



PIRATE ADVENTURE



For the Commodore 16
and Plus 4

 **commodore**

YOUR GUIDE TO THE SCOTT ADAMS ADVENTURES

This is your guide to the challenging world of adventuring with Scott Adams, brought to you by Commodore for use on your personal computer. Each adventure introduces you to a new world, where you'll be tested at every turn . . . struggling through mazes, wrestling with brain teasing problems, trying to defeat powerful or cunning enemies, while accumulating points as you come closer and closer to unlocking the secrets of your adventure.

EQUIPMENT:

REQUIRED: COMMODORE 16 OR PLUS/4 COMPUTER

OPTIONAL: COMMODORE DISK DRIVE or DATASSETTE (TM) (for saving games in progress)

STARTING THE GAME

1. Turn OFF your computer before inserting or removing any cartridge.
2. Insert the cartridge, with the label side up, into the expansion port on the back of the computer. The expansion port is the opening to the left when the keyboard is facing you.
3. Turn ON your computer. The ADVENTURE title page should appear. If the screen remains blank after 5 seconds, turn the computer off, then on again. If this doesn't work, turn the computer OFF and remove the cartridge. Carefully re-insert the cartridge and try again.
4. The screen displays the title page of the adventure and asks if you want to restore any previously saved game. If you're starting a new game, type NO (and hit RETURN). If you want to return to a game you SAVED earlier, see the section SAVING AND LOADING.

HOW ADVENTURE GAMES WORK

Adventure games are "mind-fantasies". The computer describes your situation: what you can see and what objects are available. You can perform a variety of activities and tasks by typing a ONE OR TWO WORD COMMAND, and hitting the RETURN key to enter it. If you make a mistake typing, you can use the CURSOR and INSERT/DELETE key to correct the error, BEFORE pressing RETURN.

When you type a command, it appears on your screen in one colour, and your computer responds with a message in a different colour. This makes it easier to differentiate between your input and the computer's responses.

Don't be discouraged when you have trouble in certain situations. The nature of the adventure is to challenge your mind, to test your resourcefulness. To advance through the adventure, you must keep exploring and trying different techniques. As you progress, you get more points for your achievements, and get closer to accomplishing your mission.

HOW TO PLAY AN ADVENTURE

Type in a one or two word command when the computer asks, "What shall I do?". The first word is always a verb — a command to perform an action. The second word should indicate a direction (north, south, etc.) or an object receiving the action of the verb. Suppose, for example, you're in a dark room and the computer says, "IT'S DARK IN HERE. I CAN'T SEE. WHAT SHALL I DO?" If you're carrying a torch, you can light it by typing LIGHT TORCH (and pressing RETURN).

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

CLIMB	EXAMINE	LEAVE	MOVE	QUIT	SAY
DROP	TAKE	LIGHT	PULL	READ	GO
ENTER	HELP	LOOK	PUSH	SAVE	WEAR

If you use a command that the computer can't do 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 of the action. Instead of GO SWIMMING, try saying SWIM. Double-check your command for spelling errors or typos. Mistakes in your commands can prevent the computer from understanding what you want to do. You'll discover that most objects can be picked up using the last word of their names. For example, to pick up a chef salad, type GET SALAD, and hit RETURN. Normally you can do things only to objects that are either visible or that you're carrying.

ONE LETTER COMMANDS

You can use the following one letter commands to save time. To use one of them, type the letter, and press RETURN.

LETTER	ACTION
N S E W U D	Go North, South, East, West, Up or Down
I	Take Inventory of what you're carrying
L	Look to see what is in the area

Directional Commands

To speed up play when you're exploring different areas, just type N, S, E, W, U, D instead of the command GO NORTH, SOUTH, EAST, WEST, UP or DOWN. For example, instead of typing GO WEST, type W (and press the RETURN key).

Inventory (I)

To see what you're carrying, use the I (or INV) command. This command prints out a list of everything that you're holding at the time.

Look (L).

Type L and press RETURN to get a description of the area you're in, and what objects are there.

SAVE A GAME ON DISK OR TAPE

When adventuring, you might want to take an occasional break (for food or sleep). You can **SAVE** your adventure on cassette tape or disk, so that you can continue from the same point later on. To **SAVE** a game onto disk, you need a Commodore disk drive (either the 1541 or 1551 to connect to your computer. Or, if you're saving to cassette, you need a Commodore 1531 DATASETTE (TM). Make sure your disk drive or Datasette is properly connected and that it is turned on, with a formatted disk already in the drive or a cassette in place.

At any time during the adventure, you can type in the command:

SAVE GAME

Your computer asks:

DISK? TAPE?

You type **D** for disk, or **T** for tape.

Your computer responds by asking:

FILE NAME?

Type in the name you wish to **SAVE** the game under.

For example:

FILE NAME?

GAME ONE

Press the **RETURN** key and your game is **SAVED** under the file name 'GAME ONE'

LOADING A SAVED GAME

You can only reload a **SAVED** game from the opening screen.

The computer asks:

Do you want to play a previously saved game?

Type: **Y** and press **RETURN**

The computer responds by asking:

FILE NAME?

You type in the name you gave when you **SAVED** the game — **GAME ONE** in our example. The game you were playing is returned at the point you **SAVED** it.

RESAVING A GAME

You may want to re-assign a game in progress to a file name that you have already used. To resave a game under an existing file name type: @0:file name for example: @0:GAME ONE

NOTE: Caution is advised when resaving games under the same file name. There is less chance of damaging a file by saving games under new names, and erasing old files.

PLAYING HINTS

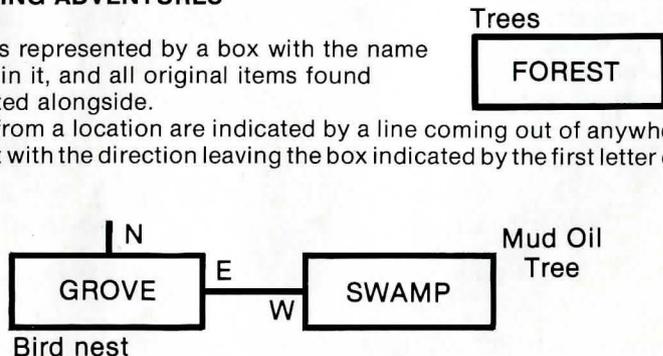
MAPPING

Draw a map to keep you from wandering in circles, losing your orientation, or even avoiding trouble. (You escaped with your life last time, and you **really** don't want there to be a next time!).

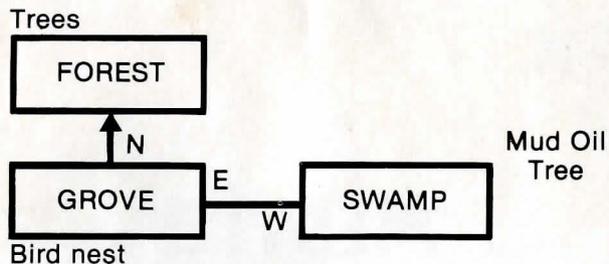
THE FOLLOWING IS A USEFUL METHOD FOR MAPPING ADVENTURES

Each area is represented by a box with the name of the area in it, and all original items found in it are noted alongside.

Directions from a location are indicated by a line coming out of anywhere on the box, but with the direction leaving the box indicated by the first letter of that direction.

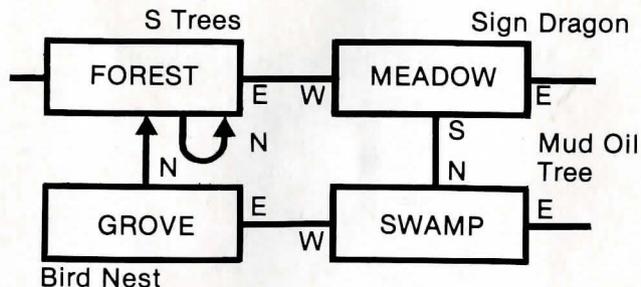


The above shows that you must go East from the grove to the swamp and West from the swamp to the grove. If you can only go in one direction, put an arrow at the end of the path.

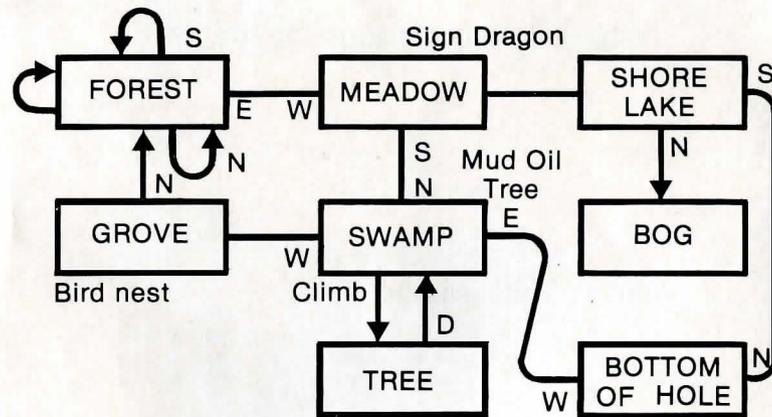


This indicates that upon leaving the grove you can go north to the forest but you cannot return.

The best way for you to use this system is to draw a line representing each possible exit and its direction when you enter a location. Later, connect the lines to rooms as you continue your explorations.



This way, you won't forget to explore an exit once you get past your first pass. Another advantage of this system is that you never need to redraw your map, since you can add extra locations anywhere on your paper.



Notice that in the forest the exits N, S, and W are available but they all return to the forest! Also note that when additional locations were found off the swamp, the map was not redrawn. Instead, the locations were simply put where needed. And since we "CLIMB TREE" instead of going in a particular compass direction, this is written as a direction to leave the swamp for a new place.

This is an easy system to use. Once you start using it, you'll spend less time mapping or wandering around lost, and more time facing challenges!

OTHER HINTS

Never take anything for granted! If there is a torch lying on the ground, give specific instructions: GET TORCH, LIGHT TORCH, CARRY TORCH. Don't assume that you've done something unless you have actually given the computer your instructions.

Be sure to examine the items you find throughout your adventure! Keep in mind that most problems require no more than common sense to solve; special knowledge and information are rarely necessary. For example, if an area is too dark to see in, you'll need a light to avoid disaster.

If you get stuck, type HELP and press RETURN. You may or may not receive assistance, depending on factors such as what you're carrying or where you are. Also, be careful about making assumptions — they can be fatal!

Finally, if you're REALLY stuck, special hint books are available from Adventure International. The Hint Book contains listings of words, coded by number, that you can use to decipher messages and clues to help you solve problems in the adventure that bring you to a crushing halt. These tips can save you hours, or even days, of frustration. Call (305) 862-6917 for ordering information.

SUMMARY

Your adventure game is a sophisticated puzzle that will take you many entertaining hours to explore and solve. There are three recommended approaches to the game:

1. Try to go as far as you can and collect as many valuable or useful items as possible, bringing those items to some "safe" location where you accumulate points for depositing your items.
2. Try to map your adventure so you can find your way through it . . . in other words, master the adventure by unravelling the physical layout of the different locations and using your map to help you get valuable items.
3. Solve the adventure . . . by preventing the explosion, getting all the treasures, or whatever.

To solve the adventure, you have to find your way through the puzzle locations and collect the items you need to accomplish your mission.

If you want entertainment and creative challenge, adventure games provide the perfect script. The stage is set, now it's time for you to perform!

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