O R I G I N A L

A D V E N T U R E

Atari
Version

Copyright 1982 by:
Robert A. Howell

PROGRAM LOADING

Diskette (40K RAM Required)

1. Turn the disk drive on. When the busy light goes off, insert the Original Adventure diskette.
2. Make sure the Atari BASIC cartridge is in the computer.
3. Turn the computer on.
4. The diskette will boot and Original Adventure will automatically load and run.
5. Load time is approximately 45 seconds.
6. When the red ADVENTURE banner and Copyright notice appear, press the Y key for instructions, or the N key to skip the instructions. You are now about to enter into a fascinating and enchanting journey that you will never regret embarking upon!

Cassette (32K RAM Required)

1. Place the Original Adventure cassette tape in the program recorder and rewind it to the beginning.
2. Press the PLAY button on the recorder.
3. Make sure the Atari BASIC cartridge is in the computer.
4. Turn the computer on.
5. Type CLOAD and press the RETURN key twice.
6. The tape will move and the program will begin to load.
7. Load time is approximately 10 minutes.
8. When loading is finished, be sure to rewind the tape and press STOP on the recorder.
9. Type RUN on the keyboard and press the RETURN key.
10. When the red ADVENTURE banner and Copyright notice appear, press the Y key for instructions or the N key to skip the instructions. You are now about to enter into a fascinating and enchanting journey that you will never regret embarking upon!

OBJECT OF THE GAME

Using one or two word commands, you must find the Colossal Cave, figure out how to enter it, explore it completely, locate the 15 treasures and bring them all into the well house while you remain alive! This sounds quite simple, but it will take you days, weeks even months to complete this task which lies before you. In order to succeed in mastering the Cave, you may want to map it out with paper and pencil. Your task is complete when you have achieved a score of 301 (three hundred and one) points. Then and only then can you claim the coveted title of GRANDMASTER! Many have fought valiantly to attain that title, yet have paid dearly with their lives. Are you capable of meeting the challenge? Good luck to you in this most unusual quest upon which you are about to embark.

Robert A. Howell
Adventure GRANDMASTER

HISTORY

Adventure was originally developed in the 1970's by Willie Crowthers and Don Woods (in FORTRAN) on a large computer system. The rooms of the Colossal Cave, if actually constructed in three dimensions, would fit together exactly as described in the room descriptions. Soon after its development, Adventure literally took over the computer world. It was converted to run on virtually every manufacturer's computer system in existance. Almost everyone who had access to these large computers was playing Adventure day and night. At many companies and universities, special modifications had to be made to close the Cave during business hours so that legitimate work could be done on the computer! This one program launched the whole adventure craze as we know it today. Although the original room descriptions and messages have been cut down somewhat to allow the Atari version to fit into 32K (40K with DOS), the original flavor and meaning of each message has been retained including most of the vivid descriptive adjectives. Likewise, almost every detail of the classic original program has been faithfully reproduced for your total enjoyment.

YOUR PART

Literally months and months of programming effort has been put into this Atari version for you. When you play it, you will enter into the very same experiences that thousands before you have enjoyed on hundreds of large computer systems. By all means, make a backup copy for your own protection and use. But, please respect the efforts put into this program by the author and do not make copies for others. You will find very few programs that cost less than this one and many that cost much more but are not nearly as good. The price has intentionally been kept low so that everyone can enjoy this classic original. If someone else wants a copy, ask them to send $16.90 (cash, check or money order) to the address below and a copy will be put in the mail to them. CA RESIDENTS ADD 6% SALES TAX.   ($17.25 foreign). Thank you for your cooperation.

LotsaBytes
15445 VENTURA BLVD., STE. 10
SHERMAN OAKS, CALIF. 91413

RETURNS

Defective disks and tapes will be replaced free of charge within 30 days. After 30 days, if your disk or tape is damaged or destroyed, it will be replaced for a $5.00 fee.   In either case, the damaged original disk or tape must be returned in order for a replacement to be sent. Send the original disk or tape (and $5.00 if over 30 days) to the above address, and a new copy will immediately be mailed to you.

HINTS

Since it can be very frustrating to get stuck at one particular place in the Cave and not be able to proceed no matter what you seem to try, the following 86 hints have been included. For your own enjoyment, use these hints only as a last resort! If you cannot figure something out, begin to explore elsewhere in the Colossal Cave as later on you will probably discover something which will help you solve that problem.

Under each hint heading, the first hint will give you a small clue, the next hint more of a clue and so on until the last hint under that heading will practically give you the answer. Thus, use the hints one at a time and only as a last resort. In this way, your enjoyment of the Cave will be prolonged.

To decode a hint, use the BASIC program which follows. Or you may just subtract 1 from each letter in the hint. For example, the word UIF becomes THE:

$$U - 1 = T$$
$$I - 1 = H$$
$$F - 1 = E$$

Subtracting 1 from a O (zero) gives you a Z.

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10 REM ATARI ORIGINAL ADVENTURE HINT
         DECIPHERING PROGRAM
20 DIM A$(120),B$(38):POKE 82,1:POKE 8
3,38
30 ? CHR$(125);"AFTER EACH QUESTION MA
RK, TYPE IN THE NEXT HINT.  IT WILL BE
    DECIPHERED AND PRINTED IN ENGLISH."
40 ? :? :? :? "HINT";:INPUT A$:IF LEN(
A$)<1 THEN 40
50 A$(LEN(A$)+1)=" ":N=0:B$="":? :FOR
I=1 TO LEN(A$):X=ASC(A$(I,I)):IF X=32
THEN 80
60 X=X-1:IF X=47 THEN X=90
70 B$(LEN(B$)+1)=CHR$(X):NEXT I
80 IF N+LEN(B$)+1>37 THEN ? :N=0
90 N=N+LEN(B$)+1:? B$;" ";:B$="":NEXT
I:GOTO 40
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BEDQUILT

1. LFFQ FYQMPSJOH
2. HPJOH TBNF XBZ UXJDF EPFTOU NFBO FOEJOH BU TBNF QMBDF
3. SBOEPN DIBODF ZPV XJMM OPU SFUVSO UP XIFSF ZPV TUBSUFE

BIRD

1. IPX EP ZPV DBSSZ B CJSE
2. TPNF QBSU PG ZPV TDBSFT JU
3. ESPQ UIBU QBSU

BREATH TAKING VIEW

1. BXFTPNF JTOU JU
2. XPX XIBU B TJHIU
3. KVTU FOKPZ UIJT TQFDUBDVMBS WJFX

CHAIN

1. UIF CFBS JT OPU SFBMMZ GFSPDJPVT
2. IJT TUPNBDI JT HSPXMJOH
3. NBZCF IF JT IVOHSZ
4. IPX EP ZPV OPSNBMMZ VOMPDL B DIBJO

CHEST

1. JUT POF PG UIF USFBTVSFT
2. ZPV NVTU GJOE JU
3. USZ UIF NBOT
4. UIF QJSBUF NVTU TUFBM TPNFUIJOH GJSTU
5. HJU JU UP UIF IPVTF BTBQ
6. XIFO JU JT JO UIF IPVTF ZPV BSF SJE PG UIF QJSBUF

CLAM

1. B DBWF PCKFDU XJMM PQFO JU
2. DMBNT DPNF GSPN UIF TFB
3. B USJEFOU DPNFT GSPN UIF TFB
4. TBZ PQFO
5. QFBSMT BSF SPVOE BOE UIFZ SPMM

DARK ROOM

1. UIFSF BOPUIFS XBZ UP HFU JO XJUI UIF MBNQ
2. USZ B NBHJD XPSE
3. NBHJD POMZ XPSLT JO B WFSUJDBM EJSFDUJPO
4. UIF QMPWFS SPPN JT EJSFDUMZ CFMPX UIF Z3 SPPN XIJDI JT CFMPX UIF EFCSJT SPPN XIJDI JT CFMPX UIF IPVTF
5. UIFSF BSF 4 NBHJD XPSET YZOZZ QMVHI BOE
6. UIF NBHJD XPSE IBT UP EP XJUI UIF QMPWFS SPPN
7. TBZ QMPWFS

DOOR

1. XBIU EP SVTUZ IJOHFT OFFE
2. UIF FBTU QJU
3. ZPV OFFE B DPOUBJOFS

DRAGON

1. ZPV DBO EP JU
2. BDUVBMMZ ZPV BSF SFBMMZ RVJUF TUSPOH
3. XIBU QPXFS JO UIPTF CBSF IBOET

DWARVES

1. BSF FYUSFNFMZ EBOHFSPVT
2. HFU UIFN CFGPSF UIFZ HFU ZPV
3. VTF UIF BYF

EMERALD

1. UIF FNFSBME SFBMMZ JTOU UIBU CJH
2. FNFSBMET EPOU USBWFM WJB NBHJD
3. JU GJUT UISPVHI B UJHIU TQPU

FISSURE

1. NBZCF ZPV OFFE B NBHJD XBOE
2. ZPV IBWF B NBHJD XBOE
3. HFOFSBMMZ POF XBWFT B XBOE

GIANT

1. JG ZPV GJOE IJN XBUDI FVU
2. JG ZPV GPVOE IJN BSF ZPV TVSF ZPV MPBEFE UIF SJHIU QSPHSBN
3. UIFSF JT OP HJBOU

GOLD

1. TUFQ USZJOH UP UBLF JU VQ UIF TUFQT HSFFEZ
2. UIFSF JT BOPUIFS XBZ
3. USZ BOZ PUIFS XBZ PVU

MAGAZINE

1. LFZ UP MBTU QPJOU
2. XPSLT POMZ JO XJUU FOE
3. MFBWF JO XJUU FOE

MAZES

1.   ZPV NVTU NBQ UIFN PVU
2.   NBLF FBDI SPPN VOJRVF
3.   ESPQ B EJGGFSFOU PCKFDU JO FBDI SPPN

PLANT

1.   KVTU OFFET MJRVJE SFGSFTINFOU
2.   HFU XBUFS GSPN TUSFBN MBLF FUD
3.   EP OPU PWFS XBUFS JU
4.   DMJNC UIF QMBOU

SNAKE

1.   B CJSE JO UIF IBOE JT XPSUI 3 JO UIF CVTI
2.   B DBHFE CJSE DBOU EP BOZUIJOH
3.   GSFF JU

TRIDENT

1.   OFQUVOFT 4 QSPOHFE TQFBS
2.   OFQUVOF JT UIF HPE PG UIF TFB
3.   XIBU FMTF DPNFT GSPN UIF TFB

TROLL

1.   ZPV NVTU HJWF IJN B USFBTVSF
2.   USZ B USFBTVSF ZPV DBO HFU CBDL
3.   GFF GJF GPF GPP
4.   FHHT JO UIF HJBOU SPPN
5.   ZB HPUUB EP JU JO UIF HJBOU SPPN
6.   UIF PUIFS XBZ UIF CFBS NBZ IFMQ
7.   USPMMT BSF BGSBJE PG CFBST
8.   TJNQMZ UISPX UIF CFBS

VASE

1.   DBSFGVM JUT FYUSFNFMZ GSBHJMF
2.   XIBU XPVME ZPV VTF B QJMMPX GPS
3.   ESPQ UIFN JO UIF SJHIU PSEFS PS FMTF

WINDOW

1.   ZPVMM TFF UIF TIBEPXZ GJHVSF BHBJO
2.   BOTXFS MJFT JO BOFUIFS QBSU PG DBWF
3.   GJOE UIF O T DBOZPO 36 GFFU BDSPTT

WITTS END

1. BU ZPVS XJUUT FOE XIBU EJE ZPV FYQFDU
2. QFSTFSWFSBODF DPVOUT
3. 2 JO 21 DIBODF ZPVMM HFU PVU
4. VTF BOZ EJSFDUJPO

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* ORIGINAL ADVENTURE   *
*   Atari  Version     *
*   Copyright 1982     *
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*    20 Richman Rd.    *
*   Hudson, NH 03051   *
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