16

# ADVENTURE SURVIVORS

24 Perthshire Drive, Peachtree City, GA 30269 (404) 487 8461 NR.16 Sep.1992

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**CEO TALK:**

We will attend (and have a booth) The 3rd Annual Atlanta Computer Fest, Oct. 3 & 4, 1992, at the Northlake Holiday Inn, I-285 and La Vista Rd (northeast Atlanta), reservations via their 800 number (TELL THEM YOU ARE ATTENDING THE FEST), $49/night + tax, sponsored by The Atlanta Computer Society Inc. One $5 ticket (at the door) gets you in for both days. We hope to see you there! We KNOW that CARLA SHERIDAN will be there.

It is membership renewal time for those that joined our Club a year ago (most at the 2nd Atlanta CoCoFest). A note will be placed in this issue for those affected. We THANK JERRY RYALS, RICHARD LORBIESKI, DAVID THRIFT, MR.& MRS. JACK DIEL, ALBERT RAINWATER JR., and DOUG & BARBARA VAUGHAN for their support.

We welcome DONNA L. WICKER of Oxford, MI to the Club. At present, DONNA is playing *The Powerstones of ARD II*. It may not be long before we all have a little more HELP on that one (we have not started it yet).

The adventures from OWLS NEST finally arrived, all in good order. We booted up, and played each one, they checked out just fine. We have arranged them in "COMBOs" (3 adventures each) based on different degrees of difficulty - ADVANCED, MEDIUM, and STARTER COMBOs. An arcade type is in the STARTER set, and the *Cube Adventure* in the MEDIUM COMBO, does not have a SAVE feature.

Norm Shelton also included a *Data Management Package* that is made up of three programs - a Mail List-Labeler, Data Base, and a program for keeping a list of disks, tapes, videos, programs, etc. Each program comes in 16 and 32K versions, fast ML sorter, and many features - search, save and load (separate disk), modify, delete, add, and display to the screen or printer. See this issues SWAP SHOPPE.

For those that may be interested, Douglas Adams (co-authored INFOCOM's Adventure, *The Hitchhikers Guide To the Galaxy*, based on his novel of the sane name) also wrote 4 sequel novels to The Hitchhikers Guide - *Restaurant AT The End Of The Universe, Life The Universe And Everything, So Long And Thanks For The Fish,* and *Young Zaphod Plays It Safe* - that follow the four main characters (and Marvin) through more adventures in the galaxy. They are easy, humorous reading, and might be found in any book store (may even be found in a single edition). Adams also wrote some scripts, and did some editing for the *Doctor Who* TV series, and some Monty Python programs. Four or five programs based on Hitchhikers Guide, were also produced on the BBC in the mid'80s, and were shown in the U.S.A. on PBS.

**REVIEW:** *HITCHHIKERS GUIDE TO THE GALAXY* (INFOCOM)

Perhaps, this is the most popular of the text adventures, INFOCOM released for the Color Computer. It will play on all CoCos, requires one disk drive (at least), and 64K. <DOS> will load and run the game for RSDOS vers., 1.1 and 2.1. Instructions for RSDOS Vers. 1.0 and 2.0 are on a separate "slip" in the game package. The game disk is UN-PROTECTED (use a BACKUP), but if a DIR is done, the disk appears empty!

The original game package is outstanding. The game book is thorough, and provides many how-to examples.

The COMMAND PARSER is OUTSTANDING - often referred to as the "Cadillac" of game parsers. It'll accept almost any command in simple (and complex) sentence form, Verb-Noun-Object, and sometimes that is required. However, It is simpler to use one or two-word commands, one (or two) letter abbreviations for directions, and for some of the Special Commands, if you can. The PARSER only "sees" the first six letters of any word.

Other useful commands: GET ALL or DROP ALL. Variations: DROP ALL EXCEPT GUIDE. GET TOWEL, GUIDE, PLOTTER. A comma (,) is also used when you talk to a person, or BEAST. Exam: MARVIN, OPEN THE HATCH. Multiple commands can be done by placing THEN between them. GO SOUTH THEN OPEN DOOR.

The adventure is science fiction based on a novel of the same name, by Douglas Adams. The Adventure (events & characters) follows the Book to the Planet Magrathea's surface, and ends, but the Book goes on. There's no help in the Book on the problems found in the Adventure (Except ARTHUR'S laying down in front of the BULLDOZER).

The game has clues and hints, no-win situations, descriptive scrolling screens, humor, occasions you can get killed, INTERACTIVE events, excellent SAVE feature, auto-sequences, easy to difficult problems, red-herrings, and other things we do not mention.

SETTING: You're ARTHUR DENT, a simple "Earthling", who is about to have his house BULLDOZED! Also, in 15 minutes the Earth is going to be destroyed by a Vogon Constructor Fleet (to build a NEW Hyperspatial Expressway). NOT to Worry! Your friend FORD PREFECT will offer a way to escape these impending disasters - Out of the frying pan and into the FIRE!
TASK: To safely find your way to the surface of the Planet Magrathea, and SCORE 400 points.

**BONUS:** *HALL OF THE KING*

Graphics adventure (composite colors) from SUNDOG SYSTEMS by Glen Dahlgren (see RAINBOW ad). This "stand-alone" Adventure is the First in the HALL OF THE KING series. It will play on all CoCo's, but displays colors only on a TV or composite monitor. The original version - PRICKLY PEAR SOFTWARE, came on two unprotected disks. The version currently sold by [illegible]G SYSTEMS, has one side of it's "flippie" PROTECTED. One drive, and 64K is required.

The PARSER is a standard two-word (verb, noun) type (only sees the 1st three letters of any word), sometimes requires a third word (screen prompt given), and accepts abbreviations for directional moves.

Audrey De Lisle reviewed the King Trilogy in Rainbow Magazine, Dec.'88, pgs. 134-136.

TASK: Find the PARCHMENT, KEY PIECE, and a way out of the Mountain.

**CORRECTIONS**

*HALL OF THE KING 3*, GIANT POOL: When you TIE ROPE to the CROBAR, The game Parser will ONLY accept the 1st three letters (CRO) as a correct response. Normally, the Parser only "sees" the first three letters of any word, and ignores any letters after that. Here, the CROBAR is only recognized as a 3 letter word. A NOUN In our SOLUTION, is usually spelled out entirely - for clarity. Thanks to FLOYD KEIRNAN for pointing out this problem.

SIR RANDOLPH RETURNS (Tape adventure) The changes we published - Newsletter #10, 9/91 - were not complete, and/or accurate. These are:

| LINE | CHANGE | TO |
|---|---|---|
| 90 | DAGGER SHEATH | GAUDY TIE TAC |
| 257 | SHEATH | TIE TAC |
| 287 | GREAT | GRAND |
| 419 | HA-H | HA=H |
| 437 | DATA | DATA.DAT |
| 451 | DATA | DATA.DAT |

**PROGRESS**

NAN (wife), and CARLA SHERIDAN have finished *The Power Stones Of Ard* (ARD I). HELP is now available from us, on this difficult and complex Adventure. In time, once all of this information is put together, I will offer it in a Preliminary Information Pack.

**FUTURE REVIEW LIST:**

17) Nov'92..*******CALADURIL 2* ————D3
Jan'93...*****HALL OF THE KING II —D
Mar'93...*****MARTIAN CRYPT ————D
May'93...*****CALADURIL ————D
Jul'93...*****WITNESS ————D
Sep'93...*****KORONIS RIFT ————D3

** Member's First choice.
* Member's 2nd - 6th choices.

# HITCHHIKERS GUIDE TO THE GALAXY

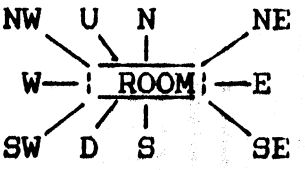
By Steven Meretzky and Douglas Adams

**SPECIAL COMMANDS** | Q: QUIT.
L: LOOK - Repeats room description.
G: AGAIN - Repeats last command.
Z: WAIT - Time or MOVE(s) passes.
I: INVENTORY - Items carried.
SCORE: Points, and # of moves.
SAVE: 1-7 on a separate disk.
RESTORE: Loads in a SAVE position.
RESTART: Restarts at the beginning.
DIAGNOSE: Checks your medical state.
BRIEF (Default): First time seen, a room & items are fully described. Thereafter, only their names.

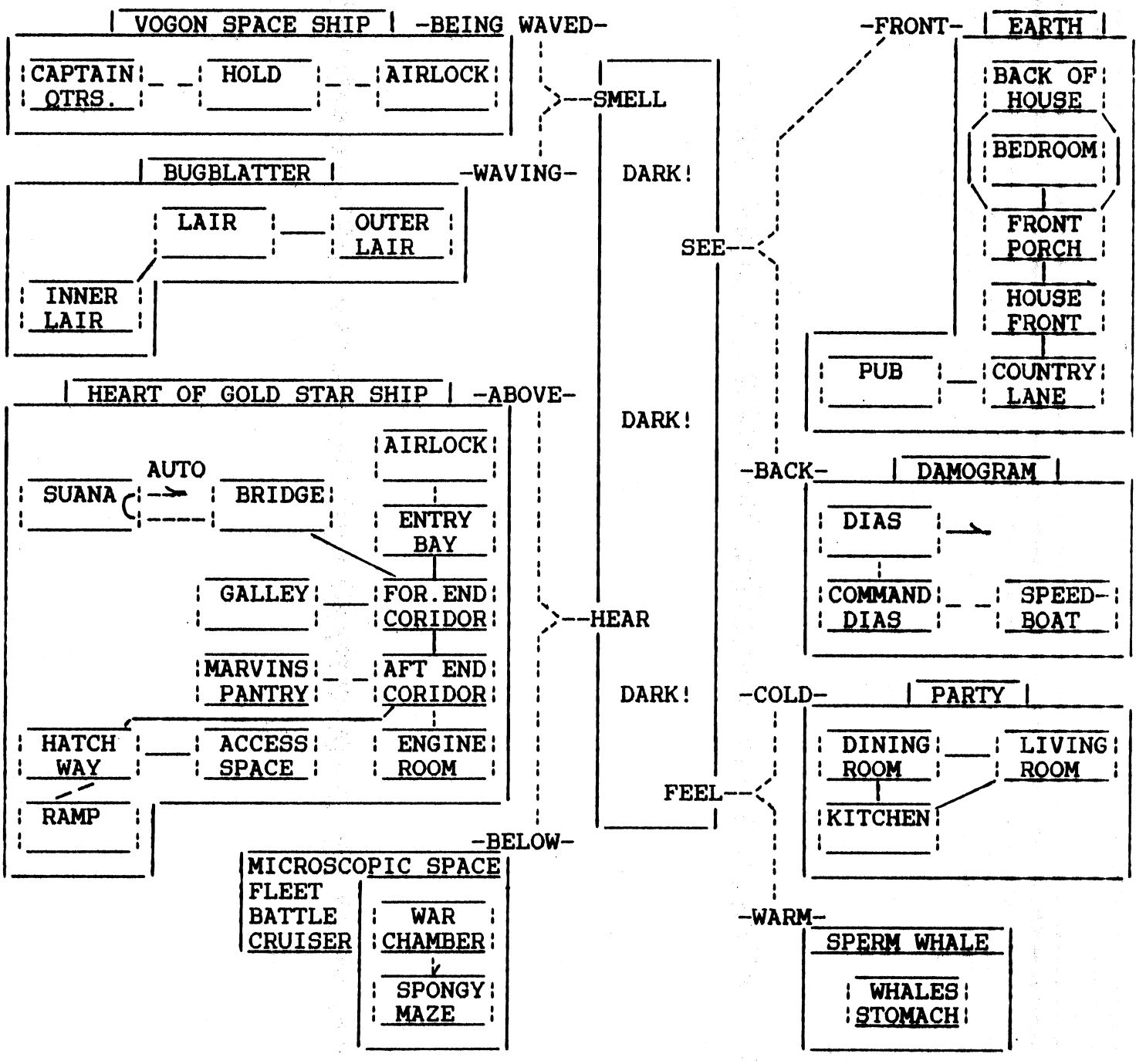
**MAP KEY**

Problem, different, or auto path: - - -

One-way path: ---→




SUPERBRIEF: Only rooms name is given.
VERBOSE: Describes a place and items each time they are seen.
SCRIPT, UNSCRIPT: Turns printout of events, ON or OFF (Doesn't work on all printers and/or Bauds).



# HITCHHIKERS GUIDE TO THE GALAXY

## INFORMATION

YOUR TASK: To safely reach the surface of the Planet Magrathea. Carefully read the many "scrolling screens" of information, and generously use the SAVE feature.

COMMAND PARSER: Outstanding, sees the first 6 letters of any word, accepts many "forms" of different commands - one and 2 words, simple sentences (verb-noun-object) may include prepositions and/or adjectives, multiple commands (separate 2 commands with ...THEN...), talking to a person or beast (His name, followed by a comma [,], and what you wish to ask or tell him), one (or two) letter abbreviations for directions, and SPECIAL COMMANDS. If you wish to SAY anything, enclose the "something" in quotation marks (SAY "ARTHUR DENT"). ALL & EXCEPT, and separating multiple items with commas, are useful with GET & DROP (GET ALL. GET ALL EXCEPT GOWN. GET GOWN,TOWEL,GUIDE. Use DROP similarly).

VERBS: Others are useable.

| | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| N | E | S | W | NE | NW | SE | SW | U | D | GO | SIT | ASK | EAT | FLIP |
| SAY | BUT | LOOK | OPEN | HANG | TURN | COVER | DRINK | SLEEP | TASTE | STEER | INSERT | CONNECT | | |
| LIE | SEE | DROP | READ | HEAR | WEAR | CARVE | ENJOY | SMELL | THROW | REMOVE | FOLLOW | CONSULT | | |
| PUT | GET | GIVE | TYPE | FEEL | PUSH | CLOSE | SHOOT | STAND | TOUCH | LISTEN | SEARCH | EXAMINE | | |

THE DARK: You always pass through the DARK when traveling from one AREA to another. 5 SENSES (SMELL, SEE, FEEL, HEAR, and TASTE) are listed on screen. <Z> four times, and one SENSE will be missing (TASTE is never missing).
FIRST, Type in the missing SENSE. One of two, possible responses will be given (the two responses for each SENSE, will differ by only one or two KEY words). That one KEY word, determines which AREA you can go to. These relationships, between SENSES, KEY word(s), and AREAS are shown on the MAP.
SECOND, type in an acceptable command, and you'll leave the DARK, and go to an AREA. If your command isn't accepted, you'll remain in the DARK - to try again.
1) From EARTH to the VOGON HOLD: <SMELL>. "BEING WAVED". <LOOK AT SHADOW> (8 points).
2) AIRLOCK to the HEART OF GOLD STAR SHIP (H.O.G.): <HEAR>. "ABOVE". <SOUTH>.

After building a TRANSPORTER, onboard H.O.G.: (See below) You can travel via the DARK, to and from, other AREAs (except the WHALE). The different AREAs may not be in any set order. Each time you leave the H.O.G., only one particular AREA will be available from the DARK. The time you have to solve problems in a location, is limited. When your time runs out, you auto-return to the DARK to find your way back to the H.O.G. You can later return to an AREA to solve the problems there. Once the problems have been solved, and you re-visit a location, you'll auto-return to the DARK. The one exception is the MICROSCOPIC SPACE FLEET BATTLE CRUISER. If the SPONGY GRAY MAZE problem has been solved, and you return, you'll end up in a five-move, DEATH situation!

After up-grading the TRANSPORTER: (See below) Now, each time you WAIT <Z> in the DARK, a different SENSE will be missing. Returning to the H.O.G. via the DARK, remains the same.

HITCHHIKERS GUIDE: FORD PREFECT gives it to ARTHUR DENT after arriving in the VOGON HOLD. <CONSULT THE GUIDE ABOUT (anything you want)>. Provides information about any subject, if it has any. Use at any time (almost), especially when <Z> moves are called for.

## SOLUTION

Commands (Type-in and ENTER) are shown in "upper-caps", and/or enclosed in "less-than", and "more-than" signs <>. Comments, and points scored are within parentheses ().

BEDROOM: TURN ON LIGHT. GET UP. GET GOWN. WEAR GOWN. LOOK IN POCKET. TAKE BUFFER (10). GET ALL. SOUTH. FRONT PORCH: GET MAIL. READ MAIL. SOUTH. HOUSE FRONT: LIE DOWN. (Wait <Z> until FORD talks PROSSER into taking your place, DO NOT take the TOWEL) SOUTH. WEST. PUB: LOOK AT SHELVE. BUY SANDWICH. DRINK BEER (3 times - 15 pts. When CRASH is heard...). EAST. COUNTRY LANE: GIVE SANDWICH TO DOG. NORTH. <Z> (until FORD drops the DEVICE) GET DEVICE. LOOK AT DEVICE. PUSH GREEN BUTTON (To the DARK).

VOGON HOLD: EAT PEANUTS. REMOVE GOWN. PUT GOWN ON HOOK. GET TOWEL. PUT TOWEL OVER DRAIN. GET SATCHEL. PUT SATCHEL IN FRONT OF PANEL. PUT MAIL ON SATCHEL. PUSH DISPENSER BUTTON. FLIP SWITCH (Note location of the secret word). GET ALL. WEAR GOWN. <Z> (GUARDS take you to the CAPTAIN). CAPTAINS QUARTERS: <Z> (until the CAPTAIN finishes the first verse (4 lines). ENJOY POEM (or he won't read the second verse, which always has the SECRET WORD). VOGON HOLD: <TYPE "secret word" ON KEYBOARD> (25). GET PLOTTER (or ALL, if not done before). <Z> (until you end up in the...). DARK: <Z> (4 times). <HEAR>. <SOUTH>.

HEART OF GOLD STAR SHIP (H.O.G.): (FORD will take you to the BRIDGE). BRIDGE: DROP ALL (GOWN, BABELFISH, and NO TEA retained). DOWN. WEST. GALLEY: LOOK AT NUTRIMAT. TOUCH PAD. GET SUBSTITUTE (TEA. BUGBLATTER GUN in CARTON, has no use). EAST. SOUTH. CORRIDOR AFT END: (cute sequence) SOUTH. YES. YES. SOUTH. SOUTH. ENGINE ROOM: LOOK. <G> (25). GET ALL (Return to the BRIDGE and construct the TRANSPORTER). BRIDGE: EXAMINE CONSOLE. EXAMINE PLOTTER. EXAMINE DRIVE. CONNECT SMALL PLUG TO SMALL RECEPTACLE. PUT BIT INTO SUBSTITUTE. DROP ALL. GET TOWEL (Needed when visiting the BUGBLATTER. When ready...). FLIP SWITCH.

BUGBLATTER: SAY "ARTHUR DENT". EAST. OUTER LAIR: COVER HEAD WITH TOWEL. GET STONE. CARVE ARTHUR DENT ON MEMORIAL. REMOVE TOWEL (After BUGBLATTER goes to sleep). WEST. SOUTHWEST. GET INTERFACE (25). <Z> (To the DARK, and return to the H.O.G.).

GALLEY: OPEN PANEL. REMOVE BOARD. DROP BOARD. PUT INTERFACE IN PANEL. CLOSE PANEL. TOUCH PAD. <Z> (Until announcement of MISSILE attack, then go to the BRIDGE). BRIDGE: CONNECT LARGE PLUG TO LARGE RECEPTACLE. FLIP SWITCH (Go to the GALLEY, get the REAL TEA, and return - NO TEA will be dropped). REMOVE BIT FROM SUBSTITUTE. PUT BIT IN TEA. DROP TEA (Now, visiting locations is easier, but returning is the same. If ready...). FLIP SWITCH.

EARTH (As FORD PREFECT): OPEN SATCHEL. GET TOWEL AND SATCHEL FLUFF. NORTH. GIVE TOWEL TO DENT (He won't take it). IDIOT. GO TO PROSSER. PROSSER, LIE DOWN. SOUTH. WEST. BUY BEER. DRINK BEER (Twice, 15 pts.). (Follow DENT to his house) EAST. NORTH. GIVE FLUFF TO DENT. <Z> (Until you return to the DARK).

PARTY (As TRILLIAN): OPEN BAG. LOOK AT DENT. DROP PLATE. GET FLUFF. PUT FLUFF INTO BAG. TAKE PLATE. CLOSE BAG. GO TO PHIL. TOUCH PHIL (25 - If he doesn't notice you, follow him, and repeat trying to get his attention. Auto to the DARK).

DAMAGRAN (As ZAPHOD): LOOK UNDER SEAT (KEY and FLUFF taken). STEER TOWARD SPIRE. TURN ON AUTOPILOT. <Z> (Until SOUTH of DAIS). GET BOX. GET UP. NORTH. <Z> (Til TRILLIAN ARRIVES). GUARDS, DROP RIFLES. TRILLIAN, SHOOT RIFLES. EAST (25 - Auto to the DARK. After returning to the H.O.G., the SEAT FLUFF, KEY, and BOX will be in the...) HATCH WAY: GET KEY. OPEN BOX WITH KEY (MAGNIFYING GLASS and WRENCH). DROP KEY. GET FLUFF (Leave it on the BRIDGE).

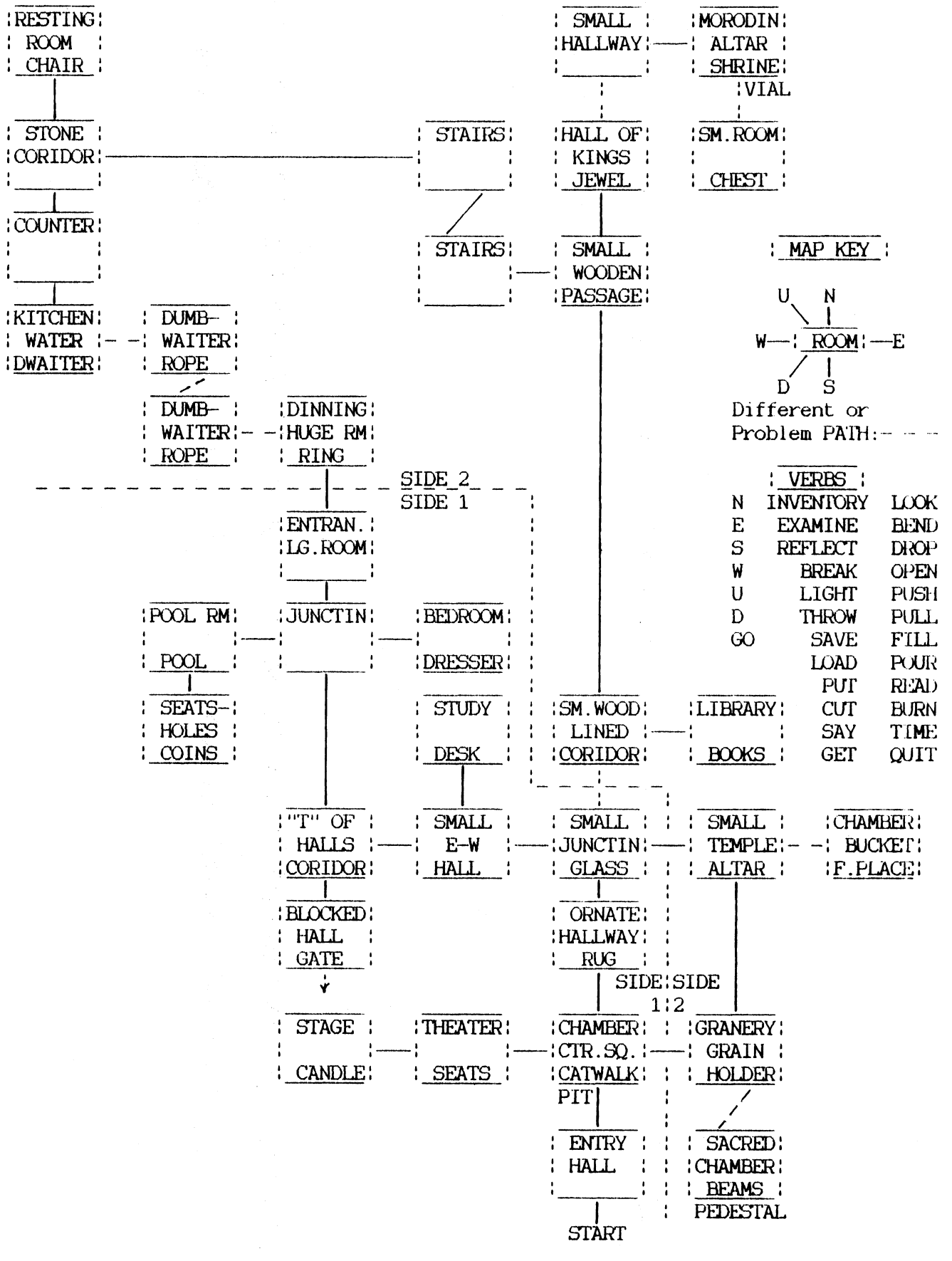
MICROSCOPIC SPACE FLEET BATTLE CRUISER: GET AWL. LISTEN TO CONVERSATION (AGAIN or <Z> til auto-move to the MAZE - must have given the SANDWICH to the DOG in the beginning of the game). SPONGY GRAY MAZE: WEST. WEST. EAST (Or any series of moves til the BLACK PARTICLE is found). EXAMINE MARKINGS. GET PARTICLE (25 - It disappears, auto to the DARK).

WHALES STOMACH (Bring the THING, and nothing else): GET FLOWERPOT. PUT FLOWERPOT INTO THING. <Z> (Til auto to the DARK).

H.O.G.,BRIDGE: (If the WHALE was the last location visited, it may take a while for the THING, and FLOWERPOT to appear. Leave the BRIDGE, return, and check your INVENTORY, etc). GET POT. GET ALL FLUFF. PUT ALL FLUFF IN POT. <Z> (UnTil a SPROUT begins to grow). WEST (Auto return). LOOK AT PLANT (Or Z until the FRUIT appears). GET FRUIT. EAT FRUIT (Note SPECIAL TOOL - randomly selected). DROP POT. GET TEA (NO TEA drops). GET NO TEA (Must have taken the PARTICLE in the MAZE). AFT END CORRIDOR: OPEN SCREENING DOOR (Have REAL TEA and NO TEA). DRINK TEA (100 - and to survive WAVES OF DEPRESSION in MARVIN'S PANTRY). WEST (25). MARVIN'S PANTRY: MARVIN, OPEN THE HATCH (A CHISEL is here. Go to the ACCESS SPACE, and bring the SPECIAL TOOL. Drop ALL in the HATCH WAY, as passage to the ACCESS is limited). ACCESS SPACE: <Z> (Til MARVIN arrives, and asks for the tool). GIVE (TOOL) TO MARVIN (25 - 400 points. He will open the HATCH). WEST. HATCH WAY: DOWN (AUTO FINISH!).

# HALL OF THE KING

By Glen Dahlgren



# HALL OF THE KING SOLUTION

Game accepts first 3 letters of any VERB or NOUN, and the first letter of any direction. Some non-essential EXAMINES, LOOK, etc., are not included in the SOLUTION.

HUGE THEATER: EXANINE SEATS. GET AMULET. EXAMINE AMULET (Glows with Magic). STAGE: GET CANDLE. EXAMINE CANDLE (Stub, mass of wax).

SMALL JUNCTION: GET GLASS (Opens passage North). EXAMINE GLASS. CHAMBER (Center Square): GO CATWALK. PUT GLASS. CENTER. READ GLASS. BEDROOM: EXAMINE DRESSER. GET MIRROR. EXAMINE MIRROR. SEATS WITH HOLES: GET COINS.

SMALL TEMPLE: EXAMINE ALTAR. PUT COIN. BOX. DROP MIRROR (Will use it later). PRIVATE CHAMBER: GET BUCKET. EXAMINE BUCKET. PUT CANDLE. BUCKET (Plugs the hole).

LARGE LIBRARY: GET BOOK. EXAMINE BOOK (MATCHES drop). GET MATCHES. DROP BOOK. HALL OF KINGS: EXAMINE JEWEL. PUT AMULET. HOOK. MORODIN'S ALTAR: EXAMINE SHRINE. PULL ROD (Opens door south). GET VIAL. EXAMINE VIAL (Acid). SMALL BARE ROOM: EXAMINE CHEST. GET CROWBAR.

RESTING ROOM: GET CHAIR. BREAK CHAIR (Kindling). KITCHEN: FILL BUCKET. GO DUMBWAITER. DUMBWAITER (Strong draft): PULL ROPE. POOL ROOM: FILL POOL. DROP BUCKET. GET STICK. EXAMINE STICK (It's wet). HUGE DINING ROOM: GET GOLD. EXAMINE GOLD (RING, no real use). GO DUMBWAITER. DUMBWAITER: EXAMINE STICK (It's dry now).

PRIVATE CHAMBER: PUT KINDLING. FIREPLACE. LIGHT MATCH. LIGHT KINDLING. DROP MATCHES. LIGHT STICK. OLD GRANERY (Get MIRROR along the way): LIGHT GRAIN. PUT STICK. HOLDER (Opens hole down).

SACRED KEY CHAMBER: EXAMINE BEAMS. REFLECT BEAMS. EXAMINE PEDESTAL. POUR ACID. BANDS. GET KEY. STUDY ROOM: EXAMINE DESK. GET PARCHMENT. READ PARCHMENT.

HALL (GATE, Bring Crowbar, Key Piece, and Parchment): EXAMINE GATE. BEND BARS (Go South to WIN!).

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