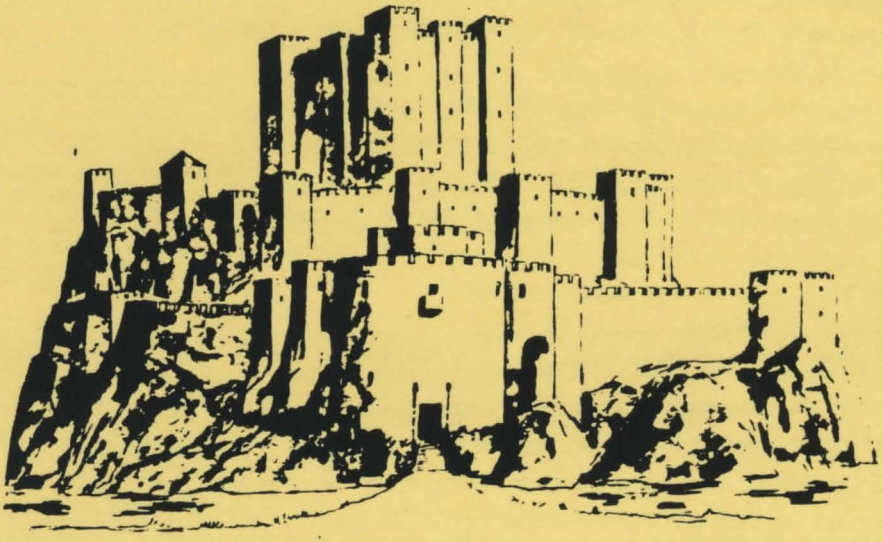
OLIVER'S TWIST



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Introduction:

At the end of the your long journey from your home village you are standing in front of the castle of your recently departed Uncle Oliver (known in this realm as King Oliver IV). As one of the family's poorest relations, no one was more surprised than you on finding that Oliver had left his entire kingdom to you. However, as with many unexpected gifts there is a catch. Before you can inherit the castle you have to mollify the spirits of your ancestors by returning 15 treasures to their rightful places. Unfortunately, the will does not specify where these locations might be. Can you return everything without disturbing Oliver's ghost?

Welcome to a completely new adventure for the Adventure Command Module by Texas Instruments Inc. for the TI-99/4A. The Adventure module is potentially a whole new world inside of your computer - one for you to spend hours in exploring and enjoying. We hope you will enjoy this "twisted" adventure, as well as the ones to come in the years ahead.

Loading Oliver's Twist:

Oliver's Twist is available on both disk and cassette so all Adventure fans can play this game. To load the game refer to the instructions on pages 3, 4 and 10 of the Adventure Module manual for a thorough discussion of loading a game from disk or cassette.

Playing the Game:

You are now ready to start the adventure. If you have played other adventures for the Adventure module, you are probably familiar with the pattern of such games - you have to find certain objects to arrive at some destination. This adventure is subtly different - the objects are all known, but you have to figure out where they go. Remember this as you play the game as it means you will have to do things somewhat differently. You will frequently have to use your surroundings or the things in a room as a clue to where the treasures belong.

Other then that, **Oliver's Twist** recognizes many of the common commands used in games for the Adventure module. For a detailed description of these commands, read pages 5 through 8 of the Adventure module manual.

Other Adventure Games:

This is the first game for the Adventure module by Mickey Schmitt and Lynn Gardner - it is not likely their last. This adventure was produced with the aid of the Adventure Editor, which is available from many TI dealers and distributors. The Adventure Editor is a program that gives you access to the "language" that all adventures for the Adventure module are written in. If you are interested in writing your own adventure, or would just like to understand how adventures are written, you may want to purchase the book **The Adventure Editor Tutorial**, by Mickey Schmitt, and published by Asgard Software.

Asgard Software has a complete line of other adventure games as well - including a series of games for use with the Tunnels of Doom module by Texas Instruments Inc., an editor for creating Tunnels of Doom games by John Behnke, and a stand-alone series of highly rated animated graphics adventures called Legends, by Donn Granros and Ed Johnson. Contact Asgard Software at the address below for more information about these products, and the more then 50 other programs available.

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