

ADVENTURES are available for Pet™, Sorcerer™, Apple™, TRS-80 Microcomputer.

## Master these ADVENTURES!

- 0. SPECIAL SAMPLER** This is a mini-version of ADVENTURELAND with only 3 treasures and a smaller area to explore. Expect hours of entertainment (instead of weeks) of fun-filled ADVENTURING.
- 1. ADVENTURELAND** You wander through an enchanted world trying to recover the 13 lost treasures. You'll encounter WILD ANIMALS, MAGICAL BEINGS, and many other perils and puzzles. Can you rescue the BLUE OX from the quicksand or find your way out of the maze of pits? Happy Adventuring ...
- 2. PIRATES ADVENTURE** "Yo ho ho and a bottle of rum ..." You'll meet up with the pirate and his daffy bird along with many strange sights as you attempt to go from your London flat to Treasure Island. Can you recover LONG JOHN SILVER'S lost treasures? Happy sailing matey ...
- 3. MISSION IMPOSSIBLE ADVENTURE** "Good morning, your mission is to ..." and so it starts. Will you be able to complete your mission in time? Is the world's first automated nuclear reactor doomed? This one's well named, challenging, and radiates with plenty of suspense. Good luck ...
- 4. VODOO CASTLE** Count Cristo has had a fiendish curse put on him by his enemies. There he lies, with you, his only hope. Will you be able to rescue him or is he forever doomed? Beware, the Voodoo Man ...
- 5. THE COUNT** You wake up in a large brass bed in a castle somewhere in Transylvania. Who are you, what are you doing here, and WHY did the postman deliver a bottle of blood? You'll love this Adventure, in fact, you might say it's LOVE AT FIRST BYTE ...
- 6. STRANGE ODYSSEY** Marooned at the edge of the galaxy, you've stumbled on the ruins of an ancient alien civilization complete with fabulous treasures and unearthly technologies. Can you collect the treasures and return or will you end up MAROONED FOREVER ...
- 7. MYSTERY FUN HOUSE** Once you manage to get past the ticket counter you will find days of fun in this Fun House Adventure. However, beware as this is one of the most difficult in the series, to date! Are you a master of mystery ...
- 8. PYRAMID OF DOOM** On a trek through the vast uncharted center of the Sahara Desert in search of a missing explorer, you come upon a pyramid recently exposed by the shifting sands. Will you be able to collect its treasures and escape? Or will you join its denizens for that long eternal sleep?
- 9. GHOST TOWN** Explore a deserted western mining town in search for treasures. Just remember partner, "they don't call 'em GHOST TOWNS for nothin' ..."

\*Recommended for the novice adventurer, with many built-in HELPS!

Apple trademark, Apple Corp., TRS-80 is a product of Radio Shack, a division of Tandy Corp., Sorcerer trademark is a product of Exidy Corp., and Pet trademark is a product of Commodore Corp.

## Look who's raving about ADVENTURE

"Highest rated games are the Adventure games"  
*Robert Purser Edition 7 CCR*

Declared a true "Classic."  
*Computer Cassettes Review*

"Adams' Adventure is exquisite. It is a true tour-de-force ..."  
*Recreational Computing*

Out of 50 programs reviewed, Adventure was rated No. 1!  
"Highly recommended."  
*80 Software Critique*

"I highly recommend these programs."  
*80 US Journal*

"... Truly absorbing simulations. These games require you to be inquisitive, innovative, a thinker, a risk taker, a logician, a warrior, and a lover of real challenges — in short, an Adventurer."

*Ramon Zamora, Recreational Computing issue 4*

"... I LOVED IT! There was a real challenge to this program, unlike some lesser things I've seen."

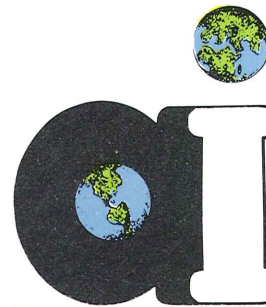
*Captain 80, 80-Microcomputing issue 1*

"... It is worth the money to buy a computer just to play 'Adventure'."

*Software Directory Winter 1980*

Adventures by Scott Adams are available through your local dealer or favorite mail-order house.

Your Local ADVENTURES Dealer.



# adventure international

Box 3435 - Longwood, Florida 32750 - (305) 862-6917

**A**dventures are  
**D**isruptingly addictive,  
**V**irtually thrusting  
**E**ngos into  
**N**arcosis - beware!  
**T**ime itself  
**U**nravels while  
**R**isking these  
**E**nchantments by  
**S**cott Adams.

*I stood at the bottom of a deep chasm. Cool air sliding down the sides of the crevasse hit waves of heat rising from a stream of bubbling lava and formed a mist over the sluggish flow. Through the swirling clouds I caught glimpses of two ledges high above me: one was bricked, the other appeared to lead to the throne room I had been seeking.*



*A blast of fresh air cleared the mist near my feet and like a single gravestone a broken sign appeared momentarily. A dull gleam of gold showed at the base of the sign before being swallowed up by the fog again. From the distance came the angry buzz of the killer bees. Could I avoid their lethal stings*

*as I had managed to escape the wrath of the dragon? Reading the sign might give me a clue to the dangers of this pit.*

*I approached the sign slowly.*

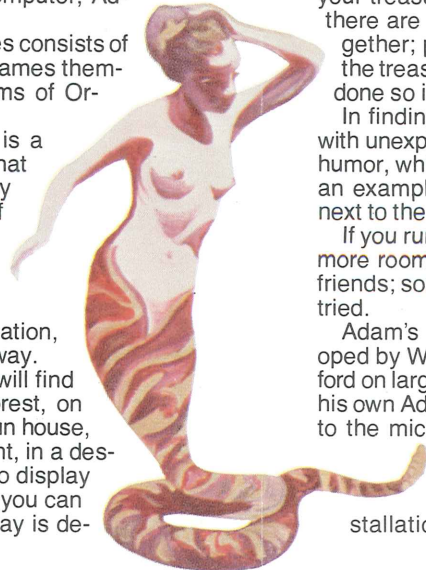
And so it goes, hour after hour, as you guide your microcomputer through the Adventures of Scott Adams in an effort to amass treasures within the worlds of his imagination.

By definition, an adventure is a dangerous or risky undertaking; a novel, exciting, or otherwise remarkable event or experience. On your personal computer, Adventure is that and more.

Playing any of the Adventure series consists of three elements: you, the user; the games themselves; and the author, Scott Adams of Orlando, Florida.

For the user, playing Adventure is a dangerous or risky undertaking in that you better be prepared to spend many addictive hours at the keyboard. If you like challenges, surprises, humor and being transported to other worlds, these are the games for you. If you dislike being forced to use your common sense and imagination, or you frustrate easily, try them anyway.

In beginning any Adventure, you will find yourself in a specific location: a forest, on board a small spaceship, outside a fun house, in the briefing room of a nuclear plant, in a desert, etc. The top portion of your video display will tell you where you are and what you can see; the bottom section of the display is de-



voted to inputting commands to your robot computer and receiving messages that may arise as the result of your orders. You have to get used to looking at both the top and bottom portions in order to find out what's going on in the game but it doesn't take long for the reading to become a reflex. In fact, you will have a tendency to forget you're reading at all as you begin to live in those imaginary worlds.

By using two-word commands you move from location to location (called "rooms" although some rooms represent outdoor sites such as a swamp), manipulate objects that you find in the different rooms (pick them up, put them down, carry them, light them, etc.), and perform actions as if you were really there.

The object of a game is to amass treasure for points or accomplish some other goal such as preventing the destruction of the automated nuclear plant in Mission Impossible. Successfully completing a game, however, is far easier to state than achieve. In many cases you will find a treasure but be unable to take it until you are carrying the right combination of objects you find in the various locations.

How do you know which objects you need? Trial and error, logic and imagination. Each time you try some action, you learn a little more about the game.

Which brings us to the term "game" again. While called games, Adventures are actually puzzles because you have to discover which way the pieces (actions, manipulations, use of magic words, etc.) fit together in order to gather your treasures or accomplish the mission. Like a puzzle, there are a number of ways to fit the pieces together; players who have found and stored all the treasures (there are 13) of Adventure #1 may have done so in different ways.

In finding how the pieces fit, you will be forced to deal with unexpected events, apparent dead ends and Scott's humor, which is one of the best parts of the puzzles. (For an example of his cleverness, read the advertisement next to the bottomless hole.)

If you run into a barrier like not being able to discover more rooms, don't give up. Play the game with some friends; sometimes they'll think of things you haven't tried.

Adam's series is based on a program developed by Will Crowther and Don Woods of Stanford on large computer systems. But in creating his own Adventures, Scott has done a service to the microcomputer world; he has taken

this fascinating game from the inner sanctums of large computer installations, improved it,

and brought it into your home. As a bonus, the micro versions are generally more interesting and more challenging than the parent game.

If you're tired of video games of bouncing balls or shooting at targets; if you're ready for an intellectual challenge that transports you to new worlds of experience; if you want to see what a skilled programmer can do with a micro, invest in one of Scott Adams' games. An early Adventure (Adventure Land or Pirate's Adventure) is a good place to start because the more Adams creates, the tougher his puzzles get.

*While I pondered how to reach the throne room — which I was sure contained the treasures of Croesus — the fog grew thicker and the hours passed. I realized I would not be able to outwit Adams today ... but maybe tomorrow. I marked my present location on my tattered map and began the long trip to the surface. As I dragged myself off to bed, I thought about other possible Adventures.*

*Consider scenarios for children studying geography or history in which the permissible paths of solving a particular problem are dictated by the social constraints under which those societies operate. What better way to understand a foreign culture than to live by the rules of that culture? Or how about super-complex scenarios in which the solving of one game leads you through the door of another. That could begin the cycle all over again so several (chained?) programs have to be solved in order to complete a master problem ...*

*But enough for tonight. Tomorrow — another crack at the chasm.*

by Ken Mazur

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