

THE ADVENTURES OF BUCKAROO



BANZAI™

ACROSS THE 8TH DIMENSION!



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ADVENTURE INTERNATIONAL PRESENTS
THE BUCKAROO BANZAI ADVENTURE

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INTRODUCTION

Buckaroo Banzai, born to an American mother and a Japanese father, began life as he was destined to live it, going in several directions at once. A brilliant neurosurgeon, this restless young man grew quickly dissatisfied with a life devoted solely to medicine. He roamed the planet studying the martial arts and particle physics, and in the process he collected around him a most unusual group of scientists called the Hong Kong Cavaliers.

With the advent of the jet car, Buckaroo was able to travel thru solid matter, where he discovered a dimension passage thru space itself. In the process, he discovered that evil aliens called Lectroids had used the passage and were here on earth. Their presence was a worldwide threat and thru tremendous effort, Banzai and his friends were able to destroy the aliens.

With the Lectroids disposed of, Buckaroo was planning to take some well deserved R&R. But the phone rang...

As Perfect Tommy handed Buckaroo the phone, he whispered, "It's the President and he sounds worried." Buckaroo took the call and was quickly filled in on the details of the new Lectroid dilemma.

Just before the Lectroids assembled to leave the earth, a small group from a Yoyodyne office in Arizona created a problem. The President had received a communication that a large thermo-nuclear device had been

buried deep inside Kyn Mountain, just outside Trantham, Arizona. The message further stated that any attempts to destroy the bomb would trigger its detonation. The area around the mountain, including the town of Trantham was evacuated, but a panic set in and power and phone lines have been knocked out by the mass evacuation.

The CIA and other resources have been able to establish the following information. The bomb is located inside a hollow cavern, too deep inside the mountain to reach quickly by conventional blasting. The bomb is giving off some sort of radio interference, preventing radio communication in the area. The bomb size, based on hot-spot satellite scanning, may be large enough to take out the entire state.

"Buckaroo", said the President, "Can you save Arizona?" Banzai agrees to try and has the Air Force airdrop the jet car into the area for possible use. Worried, however, by the threats made in the message, he prevents the rest of the Cavaliers from accompanying him on this, possibly his final mission.

Now, you, as Buckaroo Banzai, have a job to do, if you want to see the rest of the world again!

HOW AN ADVENTURE WORKS

You are in charge of the main character...any action, response, or behavior that the character performs comes from you. Everything that happens in the

adventure affects YOU. You may move through the many locales described in the adventure (limited, of course, by the barriers and obstacles imposed upon you by the "environment"). You control what to do in any given situation, using your wits to succeed. To communicate with the program, complete the sentence which the computer starts for you with the phrase "Buckaroo Banzai, I want you to." To correctly finish this sentence, your first word should normally be a verb (a word denoting an action like CLIMB), followed by structurally correct English. If you have a TRS-80 computer, the program understands ONLY two word commands-in this case the first word needs to be a verb and the second word a noun.

An adventure might begin something like this:

I'M IN A ROOM. VISIBLE OBJECTS ARE A RUBY-ENCUSTED BOX AND A CLOSED DOOR. TELL ME WHAT TO DO.

You might want to begin by going in a direction (North, South, East, West) to see if you can leave the room. Chances are, though, that you will have to find a way to get through the closed door. Try something basic, like typing:

OPEN THE DOOR

...but the computer informs you, in no uncertain terms:

SORRY, IT'S LOCKED. WHAT SHALL I DO?

Since the ruby encrusted box seems to be the only additional object in the room, take a closer look. Type:

PICK UP THE RUBY ENCRUSTED-BOX

The computer responds

OK, I'VE GOT A RUBY ENCRUSTED-BOX.

By saying "OK," the computer is telling you that the command has been accepted and carried out--you have picked up the box. Now that you've got it, you can examine it further. Type:

PERUSE THE BOX

and the computer says:

SORRY, I DON'T UNDERSTAND WHAT YOU MEAN

This is how the computer tells you that it didn't understand your command. When this happens, it's usually safe to assume that a word you entered is not in the computer's 700 - plus word vocabulary. The problem might also stem from any one of several factors, such as an incorrect spelling or a typo. Try changing the last command to:

PLEASE OPEN THE BOX.

This time the computer understands, and gives you this information:

OK. INSIDE, THERE IS A KEY AND A RARE POSTAGE STAMP.

Since you still want to get out of the room, trying to use the key to unlock the door might be a good idea. The postage stamp might come in handy later on, so type:

TAKE THE KEY AND THE STAMP FROM THE BOX PLEASE.

The computer answers "OK," and you have each object in your possession. By "getting" the key and stamp, they are stored for later use, since you are, in effect, carrying them. As for your next series of moves, you might want to go to the door (GO TO THE DOOR), try the key in the lock (UNLOCK THE DOOR WITH THE KEY), and move down the hallway on the other side of the door (GO INTO THE HALLWAY). You're on your way! Remember, if you have a TRS-80 computer, the program understands ONLY two word commands--in this case the first word needs to be a verb and the second word a noun.

The computer can understand some complex commands such as "CLIMB ALL THE WAY UP THE SHAFT" or "GO TO THE NORTH AND THEN LOOK AROUND. THEN LEAVE THE ROOM!"

Although the vocabulary accepted by your computer is extensive, some words may be of greater use to you. Some of the more commonly used words are:

Climb	Verbose	Exit	Move	Read	Dig
Brief	Leave	Cut	Pull	Save	Go
Enter	Listen	Look	Push	Hit	Take
Jump	Examine	Mix	Quit	Drop	Turn

ABBREVIATED COMMANDS

You can use the following single keys to perform a variety of tasks and speed up playing time. Type the letter or abbreviation for the function you wish to use (instead of entering the full command), and press <RETURN>.

LETTER	FUNCTION
Z	Turn ON/OFF Graphics Mode
N, S, E, W,	Go North, South, East, West
U, D	Up, or Down
I or INV	Display Inventory of items you are carrying
L	Look

GRAPHICS MODE ON/OFF

(Note: Graphics not available on TRS 80 computers or on ATARI tape version.)

Your adventure features a graphics mode that presents the adventure visually on your monitor screen. You can turn off this mode if you wish, by pressing the Z key followed by <RETURN>. Turning off the graphics mode speeds up the game, allowing you to move through familiar territory without reviewing areas you have already seen. To restore the graphics mode, press Z and <RETURN> again, and the pictures are again shown on the screen.

SAVING YOUR ADVENTURE FOR LATER PLAY

An adventure often lasts longer than the time you have available to complete it in a

single sitting. You can save a game that you are currently playing, and return to play from where you left off at a later time. To save a game in progress, when the "WHAT SHALL I DO?" message appears, type:

SAVE GAME

The computer responds with instructions for saving the game in its current state. The instructions will differ depending upon the computer you are using, so follow the prompts displayed on your screen to correctly save the game.

Some systems require that you first format a disk on which to save the game. In this case, you will need another disk for storing your saved games.

When you want to restore a saved game, before beginning a new game, type:

LOAD GAME or RESTORE GAME

The computer will again prompt you with the procedure for restoring a previously saved game. In most instances, all that is involved is typing the letter of the save game area that you previously chose.

Lastly, should you get stuck in the game and not be able to figure out how to proceed further, may we suggest you purchase a copy of the "Adventure Hint Book". This book contains hints for each problem you might encounter, and if the hints are not enough, the solution is also present, so you can continue enjoying the game. This book covers all the Adventures written to date from

Adventure International, including Scott's Adventures 1-14, the Questprobes numbers 1 & 2, and of course Buckaroo Banzai.

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APPLE DISK

1. Place disk in drive one.
2. Switch machine off then on again.
3. After a short time, further instructions will appear on the screen; follow these.

LOADING INSTRUCTIONS

ATARI 48K DISK

1. Remove all cartridges (BASIC, RALLY SPEEDWAY, etc.).
2. Place disk in drive one.
3. Switch machine off then on again.
4. After a short time, further instructions will appear on the screen; follow these.

ATARI 400/800 32K TAPE

1. Remove all cartridges.
2. Place cassette in tape recorder and rewind.
3. Switch off machine.
4. Switch on machine while holding down START key.
5. Computer will beep once: press RETURN and programme will load and run automatically.

COMMODORE 64 DISK

1. Place disk face up in drive one.
2. Type LOAD"**,8
3. When ready prompt appears type RUN.

CASSETTE

1. Place cassette in recorder and rewind
2. Hold down the SHIFT key and press RUN/STOP.
3. Press play on tape recorder. Programme will load and run automatically.

TRS 80 MODELS I AND III

IF YOU HAVE A MODEL I

1. Put the Adventure International disk in Drive 0.
2. Press the reset button (found at the rear of the keyboard on the left-hand side). The program will begin running.

IF YOU HAVE A MODEL III

The disk you have purchased is in Model I format. Use the CONVERT utility furnished with Model III TRSDOS to make the program compatible with your Model III. Note that while adventures may be enjoyed on a single-drive computer, two drives are required for this conversion process.

TO RUN CONVERT

1. Make a copy of Model III TRSDOS.
2. Remove all visible files from it using the KILL command. Visible files are those which appear when you type <DIR>.
3. Put the copy of TRSDOS you made in step 1 into Drive 0, and the Adventure International disk in Drive 1.
4. Press the Reset button (the small orange square in the upper right-hand corner of the keyboard).
5. When TRSDOS Ready appears on the video display, type CONVERT and press <ENTER>. Answer the "SOURCE DRIVE?" question by typing 0 <ENTER>.
6. If asked for a password, type PASSWORD <ENTER>. The Adventure will be converted for Model III operation and copied to your TRSDOS disk. When the conversion process is complete and the TRSDOS Ready prompt appears, remove the Adventure International disk and put it in a safe place. Then type:

IBM/MSDOS COMPATIBLE DISK

ONE DRIVE MSDOS MACHINES

Requires one doublesided drive, MSDOS (PCDOS) 1.0 or higher.

- 1) Remove any cartridges if machine is so equipped.
- 2) Boost your master MSDOS or PCDOS diskette in drive A.
- 3) If you have an IBM/PC compatible color graphics adapter and wish to view the graphics in the Adventure, set your column width to 40. Type: MODE CO40. To play the game text only, type either MODE MONO or MODE BW80 depending on your hardware setup.
- 4) Type: B:.
- 5) You will be prompted to swap disks. Put your Adventure International disk into your drive when asked for your DRIVE B disk. Put your master DOS disk into drive when asked for your DRIVE A disk.

- 6) Type: START to begin playing.

TWO DRIVE MSDOS MACHINES

Requires two double sided drives with MSDOS (PCDOS) 1.0 or higher

- 1) Follow steps 1,2,3, and 4 above.
- 2) Insert your Adventure International disk in drive B.
- 3) Follow step 6 above.

HARD DRIVE MSDOS MACHINES

Requires one double sided drive and one hard disk with MSDOS (PCDOS) 1.0 or higher.

- 1) Follow step 1 in 1 drive instructions above.
- 2) Boot your hard disk. Follow step 3 above.
- 3) Type: A:
- 4) Follow step 6 above.