creative computing software
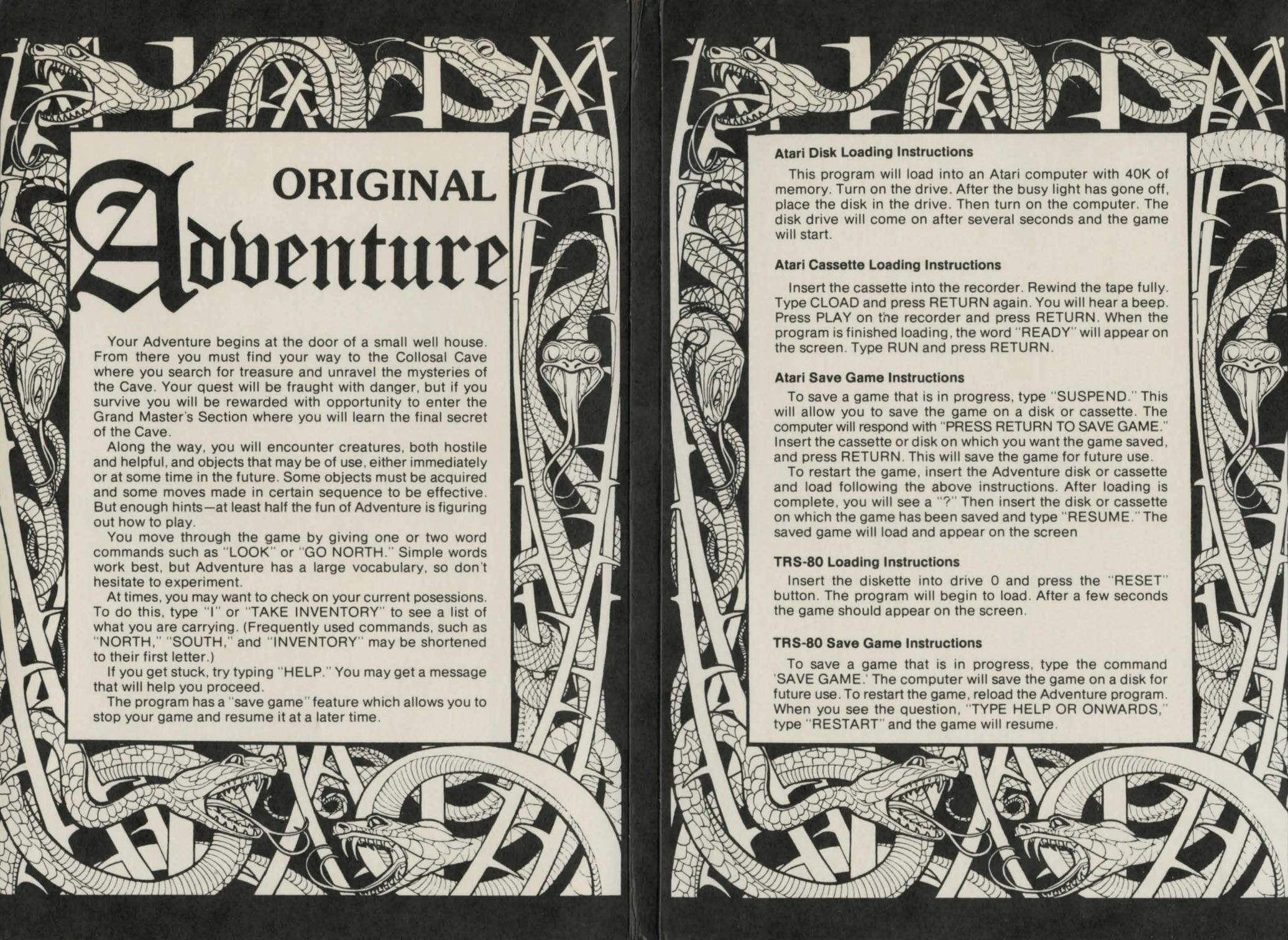
ORIGINAL

Adventure

The *Classic*

Adventure Game

TRS-80
32K Diskette

C.VESS

ORIGINAL Adventure

Your Adventure begins at the door of a small well house. From there you must find your way to the Collosal Cave where you search for treasure and unravel the mysteries of the Cave. Your quest will be fraught with danger, but if you survive you will be rewarded with opportunity to enter the Grand Master's Section where you will learn the final secret of the Cave.

Along the way, you will encounter creatures, both hostile and helpful, and objects that may be of use, either immediately or at some time in the future. Some objects must be acquired and some moves made in certain sequence to be effective. But enough hints—at least half the fun of Adventure is figuring out how to play.

You move through the game by giving one or two word commands such as "LOOK" or "GO NORTH." Simple words work best, but Adventure has a large vocabulary, so don't hesitate to experiment.

At times, you may want to check on your current posessions. To do this, type "I" or "TAKE INVENTORY" to see a list of what you are carrying. (Frequently used commands, such as "NORTH," "SOUTH," and "INVENTORY" may be shortened to their first letter.)

If you get stuck, try typing "HELP." You may get a message that will help you proceed.

The program has a "save game" feature which allows you to stop your game and resume it at a later time.

Atari Disk Loading Instructions

This program will load into an Atari computer with 40K of memory. Turn on the drive. After the busy light has gone off, place the disk in the drive. Then turn on the computer. The disk drive will come on after several seconds and the game will start.

Atari Cassette Loading Instructions

Insert the cassette into the recorder. Rewind the tape fully. Type CLOAD and press RETURN again. You will hear a beep. Press PLAY on the recorder and press RETURN. When the program is finished loading, the word "READY" will appear on the screen. Type RUN and press RETURN.

Atari Save Game Instructions

To save a game that is in progress, type "SUSPEND." This will allow you to save the game on a disk or cassette. The computer will respond with "PRESS RETURN TO SAVE GAME." Insert the cassette or disk on which you want the game saved, and press RETURN. This will save the game for future use.

To restart the game, insert the Adventure disk or cassette and load following the above instructions. After loading is complete, you will see a "?" Then insert the disk or cassette on which the game has been saved and type "RESUME." The saved game will load and appear on the screen

TRS-80 Loading Instructions

Insert the diskette into drive 0 and press the "RESET" button. The program will begin to load. After a few seconds the game should appear on the screen.

TRS-80 Save Game Instructions

To save a game that is in progress, type the command 'SAVE GAME.' The computer will save the game on a disk for future use. To restart the game, reload the Adventure program. When you see the question, "TYPE HELP OR ONWARDS," type "RESTART" and the game will resume.

ORIGINAL ADVENTURE

GAME SPECIFICS
— FOR —
ATARI   TRS-80

LANGUAGE	Basic	LANGUAGE	SAM 76
NUMBER OF PLAYERS	One	NUMBER OF PLAYERS	One
AVERAGE PLAYING TIME	2 Hours	AVERAGE PLAYING TIME	2 Hours
AGE GROUP	12 to Adult	AGE GROUP	12 to Adult
SOUND	No	SOUND	No
SAVE GAME	Yes	SAVE GAME	Yes
SKILL LEVELS	No	SKILL LEVELS	No
GRAPHICS	No	GRAPHICS	No
SPECIAL EQUIPMENT	None	SPECIAL EQUIPMENT	None

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39 E. Hanover Avenue
Morris Plains, NJ 07950
Toll-free **800-631-8112**
In NJ 201-540-0445