

# Adventures

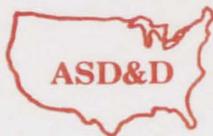


**Difficulty: Advanced**  
**Ages: 12 to adult**

**Extended Basic Language**  
**TI 99/4      TI 99/4A**

# FUN HOUSE

In this adventure challenge after challenge will face you. Can you make it out of the mysterious fun house? Watch out! Only the best adventurers can get out of the room of mirrors. Sound effects galore. Lots of fun.



**AMERICAN SOFTWARE**  
**DESIGN & DISTRIBUTION CO.**  
**P.O. BOX 46**  
**COTTAGE GROVE, MN 55016-0046**

## **FUN HOUSE**

By SCOTT MORGAN

AMERICAN SOFTWARE DESIGN & DISTRIBUTION CO.  
Copyright 1982

## **INTRODUCTION**

Welcome to the world of adventure! An adventure is a game of imagination and problem solving mixed together with logic. An adventure puts you in another place and time giving you a chance to solve problems while trying to reach a specific goal. To do this you must give the computer 1 or 2 word commands. These commands are your course of action (i.e. "TAKE CARD"). This will be demonstrated in the section entitled "SAMPLE GAME". Sound effects are used to enhance the game.

## **OBJECTIVE**

In this adventure challenge after challenge will face you. To complete this adventure you must escape from this house of many tricks.

## **ORDER OF PLAY**

The game begins with a short title page. Press the space bar to begin the adventure. Next the computer pauses a moment to initialize a new game.

The top of the screen will show your location, directions you can travel ("N" for north etc.), and objects you see (such as a table).

Below that line is a line of asterisks and then the computers response area. The flashing cursor is where you enter your course of action. To play the adventure you enter an action (such as "LOOK OCEAN") and then press "ENTER". Note the computers response and continue the game in this manner until the adventure is done.

## LOCATION

This tells you where you are located. A description of the location might be given. Note this before you you move to a new location.

## DIRECTIONS (FOR TRAVEL)

The directions you can travel include the four compass directions ("N", "S", "E", "W") as well as "U" for up and "D" for out. To move north just press "N" and then press "ENTER" when you input your course of action. Also note that you can travel by saying "GO" to an object such as "GO CAR". Try this only when an object doesn't have an obvious direction. Sometimes you can move by operating something such as pushing buttons when you are inside a car.

## YOU SEE

These are objects that you can easily see. Usually they can be taken. To examine an object closer you can say something such as "LOOK SCREEN". To list the objects you are carrying just say "INVENTORY" or "INV" for short.

## INPUT AREA

Only use one or two word commands. Look at the "SAMPLE COMMANDS" section for examples. Also be sure that the "ALPHA LOCK" is down when you are playing the game.

## SAMPLE GAME

LOCATION: DARK TUNNEL  
DIRECTIONS: N,S  
YOU SEE:  
DOOR  
KEY

\*\*\*\*\*

WELCOME! (Computers response area)

)\_ (Course of action input area)

---

### Sample Inputs

"TAKE KEY"  
"LOOK KEY"  
"BLOOP"  
"OPEN DOOR"  
"WITH KEY"  
"S"

### Computers Response

OK  
NOTHING SPECIAL  
I DON'T UNDERSTAND or WHAT?  
CAN'T IT'S LOCKED or WHAT?  
KEY DOESN'T FIT  
(Screen clears and you move to a new location)

## SAMPLE COMMANDS

"TAKE \_\_\_\_\_"  
"INVENTORY"  
"GO \_\_\_\_\_"  
"N"

"HELP" (AQUA BASE ONLY)  
"LOOK"  
"OPEN \_\_\_\_\_"  
"D"

"UNLOCK \_\_\_\_\_"  
"KILL \_\_\_\_\_"  
"PULL \_\_\_\_\_"  
"DIG \_\_\_\_\_"

"BREAK \_\_\_\_\_"  
"PUSH \_\_\_\_\_"  
"EAT \_\_\_\_\_"  
"TIE \_\_\_\_\_"

... The fun will be to discover other commands that are needed to complete an adventure.

### HINTS

Scream and yell if you will,  
when the mirrors make you nil.

Good Luck!

### WARRANTY

American Software Design and Distribution Company does not warrant that the program or material will be free from error or will meet the specific requirements of the user. The user assumes complete responsibility of any and all decisions made or actions taken based on information obtained from this program or other materials which are made available solely on an "as-is" basis.

American Software's warranty covers malfunction due to defective materials or construction. This warranty is void if the hardware has been damaged by accident or unreasonable use, neglect, improper service or other causes not arising out of defects in material or construction. This warranty is in effect for three months from the date of purchase by the consumer.

Some states do not allow the exclusion or limitations of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you in those states.

