

THE SECOND RAINBOW

ADVENTURES

TAPE

The Second Rainbow Adventures Tape is simply a collection of the programs that are listed in the *The Second Rainbow Book of Adventures*. This tape is not a "stand-alone" product, but is intended to be an adjunct and complement to the book. That is, even if you purchase this tape service, you will still need the book for loading and operating instructions.

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The **Second Rainbow Adventures Tape** is comprised of ready-to-run programs based on listings published in *The Second Rainbow Book of Adventures*. The cassette is not a stand-alone product but is intended as an adjunct and complement to the book. You must refer to the book for loading and operating instructions.



Second Rainbow Adventures Tape

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ADDENDUM

The instructions for a number of programs in the book are unclear or incorrect. Here are the corrections:

ICETITLE and PRINCESS (Page 95 and 98): In Line 640 of the ICETITLE listing in the book, the filename "ICEPRINC" should be "PRINCESS". This has been corrected on the Adventures Tape. Also, when the PRINCESS program is loaded, the ICETITLE program will stop. Type RUN and ENTER to continue the game.

GOLDMINE (Page 183): Runs in 16K with the disk controller unplugged, or in 32K with either cassette or disk. The instructions to enter POKE 25,14:NEW are incorrect.

SCAVENGE (Page 190): Type POKE 25,6 and ENTER before loading.

DIRLOC (Page 217): Type PCLEAR 1 and ENTER before loading.

TIMETRIP (Page 249): The PMODE 2, PCLEAR 2 instruction given in the text is in error. These steps are included in the program. If you get an SN Error in Line 0 (due to the "PCLEAR bug" in machines with older ROMs), just run the program again.

NARIOS1 and NARIOS2 (Page 261 and 262): In Line 120 of the NARIOS1 listing in the book, change the filename "GAME" to "NARIOS2". This has been corrected on the Adventures Tape. When NARIOS2 is finished loading, NARIOS1 will end; just type RUN and press ENTER. If you get an SN Error immediately when you RUN either program, just RUN it again.

ISLAND1 and ISLAND2 (Page 278 and 279): In Line 720 of the ISLAND1 listing in the book, change the filename "ISLAND" to "ISLAND2". This has been corrected on the Adventures Tape. When ISLAND2 is finished loading, ISLAND1 will end; just type RUN and ENTER.

ROBERT (Page 306): Type PCLEAR 1 ENTER before loading.

HALLS 1-4 (Page 315): HALLS1 will stop when it has finished loading the next three programs; type RUN and press ENTER to continue, but leave the play button on your recorder pressed down. There are twelve ASCII data files (MAZES 1-12) that this program will load in turn.

THUUDO (Page 319): Copy all the files on the Adventures Tape from THUUDO through 30 onto a single blank disk. Insert this disk in drive 0 and type RUN "THUUDO" and ENTER to start the Adventure. If you don't have a tape-to-disk copy utility, here's how to copy the files by hand to your disk:

THUUDO, START, PROG1, PROG2 (PAGE 319): These programs are in BASIC, so you simply CLOAD and SAVE them (using the same filenames) to disk.

c (Page 319): This is a binary file. CLOADM and immediately SAVEM it as follows: SAVEM "c/BIN", &H0E00, &H2600, &H0E00. Be sure to SAVEM the program *with a lowercase 'c'*.

DED, GOD, WIZ, 0, 3, 7 and 30 (Page 319): Use the same procedure as for 'c', but the addresses are &H0E00, &H1B7F and &H0E00. Save each with the same filename as the tape, followed by /BIN.

1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16 (Page 319): The addresses for these are &H0E00, &H1B60 and &H0E00.

KALAKH (Page 323): The five source files mentioned in the article have been assembled into one program. Just LOADM (or CLOADM) "KALAKH" and EXEC to start the Adventure.

The Second Rainbow Adventures Tape

Page	Name	CCR-81	CTR-80	System Requirement
Side 1	MENU	3 - 6	9 - 15	16K ECB
003	INTRO	7 - 15	16 - 34	32K DISK
005	YELLOW	16 - 40	35 - 81	32K DISK
012	YELLOW2	41 - 60	82 - 116	32K DISK
019	YELLOW3	61 - 82	117- 152	32K DISK
029	INSPMOD	83 - 85	153- 157	32K ECB
030	INSPECTR	86 - 113	158- 199	32K ECB
043	RAGADUNE	114- 142	200- 238	32K ECB
057	STOWAWAYØ	143- 178	239- 283	32K ECB
073	LONESOME	179- 214	284- 324	32K ECB
085	RANDOMARØ	215- 236	325- 347	32K ECB
095	ICETITLE	237- 249	348- 361	32K ECB
098	PRINCESS	250- 282	362- 393	32K ECB
111	SRANDOLFØ	283- 323	394- 429	32K ECB
125	LUNAR	324- 359	430- 459	32K ECB
137	KRAGNORØ	360- 388	460- 482	32K ECB
144	FLODNARØ	389- 432	483- 514	32K ECB
159	AGENT	433- 470	515- 539	32K ECB
171	RNGQUESTØ	471- 506	540- 562	32K ECB
183	GOLDMINEØ	507- 527	563- 574	16K ECB
190	SCAVENGEØ	528- 589	575- 607	32K ECB
205	SLVERTON	590- 634	608- 629	32K ECB
217	DIRLOC	635- 688	630- 654	32K ECB

Side 2	MENU	3 - 6	8 - 17	16K ECB
229	WARIIIØ	7 - 26	18 - 55	32K ECB
238	DKCASTLE	27 - 42	56 - 85	32K ECB
249	TIMETRIP	43 - 69	86 - 131	32K ECB
261	NARIOS1Ø	70 - 72	132- 136	32K ECB
262	NARIOS2Ø	73 - 103	137- 179	32K ECB
274	KAROS	104- 108	180- 189	4K
278	ISLAND1Ø	109- 113	190- 197	16K ECB
279	ISLAND2Ø	114- 148	198- 243	16K ECB
295	AFRICA	149- 178	244- 281	32K ECB
306	ROBERTØ	179- 196	282- 302	16K ECB

Tape Bonus Programs

315	HALLS1Ø	197- 200	303- 306	32K ECB
315	*HALLS2Ø	201- 210	307- 317	32K ECB
315	*HALLS3Ø	211- 213	318- 320	32K ECB
315	HALLS4Ø	214- 238	321- 347	32K ECB
315	MAZE1Ø	239- 244	348- 353	32K ECB
315	MAZE2Ø	245- 250	354- 358	32K ECB
315	MAZE3Ø	251- 256	359- 364	32K ECB
315	MAZE4Ø	257- 262	365- 370	32K ECB
315	MAZE5Ø	263- 268	371- 376	32K ECB
315	MAZE6Ø	269- 274	377- 382	32K ECB
315	MAZE7Ø	275- 280	383- 388	32K ECB
315	MAZE8Ø	281- 287	389- 394	32K ECB
315	MAZE9Ø	288- 293	395- 400	32K ECB
315	MAZE10Ø	294- 299	401- 406	32K ECB
315	MAZE11Ø	300- 306	407- 411	32K ECB
315	MAZE12Ø	307- 314	412- 418	32K ECB
319	THUUDO	315- 324	419- 427	32K ECB
319	START	325- 339	428- 440	32K DISK
319	PROG1	340- 342	441- 443	32K DISK
319	PROG2	343- 345	444- 445	32K DISK
319	*DED	346- 352	446- 450	32K DISK
319	*GOD	353- 358	451- 456	32K DISK
319	*WIZ	359- 366	457- 462	32K DISK
319	*c (lowercase c)	367- 379	463- 472	32K DISK
319	*0	380- 386	473- 477	32K DISK
319	*1	387- 393	478- 483	32K DISK
319	*2	394- 401	484- 489	32K DISK
319	*3	402- 409	490- 494	32K DISK
319	*4	410- 417	495- 500	32K DISK
319	*5	418- 423	501- 505	32K DISK
319	*6	424- 428	506- 509	32K DISK
319	*7	429- 436	510- 514	32K DISK
319	*8	437- 444	515- 519	32K DISK
319	*9	445- 451	520- 524	32K DISK
319	*10	452- 460	525- 530	32K DISK
319	*11	461- 468	531- 535	32K DISK
319	*12	469- 477	536- 541	32K DISK
319	*13	478- 486	542- 546	32K DISK
319	*14	487- 494	547- 550	32K DISK
319	*15	495- 503	551- 557	32K DISK
319	*16	504- 512	558- 563	32K DISK
319	*30	513- 521	564- 568	32K DISK
323	*KALAKH	522- 578	569- 594	32K ECB

*Machine language program or Hi-Res Screen file

ØWill not run with the disk controller plugged in

Check the articles in *The Second Rainbow Book of Adventures* for instructions on loading and using these programs. (The corresponding page number is noted for your convenience.)

Since these programs run the gamut, from 16K to 64K, from Color BASIC to Disk Extended Color BASIC, cassette-based or requiring disk drives, not all programs may work on your own system. Please refer to the corresponding article for system requirements.

Tape counter numbers for both the CCR-81 and CTR-80 recorders are noted for your reference. However, counters vary from machine to machine and heavy usage will cause variance on a given cassette due to stretching of the tape. Use our table as an approximate position only. Note: You must cue the tape to the blank spot right before a given program to avoid getting an I/O Error.

Special Note: To exit from the MENU, press the up-arrow key. You may have to press it several times until the screen clears. After using any machine language program (including some BASIC programs), turn your computer off and back on or type POKE 113,0:EXEC 40999 to clear it before loading another program.

(While many of these program listings may be slightly modified and typed in for use on Dragon and MC-10 computers, this tape itself will not run on these machines.)