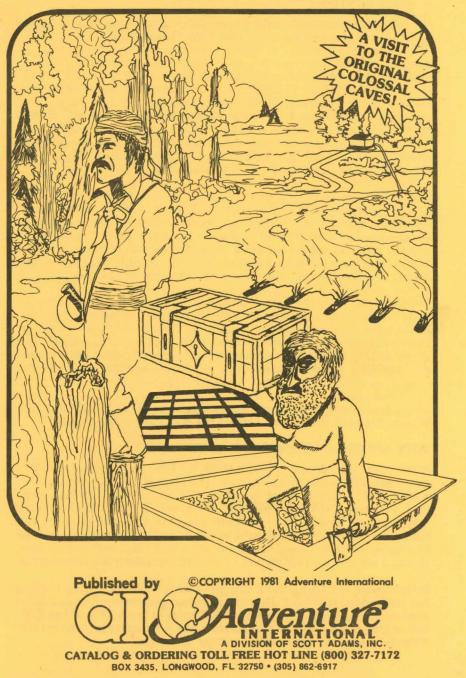# OTHER VENTURES #1
CLASSIC ADVENTURE – INSTRUCTIONS

A BRIEF HISTORY

Will Crowther conceived an adventure game in the early 1970's. At that time Will was an active member of the Cave Research Foundation (CRF). CRF incorporated in 1957 to further scientific study and cartographic exploration of caves in Mammoth Cave National Park. Since then, their work extended to Carlsbad Caverns National Park as well as other major caves in the United States. In 1972 the activity in Mammoth Cave National Park centered around connective Mammoth Cave and the Flint Ridge Cave System. On September 9, 1972 the two systems were connected, making the Flint Mammoth Cave System 144.4 miles long. Many more miles have been expolred bringing the total to well over 200 miles. For an additional adventure read Roger Brucker's account of this effort in "The Longest Cave" published by Alfred A. Knopf, New York.

One of the caves in Flint Ridge just happens to be Colossal cave and Bedquilt, a name with which you will become familiar, is one of the entrances. It is easy to become "lost in the forest" trying to find the entrance, a situation you may soon experience! Similarities between the real Colossal Cave and the one you will be exploring abound. The real entrance is indeed locked. Explorers use brass lamps for light but, because they are carbide lamps, they are unlikely to be shiny and they certainly don't use batteries!

Will Crowther wrote the Fortran programs to reduce the explorers' survey data. His programs produced line drawings of cave passages on a plotter. These were then enhanced by hand from the explorer-drawn sketches. During this same period, Will also produced the first ADVENTURE. Not nearly as complex as the final version, it consisted of getting into the cave and exploring around in what amounts to the beginning section of the cave.

The individual who developed the final version of ADVENTURE was Don Woods. He used Will's idea to create the now Classic Adventure.

WHY ANOTHER VERSION OF ADVENTURE?

In the years that followed, ADVENTURE has been programmed to run on nearly every computer known to man. The original Fortran version ran on a large PDP machine requiring, nearly 300K of storage. At least three other versions of ADVENTURE exist for the APPLE. Some claim to be the only complete version; some claim to fill whole disks with program and data. All, however, require diskette access during the game to retrieve text for display on nearly every command. All added "features" of their own, changed some of the original text, or omitted something from the original.

In this version of ADVENTURE you get nothing but the real thing. Nothing has been added or left out. By using a text compression technique seldom used on microcomputers, the nearly 44K bytes of text fit in less than 25K. Not only does this mean no disk access is needed during the game but also it can be played on 48K systems without disk drives!

HARDWARE REQUIREMENTS

An APPLE II or APPLE II PLUS with 48K bytes of RAM. A Disk is not required. The cassette tape version is identical to the diskette version except for the medium on which it is supplied. It is easily converted to a disk version.

If you are using DOS 3.3, you will need to boot-up first using the BASICS disk.

MAKING A BACKUP DISKETTE

Make a backup copy of your ADVENTURE diskette before playing. The process is simple. First, boot the ADVENTURE diskette. When you see the copyright notice, press CTRL-B (the CTRL and B keys at the same time). Some data will be read from the diskette and the following message will appear:

INSERT DISKETTE AND PRESS   SPACE

Replace the ADVENTURE diskette with a blank diskette (the diskette does not have to be initialized) and press the SPACE key. The screen will go blank, the diskette will be initialized, and a copy will be created. When the copy has been completed, the drive will stop and the message will reappear. At this time you can make another backup copy or press the ESCAPE key to return to the copyright screen.

CONVERTING TO DOS 3.3

The diskette version of ADVENTURE is supplied in a modified 3.2 format that boots much faster than the normal 3.2 DOS. Although it will take a few minutes, if you have DOS 3.3. you will probably want to create a 3.3. version to avoid booting an intermediate diskette. You will have to get out your cassette recorder (you did keep it?) to use as a transfer medium. Follow these steps which assume that you know how to write and read data from cassette.

1) Initialize a 3.3. diskette and set it aside
2) Put a blank tape into your recorder and rewind it
3) Enter CALL-151 to get into monitor mode
4) Enter B800.BFFFW to save the 3.3 RWTS code
5) Boot the ADVENTURE diskette
6) Enter CTRL-M to get into monitor mode
7) Enter B800.BFFFR to read the 3.3 RWTS code
8) Enter B748:10
9) Enter B78A:0F
10) Insert the diskette from step 1.
11) Enter 5000G (The copyright screen will appear)
12) Enter CTRL-B (Ignore the request for a diskette)
13) Press SPACE and the 3.3. version will be created.

The 3.3. version is operationally idential to the 3.2. version.

LOADING THE CASSETTE VERSION

To load the cassette version of ADVENTURE perform the following steps:
1) Put the ADVENTURE tape into your recorder and rewind it
2) If you are in APPLESOFT enter CALL-151 to get into monitor mode
3) Enter 800.BFFFR (Don't hit RETURN yet!)
4) Remove the earplug from the output jack of the recorder
5) Play the tape until you hear the leader tone, the stop it
6) Reinsert the earplug
7) Start playing the rape and immediately hit RETURN
8) The tape will require about 6 minutes to load
9) Enter 5000G

CONVERTING THE CASSETTE VERSION TO DISK

To convert the cassette version of ADVENTURE to a disk version (3.2 only), perform the following steps:
1) Initialize a 3.2 diskette and set it aside
2) Load the ADVENTURE cassette as previously described (all steps!)
3) Insert the diskette from step 1
4) Enter CTRL-B (Ignore the request for a diskette)
5) Press SPACE and the 3.2 version will be created

Note that only a 3.2 version can be created from cassette, if a 3.3. version is desired , follow the procedure for converting to DOS 3.3.

YOUR GOAL

Your goal is to achieve the "ADVENTURE GRANDMASTER" rating, not an easy task. It could take you days, weeks, or even months. You just might never achieve it ... but you will certainly have fun trying. Seasoned adventurers may offer you hints as to how to overcome an obstacle in the cave, but beware! They might not know any more than you do. This occurs frequently among those who have spent many hours in Colossal Cave. You'd best explore on your own ... and take notes!

The best advice for the novice explorer is to read the instructions and ask for all the help and information you can get!

PLEASE DO **NOT** CALL FOR HINTS ON PLAYING.
THE AUTHOR WILL **NOT** BE AVAILABLE.
A Hint Sheet is available (Catalog No. 099-0106). Toll Free Order Hot Line (800) 327-7172.

HAPPY ADVENTURING!