# TIventures

In Search Of:
The Four Vedas

A party from your tribe went on an expedition. They never returned, and now it's your turn. Go on! During this adventure, you must find the ancient books of your tribe that were lost many years ago. They contain great knowledge of the past and of magic. There are some fairly easy obstacles and some extremely hard ones that require a lot of thinking. *Now with sound effects.*

Difficulty: Advanced
Ages: 12 to adult

Extended Basic Language
TI 99/4   TI 99/4A
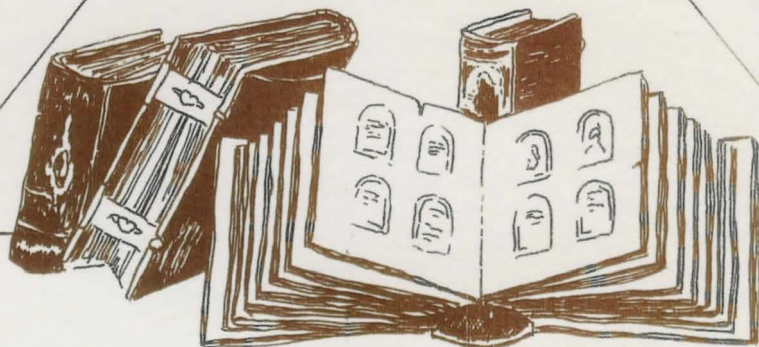
IN SEARCH OF :
THE FOUR VEDAS

By SCOTT MORGAN

INTRODUCTION

Welcome to the world of adventure! An adventure is a
game of imagination and problem solving mixed together
with logic. An adventure puts you in another place and
time giving you a chance to solve problems while trying
to reach a specific goal. To do this you must give the
computer 1 or 2 word commands. These commands are your
course of action (i.e. "TAKE CARD"). This will be de-
monstrated in the section entitled "SAMPLE GAME". Sound
effects are used to enhance the game.

OBJECTIVE

During this adventure you must find the ancient books
that your tribe lost many years ago. They contain great
knowledge of magic and the past.

ORDER OF PLAY

The game begins with a short title page. Press the
space bar to begin the adventure. Next the computer
pauses a moment to initialize a new game.

The top of the screen will show your location, direc-
tions you can travel ("N" for north etc.), and objects
you see (such as a table).

Below that line is a line of asterisks and then the
computers response area. The flashing cursor is where
you enter your course of action. To play the adventure
you enter an action (such as "LOOK OCEAN") and then
press "ENTER". Note the computers responce and contin-
ue the game in this manner until the adventure is done.

LOCATION

This tells you where you are located. A description
of the location might be given. Note this before you
you move to a new location.

DIRECTIONS (FOR TRAVEL)

The directions you can travel include the four compass
directions ("N","S","E","W") as well as "U" for up and
"O" for out. To move north just press "N" and then
press "ENTER" when you input your course of action.
Also note that you can travel by saying "GO" to an
object such as "GO CAR". Try this only when an object
doesn't have an obvious direction. Sometimes you can
move by operating something such as pushing buttons
when you are inside a car.

YOU SEE

These are objects that you can easily see. Usually
they can be taken. To examine an object closer you
can say something such as "LOOK SCREEN". To list the
objects you are carrying just say "INVENTORY" or "INV"
for short.

INPUT AREA

Only use one or two word commands. Look at the "SAMPLE"
COMMANDS" section for examples. Also be sure that the
"ALPHA LOCK" is down when you are playing the game.

SAMPLE GAME

LOCATION: DARK TUNNEL
DIRECTIONS: N, S
YOU SEE:
DOOR
KEY

****

WELCOME!   (Computers response area)

)_   (Course of action input area)

Sample Inputs   Computers Response

"TAKE KEY"   OK
"LOOK KEY"   NOTHING SPECIAL
"BLOOP"   I DON'T UNDERSTAND or WHAT?
"OPEN DOOR"   CAN'T IT'S LOCKED or WHAT?
"WITH KEY"   KEY DOESN'T FIT
"S"   (Screen clears and you move
                               to a new location)

SAMPLE COMMANDS

"TAKE _____"   "HELP" (AQUA BASE ONLY)
"INVENTORY"   "LOOK"
"GO _____"   "OPEN _____"
"N"   "D"

```
"UNLOCK _____"          "BREAK _____"
"KILL _____"          "PUSH _____"
"PULL _____"           "EAT _____"
"DIG _____"           "TIE _____"
```

... The fun will be to discover other commands
that are needed to complete an adventure.

HINTS

On a birds wing you'll fly,
rope and anchor you'll tie.

Good Luck!