COMPUQUEST

ADVENTURE

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Computer Adventures are mind games that place you inside a puzzle, an imaginary world. You will find yourself in a particular situation with nothing but your wits, and objects you find along the way, to defend you.

You will proceed through these imaginary other-worlds to discover a solution to a problem, find hidden treasure or a means of escape . . . all the while overcoming enemies and danger.

The computer will guide you but you must experiment, play hunches, and explore the unknown paths of the game in order to arrive at a way out of your dilemna or bring your prizes home safely.

Whatever information and objects you can acquire, whether built, begged, or borrowed, as you continue your quest may aid you in further discoveries or conquests within this fantastic realm or lead to your destruction, finding out is all part of the challenge awaiting you within the Kingdoms of Compuquest Adventures.

LOADING DIRECTIONS

Instructions for loading are printed on each Adventure Label. Note that there are two sets of instructions, one to load the Scenario to give you the feeling of the game and set the mood of play and may include instructions necessary for game play of that adventure, (we recommend loading the Scenario prior to your first attempt at any Compuquest Adventure) and the next to load the Game itself and begin actual play of the Adventure.

HOW TO PLAY

Adventures are played by "exploring" the game. This is done by typing commands into the computer (pressing RETURN to enter the command), and analyzing the responses it gives.

The computer will react to the first two words that it recognizes. For instance if you type "Enter the lake to the West," the computer may respond to the verb "enter" and the noun "lake" and, provided these words are part of the vocabulary of the game in play, will enter the lake. However, typing "Enter lake" is easier and faster and will gain the same response from the machine. That's why two word commands, usually composed of a verb and then a noun, are recommended for most games.

Each game has it's own vocabulary that relates specifically to the objects, locations, puzzles, and needs of it's own environment. What worked in one adventure will not necessarily work in another.

Should you want to put the key in the lock, try "put key" if you are on the right track the computer may ask "Where?" then you may type "In Lock" or simply try "unlock door" if you are carrying the key. The computer will provide hints via messages that appear on the screen during game play or through messages written on objects, etc.

Should the computer be unable to recognize the words it will tell you so and ask you to try some other words, or if it does understand but can't do what you ask will tell you that it "can't" do what you ask. But remember that it's inability to do something may depend on circumstances rather than the request being completely impossible. It cannot unlock the door UNLESS you have the key or something to pick the lock, etc., or it may simply mean that you need to try phrasing the command differently in order for it to understand.

Carefully read all of the location descriptions to see how to proceed in a game. Use only one and two letter commands for directions for ease.

U = Up	S = South
D = Down	NE = Northeast
N = North	NW = Northwest
W = West	SE = Southeast
E = East	SW = Southwest

Type L or Look (and then RETURN) to get another look at the description of any location.

Enter I or ask for an inventory to get a list of all the items you are currently wearing or carrying in the game.

Enter "Get" or "Take" and the name of the object you want in order to pick something up.

Enter "Drop" and then the name of the object in order to get rid of an object you are carrying.

Enter "Wear" and the name of an object in order to change a carried object to a worn object, (if that object can be worn).

Enter "Remove" and the name of the object you are wearing in order to take it off. You cannot drop an object that you are wearing unless you first remove it and are thereby carrying it.

Some areas in the game may be dark. Each location description will be the same: "Everything is Dark. I can't See." There is always a means of illumination provided in the game. It's up to you to find it and figure out how to light it. Once you have located it and gotten it to light the full descriptions of the locations will appear on the screen when it is present -- just as if you found the lightswitch in a dark room and turned on the light -- then you can see everything in the "room." One more thing to remember is that it can be dangerous to move around in the dark, the dangers differing from game to game, so try to find that light source before wandering through darkened areas.

SPECIAL TIPS

In general, the location descriptions will give you hints about directions and things "also seen" will tell you about objects to be used or explored. If the description mentions stairs or a door but you can't get anywhere using direction commands of one letter, try Go Stairs or Open or Go Door, etc. Do not be afraid to try reaching into places, etc., in order to discover more about the fantasy world you are investigating.

READ EVERYTHING. Try to use the words given in the object and location descriptions. If you can't pick something up it may not be needed in the game, or you may not be using the correct words. If, for instance, there are several "bottles" in a game it would be necessary to be specific about which one you wanted. Some items can only be moved, searched or opened but not taken. Try things.

WAIT FOR THE CURSOR AND PROMPT. Always wait for the cursor to return to the screen and a computer prompt (I await your command, etc), to appear before typing in a command and pressing return. Fail-

ure to wait MAY allow you to continue playing the game but could also mean that you will miss valuable clues which may appear only once in the course of the game regardless of how many times you return to the location or re-enter a previous command.

PORTABLE OBJECTS. The number of objects you are allowed to carry through the game may be quite limited, (every game will differ). It can be very advantageous to wear any object that the game allows since worn objects are not counted in the number of objects the game permits you to carry. That allows you one more item before your "hands" are full.

It can be helpful to drop and keep objects at a central location in the game for easy access later if you find they are needed to solve a problem in another part of the game.

The importance of MAPPING a game cannot be over-emphasized! (see section IV). It aids in every aspect of game playing:

MAPPING

Start mapping as soon as you begin playing the game. Don't Wait. Do it before you get lost or wish you could remember where a specific object was located. Or you could purchase a MAPPIT with your game and have much of the work done for you.

Box mapping is very effective and convenient, (see example below). It gives room for notes and additions for which some other mapping techniques fail to allow. Mappits are constructed with this design to aid the adventurer in adding any pertinent information as a handy guideline for future game play.
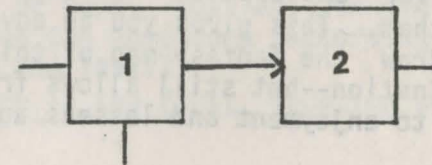
In the example you would note the objects found at each location, make a separate list or use the back of your Map or Mappit. List each object and where you found it. That's why it is convenient to give each room not only a name but a number. Use that number to indicate where objects were first found in the adventure. For example:

Object	Location #
Torch	1
Sandwich	4

Whenever necessary make a note of special areas or methods of moving from one place to another. For example:
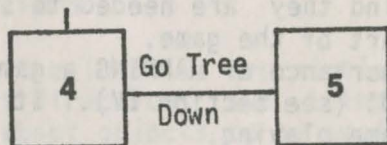
Map carefully. Be sure to indicate on entering an area all possible directions of pursuit from it. That way you won't forget to go back and search them later. Name each room and/or give it a number for later reference. Also be sure to note areas of No Return--One way Only--sections so as not to be caught in them when time is important, at least not more than once. Use one way arrows for this purpose.

Mappits are available from Compuquest for all Compuquest Adventures. They aid the other-world traveler, without giving away the solution to the game, by allowing a knowledge of all possible areas available for exploration--but not how to attain entry to them. This gives you an advantage as you begin to draw the fantasy map of this new world in your imagination--but still allows freedom of play. This adds to enjoyment and lessens any work.

SAVING AN ADVENTURE

First remove the Compuquest Adventure disk from your disk drive, or tape from your cassette deck.

Insert an empty formatted disk into the drive or blank tape into cassette player and wait for the game to ask you a prompt "Tell me what to do" or something similar. When that occurs type: SAVE and press RETURN. The computer will then ask you some questions. Simply answer them and follow the instructions it provides. You will give each partial game that you save a "filename" this allows you to save more than one partially played adventure on each disk or tape. It is a good idea to use this save feature frequently in "tough" adventures.

Now wait for the game to save. Remove your disk or tape and it is ready for you to reload and play the game from that point at any time you choose, or continue to play after the game is saved knowing that you are totally prepared in the event that you meet with your demise or become completely trapped during play. You can then simply reload the game and begin play from that point with all necessary supplies, etc., and not have to start from the very beginning of the game.

Be sure to write down the filename(s) that you give to your partial adventures (and perhaps a note about how far into the game you had progressed), to help you in choosing which game to reload and play at a later time.

LOAD PREVIOUS GAME

Begin by loading in the original Compuquest Adventure disk or tape, just as you did the first time you played the adventure (according to the instructions on the label).

Once you are in the first location and the com-

puter prompt appears on the screen, i.e. "Tell me what to do," "Give me your command," or something similar, remove the Compuquest Adventure Disk from your drive, or tape from your player, and insert the disk or tape on which you saved your partial games.

Once that is done simply type: "LOAD (the file-name you have given to your game, if desired), press RETURN and obey the prompts that the game provides.

Soon you will be back in the midst of your adventure exactly where you left it!

Happy Adventuring!

REALLY STUCK? Just send your question, a description of your problem, and a S.A.S.E. to Compuquest and we'll send you some tips and solutions for your dilemna.

Mappit Users please indicate what room(s) (by number) you are having difficulty in and the specific problem to aid in getting a quick reply.

We want to help you enjoy adventuring.

POLICY

Compuquest guarantees to replace any disk or cassette it sells (within 30 days of date on invoice), should it fail to load error free.

Only postpaid returns including original disk or cassette, original invoice and a note describing the reason for return will be accepted.

Any liability or damages, real or imagined, incurred through the use of any information, tape, disk, or program provided by COMPUQUEST is hereby totally disclaimed.