Cassette
Software

Model PHT 6049
The Count

An Adventure game is designed to challenge your powers of logical reasoning while letting you experience an exciting and interesting adventure in the comfort of your own home.

In The Count, you wake from a nap to find yourself in a strange bed holding a tent stake. Now it's up to you to discover who you are, what you are doing in Transylvania, and why the postman delivered a bottle of blood.

Requires the use of the Adventure Solid State Software™ Command Module and a cassette tape recorder (not included) for loading the program contents in the TI Home Computer memory.

Author: Adventure International

Language: TI BASIC

Hardware: TI Home Computer
TI Disk Drive Controller and Disk Memory Drive or
cassette tape recorder
Adventure <u>Solid</u> <u>State</u> <u>Software</u>™ Command Module

Media: Diskette and Cassette

Have you ever wanted to discover the treasures hidden in an
ancient pyramid, encounter ghosts in an Old West ghost town, or
visit an ancient civilization on the edge of the galaxy?
Developed for Texas Instruments Incorporated by Adventure
International, the Adventure game series lets you experience
these and many other adventures in the comfort of your own home.

To play any of the Adventure games, you need both the Adventure
Command Module (sold separately) and a cassette- or diskette-
based Adventure game. The module contains the general program
instructions which are customized by the particular cassette tape
or diskette game you use with it.

Each game in the series is designed to challenge your powers of
logical reasoning and may take hours, days, or even weeks to
complete. However, you can leave a game and continue it at
another time by saving your current adventure on a cassette tape
or diskette.

A variety of adventure games are available on cassette tape or diskette from your local dealer or Adventure International. To give you an idea of the exciting and interesting games you can play, a brief summary of the currently available adventures is included here.

Adventureland

The Adventureland game begins in the forest of an enchanted world. By exploring this world, you can locate 13 treasures, as well as the special place for storing them to score points. However, be careful not to wake the sleeping dragon!

Mission Impossible

Your impossible mission starts with a tape recorder in a briefing room. Can you find the mysterious person who just ran out of the room as you try to save the world's first nuclear reactor from destruction?

Voodoo Castle

When the Voodoo Castle adventure begins, you are in a chapel looking at a closed coffin. By exploring the castle, you try to find the information necessary to free Count Cristo from the fiendish curse placed on him by his enemies.

The Count

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Strange Odyssey

Your Strange Odyssey begins as you realize that you are stranded on a small planetoid and must repair your ship before you can go home. As you search the planet for the necessary parts, you find the ruins of an ancient civilization. Try to discover the civilization's secrets, collecting treasures as you go.

Mystery Fun House

Before exploring the Mystery Fun House, you must figure out how to get inside. Once inside, you'll see all the typical Fun House sights, concealing a valuable prize.

Pyramid of Doom

The Pyramid of Doom adventure starts in a desert near a pool of liquid, with a pole sticking out of the sand. As you investigate further, you find a pyramid only recently uncovered by the shifting sands. Find its entrance, collect the treasures, and then try to escape from the pyramid.

Ghost Town

All ghost towns are mysterious, but this one holds a particular fascination -- it contains both treasures and real ghosts. Explore all of the old buildings and the entire area thoroughly to see how many treasures you can locate.

Savage Island Series

You begin the two-part Savage Island Series on the edge of an impenetrable jungle. As you explore the island, you may meet some very unusual creatures. Upon the successful completion of Part 1, you receive the password that enables you to begin Part 2. If you complete the second part of the series, you become the world's greatest hero. However, if you fail, you go to a quick, horrible death.

The Golden Voyage

Before embarking on your Golden Voyage, you must locate the royal palace in the Persian city. In the palace, you meet an aging king who only has three days to live, unless you can restore his youth. Starting with only a bag of gold, you eventually set sail for the four corners of the globe on a quest for the mythical fountain of youth.

More to Come

Check with your local dealer or Adventure International for a list of other available Adventure games.

STEP 1:   Be sure that the Adventure Command Module is
          inserted into the console and that the Disk
          Memory System or a cassette recorder is
          properly attached to the computer and turned
          on.

STEP 2:   Turn on the computer, and press any key to
          pass the master title screen. Then press the
          appropriate number key to select ADVENTURE.
          The Adventure title screen appears next.
          Press any key to continue.

STEP 3:   The program now asks WHERE IS THE DATA BASE?
          To load the game from a diskette, insert the
          diskette into Disk Drive 1, and type

                   DSK1.filename

          where filename is the name of the file as
          shown on the diskette label. Then press
          ENTER.

          To load the program from a cassette tape,
          select the tape for the game you want to play
          and insert that tape into the recorder.
          Next, type

                   OLD CS1

          and press ENTER. The computer then displays
          directions for loading the program. Refer to
          the "Loading Cassettes" section of the
          Adventure Command Module owner's manual if
          you have difficulty loading the program from
          the cassette.

STEP 4:   A brief introduction to the Adventure series
          now appears. When you finish reading the
          information, press ENTER to go on.

STEP 5:   The next display asks if you want to restore
          a previously saved game. Press N for no or Y
          for yes.

          If you press N, the game starts from the
          beginning.

          If you press Y, you can continue a game from
          a previous session. First, remove the
          program diskette or cassette tape and then
          insert the diskette or tape on which you
          saved your previous game. Next, for a
          cassette tape, type CS1, press ENTER, and
          follow the directions on the display. With a
          diskette, type DSK1.filename where filename
          is the name you gave the file when you saved
          it. After the game is loaded from cassette
          or diskette, you are ready to continue play
          from the point where you stopped.

STEP 6:   The game now begins. For detailed
          information on continuing your Adventure,
          refer to "Playing the Game" in the Adventure
          Command Module owner's manual.

STEP 7:   When you finish playing a game or after you
          save a game for later completion, type QUIT,
          and press ENTER. The program then asks if
          you want to play the adventure again. If so,
          enter Y and the game starts from the
          beginning. To stop the game and return to
          the master title screen, enter N.

1. Be sure that the diskette or cassette you are using is the correct one. For a diskette, use the Catalog command on your Disk Manager Command Module to check for the correct program; for a cassette tape, check the label.

2. Be sure you have inserted the Adventure Command Module and have pressed the correct number for its selection.

3. Ensure that your cassette recorder or disk system is properly connected and turned on. Be certain that you have turned on all peripheral devices before you turn on the computer.

4. If your program does not appear to be working correctly, press QUIT and remove the diskette from the disk drive or cassette from the recorder. Reinsert the diskette or the cassette, and follow the "User Instructions" carefully. If the program still does not appear to be working properly, remove the cassette from the recorder or the diskette from the disk drive, turn the computer off, wait several seconds, and turn it on again. Then load the program again.

5. If you are having difficulty in operating your computer or are receiving error messages, refer to the "Maintenance and Service Information" and "Error Messages" appendices in your User's Reference Guide for additional help.

6. If you continue to have difficulty with your Texas Instruments computer or the Adventure game program, please contact the dealer from whom you purchased the unit or program for service directions.

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HOME COMPUTER SOFTWARE MEDIA

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