

2 ADVENTURES FOR TRS80



SPIDER MOUNTAIN & LOST DUTCHMANS GOLD



WELCOME TO ADVENTURE

ADVENTURE is more, much more than a computergame. It is a puzzle, a comput-story, and a close encounter with the unknown, all rolled up in one fantastic simulation. The computer becomes your senses, sometimes even gives you glimpses into otherwise hidden situations that could be your undoing.

As your simulacrum in the world of your ADVENTURE, the computer does your bidding. It accepts your commands in two word english (common tounge) phrases. Consisting of ACTION, (go, get, put, feed), and OBJECTIVE, (east, west, door, table), the COMMAND phase inputs your directives in a form the computer understands.

The computer executes your directive and then tells you what the results of the action has been. The report consists of WHERE your movement has brought you, WHAT you see at this location HOW you can move to a new location by displaying OBVIOUS EXITS. Example: You are in a carpeted room. YOU SEE a table, chairs, door. OBVIOUS EXITS ARE north.

You can GO NORTH, GO DOOR, GO TABLE as movement commands. You can EXAMINE anything visible or SAY any word that

might be available as the game has gone so far. READ books or papers as you see them. DIG if you have the tools and some dirt and above all be VERY VERY ATTENTIVE. Details that could seem unimportant could cost you the game.

LOGIC is your best friend when playing ADVENTURE. If it isn't LOGICAL, within the laws the author has established in his world, then it likely won't work. EXAMPLE; "EXAMINE RACCOON" brings the response "IT IS A FURRY LITTLE ANIMAL". There are other furry little animals besides raccoons, don't assume a RACCOON is the only LOGICAL beastie he could be. Authors like to shape things thier own way but they must do it LOGICLY for thier own protection, otherwise, angry letters ensue.

ADVENTURE is, as the name implies, an impossible mission that you must embark upon. For your simulacrum to survive, YOU must employ all the wits and logical deduction you have, solve the puzzle and move him to safety. There is danger at every turn and treasure to reward the winner.

So GOOD LUCK with your ADVENTURE. May your trial be littered with gold

