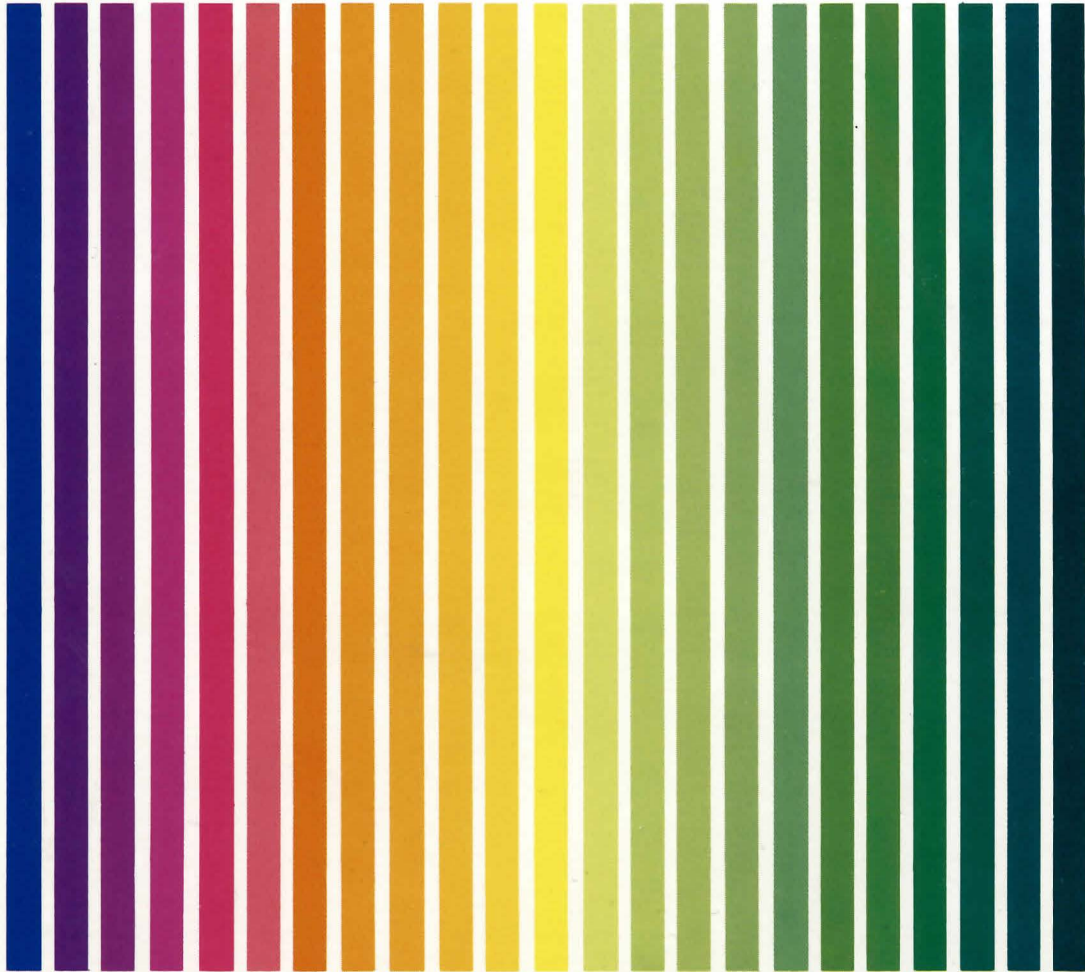


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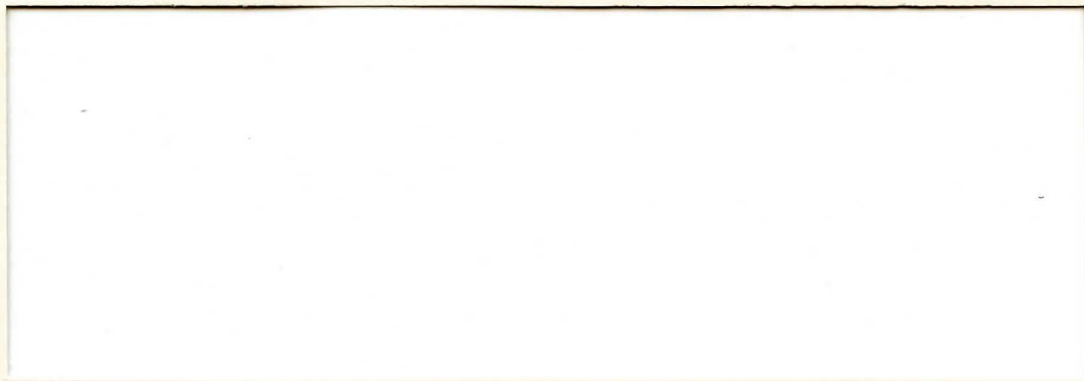
Bob Smith

SLEAZY ADVENTURE

Sail a boat home from Thailand
a text adventure game (teens and up)

Diskette: 32K (APX-20021)

User-Written Software for ATARI Home Computers



Bob Smith

SLEAZY ADVENTURE

Sail a boat home from Thailand
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Diskette: 32K (APX-20021)

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SLEAZY ADVENTURE

a text adventure game (score and up)
Call a post home from Thailand

Debut: 3X (APX-2001)

ATARI HOME COMPUTER
PROGRAMS
1981
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SLEAZY ADVENTURE

by

Bob Smith

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GAME OVERVIEW

You're really into sailing. Not only do you spend all your spare time sanding and painting the hull of your thirty-foot sloop, but you've taken out three mortgages on your home (and on your mother-in-law's as well) to pay for your dream boat. You suspect you might be going under when your bank starts foreclosing on your home and all your creditors are asking to be invited for a sail. A rich sailing buddy has recently purchased a sixty-foot cutter, currently moored in Thailand. Desperate to make a quick haul and also keen for the once-in-a-lifetime chance to sail a cutter, you volunteer to sail it home for her, thinking you can bring back a little contraband while you're at it. She agrees that you're just right for the job and pays your way to the Bangkok International Airport. From there on, you're on your own. Before you attempt to find the ship, hoist the sails, and head out to sea, you need to explore the town to discover what's worth taking along. The problem is, Bangkok is known for being a contraband capital. The more you try to take, the greater risks you face, customs officials being just one of them. You're probably in deeper than you bargained for, but just think about all your creditors if you need a little motivation. Good luck!

SLEAZY ADVENTURE belongs to the family of games called Adventure. These are maze games in which descriptions of your current surroundings display on your video screen. This game uses text only--no sound, motion, color, or graphics.

REQUIRED ACCESSORIES

24K RAM
ATARI BASIC Language Cartridge
ATARI 810-Disk Drive

GETTING STARTED

1. Turn on your first (or only) disk drive and insert the game diskette.
2. Power up your computer and turn on your video screen. SLEAZY ADVENTURE will begin execution automatically.

The first display screen

You'll see the message WELCOME TO ADVENTURE, followed by a description of your locale and your task and a summary of game instructions. Once you press the RETURN key, your adventure begins!

PLAYING THE GAME

So you're determined to get through this trip alive AND come out richer! You'd better start by looking around town for lucrative contraband before locating the boat. Move around on shore by entering any of these one-letter commands:

- U for up
- D for down
- N for north
- E for east
- S for south
- W for west

Once you're on board the boat, you these land-oriented commands get you nowhere. Instead use these one-letter commands:

- F for forward
- A for aft
- P for port
- S for starboard
- U for up
- D for down

Try drawing a map of your surroundings if you become too confused.

You'll encounter objects like flashlights and maps as you wander around. It's often wise to take these along with you, for you'll find them useful in other locations to help you escape or to protect you from unexpected dangers. Take and use these objects by entering two-word commands, such as TAKE FLASHLIGHT and READ MAP. Some players prefer to discover for themselves the verbs used in these commands, while others are impatient with this aspect of Adventure games. For these latter players, there's a list of the verbs used in SLEAZY ADVENTURE at the end of these instructions.

If you're stumped, ask for a clue by typing HINT. To redisplay the description of your immediate surroundings, type L for "look around", and to request a list of all the objects you currently have with you, type I for "inventory". You can also request a summary of these instructions at any time by typing HELP.

One more thing, SLEAZY ADVENTURE has some secret words, which, when used at the right time and in the right place, can effect wondrous results!

SCORING

There's only one way you can win at playing SLEAZY ADVENTURE--by successfully sailing back into San Francisco Bay!

RESTARTING AND REPLAYING THE GAME

You can interrupt the game at any time and start over by first pressing the SYSTEM RESET key.

VERB LIST

CONTRACT
DROP
EAT
GRAB
HOIST
HUMOR
MOVE
READ
SAY
SELL
STEAL
STOW
STRIKE
TAKE
TURNOFF
TURNON
WRAP

MOVEMENT COMMANDS

<u>ON LAND</u>	<u>ABOARD SHIP</u>
U (up)	U (up)
D (down)	D (down)
N (north)	F (forward)
E (east)	A (aft)
S (south)	S (starboard)
W (west)	P (port)

OTHER COMMANDS

HINT for some helpful information
HELP for the game instructions
L for a description of your immediate surroundings
I for your list of objects

HELP LIST

CONTRACT
 DEEP
 END
 FORWARD
 MOVE
 NEXT
 STOP
 TALK
 TURN
 TURNOFF
 TURNON
 WRAP

MOVEMENT COMMANDS

DOWN	UP
0 (down)	0 (up)
1 (left)	1 (right)
2 (down-left)	2 (down-right)
3 (down-left)	3 (down-right)
4 (down-right)	4 (down-left)
5 (down-right)	5 (down-left)
6 (up)	6 (down)
7 (up)	7 (down)
8 (up-right)	8 (up-left)
9 (up-right)	9 (up-left)

OTHER COMMANDS

1 for a list of objects
 2 for a description of your immediate surroundings
 3 for the game instructions
 4 for some helpful information

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instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

- _____ Easy to use
- _____ User-oriented (e.g., menus, prompts, clear language)
- _____ Enjoyable
- _____ Self-instructive
- _____ Useful (non-game programs)
- _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

From



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{seal here}



