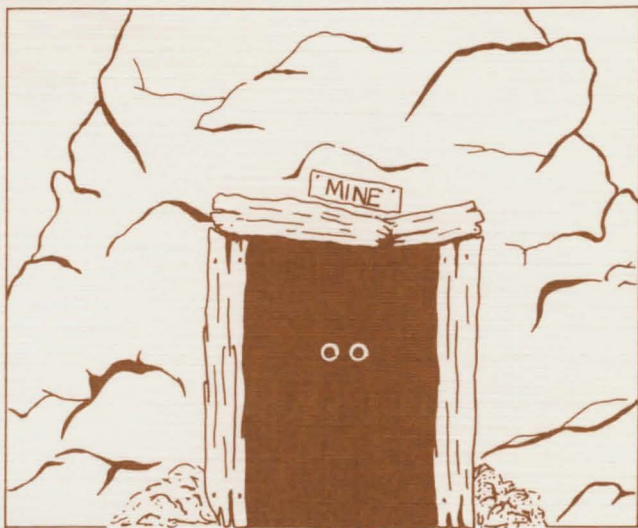# TIventures
Miner 49'er

On this adventure, you're in a ghost town that once was a prosperous mining town. Enter the mine, there remain many treasures. Why are these treasures here? Rumors of a monster, living in the mine, scared off the people living in the town, and they left their treasures behind. Find all 3 treasures and you will be proud. *Now with sound effects.*

Difficulty: Intermediate
Ages: 12 to adult

Extended Basic Language
TI 99/4   TI 99/4A
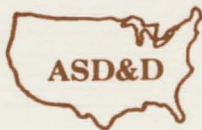
Miner 49'er

by SCOTT MORGAN

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

To complete this adventure you must find the three treasures hidden in the old abandoned mine. Beware of the monster that is rumored to be in the mine.

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 the computers response area is located. To play the adventure you enter an action (such as "LOOK OCEAN") and then press "ENTER". Note the computers responce and continue the game in this maner 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 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 "O" 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

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**************************************************************
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WELCOME!   (Computers response area)

_ (Course of action input area)

SAMPLE INPUTS   COMPUTERS RESPONSE

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

SAMPLE COMMANDS
"TAKE _____"   "HELP" (AQUA BASE ONLY)
"INVENTORY"   "LOOK"
"GO _____"   "OPEN _____"
"N"   "O"
"UNLOCK _____"   "BREAK _____"
"KILL _____"   "PUSH _____"
"PULL _____"   "EAT _____"
"DIG _____"   "TIE _____"

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

GOOD LUCK!

LOADING INSTRUCTIONS

1) ERRORS:

TAPE VERSIONS:
SHOULD WORK FINE. BEFORE LOADING FROM TAPE, IF YOU HAVE A DISK SYSTEM, EITHER SHUT IT OFF OR ENTER "CALL FILES(1)" BEFORE LOADING. IF YOU ARE HAVING TROUBLE LOADING THIS PROGRAM TRY TURNING UP YOUR TONE OR VOLUME BEFORE RETURNING TO ASD&D.

DISK VERSIONS:
BEFORE LOADING ENTER "CALL FILES(1)" THEN "OLD DSK1.GAME" AND "RUN"!!!

* THESE ARE NECESSARY STEPS BECAUSE OF THE TIGHT MEMORY SPACE THAT THE TIVENTURES OCCUPY.

2) COLOR:
THIS COMMAND ALLOWS YOU TO ALTER THE COLOR OF THE SCREEN. EVERY TIME YOU ENTER "COLOR" THE SCREEN WILL "INVERSE" (IE.; BLACK ON WHITE TO WHITE ON BLACK.) THIS CAN BE ACCESSED AT ANY TIME IN THE ADVENTURE. THE REASON FOR THIS IS BECAUSE PEOPLE LIKE VIEWING DIFFERENT COLORS THAT DON'T STRAIN THEIR EYES.

3) SAVE GAME:
AT ANY TIME DURING AN ADVENTURE YOU MAY USE THIS. AFTER ENTERING "SAVE GAME" YOU ARE GIVEN 3 OPTIONS. ENTER THE PRECEEDING NUMBER BEFORE THE OPTION YOU DESIRE.

DISK:
YOU MAY LEAVE IN THE DISK THAT THE TIVENTURE IS ON. NOTE THAT WHENEVER SAVING A GAME TO DISK IT ERASES OVER THE LAST SAVED GAME.

TAPE:
WE RECOMMEND THAT YOU USE ANOTHER BLANK TAPE. SIMPLY FOLLOW DIRECTIONS CAREFULLY.

* PLEASE NOTE THAT IF YOU DO SOMETHING WRONG THE COMPUTER MAY "CRASH" AND YOU MUST ENTER "RUN" TO RE-ENTER PROGRAM. THIS MEANS STARTING OVER!!!

4) RESTORE PREVIOUS GAME:
YOU ARE GIVEN THIS OPTION AT THE START OF EACH GAME. THIS IS MUCH THE SAME AS THE "SAVE GAME" OPTION. NOTE THAT YOU MUST HAVE PREVIOUSLY SAVED A GAME TO USE THIS OPTION!

5) PLEASE CONTACT ASD&D IF YOU HAVE ANY PROBLEMS. WE HOPE
THAT THESE ENHANCEMENTS WILL BE OF GREAT HELP. THANK YOU.

W A R R A N T Y

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