

CEO TALK:

TABLE OF CONTENTS:

- 1) CEO TALK.
- 2) REVIEW - *PYRAMID 2000*.
- 3) BONUS REVIEW - *BEDLAM*.
- 4) HELP.
- 5) PROGRESS.
- 6) FUTURE REVIEW LIST.
- 7) BACK ISSUES LIST.
- 8) *PYRAMID* MAP & INFORMATION.
- 9) *BEDLAM* MAP & SOLUTION.
- 10) DOD 5th LEVEL MAP.
- 11) *DAGGORPATCH* EXTRA-EXTRA LEVELS (EEL) & Two Screen-Dump "SNAPS".

We selected *BEDLAM* for this months BONUS REVIEW, even though it's on the FUTURE REVIEW LIST. Normally a BONUS REVIEW will be selected from the many adventure packages we have, but this month, *BEDLAM* fits-the-bill nicely.

You'll have to "suffer-through" my (Lin) old hand-drawn maps, and long-hand "scribble" printing. This may be the case, occasionally in the future, as a few adventures do not lend themselves to a neat final product on our Word Processor, and we haven't finalized all of those that do (*BEDLAM!*).

CoCoPRO hasn't sent us their Price List as yet. Hopefully it will begin arriving by next month.

We completed DOD again using *DAGG-PATCH*, & cleared-out two more levels, than the EL Method. The Repeat last-command, & Pause features really help play, go smoother, and easier. A few highlights (along with 2 "SNAPS") are mentioned in the enclosed "SHEET" for this month. You become stronger, and the 4th and 5th Levels are easier. A Gold Ring & EMPTY (MT) HAND are equal weapons. The effectiveness (& sound) of RING & SHIELD attacks, last longer than attacks with other weapons. The 4th Lvl (once) was completely cleared while using a Gold Ring, and/or EMPTY HAND. It was simple to "type-ahead" (Repeat Key), and remain an attack or two, ahead of the last one, that appeared on screen. This "Technique" was easy to maintain while attacking with

a G R or MT HAND, and a BEAST may not have a chance to attack back, or even pick-up an object from a "PILE". This was used successfully with the "STAND & FIGHT" technique, against 4th Level GOLDROGS, KNIGHTs, and WRAITHs. When attacking with a G R or MT HAND, your Heart-Beat never rises (very much).

4th level Chart: EEL Method.

1st TIME	REL SWIM	SHIR SW	G R
4 GOLDROGS	1 3	8-10 10-12	77-99
7 WRAITHS	1	2-3 3-4	24-29
5 KNIGHTS	1	1-3 3-4	23-29
8 SCORPION	1	1 1	1 1

Other variables that affect how many hits it takes to kill a CREATURE are:

- 1) When they are found, early or late during a level.
- 2) After a THEWS FLASK is found (3rd, 4th, & 5th Lvl), and used.

This just about covers all we have to report on DOD.

REVIEW: *PYRAMID 2000*

Still available from RS on Tape, & will transfer to Disk. Marty Goodman "touches" on this subject in his *CoCo Consultations* Column (Pg.68) in this months *Rainbow* (Ltr-Dwane Flint). We used a utility that automatically re-locates a program during Tape to Disk transfers (*Pyramid*, *Bedlam*, *Raaka-Tu*, *M&M* etc.), if a program needs it.

*Pyramid* has a two-word parser (3rd word occasionally needed), accepts 1-2 letter abbreviations for directions and 1st six letters of any verb-noun. No two maps of *Pyramid* are likely to be the same, as many of the passages in it are duplicated.

Your task is to find the Treasures (11), drop them in the ENTRANCE, and type in SCORE (220 points). There is no normal auto-ending. Once you have 220 points, the game is over. Along the way, a few problems will have to be solved & a few useless objects are also there. Light is needed, and it is limited. The SAVE feature is still to Tape. You can drop objects (mark-your-way) when exploring the MAZE. No randomness - each game is the same.

## BONUS REVIEW: *BEDLAM*

*BEDLAM* will transfer to Disk & the SAVE feature is to Tape. Your TASK is to find a way out of the ASYLUM. Some randomness is in this adventure. The escape route may be different and the characters (except NURSE) usually are in different rooms. The word parser's a bit more sophisticated. Sometimes a complete simple sentence is required. It accepts abbreviations for moves, 1-2 word commands, & the 1st 6 letters of any verb or noun. It is a PAIN to find out what it will, & won't accept, in SIMPLE sentence form.

A good beginning technique: Assume the escape route is the STORAGE SHED. Gather objects (HOOK, PILL, GREEN and RED KEYS, MEAT) along the way, to the DOG. SEARCH each ROOM behind the RED, GREEN, and BLUE DOORS for the SECRET DOOR. If found, find NAPOLEON, lead him there, & tell him -NAPOLEON, OPEN SECRET DOOR. If the DOOR isn't found, FEED MEAT (PILL in it) TO DOG. If he dies, the SHED is the WAY. If he does not, SEARCH the rest, for the SECRET DOOR. If it can't be found, then the PAINTED DOOR in the start room is the escape route. Find PICASSO, lead him there, & LOOK a few times. A PAINTED DOOR ON THE NORTH WALL will be there. Move away from the MAD DOCTOR when he is found. Sometimes he will give you a HYPO before you can move.

### HELP: *Wizard's Castle*

Different attack methods & weapons are available. A weapon must be READY before it can be used. No object can be carried with a readied weapon. No method to permanently kill a creature has been found. 1-180 EXPERIENCE PTS are randomly awarded for killing each BEAST (except UNICORN). Perhaps, the ORC & DRAGON are the easiest to kill. The "HIT & RUN" technique can be used if one is after you, READY a weapon, type-in your attack (don't ENTER it), & the instant he comes into the room, ENTER your attack, move 2 rooms away, and repeat. When disturbed, a DRAGON or ORC will follow, til he loses your scent, he is killed, or SAY HELLO is used - may cause him to RUN away. The CROSSBOW must be ARMED with the ARROW many times. The UNICORN is useless, & the GNOME may steal carried objects.

<u>CREATURE</u>	<u>BEST WEAPON</u>	<u>ATTACK METHOD</u>
ORC	MACE	BASH ORC
DRAGON	SWORD	HACK DRAGON
WIZARD	SWORD	STAB WIZARD
BADGER	SWORD	STAB BADGER
	(2nd Best: AXE	HACK BADGER)
TROLL	AXE	HACK TROLL
CYCLOPS	CROSSBOW	SHOOT CYCLOPS
	(2nd Best: AXE	HACK CYCLOPS)

SKILL 3 (3 Skill levels offered) is the most difficult & challenging. The BEASTS are real "Pests", & it is best to bypass them quickly to avoid their attacks. It's difficult to keep your CONDITION high (240-255), & you will spend a lot of time searching for the APPLE, COINS, and ARROW (If used).

### PROGRESS:

We haven't begun *ROGUE* as yet, but Harold Kruse of Peoria sent us a MASS of information about it. THANKS AGAIN HAROLD! It will really come in handy. We know that CARLA SHERIDAN will make good use of this information, as she is playing *ROGUE* right now.

We hope to start Telecommunicating shortly (local BBS). We now have all of the "pieces" necessary to get "on-line". A review of terminal programs by JIM ISSEL in last month's *Rainbow*, came at the right time. We will start with *Mikeyterm*.

### FUTURE REVIEW LIST:

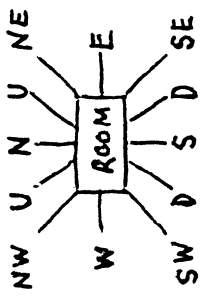
Dec'90.. *LANSFORD MANSION (D)*  
Jan'91.. *WIZARD'S CASTLE (D)*  
Feb'91.. *INTERBANK INCIDENT (D, JstK)*  
Mar'91.. *WILD WEST (D-3)*  
Apr'91.. *RAAKA-TU (T, D)*  
May'91.. *INFIDEL (D)*  
Jun'91.. *WISHBRINGER (D)*  
Jul'91.. *KEYS OF THE WIZARD (T, D)*  
Aug'91.. *SANDS OF EGYPT (D)*  
Sep'91.. *DALLAS QUEST (D)*  
Oct'91.. *HITCHHICKER'S GUIDE (D)*  
Nov'91.. *ZORK I (D)*

### BACK ISSUES:

Aug'90.. *MADNESS (T, D)*  
Sep'90.. *WORLD-CARMEN (D-3) & SROTM (T, D)*  
Oct'90.. *DOD (Pgmpk) & DAGGORPATCH (D)*

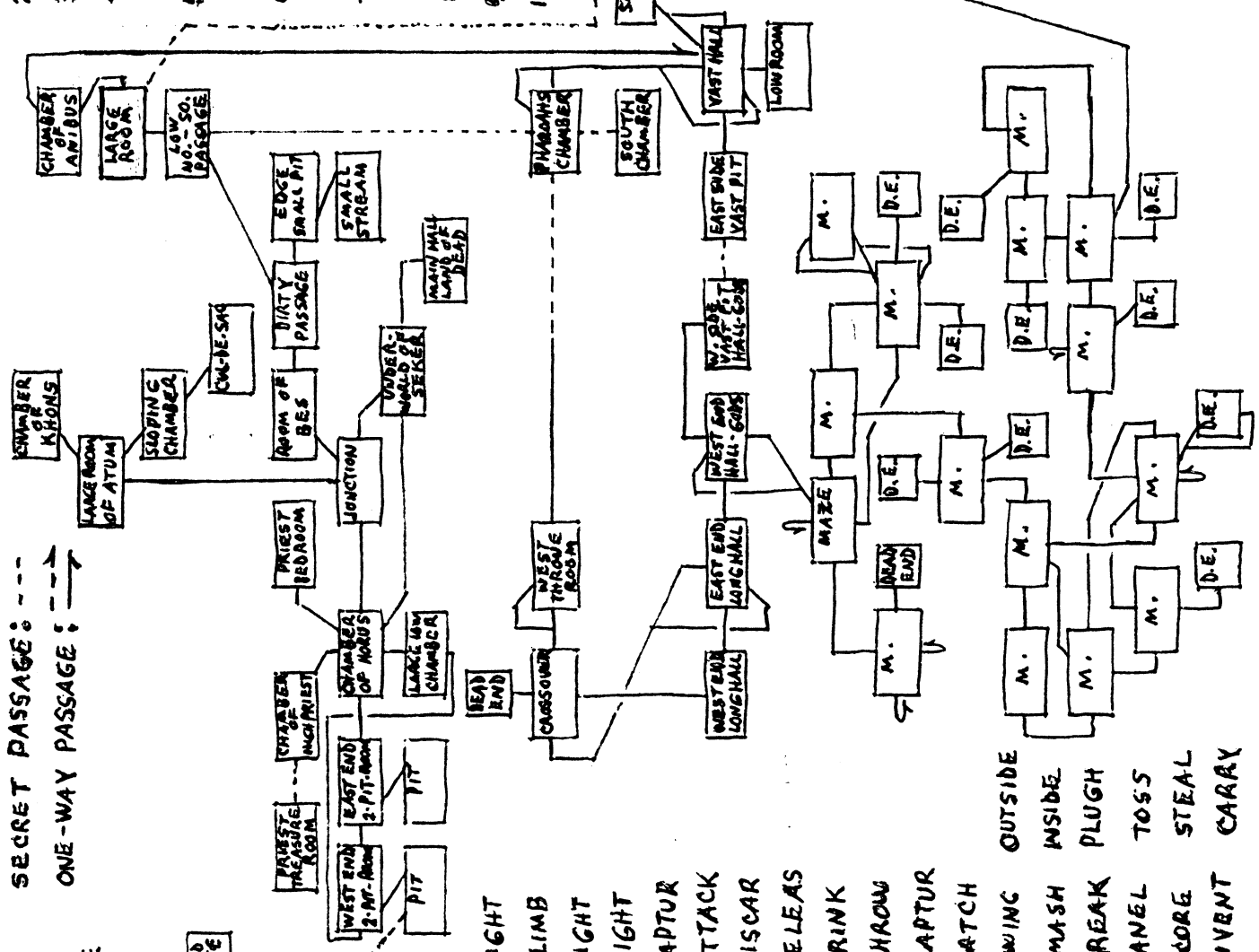
HAPPY THANKSGIVING TO ALL!!!

# KEY



# PYRAMID

PROBLEM, DIFFERENT, OR  
SECRET PASSAGE: ---  
ONE-WAY PASSAGE: -->



# CLUES

1. YOU NEED A CAGE, BUT NOT, SOMETHING ELSE, TO CATCH A BIRD.
2. "MAGIC" IS NEEDED TO CROSS A GREAT CHASM.
3. A "LIVE" BIRD, WILL SCARE A SNAKE.
4. "TWO" IN HAND, PLUS A MOVE, WILL BRING THE MUMMY TO COLLECT HIS DUE.
5. AFTER THE MUMMY LEAVES, SEARCH THE MAZE TO RECOVER YOUR TREASURES.
6. FRESH BATTERIES FOR A LAMP, CAN BE FOUND IN THE MAZE, BUT A TREASURE, WILL BE LOST.
7. A MOVE IN "HORUS" OR THE "DEAD", MAY HAVE TO BE REPEATED.
8. NOURISH A VINE, TO FIND A "LADDER".
9. A "KEY" MUST BE FOUND, TO OPEN A CRYPT.
10. FINE CHINA, MUST BE HANDLED CAREFULLY.

# VERBS

- N LEFT
- E JUMP
- S SWIM
- W KILL
- NE LOOK
- NW DROP
- SE TAKE
- SW POUR
- U FILL
- D FREE
- IN OPEN
- OUT FEED
- ON WAVE
- OFF BACK
- GET STOP
- EAT QUIT
- HIT LOAD
- RUB SAVE
- RIGHT
- CLIMB
- LIGHT
- FIGHT
- CAPTURE
- ATTACK
- DISCARD
- RELEASE
- DRINK
- THROW
- CAPTURE
- CATCH
- SWING OUTSIDE
- SMASH INSIDE
- BREAK
- PANEL
- TOSS
- STEAL
- CARRY

**TREASURES**

DROP AT  
ENTRANCE  
220 POINTS

KEY GOLD SILVER JEWELR  
EGGS COINS (PILLOW) DIAMON  
VASE CHEST PEARL EMEERAL

## PYRAMID 2000 INFORMATION

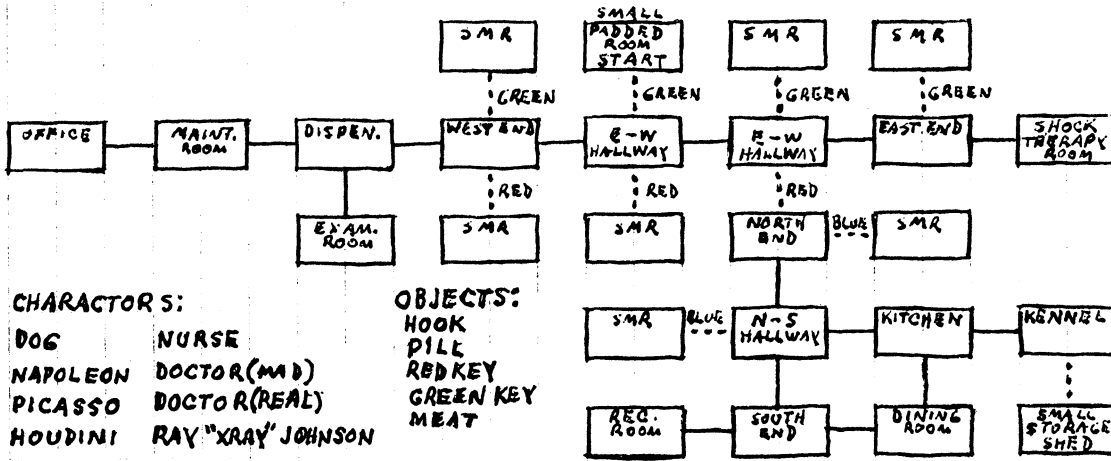
*Pyramid* seems to have no normal auto-finish or stop at the end. When your SCORE is 220, there is nothing more to do. The total moves available are limited by LAMP life. At move #293, the LAMP will begin to DIM. At #313, it will go out. Fresh batteries can be purchased from the VENDING MACHINE in the MAZE with the COINS, but the COINS will be lost & you'll be in a NO-WIN situation.

TREASURE LOCATIONS: Pillow is not a Treasure, but needed for the VASE.  
GOLD: Low Room EGGS: Chamber of Osiris JEWELRY: W. Side Vast Pit  
DIAMONDS: S. Chamber COINS: W. Throne Chamber KEY: Chamber of Nekebet  
SILVER: Low Passage PEARL: Sarcophacus EMERALD: Hi Priest Treas Rm  
CHEST: Maze PILLOW: Priest Bedroom VASE: Hi Priest Chamber

MUMMY, CHEST, MAZE: Collect 2 treasures, make a move, & the MUMMY will appear, take the 2 treasures, & leave them with the CHEST in the MAZE. The CHEST will not appear til the MUMMY takes the treasures. The 1st MAZE room to the CHEST: E,S,S,S,N,E,E,NW.

PYRAMID ENTRANCE: GET LAMP(& BOTTLE). ON(for LAMP, FOOD no use). Drop treasures here. LOW PASSAGE: GET BOX. AWKWARD CHAMBER: GET SCEPTER. SPLINDID CHAMBER: DROP SCEPTER. GET STATUE(then SCEPTER). PHAROAH'S CHAMBER: THROW STATUE. DROP BOX(no longer needed). EAST or WEST SIDE OF VAST PIT: WAVE SCEPTER(Bridge appears, wave it again, it disappears). DROP SCEPTER(no longer needed). HI PRIEST TREASURE ROOM: Limited access, drop all objects before entering(the PILLOW must be dropped before the VASE, else it will break). PIT(west): POUR WATER(twice). Refill the BOTTLE at the SMALL STREAM. After the Plant grows, DROP BOTTLE(nln). ROOM OF ATUM: OPEN SARCOPHACUS (with KEY). The PEARL rolls to the CUL-DE-SAC. MAIN HALL-LAND OF THE DEAD: MOST moves return to SEKER, and there is a DEAD-END here. If you seem to get stuck - game doesn't respond to your move, just make another move, or keep moving. The magazine has no use. PYRAMID ENTRANCE and LARGE ROOM: PANEL connects these 2 locations(short-cut).

# BEDLAM



**CHARACTORS:**

- DOG
- NAPOLION
- PICASSO
- HOUDINI
- MERLIN
- NURSE
- DOCTOR(MAD)
- DOCTOR(REAL)
- RAY "XRAY" JOHNSON

**OBJECTS:**

- HOOK
- PILL
- REDKEY
- GREEN KEY
- MEAT

**VERBS:**

- |      |        |
|------|--------|
| N    | LOCK   |
| E    | KICK   |
| S    | MOVE   |
| W    | YELL   |
| HIT  | FEED   |
| GET  | EXAMIN |
| PUT  | INVENT |
| BOW  | SEARCH |
| LOOK | UNLOCK |
| KILL | UNTIE  |
| DROP | FOLLOW |
| QUIT | CLOSE  |
| WAIT | THROW  |
| OPEN | PLUGH  |

OTHERS ARE SYNONYMOUS OR HAVE NO USE.

## BEDLAM SOLUTION

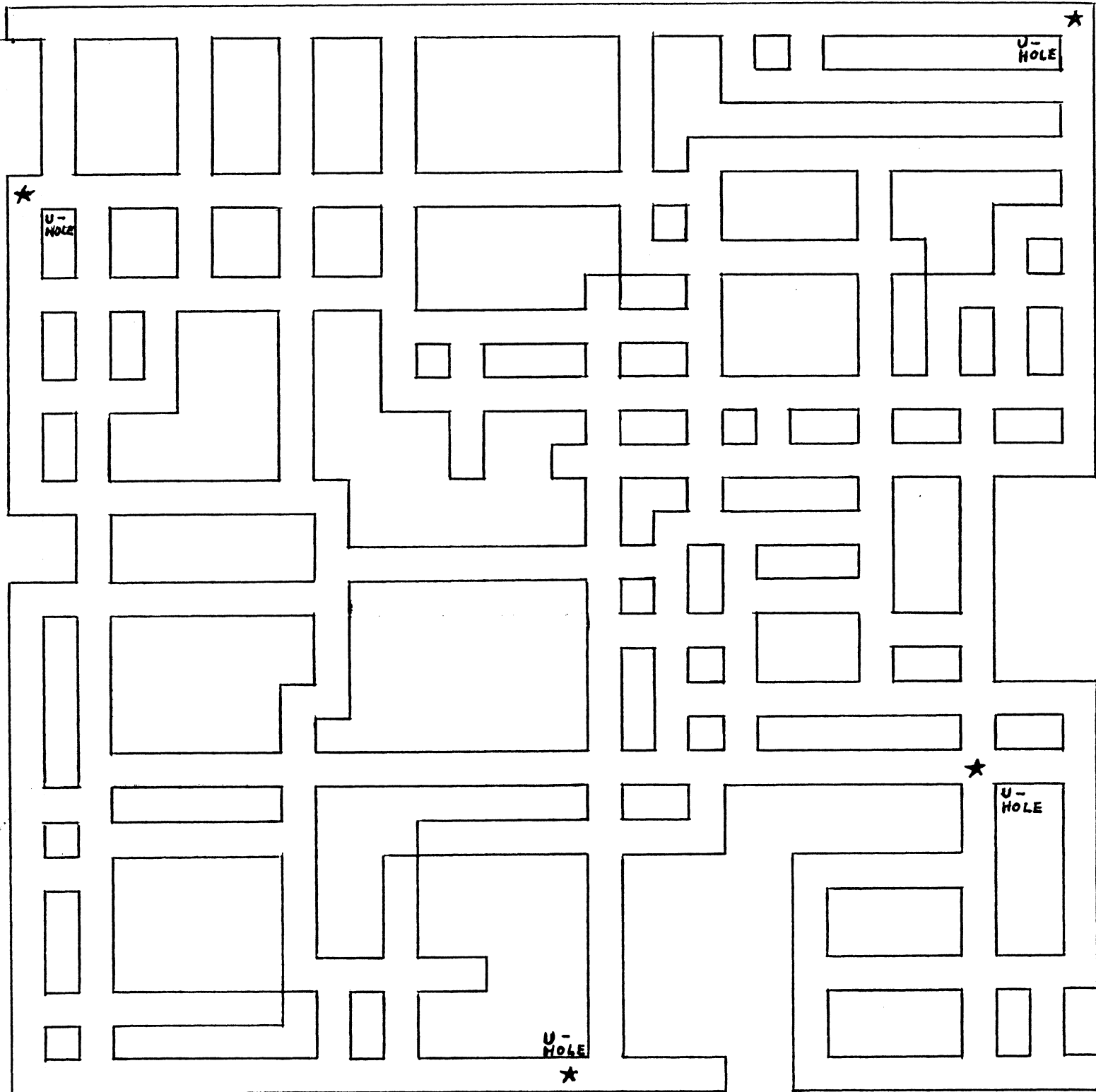
Object of the game: Escape the ASYLUM. Three possible escape routes exist, but only one is active each time played.

- 1) STORAGE SHED: OPEN DOOR WITH GREEN KEY. Go North to escape. To get pass the DOG, you must PUT PILL IN MEAT, & FEED MEAT TO DOG. If he dies, this is the active escape route. You will be locked in the SHED, when you go south
- 2) SECRET DOOR: SEARCH each room to find it. Has never appeared in the HALLWAYS, KENNEL, or rooms East, & West of the E-W HALLWAY. You must find, and lead NAPOLEON to it and tell him - NAPOLEON, OPEN SECRET DOOR.
- 3) PAINTED DOOR: Does not appear at the beginning of the game. It has always been in the SMALL PADDED ROOM (START ROOM). If you can not find the SECRET DOOR, then You must find PICASSO, lead him there, and LOOK (a few times) to see the PAINTED DOOR ON THE NORTH WALL, that is closed. OPEN PAINTED DOOR.

START ROOM: SEARCH ROOM. OPEN DOOR. No BLUE or GREEN DOOR (except the SHED) is locked. MAINTENANCE ROOM: GET HOOK. DISPENSARY: GET KEY WITH HOOK. GET PILL. OPEN RED DOOR WITH RED KEY will unlock and open all RED DOORS. One RED DOOR leads to N-S HALLWAY. EAST END, E-W HALLWAY: GET GREEN KEY WITH HOOK. If you stay in the SHOCK THERAPY ROOM one move, you'll get-the-TREATMENT from the NURSE, and auto-return to the START ROOM (retaining carried objects). KITCHEN: OPEN REFRIGERATOR (MEAT falls out). GET MEAT. PUT PILL IN MEAT. KENNEL: FEED DOG MEAT. If the DOG doesn't die, then continue searching for the SECRET DOOR. If the SECRET DOOR can't be found, find PICASSO, & lead him to the START ROOM.

Move away from the MAD DOCTOR or he will give you a HYPO. He roams the ASYLUM at will, even through locked doors. If you get a HYPO (even without warning), you will auto-return to the START ROOM, and be unsteady. PLUGH will cure you. If PLUGH is used any other time - Auto-SHOCK TREATMENT. Other characters in the game, seem to have no use. When you 1st find a character, he will follow you for a while. Later if you need one to follow, find him, and repeatedly leave the room til he follows. You can also try - NAPOLEON (PICASSO), FOLLOW ME.

# DOD, 5<sup>TH</sup> LEVEL



5th Level : M SH:EL SW: Objects : WIZARD: 1st time 1/2 way  
 8 GOLDRoGs:18-21: 4-6 :SE SC SU R: thru Lvl 5, rest at end.  
 4 WRAITHs : 3-7 : 1-2 :M SH SO T: 3 with R & 34 EL SW.  
 6 KNIGHTs : 1-2 : 1 :TH F H F: 3 with R & 24 EL SW.  
 4 GIANTs : 1 : 1 :B SH A F: 4 with Rs & 16-18 EL SW.  
 2 SCORPIONs, SPIDERs\*, :LU T P T: 5 with Rs & 10-12 EL SW.  
 VIPERs\* & BLOBs\*: 1 with anything.

1st time :M SH :EL SW:  
 8 GOLDRoGs : 9-12: 3  
 4 WRAITHs : 3-5 : 1  
 6 KNIGHTs : 1-2 : 1  
 4 GIANTs : 1 : 1  
 2 VIPERs\*, SPIDERs\*, BLOBs\*,  
 & SCORPIONs: 1 with anything:  
 WIZARD:5 with Rs & 2-5 EL SW: