JOURNEY TO ATLANTIS

Deep beneath the sea there lies the ruins of an ancient civilization; the once proud and mighty kingdom of ATLANTIS. You have searched for years for this place and have finally found it. You are now ready to explore this legendary city in search of ADVENTURE, fabled treasures, and knowledge. You must be ready to use all of your skills and courage to survive the dangers that lurk there. As in most ADVENTURES, you play by using two word sentences such as: "GO EAST", "GET PEARL" or "KILL SQUID". Your ship now awaits to take you on your JOURNEY TO ATLANTIS. Another great ADVENTURE by Greg Hassett. FOR A 16K APPLE W/FP BAS

JOURNEY TO ATLANTIS
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TABLE OF CONTENTS

INTRODUCTION

Welcome to JOURNEY TO ATLANTIS, one of a series of ADVENTURES published by Mad Hatter Software. If you are new to ADVENTURES, some discription of this type of computer game is in order.

ADVENTURE games are very complex, exciting fantasy simulations. They are not as easily solved as other computer games. One ADVENTURE may take as long as forty hours to play!

The object of an ADVENTURE is to explore the world you are in, collect treasures, and to solve the problems that you are confronted with along the way. Most ADVENTURES score you on the number of treasures you have collected. Some ADVENTURES, such as this one, also score you on the number of turns you have taken.

In all ADVENTURES, the computer serves as an extension of yourself. A discription of the place that you are in is displayed at the top of the screen, along with any objects or creatures that may be there.

You act by telling the computer what to do by entering two word sentences. To move around, you tell the computer where to go with sentences such as: "GO NORTH" or "GO DOOR". You can also manipulate objects in your environment by using sentences such as: "GET RUBY", "READ BOOK", or "KILL DRAGON".

ADVENTURES are exciting, challenging, and often humorous. As you play, you will soon feel as if you're actually there. Nothing is quite like it. But, watch out, they are very addicting. Once you have become an ADVENTURER, you may never be seen or heard from again!

GETTING STARTED

SYSTEM REQUIREMENTS FOR JOURNEY TO ATLANTIS

JOURNEY TO ATLANTIS Requires an APPLE II with Applesoft or an APPLE II PLUS with at least 16K of memory. You will also need a good quality recorder. Make sure that all cords and cables are properly and tightly connected. Connect the cable that is plugged into the jack labeled "CASSETTE IN" on your APPLE to the earphone jack on your recorder. It is unnecessary to connect the other cable at this time.

LOADING JOURNEY TO ATLANTIS

First, make sure your volume and tone controls are set properly. The tone control should be set to high and the volume should be set to the setting where most of the software that you purchase for your APPLE usually loads.

Next, place the cassette with JOURNEY TO ATLANTIS on it in the recorder with the correct side up. Make sure that the tape is completely rewound by pressing rewind on your recorder. Then, remove the plug from the earphone jack for the time being. Press play on your recorder. Just as soon as you hear the "leader tone" press stop and replace the plug that you removed.

Now, press "RESET" and then "CONTROL" "B" followed by hitting "RETURN". Once you are in BASIC, type "LOAD" and hit "RETURN". Then press play on the recorder.

If the program is loading properly, you should soon hear a "beep". If you to not get a "beep" or you get a "beep" followed by an "ERR" or a "MEMORY FULL ERROR" displayed on the screen, read the next section entitled "IN CASE OF DIFFICULTY".

When JOURNEY TO ATLANTIS is fully loaded, and you hear a "beep" and the cursor returns, press stop on the recorder. Now press rewind. When your cassette is completely rewound, take it out of the recorder for safe keeping.

Now type "RUN", followed by hitting "RETURN", to start using JOURNEY TO ATLANTIS. If it fails to run properly, read the next section, otherwise go on to the section following that.

IN CASE OF DIFFICULTY

First, recheck all cords and cables.

Then, remove the plug from the earphone jack of your recorder and rewind and play the tape. You should hear the leader tone followed by a sort of "buzzing" sound. This is the digital information on the cassette and should be heard clearly. If you do not hear anything, your recorder may be faulty. Try another one.

If the recording sounds muffled, try rocking the cassette while listening to it. If at some point it sounds clearer, your tape recorder's record/playback head may be out of alignment.

The most common loading problems are often due to improper settings of the tone and volume controls. Try a different volume setting than the one you were using. First a little higher and that failing, a little lower. Usually, the tone control is set to it's highest limit. If this works, note the volume setting. All other programs from Mad Hatter Software should load at this setting.

Sometimes a "glitch" can come about from strong fluctuations in the power line caused by motors or the use of equipment that draws a lot of power such as a toaster or an electric heater. If this seems to be the case, just try again.

Lastly, doublecheck to see if you have the correct cassette for your particular system (enough memory, the right BASIC etc.).

If all else fails, you may have received a faulty tape. This is a rare occurance with programs from Mad Hatter Software, but it does sometimes happen. Return the defective cassette to the dealer from which you purchased it or directly to Mad Hatter Software for replacement.

HOW TO PLAY

Once JOURNEY TO ATLANTIS is loaded, type RUN. After taking a little while to initialize, you should get the following display:

I'M IN MY SUBMARINE DOCKED IN THE CITY OF ATLANTIS.

VISABLE ITEMS: A PEANUT BUTTER CUP. AN AIR TANK. A SIGN.

OBVIOUS EXITS ARE: EAST
==

It is followed by a request for some action to be taken that looks like this:

-----* WHAT SHOULD I DO?
You are now ready to play.

An ADVENTURE is played by inputting two word english commands. Each ADVENTURE has its own vocabulary that it understands. Part of playing an ADVENTURE, is finding out what these words are. There are a few important commands that are used in most ADVENTURES. These are:
  LOOK - which will redisplay your surroundings, or allow you to examine something such as: "LOOK BOX".
  INVENTORY - which displays a list of what you are carrying.
  SCORE - gives you your score up untill that point in the game.
  HELP - which may give you some helpful hints if you are stuck.
  SAVE - which will allow you to save the game up untill the point where you are now. This is a very usefull feature since an ADVENTURE takes so long to play. With this feature you can come back at some other time and restore a game where you left off.
  LOAD or RESTORE - this command allows you to restore a previously "SAVEd" game.

Now you may choose to pick up nearby objects or to move on to some other location. To pick up an object, "GET" or "TAKE" usually will work. "GET FOOD" or "TAKE BOTTLE" are two examples. To move about in this ADVENTURE, you use commands such as "GO NORTH" or "GO DOOR". In many ADVENTURES, single letters are sufficiant; for example, you could use "E" instead of "GO EAST".

As you move through your ADVENTURE, you may be required to perform certain actions such as "DRINK LIQUID" or "CHOP TREE". Here again some words may work where others don't. For example, "TOSS KNIFE" may not work, but "THROW KNIFE" will. It is up to you to find out what works. If the computer does not understand you, you may get a message like, "I DON'T KNOW HOW TO DO THAT" or "HUH?".

The main purpose of most ADVENTURE games is to gather treasures and to deposit them in a designated area. In JOURNEY TO ATLANTIS, you are to deposit your treasures in your sub. Gathering treasures often requires that you perform some task or solve some problem. For instance, some person or creature may be protecting the treasure. You must find some way of getting by them or removing them. Often, your life may be in danger and you must find some way to protect yourself.

In playing ADVENTURES, you will find making a map useful. Other helpful hints include the fact that objects may not always be what they appear to be. Also, roles may change. A person or creature that may be friendly at one point may be dangerous later.

Now it's time to start out on your ADVENTURE.
GOOD LUCK!

STATEMENT OF LIABILITY