

TABLE OF CONTENTS:

- 1) CEO TALK.
- 2) REVIEW. CALADURIL II
- 3) PROGRESS.
- 4) FUTURE REVIEW LIST.
- 5) CALADURIL 2 MAPS.
- 6) CALADURIL 2 WALKTHROUGH.
- 7) SWAP SHOPPE: Ads, Software, and Back-Issue LIST.

CEO TALK:

Once again, I'm a little late getting "things" done on time. Thanksgiving Day has come and gone. We hope every thing went well for that Holiday. We had a "relatively" quiet one. We also wish Everyone a Merry Christmas, and a Happy New Year!

The 3rd Annual Atlanta COCOFEST was a SUCCESS, and lots of FUN! As always, it was a great pleasure to see "old" friends, and meet new ones.

There were over 200 attendees, 24 vendors, and 7 seminars given by CoCo World notables.

Atlanta Computer Society's (Fest sponsor) hourly RAFFLE was a popular event. Raffle tickets cost \$1 each, 6 for \$5, and 13 for \$10. Vendors are not eligible for Grand Prize Drawings (normal), but the RAFFLE tickets are available to everyone.

We always invest in a few tickets and somehow manage to win a few CoCo THINGS - two CoCo 2's & mono-monitors (which we donated to A.S. Members at the Fest), a number of programs, and a 6 month subscription to the UP TIME Newsletter.

A.S. Members, Jack & Joann Diehl of Milton FL also "cleaned up" on the Raffle.

Of course, we always donate a few things to whatever kind of Drawing(s) a Fest supports. Michael Blais, from Portland ME, won our donated one-year Membership, and Venus Dudley (member of Michael's group that drove down to the FEST from Maine) won a set of our Back-Issues.

Our NEW TOYS: Genealogy program,

The CoCo Family Recorder, from FARNA SYSTEMS, subscription to *Coco Friends Disk Magazine* (CFDM) from RICK'S COMPUTER ENTERPRISE (\$30/six mos - RSDOS users, Excellent!!), and *The Mid Iowa & Country CoCo Club* (\$16/yr, Dsk News Letter - Fine Library & Prices!!).

Carla Sheridan (Charter Member, & "PAL") flew in from Boston, helped at the booth, configured ULTIMATERM for us, up-dated us on ARD II, and helped with a number of other things. RATS! The time together was just TOO SHORT!

NEW MEMBERS: David Breeding - Russell Springs KY, Michael Blais - Portland ME, Karl Sefcik - Redford IL, Kenneth Fish - Powder Springs GA, Terry Todd-Lufkin TX*, David Davidson Jr - Crete IL*, Nathan DePue - Taylors SC, Frank Sullivan - Douglasville GA, and Roy Shoaf - Kennesaw GA. WELCOME ALL!

* See SWAP SHOPPE - Programs by David Davidson Jr., and Terry Todd for your consideration.

Also NEW in the SWAP SHOPPE: *Tomb of T'ien*, *Mr. Corey*, and *Honor Quest*. 3 graphic Adventures by Scott Settembre formerly VALKYRIE SOFTWARE. T'IEN and COREY play on all CoCos, require 64K, disk drive, SAVE feature to separate disk, and display CMP colors - TV, or composite monitor. The game disks are PROTECTED, but you can make a back-up (will not play), and if anything goes wrong with the original disk, you can back-up your back-up to it. We bought these two when Scott first sold them.

Tomb of T'ien: Your TASK is to find The Sacred Shrine, and return it to the townspeople (gather treasures for yourself too - for High Score).

Mr. Corey: Two Parts. As many of you know, we are STUCK in this Adventure. We have completed Part I (IF nothing was missed there), and are at the end of Part II. We chase after Mr. Corey in a Helicopter, never catch him, the game auto-ends, and we LOSE! We have not been able to solve that PROBLEM.

When Part I is completed, a PASSWORD is provided so that you can always go directly to Part II.

Honor Quest: We have not played this one yet, but did BOOT it up, and took a look at it. The graphics, colors, and animations are GREAT, but we got NOWHERE! Have to re-read the directions, and try it again.

It is a two-disk ("flippie") game that has two parts - 1st is arcade, & the 2nd is a normal adventure. Also, has a Password that allows you to bypass the 1st part. Requires a CoCo3, joystick, disk drive, RGB or CMP (TV) monitor, and is NOT PROTECTED.

REVIEW: CALADURIL II

CAL 2 is a two disk (BOOT, protected, and PLAY, not protected) graphics adv for the COCO3 that displays on a RGB or CMP (TV) monitor (a PREFER command allows selection of RGB or CMP during play). It was written by Jeff Noyle, and Dave Triggerson of OBLIQUE TRIAD - apparently no longer in business.

It was reviewed in RAINBOW (6/89. pg. 126-129) by John M. Herbert.

Only one (current) SAVE at a time is available. A subsequent SAVE will replace a previous one. The PLAY disk can be backed-up many times for extra SAVES. A CONCEDE feature allows you restart any area you happen to be in.

Except for the "Arcade Sequences" (we aren't very good at those things) play is "adventure like" and straight forward. Your character, OLIN, is always in the center of the screen, and as you move about with the ARROW keys the screen scrolls in that direction.

Diagonal directions (NE,SE,SW,NW) are supported (sometimes required) by pressing two adjacent ARROW keys at the same time.

The Command Parsor is a standard two-word (verb, noun) type, and sometimes a 3rd word (noun) is required. The Parsor only recognizes the first three letters of all verbs, and most nouns, BUT for some nouns the first 4 letters must be used. Multiple commands are usable by separating them with AND or THEN. EXAMPLES: DROP CAN AND KEY. UNLOCK DOOR THEN GO DOOR.

A list of articles, conjunctions, and prepositions (OTHERS - see page 3 our Maps) are provided, can be used, but may be ignored. EXAMPLE: PUT THE BOW IN THE VISE, will be accepted as PUT BOW VISE.

LOADM"CAL2 with the BOOT disk in drive 0 will load in the Intro-screen where you select RGB or CMP, swap the disk, and hit any key. The disk drive "churns" (keep the PLAY disk in drive 0 during normal play), and an option is given to start or read back-ground material - read this at least once.

The screen is separated into four different areas. The lower half's for entering commands, and scrolling descriptive text. The LEFT upper half is the view screen (smaller portion of a larger graphics area - scrolls in the direction you move, and Your location - in the center of the screen). Upper RIGHT side, names any object you come in contact with (if it can be "acted" on). Just below that is an area that shows your Inventory (maximum of four items - icon, and name).

GLITCH AREAS: Normally, when you are killed, you are asked to "press a key of your choice" to replay that area. 1) RARELY happens, but if you choose the "N" key, you may end up in an UNKNOWN AREA - not a NORMAL part of the game. It serves no purpose to remain there, and explore (we've spent a lot of time here, and found nothing positive to report). Return to normal by RESTORing a saved position. 2) If you touch the FLAMES, near the SEA CIRCLET, you die (normal), but an option to replay isn't given. If you CONCEDE, you are placed at the START (next area - Castle With Many Rooms), with the SEA CIRCLET, but graphics, & play are not normal. RESTORE.

PROGRESS

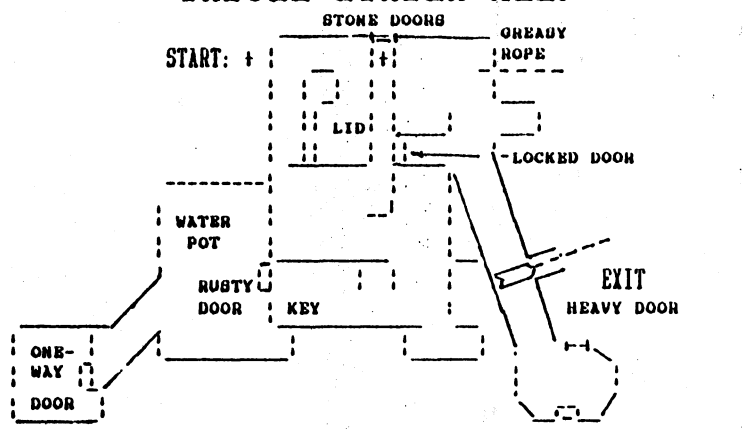
NAN (wife), CARLA SHERIDAN, and TONY THARP (non-member) have finished *The Power Stones Of Ard II* (ARD II). All three played, and completed it since the Atlanta FEST. Certainly, 3 HEADS are better than one (or two). HELP is now available on both ARDS.

FUTURE REVIEW LIST:

- 18) Jan'92...*TO PRESERVE QUANDIC —D
 - Mar'93...*HALL OF THE KING II —D
 - May'93...*MARTIAN CRYPT ————D
 - Jul'93...*CALIXTO ISLE ————T,D
 - Sep'93...*CALADURIL ————D
 - Nov'93...*WITNESS' ————D
- ** Member's First choice.
* Members' 2nd - 6th choices.

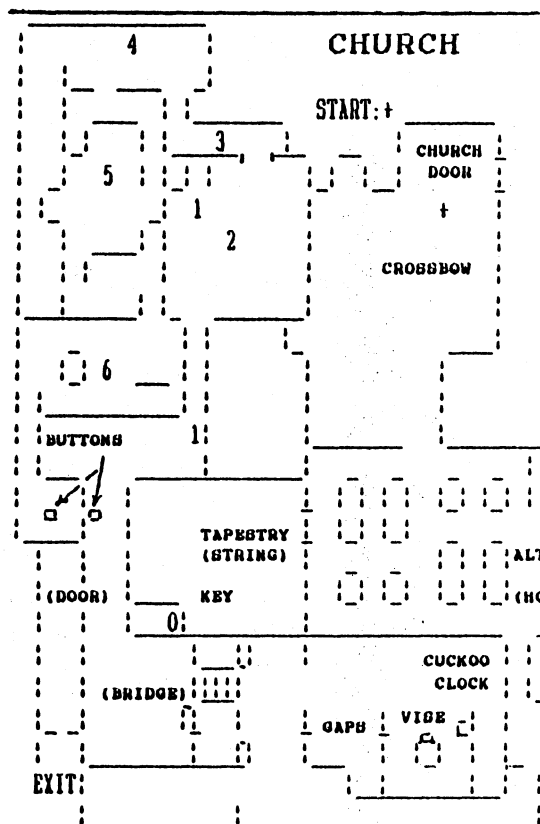
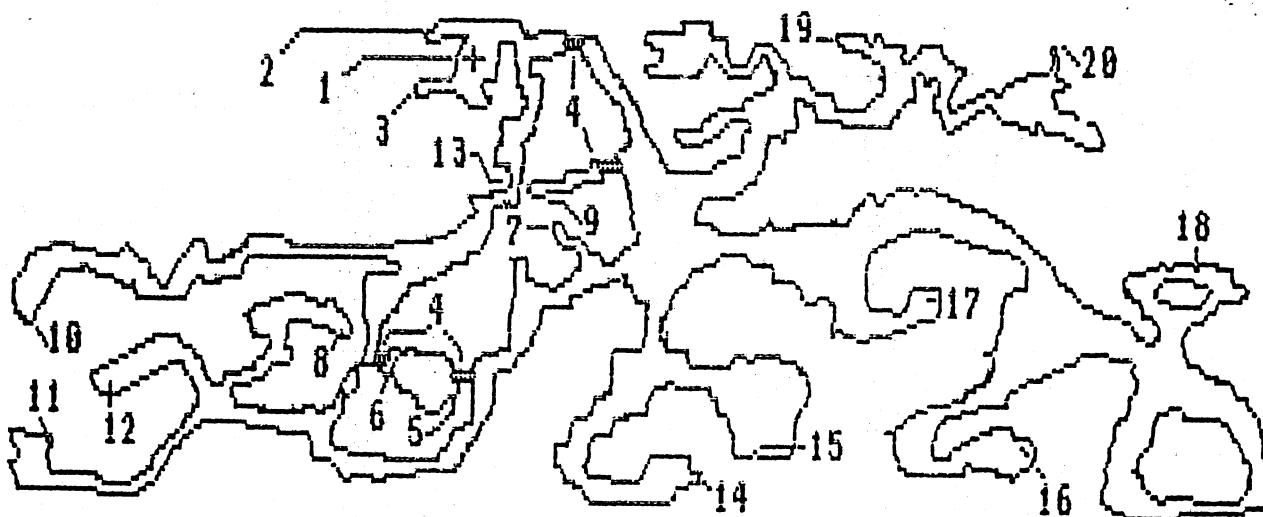
CALADURIL 2 MAPS

CASTLE BORDER KEEP



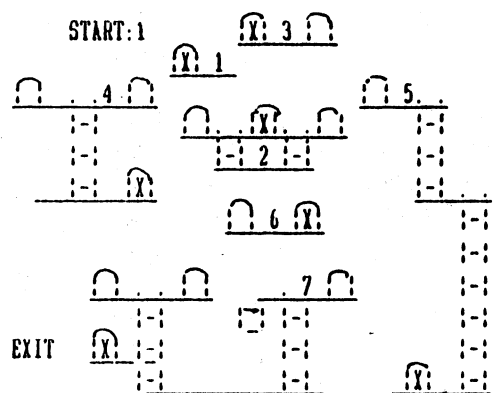
: VERBS :		: OTHERS :	
SAVE	RESTORE	CONCEDE	A
GO	PUSH	SHAKE	AN
PUT	PULL	PRESS	AT
CUT	TURN	SMASH	IN
TIE	POUR	BREAK	TO
DIG	WASH	WATER	OF
GET	TAPE	SPRAY	AND
DROP	LOAD	SCREW	THE
OPEN	FILL	UNLOCK	WITH
LOCK	CLIMB	UNROLL	FROM
SHUT	BOARD	REMOVE	INSIDE
LIFT	UNTIE	EXAMINE	
LOOK	CLOSE	INFLATE	

MINE - CAVES



1. START: +
2. SPRAY CAN
3. ELECTRIC TORCH
4. BRIDGE
5. HEAVY KEY
6. BOAT & ROPE
7. LARGE ROCK
8. NAIL
9. POST & LEDGE
10. KNIFE
11. STRING
12. BALLOON
13. LEDGES
14. BATTERY
15. MAGNET
16. SOLAR POWERED FAN
17. STICKY TAPE
18. SMALL ROCK
19. GLASS
20. EXIT - COPPER DOOR

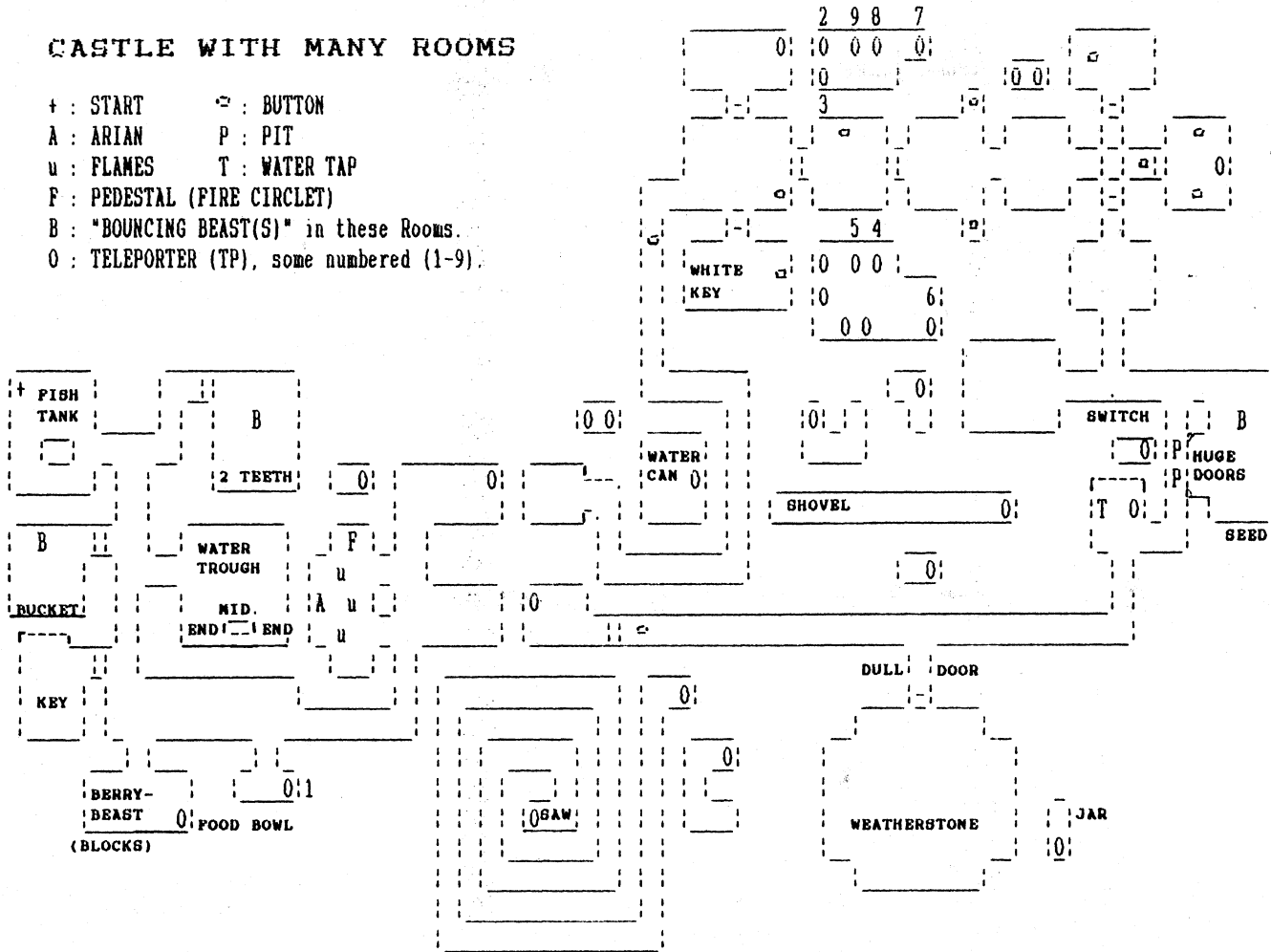
SANDY CLIFF



CALADURIL 2 MAPS

CASTLE WITH MANY ROOMS

- + : START □ : BUTTON
- A : ARIAN P : PIT
- u : FLAMES T : WATER TAP
- F : PEDESTAL (FIRE CIRCLET)
- B : "BOUNCING BEAST(S)" in these Rooms.
- O : TELEPORTER (TP), some numbered (1-9).



CALADURIL 2 WALKTHROUGH

START: The Lost Lands - Island Area. Move southeast to a CASTLE (Border Keep). When the LARGE STONE DOORS appear on the "Visible Objects" Screen, GO DOOR.

CASTLE BORDER KEEP: Move to the west room, and GET LID. South, find a Rusty Door, and White Key. GET KEY. Return to the Locked Door. UNLOCK DOOR. OPEN DOOR. Find the Rope, PULL ROPE (greases your hands). Return to the Rusty Door, OPEN DOOR (twice). Enter the room, GET POT. CLOSE POT. Return to the Rope, REMOVE LID. WASH ROPE. PULL ROPE (opens path, southeast). Go southeast, and find the Heavy Door. GO DOOR.

LOST LANDS: Move east to the Mountains (Lightning & Mine Entrance), and GO MINE.

MINE - CAVES: The problem is to get the Heavy Key (#5) off an island so you can leave the Mines via the Copper Door. A few things must be done before the "machine" is put into motion. (1) PUT NAIL MAGNET (#8 & #15, Magnetizes it). (2) PUSH ROCK (#7, into the Lava). (3) SPRAY GLASS (#2 & #19, becomes a Mirror). DROP CAN. Now Take the Fan, Balloon, Tape, String, Magnetized Nail, and Small Rock to the Ledge & Post. INFLATE BALLOON. TAPE STRING BALLOON. TIE STRING NAIL. PUT NAIL POST. PUT ROCK NAIL. PUT FAN POST. At the Ledges (#13), PUT MIRROR LEDGE (south Ledge - west side). PUT BATTERY TORCH. Take the Torch and Knife to the Heavy Key. GET KEY. PUT KEY BOAT. CUT ROPE. Quickly return to the empty Ledge (north Ledge - east side of path). PUT TORCH LEDGE. The light energizes the Fan via the Mirror, blows the Balloon over the Lava, the Nail picks up the Key as it floats by, and drops it on the west shore. GET KEY. Cross the north Bridge, and find the Copper Door. UNLOCK DOOR. GO DOOR.

(Walkthrough Continued)

LOST LANDS (East of Mountains): Move east to the first "fork". Take the NE path to a second fork, and move SE to a "Flashing Red Light" (Teleporter - TP). Cross over this TP, and the next two (no choice). Next, a choice of three, Take the north one. Next choice of two, take the NE one. Choice of two, take the SW one. Choice of two, take the NE one. Small Castle, take the TP next to you (serves no purpose to get past the Arrows). No choice for the next four TP's. Choice of two, cross the south TP. Next you find a group of 25 (5x5) TPs. Cross the TP that's 4th from the left, and 4th from the top. Move south to a line of TPs that extend westward. Crossing the 3rd TP will RAPIDLY move you across an island to the west, and onto another island. Your TASK is to exit this TP line onto the 1st island (North, UP-ARROW key). You get a 2nd chance, but it's a good place to SAVE. HINT: Enter the 3rd TP from the south side, as you release the UP-ARROW Key, INSTANTANEOUSLY re-press & HOLD IT DOWN (action freezes if you are still on the TP line). "Inch" along the TP line by releasing, and re-pressing the UP-ARROW key until you are permitted to exit the TP line toward the north.

Move north to another line of TPs. Enter this line to cross to the next island. Move SW to the Church Door, and GO DOOR.

CHURCH: GET CROSSBOW. Move to the Tapestry. GET TAPESTRY. UNROLL TAPESTRY (String). Enter the room and GET KEY. Move to the Secret Door. UNLOCK DOOR. BREAK KEY (Shaft). Enter the room and LOOK SKELETON (Quarrel - Arrow). GET QUARREL. LOAD BOW. Go to the Altar. LOOK ALTAR. GET HOOK. Now move to the Vise. PUT KEY VISE. PUT BOW VISE. TIE STRING BOW. At the Cuckoo Clock, SCREW HOOK CLOCK. After the Clock "CUCKOOS", TIE STRING CLOCK. Go quickly to the north edge of the Lava Pool, where the Bridge will appear (good place to SAVE). The Clock will CUCKOO, pull the String, shoot the Arrow, which passes through the Gaps, strikes a target, and the Bridge appears. Quickly cross the Bridge.

CHURCH, Arcade "BIT": Your TASK is to safely pass the "Bouncing Beasts" (6 areas, see map), PRESS BUTTON (or just pass over it - opens an exit path), retrace your path past the Beasts, and exit the Church. The doorways between #2 & #3, #3 & #4, and the small "niche" on the west side of #5 are safe places to rest.

"AGAINST-THE-WALL" (ATW) TECHNIQUE: Pressing an ARROW key (holding it down) while you are against a wall, will STOP the ACTION. Alternately release & re-press (hold down) that Key - "meters" the movement of the BEAST(s). This gives you a better look at the TIME & SPACE you have to work with. To "meter" your movement along with a Beast(s), hold TWO Arrow keys down (one keeps you against a wall, and the other is the direction you wish to go. Quickly release & hold down the key that keeps you against the wall, and you will see how this Technique works.

Area #3 is perhaps the hardest, as the MARGIN OF ERROR is small, and you have to work your way around two corners. The first time (east to west), move in front of the "Stick", and safely get into the next doorway. Later (west to east), move into the E-W hall behind the "stick" (as close as possible), and go around the corner at the east end into the doorway. It's difficult, but can be done.

The doorways between #4 & #5, and #5 & #6 are NOT PERMANENTLY SAFE (a Beast from one side or the other, soon or later, will ZAP you). You can successfully use the SAVE feature in these doorways, along with the ATW Technique.

SANDY CLIFF: A series of Ledges, Teleporters, and Ladders. Follow the numbers (1-7), and the "X's" (correct TPs to take) on our Map, to get through this area.

LOST LANDS (West of Church): Move to the west, and Teleport. Move west, GET CIRCLET (scrolling text - Sea Hag decides to help you). Move north, and GO FISH.

CASTLE WITH MANY ROOMS: OPEN the Ivory colored Door. Enter the room, and GET KEY. UNLOCK both Green Doors, and DROP the KEY. GET the BUCKET from one room, and the Two Teeth from the other - ATW technique, and NOTICE, whenever the 1st letter of a command is typed (cursor on screen), the ACTION STOPS, and remains so until the ENTER key is pressed. Leave the room, and FILL the BUCKET at the Fish Tank. Drop all 4 items in the room with a Water Trough. Move south to the 1st TP (#1, see MAP), and cross it.