SCOTT ADAMS' GRAPHIC ADVENTURE
FOR THE APPLE II

To play Scott Adams' Graphic Adventure (S.A.G.A.) you'll need an Apple II 48K computer with Applesoft in ROM, or an Apple II 64K (48K with language card). One disk drive with 16 sector boot (DOS 3.3) is required.

Turn the computer on and insert the Adventure International diskette into Drive 1, label side down. You will be presented with three options:

1) Run Scott Adams' Graphic Adventure
2) Run Demo #1
3) Run Demo #2

To make your selection, type a number from 1 to 3. Type **1** to play S.A.G.A. Options 2 and 3 are short demonstrations of recently introduced products. When you are finished viewing a demo, press **RESET** (**CTRL** and **RESET** on some computers).

After typing **1**, a message will appear on the video display. Press **RETURN** to read it, or **Z** to skip it. After the message, a list of single-key entries will be presented. The list is explained in this user's manual under "One Letter Commands."

You will be asked to flip the disk over and press **RETURN**. Do so. Next, you'll be asked if you want to restore a previously saved game. If this is the first time you have played, type **N** and press **RETURN**. For more information, refer to the "Save Game" section of this manual.

Next, you will be asked which slot you are using for voice output. Type **0** or hit **RETURN** if you are not using a Votrax Voice Synthesizer or a printer. Otherwise, type the number of the slot in which the Votrax card or printer is installed. For more information see "Votrax Type 'N Talk and Printer Output" below.

After you have typed a number, a brief explanation of how to play S.A.G.A. will appear. Press **RETURN** when you are finished reading it, and your Adventure will begin! Pressing **RETURN** twice will display the graphics on the video display.

LOWERCASE

Type **C** to produce text on the video screen using both upper and lower case letters. To use this function, a standard lowercase kit such as those available from Lazar or Dan Paymar must be installed in your Apple. Contact your dealer for details. Selecting the lowercase option when no kit is installed will result in garbage being printed on the video screen. Type **C** again to return to uppercase-only mode.

VOTRAX TYPE 'N TALK AND PRINTER OUTPUT

Type **V** to activate the Votrax Type 'N Talk voice synthesizer. Using this device, responses to your decisions will be spoken by the Type 'N Talk as well as printed on the video display. The Type 'N Talk should be connected to the computer through a serial interface card in the usual manner. If you use the Apple serial interface or SSM's AIO serial interface no preinitialization is necessary. When asked, specify the slot in which the Votrax card is installed, and the Type 'N Talk will be functional. See your dealer for more information about the Votrax. Type 'N Talk is a trademark of Votrax.

Other serial interface cards may require preinitialization. If this is required, initialize the system from Applesoft, make sure the Votrax is working, and type **P R # 6**. Then insert the Adventure International disk and follow the instructions on the video display.

You may use **V** to send output to a printer instead. When asked for the voice slot number, specify the slot in which your printer interface card is installed. The printer card may have to be preinitialized before use. If so, initialize the card as needed from Applesoft and type **P R # 6** to boot the Adventure International diskette.

SCOTT ADAMS' GRAPHIC ADVENTURE
FOR THE ATARI

SYSTEM REQUIREMENTS

To play this Graphic Adventure, you will need the following equipment:

★ An ATARI 400 or 800 computer with 48K of memory
★ One disk drive

Optional equipment includes:

★ One ATARI 850 Interface
★ Votrax Type 'N Talk speech synthesizer (Type 'N Talk is a trademark of Votrax)
★ A compatible printer, such as the ATARI 825

LOADING INSTRUCTIONS

(1) Remove any cartridges from the computer, including BASIC.

(2) If you will be using the speech fuction of the game, turn on the ATARI 850 Interface and the Votrax Type 'N Talk. Next, turn on the disk drive. (IMPORTANT - Votrax owners should refer to product documentation for information regarding set up and use of the Votrax unit.) Set your Votrax to 9600 baud, and plug into port 2 of your 850 interface.

(3) The S.A.G.A. will be provided on either one or two separate disks. If you have a single disk, simply insert it and follow the screen prompts and the pertinent instructions below. If you have two disks, insert either disk, and follow the instructions.

(4) Now, turn on your computer. The on/off switch is located on the right-hand side of the system.

(5) After a few moments, the screen may say:

Remove the disk from the drive and follow the above instructions.

(6) After pressing **RETURN**, there will be a brief pause and the margin set instruction screen will be displayed. By setting the margins, you will be able to adjust the S.A.G.A. text to correctly fit your individual screen. Here's how:

To move the margin left, press **L** then **RETURN**.

To move the margin right, press **R** then **RETURN**.

Continue the adjustment with the **L** and **R** keys until you are satisfied that the margins are correctly set. If you wish to begin the margin set procedure again, press **X** then **RETURN**. Once the margins have been adjusted to your satisfaction, type **S** and press **RETURN**. You may return to the margin adjustment function at any time by pressing **SYSTEM RESET**. (IMPORTANT — Do not use **SYSTEM RESET** if you are using the Votrax!)

(7) After you have entered **S** to the prompt above, you will be instructed to flip the disk over or remove the disk and insert the second one. Now, press **RETURN**. In a few moments, the Color Adjustment screen will appear.

As you can see, the screen is composed of six vertical bars of varying shades. From left to right, the colors are white, brown, orange, yellow, blue and green. To get the best possible color adjustment on your set, carefully follow the procedure outlined below.

(a) Turn down the color intensity control until the picture is black & white, now turn it back until the color first begins to appear.

(b) Adjust the tint control (or 'hue' on some sets) on your set until the orange and yellow color bars are true. The white bar will tend to be slightly bluish, this is normal.

(c) Next, adjust the contrast and brightness controls until as much flicker as possible has been eliminated. If necessary, go back and readjust the tint control slightly.

(d) Using the white and blue color bars for reference, adjust the color intensity control until you have removed any final flicker.

(e) Finally, readjust the brightness control to suit your individual preference.

If you followed the color adjustment procedure correctly, the colors should be true. You will not get intense, vivid colors, but you should see clear, distinct pastels. If you want to sacrifice color intensity for flicker, you can increase the color intensity control to brighten the color range.

S.A.G.A.'s have been designed to work best on standard color televisions as opposed to the various types of monitors. Although a reasonably good picture can be obtained on most monitors, there may be some flickering in the white and blue areas which could be difficult to eliminate.

(8) Once the colors have been adjusted to your satisfaction, press **RETURN**. The game will now begin.

HOW TO PLAY S.A.G.A.(tm)

Type a two-word command when the computer asks "What shall I do?" The first word is always a verb — a word you use to do something. The second word should indicate a direction or an object. Suppose, for example, you are in a dark room and the computer says "IT'S DARK IN HERE, I CAN'T SEE. WHAT SHALL I DO?" If you are carrying a torch, you can light it by typing **LIGHT TORCH** and then press **RETURN**. If you make a typing mistake, use the left arrow key and correct the error.

Some (but not all!) of the words you might find useful are:

Climb	Examine	Leave	Move	Quit	Say
Drop	Go	Light	Pull	Read	Take
Enter	Help	Look	Push	Save	Wear

If you use a command that the computer can't perform or doesn't understand, it will say I CAN'T DO THAT or I DON'T UNDERSTAND. When this happens, try thinking of another way to say it or try making a verb out of the action. Instead of "GO SWIMMING," try "SWIM." You'll also discover that most objects can be picked up using the last word of their names. For example, to pick up a blue ox, type **GET OX**. Normally you can only do things to objects that are either visible or that you are carrying.

ONE LETTER COMMANDS

The following single-key entries are allowed in S.A.G.A. Type the letter and press **RETURN**.

1) **C** - Turn on/off lowercase. (Apple only)
2) **V** - Turn on/off Votrax voice (or printer output on Apple.)
3) **Z** - Turn on/off Graphic Mode.
4) **RETURN** - Review text window.
5) **N S E W U D** - Go North, South, East, West, Up or Down.
6) **I** - Take inventory of items carried.
7) **O** - Output to printer (Atari only).
8) **A** - Atari character set (Atari only)
9) **B** - Script character set (Atari only)
10) **L** - Look (Atari only)

GRAPHIC MODE ON/OFF

The graphic display on the video screen may be turned on or off by typing **Z**. Turning the graphics display off speeds up play, so you may wish to proceed without the graphics while moving through familiar territory. Type **Z** again to restore graphics.