESET > and you should see the Applesoft prompt (an]). Type CALL -151 and press the < RE—TURN > key. The monitor prompt should now be displayed.

Place the Adventure tape in the tape recorder and remove the earphone jack. Press the PLAY button and listen until you hear the program leader tone. Stop the recorder and replace the earphone jack. Type 800.5777R and press < RETURN > . Press the PLAY button on the recorder and the program will begin to load. The Apple will not "beep" at the beginning of the program as with BASIC programs.

After a few minutes, the Apple will "beep" and the reappearance of the * indicates that the program has loaded successfully. Type 800G and press < RETURN > . The Apple will ask you if you wish to use a previously saved game. If this is the first time you've played this Adventure, type NO and press < RETURN > . Then follow the instructions displayed on the screen for playing Adventure.

Since your Adventure may go on for a long time, you may wish to quit playing and start again where you left off the next time you play. This can be done by using the 'save game' feature. When the computer asks, "WHAT SHALL I DO?", respond SAVE GAME. The computer will ask, "DISK OR TAPE?". Type TAPE and press <RE—TURN > . Place a blank tape (not the Adventure tape) in the recorder and press the RECORD and PLAY buttons.

Then press the < RETURN > key. After a few moments, your present game will be saved on tape. The next time you begin, respond YES when asked if you wish to use a previously saved game. When asked "DISK OR TAPE?", specify tape and place the tape containing the previously saved game in the recorder. Press the PLAY button then press the < RETURN > key. After a few moments, your previous game will be restored.

In Adventure, the computer acts as a puppet and carries out your commands. Most commands are one or two words - a verb and a noun. You might say TAKE INVENTORY to find out what you're carrying or GO NORTH to move to a different place. If you are in trouble, try typing HELP. Sometimes you'll need special objects to do certain things. Feel free to try any commands you want - part of the fun is finding out how to play.

Sometimes when playing Adventure, you'll reach an impasse. Try a new

approach to the problem, and think of objects or messages you found earlier but haven't yet used. Sometimes you'll have to start over again after an important object was destroyed or lost. Often there are several ways of acquiring objects but only one method will lead to the desired result.

Good Luck!