

CORRECTIONS TO APPLE ADVENTUREWRITER MANUAL

Before running the AdventureWriter program, go through your manual and mark the following changes:

Page 17 reads:

"You will see that a default description of location 0 already exists. Notice that the location names are flashing and the directions are in reverse video text . . ."

Correction: The location names are not currently flashing and the directions are not in reverse video text, however you will be using these features (flashing and reverse video) in the sample adventure you will create with the help of the tutorial in the manual.

Page 19, bottom of page reads:

"I am in a damp cellar. Stairs lead up to the living room."

Cross out these sentences. This is the second time they appear.
(We got carried away with that damp cellar.)

Page 54, mid page reads:

"Note: You have direct access to all the registers in the sound chip. See your computer manual for more information."

Cross these lines out also.

Page 56, second paragraph reads:

"When the database has been saved correctly an "OK" message will be displayed. If an error message is displayed, resave the database until it is saved correctly.

NOTE: You cannot "save over" an existing database. You must use a different file name"

Correction: When the database has been saved correctly, you will be prompted to press any key to continue, rather than seeing an "OK" message.

Cross out the lines for "NOTE." You can save over an existing file.

Page 75, top of page reads:

"TYPE EQ 5 ZERO . . ." should read: "TYPE EQ 5 1 ZERO . . ."

Page 78, mid page reads:

"When the adventure has been saved correctly, an "OK" message is displayed."

Correction: When the adventure has been saved correctly, you will be prompted to press any key to continue, rather than seeing an "OK" message.

Page 93, third explanation reads:

"CHANGE percent Satisfied if percent is less than or equal to a random number between 1 and 100 created by the computer."

should read: Satisfied if percent is greater than a random number between 1 and 100 . . .

Page 97, mid page reads:

"I/P BUFFER FULL" should read "INPUT BUFFER FULL"

Page 104, first paragraph reads:

"The following table gives values . . ." should read "the preceding table . . ."

Page 106, mid page reads:

"Filename- A name, made by typing letters of your choice . . . You'll need it to load your database or adventure once it's saved on disk or tape."

Cross out the reference to "tape." You will only save to a disk.