



## ESCAPE FROM TRAAM

Please refer to USER MANUAL for Loading and Saving Instructions.

### Playing Hints:

Draw a map as you go, there are a lot more places than you think and without a map you will end up going round in circles or missing areas which you haven't tried. It does need to be perfect as long as you have some record of where you have been and what you've found (as well as where you found it). Examine things you find and try to remember that most problems have solutions that require no more than some careful thought and a little common sense. If you get stuck try typing HELP—you may not get assistance but you won't know until you ask and be careful about assuming things, it can be fatal.

To speed things up you may use the following abbreviations: N, S, E, W, U, D, for Go North, South, East West, Up or Down. I is short for Inventory and will list what you're carrying.

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

Get, Take, Drop, Go, Climb, Jump, Enter, Examine, Go, Leave, Move, Quit, Say, Wear, Read, Save, Light, Pull Push and Look...There are others!!!

Instructions are entered by you in the form of two word commands with the first word being a verb. If the computer doesn't understand, it will tell you so and you must try rewording what you wish to do e.g. instead of GO FLYING try FLY. You will find that objects which can be picked up usually require only the last part of their name as in the Blue Ox where typing GET OX is all that is needed.

Good luck, happy adventuring and try not to die often.

Read the questions until you get where you are stuck. The numbers underneath refer to the dictionary listed at the end. Match each number with its associated word and you'll find an Adventure clue! Also remember to look back up at the top of the screen after each command as things may change in your current location!

**Can't get past the cliff?**

26 57 16 6

**Can't find any gold?**

8 37 53 16 30 55 46 16 21 48 15 3 16 18 12 43 5

**Having trouble with the Traam War Party?**

50 11 23 59 37

**Getting killed in the clearing near the city**

14 42 51

**Gas a problem?**

15 61 31 36 47 4 16 22

**Can't get past the three doors?**

27 50 42 17

**Can't get past the black man?**

36 38 20 34

**Having trouble opening the cabinet in the silver room?**

24 35 32 28

**Dying in the icy river?**

54 60 15 40

**Can't get the manual open?**

9 19 25

**Can't escape from the cell?**

35 1 13 33 15 29 60 16 58

**Having trouble in the widened passage near the cell?**

54 60 15 56 50 11 47 7 30 2

**Having trouble with the T—454?**

36 15 44

**Can't figure out what to do in orbit?**

35 39 50 49 10 16 51

## DICTIONARY

1 - may	16 - the	31 - can	46 - did
2 - friend	17 - listening	32 - who	47 - found
3 - clue	18 - ancient	33 - like	48 - hold
4 - near	19 - not	34 - friends	49 - know
5 - too	20 - with	35 - what	50 - you
6 - wreck	21 - woods	36 - be	51 - ship
7 - an	22 - start	37 - it	52 - your
8 - make	23 - get	38 - persistent	53 - as
9 - brawn	24 - so	39 - do	54 - there
10 - about	25 - brain	40 - path	55 - ones
11 - will	26 - search	41 - sense	56 - way
12 - hall	27 - have	42 - been	57 - through
13 - look	28 - cares	43 - does	58 - solution
14 - use	29 - problem	44 - bookworm	59 - over
15 - a	30 - old	45 - need	60 - is
			61 - tool

# *ESCAPE FROM TRAMM*

Your small space cruiser is in trouble—and even though you survived the initial crash on a bizarre distant world, you may soon wish that you hadn't! The alien environment of Traam is replete with incredible wonders and sights which no human eyes have ever beheld. You must escape this dangerous world; but be forewarned that if your decisions are not tempered with intelligence and caution, you may not see home again!



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This game was originally released  
in the USA by Adventure International.

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ATARI 400/800