GREAT NEW ADVENTURE
ADVENTURE IN WONDERLAND
100% MACHINE LANGUAGE

We are going to go out on a limb here. We believe very strongly that this is the BEST adventure game ever written for the color computer. That's right, we said the BEST — no exceptions!!

Adventure in Wonderland is 100% machine language, and completely fills a 32K machine. The program has a vocabulary of literally HUNDREDS of words, and uses a full "ELIZA" type of intelligence simulator. That means you can give commands and conduct conversations in WHOLE SENTENCES if you like!! Try that with any other adventure!

This is a fantasy world peopled with the creatures of Lewis Carroll's imagination. "Alice's Adventures in Wonderland", "Through the Looking Glass", and "The Hunting of the Snark" have been blended into a delightful landscape. You will play the role of Alice as you wander through the garden of live flowers, the treacherous Tulgey Wood, the chessboard landscape, the wabe, and all the other familiar Wonderland scenes. You will meet, and talk with, the beamish Tweedle Dee and Tweedle Dum, the mimsy Mock Turtle, the uffish Duchess, the immortal Humpty Dumpty, and a dozen other Wonderland characters. And, of course, you will chit-chat with the Cheshire Cat!!

As we said, you have a vocabulary of HUNDREDS of words — not the usual stingy 30 or 40. The program's response to these words will vary depending on the situation, where you are, who you are talking with, what you have said in the past, and the way in which the words are combined. Your task is to become Queen, save Wonderland from the Snark, and manage to return home. You may feel completely trapped in certain places in Wonderland, but there is always a way out . . . in fact, there are always (at least) three exits from each trap. An open mind, a pure heart, and a touch of Wonderland madness will keep you from despair!!

This is not an easy adventure, and will provide ample challenge for the most experienced adult players, but you will have so much fun conversing with the denisons of Wonderland that you may not want to leave anyway. We want to repeat what we said above, because we really mean it. WE BELIEVE THIS TO BE THE VERY BEST ADVENTURE EVER WRITTEN FOR THE COLOR COMPUTER. After you have tried it, you'll think so too! 100% machine language — Fully 32K long.
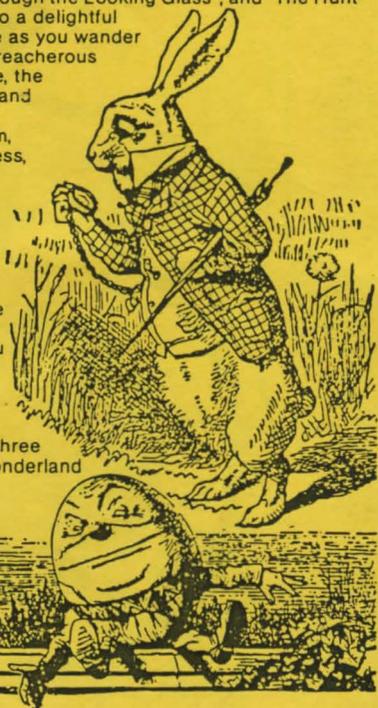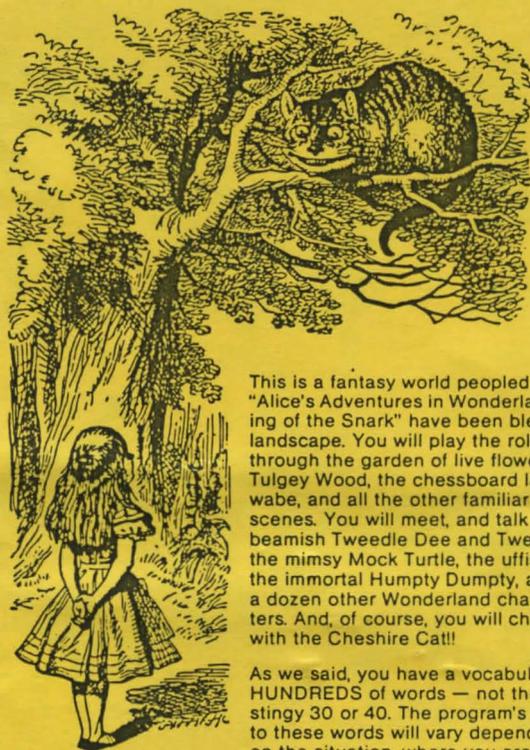
FOR THE TRS-80 COLOR COMPUTER AND TDP-100
REQUIRES 32K

LOADING: To load the tape, type CLOADM and enter. When the tape has loaded, type EXEC and enter. If you have the disk, type LOADM"WONDER" and enter. When it has loaded, type EXEC and enter.
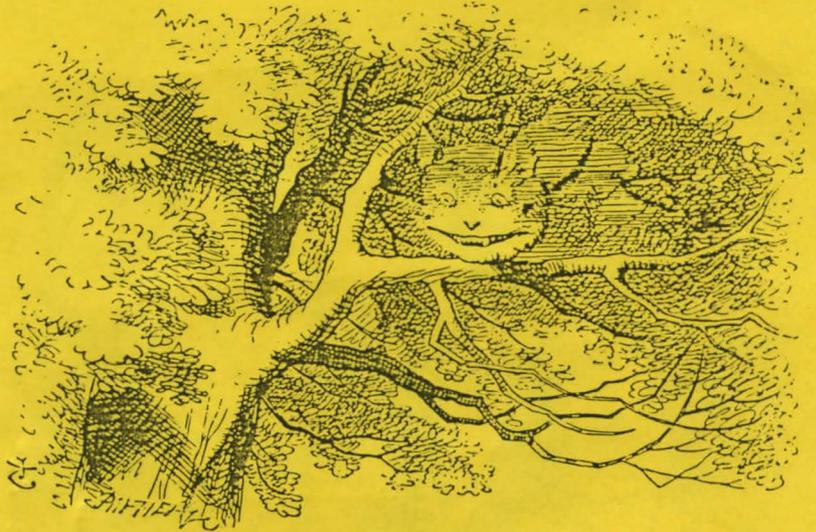
ADVENTURE IN WONDERLAND:

Alice was beginning to get very tired of sitting by her sister with nothing to do; once or twice she peeped at the game her sister was playing, but it had no words or conversations. "And what is the use of a computer game," thought Alice, "without words or conversations?"

So she was considering, in her own mind (as well as she could, for the hot day made her feel very hot and stupid) whether the pleasure of eating ice cream would be worth the trouble of walking all the way to the refrigerator when suddenly a white rabbit with pink eyes ran by.

There was nothing so very remarkable in that; nor did Alice think it so very odd to hear the rabbit say to itself, "Oh dear! Oh dear! I shall be too late!" (When she thought it over afterwards, it occurred to her that she ought to have wondered just how the rabbit got in the house in the first place, but at the time it seemed quite natural.) But, when the rabbit actually took a watch out of its waistcoat pocket, looked at it, and then hurried on, Alice started to her feet, for it flashed across her mind that she had never before seen a rabbit with either a waistcoat pocket, or a watch to take out of it. Burning with curiosity, she ran after it and was just in time to see it draw a rabbit hole on the television screen and pop right through.

In another moment Alice jumped right after it, never once considering how in the world she was to get out again.

DOWN

DOWN

DOWN

THEN SUDDENLY THUMP
FORTUNATELY YOU WERE NOT HURT
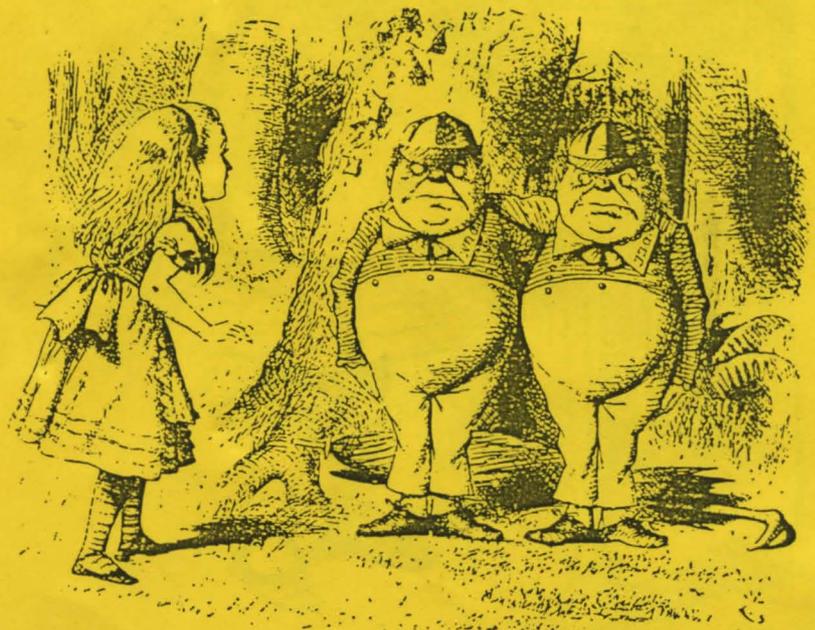
Although unhurt, you find yourself more that a little confused. People are often disoriented after long slow falls down rabbit holes, and it is nothing to be ashamed of. You may ask WHERE AM I? or give the direct command LOOK AROUND. After every command, statement, or question, press the enter key.

YOU ARE IN THE WEST END
OF A LONG LOW HALL
TO THE EAST IS THE HALL
THERE IS A RABBIT...

It is always wise to LOOK at things. Perhaps you will LOOK AT THE RABBIT. Perhaps you want to GO TO THE EAST END OF THE HALL... but enough help. After all, Alice was all alone except for the Cheshire Cat. The Cheshire Cat is your constant companion in Wonderland. The puss is always ready to help you with hints or puzzle you with riddles.
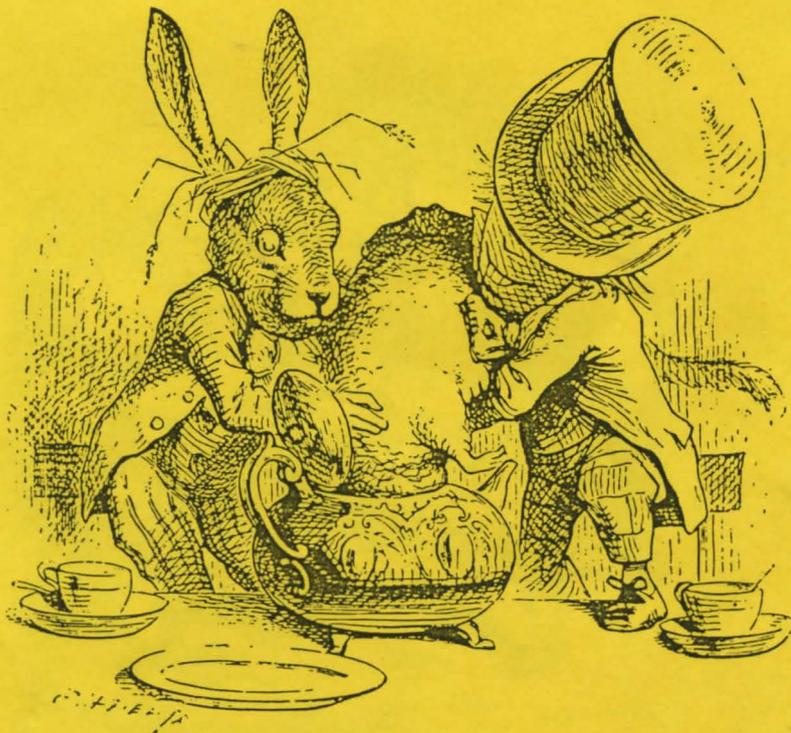
THE OBJECT OF THE ADVENTURE: Just like Alice, you have three objectives. You must become a Queen (on the chessboard landscape), help capture the nasty Snark, and, of course, get home again. To become Queen, you must reach a square on the eighth row (you start on the second row). There, that's not so hard, is it?

Abbreviations are, in general, not recognized. If you wish to ATTACK THE JUB JUB BIRD you should type it fully — ATT JUB or ATTACK BIRD may not be understood. Besides, what kind of way is that to talk anyway? Don't they have schools where you come from?

Use whole sentences, especially when asking questions or conversing with the myriad creatures who live in Wonderland.

Use any punctuation you like. Question marks are useful to let folks know if you intend a statement or a question. Of course, none of the inhabitants of Wonderland use any punctuation at all. That's just how it is here!

Although you may feel trapped in certain places in Wonderland, you may rest assured that there is indeed always a way out... in fact, there are always at least THREE possible exits from each trap.

Many people find it helpful to draw a map of Wonderland when they explore it for the first time.

If you get really stumped, maybe you will want to go to the library and read some books by Mr. Carroll. It couldn't hurt. Oh, good luck.
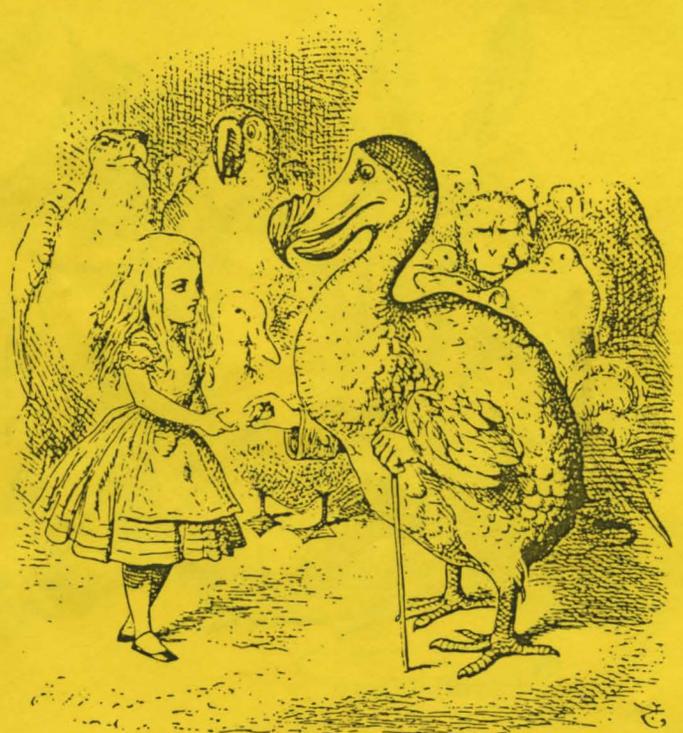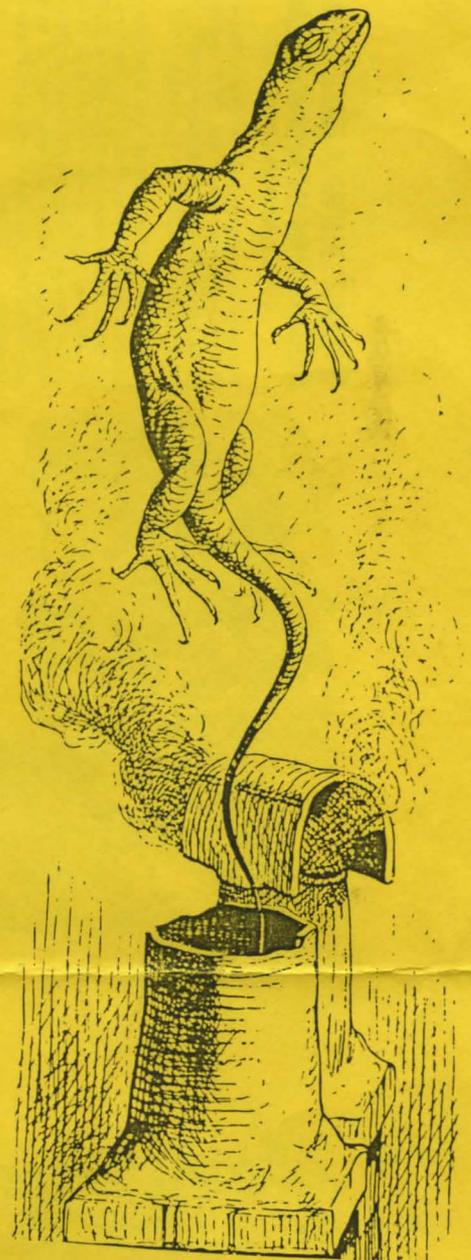
This program and documentation are copyright 1983 by Prickly-Pear Software and the author - all rights reserved. Adventure in Wonderland is based on the works of Lewis Carroll. Illustrations are by John Tenniel.