

Supermartian ... The Adventure

Entertainment
Series

Apple II
family



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SUPERMARTIAN . . . THE ADVENTURE

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GETTING STARTED

Before you do anything else, make a copy of your distribution disks and store the originals in a safe place. See your system manual for instructions on how to do this.

LOADING THE PROGRAM

The **Supermartian** adventure game consists of two disks that have information on both sides of each disk. To begin using **Supermartian**, insert the disk labeled side 1 and 2 into your disk drive with the label side facing up. Turn on your computer. The program will load and begin running immediately. As you play **Supermartian**, the program will prompt you when to put in sides 2, 3, and 4 of the game. When the program is loaded and ready to play, press the ESC key and you will soon see the character Supermartian standing on a street with a description at the bottom of the picture. Press the RETURN key to read the rest of the description.

THE SUPERMARTIAN STORY

Supermartian came to Earth in an effort to escape the hostilities which were ravaging his home planet of Mars. His Martian name is unpronounceable by human tongues, yet the letters on his suit resemble the English letters "M" and "S," in that order. He never bothered to change the order of the letters to fit his earth name, "Supermartian."

The first creature Supermartian met upon his arrival to earth was a stray mutt called Topps. You are the first human that Supermartian has really taken an interest in. In fact, you are the most intelligent creature he has met on Earth.

One day, Topps wandered away and became lost. Supermartian asked you to accompany him on a journey to find the lost dog. Your search leads to a small town. While looking for Topps, you should be constantly on the lookout for other problems which might need Supermartian's attention.

PLAYING THE GAME

One of the first and most important things to know how to do is to tell Supermartian what to do. This is done by typing in a two-part command at the ? prompt. Type in a verb first, followed by a noun (like USE STICK or LOOK CAR). To move Supermartian, use the commands N (for North), S (South), E (East), W (West), U (Up), and D (Down). Generally, you are always looking to the north. West is to the left, east is to the right, and south is behind you. After you have typed in what you want Supermartian to do, press the RETURN key.

As Supermartian moves from scene to scene, a description of the area will appear at the bottom of the picture. When Supermartian returns to an area where he has already been, this description will usually just state in which directions he can move, instead of the four or five line description that shows up the first time he is in the area.

If you don't want the long descriptions at all, type the word SHORT. Typing LONG will give you long descriptions every time Supermartian enters

a scene. NORMAL sets everything back to the original long/short pattern. If at any time you wish to see the description of your present location, type LOOK ROOM. LOOK (item) can also be used to see something more closely (LOOK BAG would give you a description of what could be seen in the bag).

Another way to see a previous description is to press the ESC key. This will allow you to look "behind" the picture at the text. Pressing ESC a second time will show you the picture on the whole screen. Press it once more to get back to mixed text and graphics. (NOTE: If any moves have been made in the all picture or all description screen, either the picture or the description will be missing when you return to the mixed screen. Type LOOK ROOM to correct this.)

If Supermartian should meet someone during his travels, he might want to talk to the person. The command TALK MAN will take care of introductions, and could even help you learn something.

If at any time you decide that you have found something, the command GET (item) will usually add that item to the load that Supermartian is carrying. Similarly, the command DROP (item) will allow him to leave that specific item behind. So that Supermartian will have his hands free for crime fighting, it might be a good idea to purchase a large bag into which many items may be put. IN BAG and OUT BAG will transfer items from Supermartian's hands to the bag and vice versa. A bag will allow him to carry more items since he can carry things both in the bag and in his hands. If you ever want to know what he is carrying, type I, INV, or INVENTORY, to list the items.

SAVING A GAME TO PLAY LATER

You will probably end up spending more time than you first anticipated making your way through all the steps of the adventure. The commands SAVE GAME and RESTORE GAME will allow you to stop playing at any point you wish, and return to that very position at a later time. This is especially useful if you want Supermartian try something that might be dangerous and could end his adventure early.

After you type SAVE GAME, type the number of the game you wish to save (1 through 5). Up to five different games can be saved at one time. (WARNING: When you save a game, it will copy over any previously saved game of the same number. So, be careful to keep track of how many games have been saved.)

To restore your game, load the program in the normal way, and at the first screen type RESTORE GAME. You will then be asked to type in the number of the game (1 through 5) you wish to restore.

SCORING

Like most adventure games, you are striving for the lowest possible score. After every legitimate move, one point will be added to your score. Certain very clever moves or decisions will subtract points. Only if you manage to complete the adventure successfully, will your score be considered for Supermartian's low score list. Your present score can be seen at any time by typing SCORE, but to do this will add another point to your score.

HELPFUL HINTS

If you are having difficulty or have given up completely, the following is a list of clues and hints you may want to peek at from time to time.

1. Supermartian is not the only alien on Earth.
2. The government is better suited for protecting the planet than for finding lost items.
3. Certain cats like certain things or want a favor before they will go with Supermartian.
4. Television antennas usually point toward large cities for better reception.
5. Sado Martian is Supermartian's arch foe.
6. Only nine cats are lost.
7. Supermartian can fly if he has enough room to take off.
8. Baking soda is a good acid neutralizer.
9. There are eleven cats that can be found.
10. Supermartian has a secret power of telekinesis (using thought to move things), but can use it only at specific times.
11. If Supermartian is holding one or both of the "incorrect" cats his attack on Sado Martian will fail.
12. The "incorrect" cats enjoy indulgence.
13. The command USE TELEKINESIS lets Supermartian try to use this power.
14. Here is an outline of the order of places to go: SMALL TOWN, ORCHARD, SMALL TOWN, SKY, BIG TOWN, MANSION, SADO MARTIAN

We hope these hints will help you find a solution to **Supermartian . . . The Adventure**. Good Luck!!

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Supermartian . . . The Adventure

Supermartian is a color graphics adventure game. By moving Supermartian north, south, east, west, up, or down, you travel through hundreds of screens to discover Supermartian's quest and help him solve it. Like most adventure games, you type in simple two-part commands like LOOK ROOM, TALK MAN, and WATCH TV to discover clues which will help you solve the adventure.

- Hundreds of beautiful full-color graphic screens
- Save up to 5 games to continue later

- Use simple commands to travel through adventure screens and locate clues
- Contains two double-sided disks of fun and entertainment
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