

# Scott Adams' Adventure Series

TI-99/4A

TI ADVENTURE MODULE (PHM 3041) AND CASSETTE PLAYER  
OR DISK DRIVE REQUIRED



CASSETTE — ADVENTURES #1 - 12  
 DISK

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# SCOTT ADAMS' ADVENTURE

by Scott Adams

## TEX+COMP

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### 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 of 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.

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 goals 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, manipulations, use of magic words, etc.) fit together in order to gather your treasures or accomplish the mission. Like a puzzle, there are a number of ways to fit the pieces together; 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.

Adams' series is based on a program developed by Will Crowther and Don Woods of Stanford on large computer systems. But in creating his own Adventures, Scott has done a service to the microcomputer world; he has taken this fascinating game from the inner sanctums of large computer installations, improved it, and brought it into your home. As a bonus, the micro versions are generally more interesting and more challenging than the parent game.

If you're tired of video games of bouncing balls or shooting at targets; if you're ready for an intellectual challenge that transports you to new worlds of experience; if you want to see what a skilled programmer can do with a micro, invest in one of Scott Adams' games. An early Adventure (**ADVENTURELAND** or **PIRATE ADVENTURE**) is a good place to start because the more Adams creates, the tougher his puzzles get.

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.

Consider scenarios for children studying geography or history in which the permissible paths of solving a particular problem are dictated by the social constraints under which those societies operate. What better way to understand a foreign culture than to live by the rules of that culture?

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

by Ken Mazur

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# INSTRUCTIONS

## ADVENTURE

## Overview

Author: Adventure International

Language: TI Basic

Hardware: TI Home Computer

TI Disk Drive Controller and Disk Memory Drive or  
cassette tape recorder

Adventure **Solid State Software™** Command Module

Media: Diskette and Cassette

Have you ever wanted to discover the treasures hidden in an ancient pyramid, encounter ghosts in an Old West ghost town, or visit an ancient civilization on the edge of the galaxy? Developed for Texas Instruments Incorporated by Adventure International, the Adventure game series lets you experience these and many other adventures in the comfort of your own home.

To play any of the Adventure games, you need both the Adventure Command Module (sold separately) and a cassette- or diskette- based Adventure game. The module contains the general program instructions which are customized by the particular cassette tape or diskette game you use with it.

Each game in the series is designed to challenge your powers of logical reasoning and may take hours, days, or even weeks to complete. However, you can leave a game and continue it at another time by saving your current adventure on a cassette tape or diskette.

**STEP 1:** Be sure that the Adventure Command Module is inserted into the console and that the Disk Memory System or a cassette recorder is properly attached to the computer and turned on.

**STEP 2:** Turn on the computer, and press any key to pass the master title screen. Then press the appropriate number key to select **ADVENTURE**. The Adventure title screen appears next. Press any key to continue.

**STEP 3:** The program now asks **WHERE IS THE DATA BASE?** To load the game from a diskette, insert the diskette into Disk Drive 1, and type:

**DSK1.filename**

where **filename** is the name of the file as shown on the diskette label. Then press **ENTER**.

To load the program from a cassette tape, select the tape for the game you want to play and insert that tape into the recorder. Next, type:

**OLD CSI\***

and press **ENTER**. The computer then displays directions for loading the program. Refer to the "Loading Cassettes" section of the Adventure Command Module owner's manual if you have difficulty loading the program from the cassette.

**STEP 4:** A brief introduction to the Adventure series now appears. When you finish reading the information, press **ENTER** to go on.

**STEP 5:** The next display asks if you want to restore a previously saved game. Press **N** for no or **Y** for yes.

If you press **N**, the game starts from the beginning.

\*Do not rewind the tape as instructed on screen or you will keep going back to the first Adventure game on the Tape!

If you press **Y**, you can continue a game from a previous session. First, remove the program diskette or cassette tape and then insert the diskette or tape on which you saved your previous game. Next, for a cassette tape, type **CSI**, press **ENTER**, and follow the directions on the display. With a diskette, type **DSK1.filename** where **filename** is the name you gave the file when you saved it. After the game is loaded from cassette or diskette, you are ready to continue play from the point where you stopped.

**STEP 6:** The game now begins. For detailed information on continuing your Adventure, refer to "Playing the Game" in the Adventure Command Module owner's manual.

**STEP 7:** When you finish playing a game or after you save a game for later completion, type **QUIT**, and press **ENTER**. The program then asks if you want to play the adventure again. If so, enter **Y** and the game starts from the beginning. To stop the game and return to the master title screen, enter **N**.

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### HINTS ON PLAYING ADVENTURE

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- 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 Object 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 verbs **TAKE**, **DROP**, **READ**, **LOOK** are also useful.

1. Be sure that the diskette or cassette you are using is the correct one. For a diskette, use the Catalog command on your Disk Manager Command Module to check for the correct program; for a cassette tape, check the label.
2. Be sure you have inserted the Adventure Command Module and have pressed the correct number for its selection.
3. Ensure that your cassette recorder or disk system is properly connected and turned on. Be certain that you have turned on all peripheral devices before you turn on the computer.
4. If your program does not appear to be working correctly, press QUIT and remove the diskette from the disk drive or cassette from the recorder. Reinsert the diskette or the cassette, and follow the "User Instructions" carefully. If the program still does not appear to be working properly, remove the cassette from the recorder or the diskette from the disk drive, turn the computer off, wait several seconds, and turn it on again. Then load the program again.
5. If you are having difficulty in operating your computer or are receiving error messages, refer to the "Maintenance and Service Information" and "Error Messages" appendices in your **User's Reference Guide** for additional help.

# The Official SCOTT ADAMS' ADVENTURE HINT BOOK HELP AT LAST!

Having a problem with a certain Adventure? Can't figure out how to get out of the bog, or where the pharaoh's heart is? These and many other clues are given in this specially formatted booklet, designed to help you as little as possible while still letting you solve the Adventure yourself. All without giving away any clues until you really want them! How can we do this, you ask? Here is a sample of the format contained within the book itself.

### — SAMPLE OF AN ADVENTURE TIP SHEET —

Read the questions until you get to where you are stuck. The numbers underneath refer to the dictionary listed at the end. Match each number with its associated word and you'll find an Adventure clue.

#### 1 - LOST IN THE MAZE?

11 9 3 1

#### 2 - STUCK IN THE DARK ROOM?

11 2 6 8

#### 3 - STILL STUCK IN THE ROOM?

4 6 5 7 6 10

#### ★ DICTIONARY ★

1 MAP	7 BENEATH
2 LIGHTING	8 TORCH.
3 A	9 MAKING
4 EXAMINE	10 CHAIR.
5 AREA	11 TRY
6 THE	

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## Announcing The 99-99/4A ADVENTURE EDITOR NOW WRITE AND EDIT YOUR OWN ADVENTURE GAMES FOR THE TI ADVENTURE MODULE!

TEX-COMP is proud to announce the 99/4-A Adventure Editor — an all new program which allows you to write your own adventure programs — Scott Adams move over! This disk or cassette based program allows:

1. Any existing adventure for the 'Adventure' command module to be edited, altered, listed, copied from any storage medium to any other storage medium (i.e. tape to disk or vice versa).
2. New adventure games can be created freely, using a 'template' game as a start-up step. These games can be conceived using the full power and capabilities of the TI 'Adventure' command module.

The program is written for 'Mini-Memory' or 'Editor-Assembler' command modules (cassette or disk) and offers the same features in both versions.

The program offers a full screen editor and a special easy to use mnemonic language called A.P.L. (Adventure Programming Language), and comes with a complete and detailed 75 page manual.

TEX-COMP is also organizing a new TI Adventuring Users Group which will allow low cost exchange of user-written adventures between members.

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## THE ADVENTURE SERIES BY SCOTT ADAMS ADVENTURES #1 - #12 ON DISK OR CASSETTE

### AN OVERVIEW

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.

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. The top portion\* of your video display will tell you where you are and what you can see; the bottom section of the display is devoted to inputting commands to your robot computer and receiving messages that may arise as the result of your orders. You have to get used to looking at both the top and bottom portions in order to find out what's going on in the game but it doesn't take long for the reading to become a reflex. In fact, you will have to live in those imaginary worlds.

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 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.

If you're tired of video games of bouncing balls or shooting at targets; if you're ready for an intellectual challenge that transports you to new worlds of experience; if you want to see what a skilled programmer can do with a micro, invest in one of Scott Adams' games. An early Adventure (Adventure Land or Pirate's Adventure) is a good place to start because the more Adams creates, the tougher his puzzles get.

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### THE ADVENTURES

- #1 ADVENTURE LAND** — Wander through an enchanted realm and try to recover the 13 lost treasures. There are wild animals and magical beings to reckon with, as well as many other perils and mysteries. Can you rescue the Blue Ox from the quicksand? You'll never know until you try ADVENTURE #1! This is the Adams Classic which started the Whole Ball of Wax! Try it, you won't be sorry. Difficulty Level: Moderate
- #2 PIRATE ADVENTURE** — The lost treasures of Long John Silver lie hidden somewhere — will you be able to recover them? Only by exploring this strange island will you be able to uncover the clues necessary to lead you to your elusive goal! Difficulty Level: Easy
- #3 MISSION IMPOSSIBLE ADVENTURE** — In this exciting Adventure, time is of the essence as you race the clock to complete your mission in time — or else the world's first automated nuclear reactor is doomed! So, tread lightly and don't forget your bomb detector! If you survive this challenging mission, consider yourself a true Adventurer! Difficulty Level: Hard
- #4 VOODOO CASTLE** — The Count has fallen victim to a fiendish curse placed on him by his enemies. There he lies, with you his only possible hope. Will you pull off a rescue, or is he down for the Count for good? Difficulty Level: Moderate
- #5 THE COUNT** — It begins when you awake in a large brass bed in a castle somewhere in Transylvania. Who are you, what are you doing here and WHY did the postman deliver a bottle of blood? Who can say — but somewhere a centuries-old evil lies in dark wait. ... Difficulty Level: Moderate
- #6 STRANGE ODYSSEY** — At the galaxy's rim, there are rewards aplenty to be harvested from a long-dead alien civilization, including fabulous treasures and advanced technologies far beyond human ken! Will you be able to recover them and return home? Prepare yourself for the incredible! Difficulty Level: Moderate
- #7 MYSTERY FUN HOUSE** — This Adventure puts you into a mystery fun house and challenges you to find your way through and back out of it. Sure to baffle you for quite a while, the MYSTERY FUN HOUSE is patiently waiting for you to enter. So, step right in and get your tickets he-ya! Difficulty Level: Moderate
- #8 PYRAMID OF DOOM** — This is an Adventure that will transport you into a maddening dangerous land of crumbling ruins and trackless desert wastes — into the very PYRAMID OF DOOM! Jewels, gold — it's all here for the plundering — if you have the expertise to pull it recovery off! Difficulty Level: Moderate
- #9 GHOST TOWN** — You must explore a once thriving mining town in search of the 13 hidden treasures. With everything from rattlesnakes to runaway horses, it sure ain't going to be easy! And — they don't call them ghost towns for nothing, pardner! Includes a special bonus scoring system too! Difficulty Level: Hard
- #10 SAVAGE ISLAND PART I** — A small island in a remote ocean holds an awesome secret — will you be able to discover it? This is the beginning of a two-part Adventure, the second half concluding as SAVAGE ISLAND PART 2, ADVENTURE #11. NOTE: This one's a toughie — for experienced Adventurers only! Difficulty Level: Harder
- #11 SAVAGE ISLAND PART II** — The suspense begun with Adventure #10 now comes to an explosive conclusion with SAVAGE ISLAND PART II! This Adventure requires you to have successfully finished #10 wherein you were given the password to begin this final half. The plot thickens as you wind your way through glowing corridors in search of the elusive clue that will enable you to solve the riddle of the island. NOTE: For experienced Adventurers only! Difficulty Level: Harder
- #12 GOLDEN VOYAGE** — The king lies near death in the royal palace. You have only three days to bring back the elixir needed to rejuvenate him. Journey through the lands of magic fountains, sacred temples, stormy seas and gold, gold, GOLD! Can you find the elixir in time? This one is for experienced Adventurers only! Difficulty Level: Hard

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