SCOTT ADAMS ADVENTURE SERIES
ADVENTURE 5
THE
COUNT

ADVENTURE 5
THE COUNT

You are trapped within the precincts of castle DRACULA and you must defeat the count before he kills you. You may wander around the castle at will until night falls. Then you begin to get tired and will fall asleep unless. . . .

All the necessary instruments for the destruction of the count and your survival will be found within the castle precincts as well as a few false clues and useless items (life is never simple).

WELCOME TO ADVENTURE
YOUR GUIDE TO THE ADVENTURES OF SCOTT ADAMS

This is your guide to the incredible ADVENTURE GAMES of Scott Adams, for the COMMODORE VIC 20 Computer. They give you a wonderful excuse to spend countless hours in front of your computer, struggling through mazes, wrestling with brain teasing problems, trying to defeat magical monsters and spells, while accumulating points as you come closer and closer to unlocking the secrets of your ADVENTURE.

Equipment Required

To play your ADVENTURE you will require: a COMMODORE VIC 20 with power supply; a television set or monitor.

Optional Equipment

In addition you may also connect the following equipment:
COMMODORE Cassette Unit (C2N) to allow you to save the game in progress for continuation later.

Getting Started

1. Ensure that your VIC 20 and television are turned OFF.
2. Insert the ADVENTURE cartridge into the wide Expansion Port slot at the back of your VIC 20 ensuring that the label is facing up.
3. Connect the COMMODORE Cassette Unit if you intend to use it.
4. Turn on your VIC 20 and then your television.
5. Type the following to start the game:

   SYS 32592

   and press the RETURN key.

The VIC 20 will display an introductory page which gives the ADVENTURE number. It also asks:

Want to restore
previously saved game?

If you are starting a new game, type NO and press RETURN. You will see the initial screen which contains such information as the name of the ADVENTURE and where you are.

If you wish to continue a previously saved game type YES and press RETURN, then follow the instructions on the screen. (See LOADING A GAME.) When the game is loaded you will be told your starting location.

You are now ready to start (or continue) your game.

How Adventure Games Work

ADVENTUREs are "mind-fantasies". In the beginning, you find yourself in a specific location and you have to start exploring. You can accomplish a variety of tasks by typing a one or two word command, and pressing RETURN. If you make a mistake when typing, you can use the CURSOR CONTROL and the INSERT/DELETE keys to correct the error, BEFORE you press RETURN. While you are ADVENTUREing the VIC 20 screen editor still works normally so that you can move to any point on the screen to enter a command line.

When you type a command, it will appear on the screen in one colour, and the VIC will respond with messages in a different colour. This makes it easier to see what you did and what happened when you did it.

Don't be discouraged if you don't solve the ADVENTURE right away. That is the challenge of ADVENTURE games. You have to keep exploring and trying different techniques to get farther and farther through the ADVENTURE . . . accumulating treasures or useful objects for points . . . and getting closer to accomplishing your mission. ADVENTURE games can take anything from a few hours to days or even weeks depending on your skill and how much time you can spend in a session.

How to Play an Adventure

Throughout the ADVENTURE the VIC 20 will ask you "What shall I do now?". You should respond with a ONE or TWO word command. The first word is always a verb, the second word indicates a direction or an object. Suppose, for example, that you are in a dark room and the VIC 20 says:

It's dark in here. I can't see. What shall I do now?

If you are carrying a torch, you can light it by typing LIGHT TORCH (and pressing RETURN). *Note: All your responses to the VIC 20 should be typed WITHOUT the use of the SHIFT key.*

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

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

If you use a command that the VIC 20 can't do or doesn't understand, it will respond with "Don't know how to "verb" something", or "Don't know what "object/direction is"", or some other appropriate message. If this happens, try to think of another way to express what you want to do. For example instead of GO SWIMMING try SWIM. You will also find that most objects have more than one word in their names and that they can be picked up or used by specifying the last word of their names. For example you might find a GOLDEN FISHING ROD, to pick this up you would only have to type GET ROD. Normally you can only do things to objects which you are carrying or that are visible.

Directional Commands

Movement within ADVENTURE is in one of six directions, namely NORTH, SOUTH, EAST, WEST, UP and DOWN. Each must be preceded by the verb GO. In other words to move out of a room to the North you would type GO NORTH. (See also ABBREVIATED COMMANDS.)

Inventory

To see what you are carrying you can use the INVENTORY command to display a list of what you have. Remember you cannot carry everything at once. If you have too many objects you may have to get rid of something before you can pick up something else. If you are carrying all that you can, when you attempt to pick something up the VIC 20 will tell you that you are "CARRYING TOO MUCH".

Abbreviated Commands

For convenience and speed, some of the most frequently used commands have been abbreviated to a single letter. To use them, just type the letter and press RETURN.

N S E W U D	GO NORTH, SOUTH, EAST, WEST, UP or DOWN.
I	Take INVENTORY of what you are carrying.
L	Look around and see what's there.

Storing Games on Tape

When ADVENTUREing, you may wish to take the occasional break (for food, sleep, etc.). The VIC 20 ADVENTUREs allow you to SAVE your game on tape so that you can continue from the same point at a later time. To do this you must connect a COMMODORE Cassette Unit to your VIC 20.

Saving a Game

To SAVE your game at any point, type SAVE GAME and press RETURN. The VIC 20 will respond with "PRESS RECORD AND PLAY ON TAPE". Place a blank cassette into the Cassette Unit and press the RECORD and PLAY keys. When the tape stops, and the VIC 20 asks you what you want to do next, you can remove the tape and mark it.

Loading a Game

At the start of each ADVENTURE you are asked if you wish to restore a previously saved game. If you respond with YES the VIC 20 will ask you to "PRESS PLAY ON TAPE". Insert the previously recorded game (see SAVING A GAME) into the Cassette Unit and press the PLAY key. When the tape has finished loading and the tape has stopped your ADVENTURE will continue from where you left off.

Playing Hints
Mapping

When playing ADVENTURE it can be of great help to draw a MAP of the area as you explore. THE FOLLOWING IS A METHOD USEFUL IN MAPPING ADVENTURES.

Each room is represented by a box labelled with the name of the room. Any items originally found there are noted alongside.

Note: In ADVENTURE a room may be any location such as a clearing in a forest, the top of a tree, a bedroom or in some cases part of a larger room, ie. the north end of a large hall.
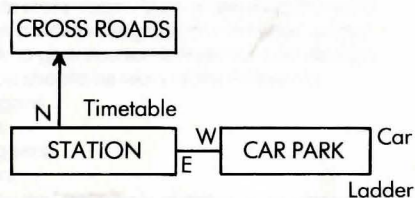
Timetable

STATION

The directions in which you can move from a room are indicated by lines coming out of any

section of the box. The actual direction is indicated by the first letter of that direction (N, S, E, W, U, D).
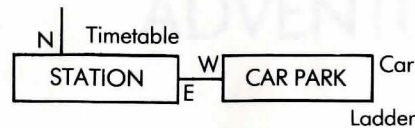

The above shows that you must go East from the station to get to the car park. If you can only go in one direction, an arrow is put at the far end of the path.


This indicates that upon leaving the Station you can go North to the Cross Roads, but you cannot return.

The best way to use this system is to draw a line representing each possible exit and its direction as soon as you enter a new room. As you explore you can then connect these lines to the correct rooms.
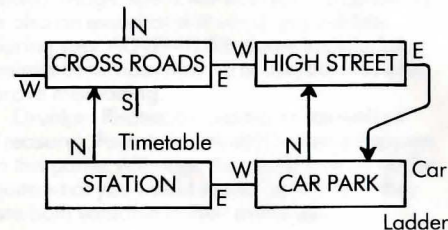
This way, you will not forget to explore an exit once you get past your initial probe. Another advantage of this system is that you never need to redraw your map, as you can add extra locations anywhere on your paper.
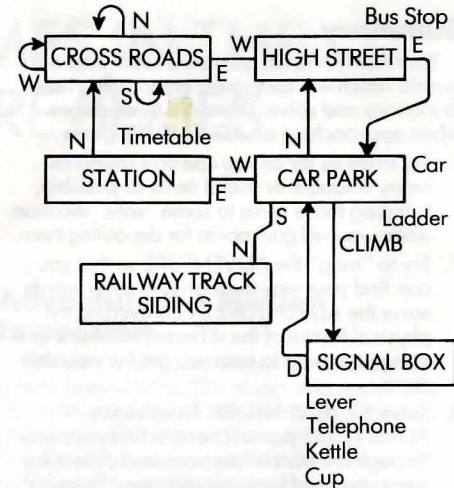
Notice that from the crossroads, the exits N, S and W are available, but they all return to the cross roads! Note also that as additional locations were found off the car park, the map was not redrawn. Instead, the locations were simply put where needed. And since we "CLIMB LADDER" instead of going in a particular compass heading, we wrote that as the direction to leave the car park.

This is an easy system to use. Once you start using it, you will spend less time mapping or wandering around lost than you may have done without this system.

Other Hints

Be sure to examine any items that you find throughout your ADVENTURE!

Keep in mind that most problems and solutions require no more than commonsense to solve. Special knowledge and information from other sources is rarely required in ADVENTURE games. For example, if an area is too dark to see, you are going to require a light to avoid disaster.

Try typing HELP if you get stuck. You may not get assistance, depending on what you are carrying, where you are and what you were trying to do. But then again you may.

Be careful about making assumptions — they can be fatal.

Summary

Your ADVENTURE game is a sophisticated puzzle which will take many entertaining hours to explore and solve. There are three stages when approaching an ADVENTURE 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 will gain points for depositing them.

2. Try to "map" the ADVENTURE so that you can find your way through it. In other words, solve the ADVENTURE by unravelling the physical layout of the different locations and using your map to help you get the valuable items.

3. Solve the ADVENTURE. To solve the ADVENTURE you will have to find your way through the puzzle locations and collect the items you need to accomplish your "mission".

For sheer entertainment and creative challenge, you can't beat these Adventure games . . . enjoy!

Remember, to start an ADVENTURE type SYS 32592 and press RETURN.

All your responses to the VIC 20 should be typed WITHOUT the use of the SHIFT key.

Problems

If you have any problems setting up your ADVENTURE game:

1. Check to make sure your VIC 20 is properly connected to your television and the mains supply.

2. Turn the VIC 20 off, wait a few seconds, turn it back on. Type SYS 32592 and press RETURN.

3. Turn the VIC 20 off, remove the cartridge, re-insert the cartridge and turn your VIC 20 on again. Type SYS 32592 and press RETURN.

4. Refer to your VIC 20 User Manual to check the VIC 20 without the ADVENTURE cartridge.

OTHER GAMES IN THE ADVENTURE SERIES

Adventure 1 — Adventureland

In ADVENTURELAND you must collect a series of thirteen (13) treasures (Scott Adams isn't superstitious even if you are) and return them to a safe store room. Most of this ADVENTURE takes place underground with some surface work to give you some fresh air and daylight.

You should be wary of the following:
Dragons
Bees
Chiggers
Bears

You will get plenty of exercise as you work through this ADVENTURE. You have magic spells and magical/mystical animals to deal with throughout this ADVENTURE, and the treasures appear in the most unlikely places. Dark passages and maze like caverns make life difficult (but not impossible).

Adventure 2 — Pirate Cove

In PIRATE COVE you must first get to Treasure Island from your flat in London and then collect two treasures which have been buried on the island. Magic spells will help you but carpentry is also an essential skill which you will learn during your ADVENTURE. Some knowledge of animal behaviour may be of use, but may also prove misleading.

Drunken Pirates, buried bones (as well as Treasure), Parrots and Pirate Galleys all appear in this game. Although the treasures may not be quite what you would expect for a Pirate, they are both valuable in their own way.

Adventure 3 — Mission Impossible

You have to pit your wits against a saboteur in a race against time. The object is to stop a time bomb detonating in a Nuclear Power Station. You must collect all the necessary Security passes so that you can explore the various sections of the power station. There are no treasures to collect in this ADVENTURE just useful objects to help in your mission.

All the technical information that you may require can be found within the Nuclear Power Station and so no previous knowledge of Nuclear Physics or bomb disposal is required. It is, however, recommended that this mission not be undertaken by a novice Adventurer.

Adventure 4 — Voodoo Castle

You must save Count Christie from the evil curse before you are killed or cursed yourself. Magic, both good and evil, abounds within the walls of the castle. Step outside into the grave-yard and see the grim warning. Beware of the witch but remember that not everything is out to get you (just most things).

C= commodore
COMPUTER