

# ADVENTURE SURVIVORS

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## CEO TALK:

NOW is a GOOD TIME to make your plans to attend the Annual-Last CoCoFest in Elgin, Ill. (just west of Chicago) on May 21-22, 1994. We plan to attend, and hope to see many of you there.

3RD ANNUAL "LAST" CHICAGO COCOFEST  
SPONSOR: Glenside CoCo Club  
WHEN: May 21,22, 1994  
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## PROGRESS: SYZYGY

We Stumbled onto the Combat technique that defeats Darth Vader (he leaves). Keep your Saber "in contact", and/or "crossed" with Vader's. 2 more rooms are now accessible. Another Computer is in the 2nd room, and it provides a

second set of Coordinates (2.7, 0.4, and 1.6). Now, if we can just figure out how to use them with the Console, and Teleporter, we'll be able to make a little more PROGRESS!

## REVIEW: THE WITNESS

Another fine INFOCOM, Activision Text Adventure written by Stu Galley (also wrote SEASTALKER). The original game package is excellent, has a good deal of background information about this murder mystery, as well as, clues and hints on solving mysteries.

Of the 10 INFOCOM Adventures released into the CoCo World, back in 1985-87, this is (perhaps) the easiest. Still, there are things to find, problems to solve, and "Interacting" (talking to) with the four characters in the game, and Sergeant Duffy, your assistant.

The Adventure plays on all 64K CoCos, requires at least one disk drive, RS DOS versions 1.1 or 2.1 (instructions for vers 1.0 or 2.0 are on a separate "slip" in the game package), original disk is un-protected (use a BACKUP), and a simple <DOS> will load & start the game. The disk will appear EMPTY if a Basic DIR is done so BE CAREFUL.

The FINE command PARSER only sees the first six letters of any longer word, accepts some one word commands, most verb-noun commands, and many forms of simple/compound/complex sentences. It also accepts one letter abbreviations for the four directional moves, and a number of other words (see MAP page - SPECIAL COMMANDS). ALL and EXCEPT are handy words that can be used with GET or DROP. AND and THEN can be used to separate two commands (same line). IT can be used in a second command (same line) to refer to an item in the 1st command. A comma can be used between objects you wish to pickup or DROP. A comma must also be used to separate a character's name from what you say to him (or her). EXAMPLES: DROP ALL.

GET NOTE, SHOES, PAPER.  
GET ALL EXCEPT NOTE.  
GET NOTE THEN READ IT.  
GET NOTE AND EXAMINE THE CLOCK.  
PHONG, TELL ME ABOUT MONICA. Or...  
ASK PHONG ABOUT MONICA.  
Or if Phong is listening...  
TELL ME ABOUT MONICA.

You can LOOK THROUGH, BEHIND, UNDER, or INSIDE something, and COMPARE one-thing to another (a FOOTPRINT CAST to BOOTS or SHOES. If the parser doesn't understand a word you use or your use of "sentence structure", it will tell you. Try a different sentence form or synonymous/similar word(s).

The Setting: You are a L.A. Detective responding to a call from Mr. Freeman Linder who asks for protection, as he has received a death-threat note from Ralph Stiles (so he says). You arrive at 8 PM at the DRIVEWAY ENTRANCE on a stormy night to investigate his allegation (game begins). The STATUS LINE (the top of the screen), always shows your location, and the TIME. A minute passes whenever you make a move. The many forms of WAITing, cause TIME to pass more quickly.

There are 4 items in the game package that are pertinent to the Adventure: 1) The Newspaper (two articles about the Linders. One, praises Mr. Linder for his success with his Company, and tells about his many years in the Far East. Another, tells about the recent suicide of Mrs. Virginia Linder). 2) A Suicide Letter (from Mrs. Linder to Monica, expressing depression, sorrow for her act, and unhappiness with her marriage). 3) A Telegram (Mr. Linder sent to the Police). 4) A Matchbook (from Brass Lantern - phone # in it).

TASK: Prove METHOD (how the crime was committed), MOTIVE (why a suspect did it), and OPPORTUNITY (when a suspect had the opportunity to do it). Gather physical evidence, learn all you can about the characters, and ARREST the suspect before 8 AM.

#### BONUS REVIEW: THE BLACK SANCTUM

Black Sanctum is another early (1981) graphic (CMP colors) Adventure by Bob Withers and Stephen O'Dea marketed by

MARK DATA PRODUCTS. It was available on Tape or Disk (64K), was protected, and our original Tape version doesn't work on a CoCo 3.

Mid Iowa & Country CoCo has Sanctum, Calixto, and six other games on their Library Disk # 317 (\$3 + \$1 S&H). The disk is not protected, and these will play on all CoCos. MI&CC Membership (\$16/yr) is required, which includes their disk Newsletter, UPGRADE (8 to 10/yr). Check or Money Order to...

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Terry Simons (Treas.)  
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The command parser is a standard type (verb-noun) that accepts the 1st four letters of any longer word, a few one word commands, 1 letter abbreviations for acceptable directional moves, and for some verbs (see Map page). Many other directional moves are verb-noun commands (GO DOOR, GO STAIRS, etc.).

After loading the program, a Red-Blue color-set screen will appear (blue is desired). Normally (CoCo 3), pressing (& holding) the F1 key, and the RESET button (& releasing both) will do the trick. But not this game, as pressing ANY key causes the title screen to be shown without a color-set change. The normal 'bit' on a CoCo 1 or 2, is to press the RESET button until the blue (or desired) color is displayed. The colors will just be reversed, during play, if you can't RESET to blue - NO BIG DEAL! The Title screen is shown, and pressing any key will begin play.

TASK: Rid the Monastery (beyond the Mirror) of the EVIL that lurks there. Look (L) at everything found, or seen for information, clues, and help.

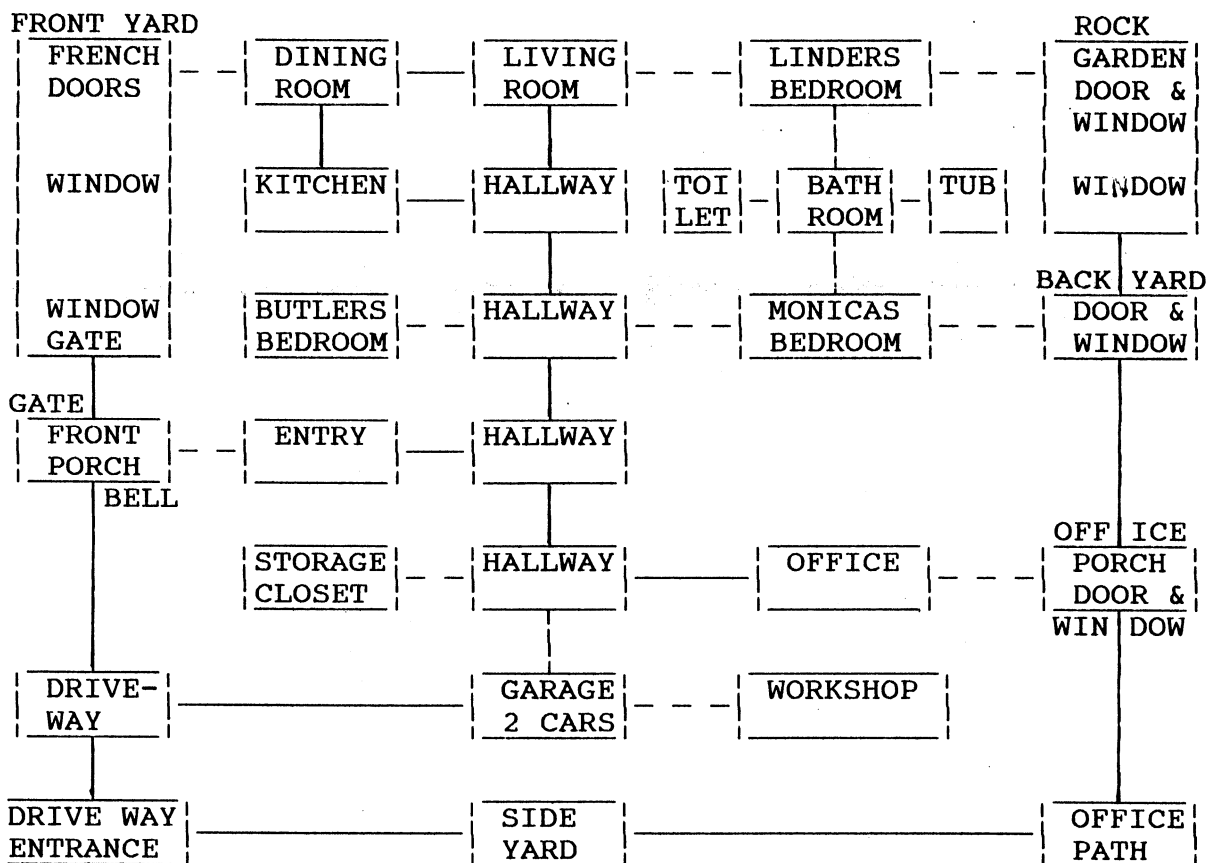
#### FUTURE REVIEW LIST

- 25) Mar'94 \* SYZYGY
  - May'94 \* MAJOR ISTAR
  - Jul'94 \* KORONIS RIFT
  - Sep'94 \* ROGUE
  - Nov'94 \* SHENANAGAN'S
  - \* TREKBOER
  - \* MICKEY'S SPACE ADV.
  - \* MIS-ADVS. OF EDDIE
- \* Member Third - Fifth Choices.

# WITNESS MAP

By STU GALLEY

<p style="text-align: center;">MAP KEY</p> <div style="text-align: center;"> </div> <p style="text-align: center;">Different or Problem PATH: — (Locked or Closed DOORS)</p>	<p style="text-align: center;">VERBS</p> <p>Many others are useable.</p> <table border="0" style="width: 100%; font-family: monospace;"> <tr><td>CALL</td><td>SHOW</td><td>HELP</td><td>PHONE</td><td>FOLLOW</td><td>GET</td><td>GO</td></tr> <tr><td>OPEN</td><td>HIDE</td><td>WAKE</td><td>CLEAN</td><td>UNLOCK</td><td>PUT</td><td>N</td></tr> <tr><td>DROP</td><td>LOCK</td><td>TURN</td><td>CLOSE</td><td>LISTEN</td><td>SIT</td><td>E</td></tr> <tr><td>FIND</td><td>MOVE</td><td>TAKE</td><td>KNOCK</td><td>COMPARE</td><td>RUB</td><td>S</td></tr> <tr><td>GIVE</td><td>READ</td><td>RING</td><td>SMELL</td><td>EXAMINE</td><td>TIE</td><td>W</td></tr> </table>	CALL	SHOW	HELP	PHONE	FOLLOW	GET	GO	OPEN	HIDE	WAKE	CLEAN	UNLOCK	PUT	N	DROP	LOCK	TURN	CLOSE	LISTEN	SIT	E	FIND	MOVE	TAKE	KNOCK	COMPARE	RUB	S	GIVE	READ	RING	SMELL	EXAMINE	TIE	W
CALL	SHOW	HELP	PHONE	FOLLOW	GET	GO																														
OPEN	HIDE	WAKE	CLEAN	UNLOCK	PUT	N																														
DROP	LOCK	TURN	CLOSE	LISTEN	SIT	E																														
FIND	MOVE	TAKE	KNOCK	COMPARE	RUB	S																														
GIVE	READ	RING	SMELL	EXAMINE	TIE	W																														



<p><b>SPECIAL COMMANDS</b>    Q: QUIT.</p> <p>L: LOOK - Repeats the description of a ROOM, and OBJECTS there.</p> <p>Z: WAIT - Time passes (10 minutes).</p> <p>I: INVENTORY - Items carried.</p> <p>SAVE, SUSPEND: 1-7 SAVE positions available to a separate disk.</p> <p>RESTORE: Loads in a SAVE position.</p> <p>RESTART: Restarts the Adventure.</p> <p>SUPERBRIEF: Only RM's name is given.</p> <p>VERBOSE: Fully describes a ROOM and objects, each time they're seen.</p> <p>BRIEF (Default): First time seen, a room &amp; items are fully described. Thereafter, only their names.</p> <p>SCRIPT, UNSCRIPT: Turns printout of events, ON or OFF (doesn't work on all printers, and/or Bauds).</p> <p>VERSION, REVISION: Adventure Serial and Release numbers.</p>	<p>WAIT FOR (charactor, to arrive).</p> <p>WAIT UNTIL (specific time).</p> <p>EXAMINE (something) CAREFULLY.</p> <p>SEARCH (someone or Item) CAREFULLY.</p> <p>SEARCH (someone) FOR (specific Item).</p> <p>FINGERPRINT (something) or...</p> <p>ANALYZE (something) FOR FINGERPRINTS.</p> <p>ANALYZE (something) - DUFFY takes it to Police Lab, and later returns.</p> <p>ANALYZE (item) FOR (specific thing).</p> <p>SHOW (something) TO (someone).</p> <p>ASK (someone) ABOUT (someone or Item), (charactor's name), TELL ME ABOUT (someone), or (something).</p> <p>ACCUSE (someone) OF (something).</p> <p>ARREST (someone) - Ends the game.</p> <p>NOTE: SGT.DUFFY's (arrives after the murder) presence is necessary when anything is ANALYZED, FINGERPRINTed, and when anyone is ARRESTed.</p>
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## WITNESS WALKTHROUGH/SOLUTION

There are many ways to go about solving this Mystery, and this is only one way to arrive at the "Correct Solution". There are many auto-events that occur at or around a certain TIME - comings and goings of characters, and the Murder. NOTE: Each move causes a minute to pass.

DRIVEWAY ENTRANCE (START): I (INVENTORY - Telegram, Handcuffs, Snub-nosed Colt, Matchbook). FRONT PORCH: RING BELL (Butler, Phong, lets you in). ENTRY: (one move, then Phong takes you to the Living Room) PHONG, TELL ME ABOUT MR. LINDER. LIVING ROOM: MONICA, TELL ME ABOUT MR. LINDER (Virginia, Phong, Stiles, and Telegram. About 8:14, Linder takes you to the Office).

OFFICE: LOOK UNDER THE DESK (& Clock). EXAMINE THE CLOCK (& Window). LINDER, TELL ME ABOUT BLACK WIRES (Green Wires, White Wires, Clock, Matchbook, and Telegram). TELL ME ABOUT MRS. LINDER (Phong, Monica, and Stiles. He tells about Stiles, and hands you a Threatening Note from Stiles - so he says). READ THE NOTE THEN ASK ABOUT STILES (tells more about Stiles). OPEN THE CLOCK THEN PRESS THE BUTTON (Clock's Locked, and he won't let you push the Button) (Monica arrives at about 8:37, is going to a movie, and will quickly leave unless you ask her a few questions. Even so, She will leave at about 8:40.)

MONICA, TELL ME ABOUT BLACK WIRES (Green Wires, White Wires, Putty, and the Note). (Linder will try to keep you in the Office. He wants you to WITNESS the alledged murder attempt by Stiles. He plans to "FRAME" Stiles)

SIT ON LOUNGE (must do this before the Murder or 50/50 chance you'll be KILLED!). (At about 9:03, the Door Bell rings, Linder reaches for the Butler's Button, dim figure appears thru the Window, Linder shouts "STILES!", presses the Button, there is a flash of light, explosion, window shatters, the "figure" runs away, and Linder drops DEAD!)

STAND UP THEN EXAMINE KEYHOLE. SMELL POWDER (Gunpowder! Phong arrives). PHONG, GIVE ME THE KEYS. PRESS THE BUTTON (clicking sound from the Clock. About this time, the front Door bell rings. Keep Phong here by asking him questions). PHONG, TELL ME ABOUT THE POWDER (he tells about Linder's PLAN, and his and Monica's cooperation). TELL ME ABOUT MRS. LINDER (Monica, Stiles, Matchbook, Black Wires, White Wires, and Note).

(He will leave to answer the Door Bell - It will be Sgt Duffy with Stiles in-tow. Duffy takes Stiles to the Living Room, and after a few minutes, reports to you) GET THE PUTTY. UNLOCK THE BACK DOOR THEN OPEN IT.

OFFICE PORCH: (Footprints - called BACK-YARD Footprints) ANALYZE FOOTPRINTS (Duffy arrives, makes a Cast, and gives it to you. If he doesn't show up, then WAIT FOR him). OFFICE PATH: GET THE MUDDY HANDGUN THEN EXAMINE IT. SIDE YARD: (SIDE-YARD Footprints) ANALYZE FOOTPRINTS (Duffy does his bit). ANALYZE THE PUTTY (Duffy takes it to the Police lab. He'll return in about 15 minutes, reports there's an explosive in it, and gives it to you). GARAGE: UNLOCK GARAGE DOOR THEN OPEN IT. UNLOCK WORKSHOP DOOR THEN OPEN IT. WORKSHOP: EXAMINE THE BOX.

ENTRY: EXAMINE THE PLATFORM (Boots). COMPARE SIDE-YARD CAST TO MUDDY BOOTS (a match). DROP SIDE-YARD CAST. LIVING ROOM: COMPARE BACK-YARD CAST TO STILES SHOES (a match). STILES, TELL ME ABOUT VIRGINIA (Matchbook - his phone number, Mr. Linder, Monica, Phong, Note, Telegram, Muddy Handgun, the Gun Shot, and Duffy). DROP MATCHBOOK, CAST, NOTE, TELEGRAM, PUTTY. MONICA'S BEDROOM: EXAMINE DESK CAREFULLY (Medical Report). READ THE REPORT (about Linder). BUTLER'S BEDROOM: OPEN THE BOOK THEN READ THE RECEIPT (purchase of TWO guns). KITCHEN: (Phong should be here) ASK PHONG ABOUT THE DOOR BELL (Receipt, Muddy Boots, Report, and Muddy Handgun). ACCUSE PHONG OF MURDER (he is innocent, but does "point a finger" at Monica).

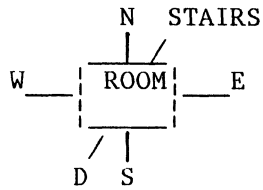
(about 11:02, Monica returns, drops a ticket Stub in the Garage, goes into the Workshop to dis-connect some wires, goes to the Office, becomes ill, and goes to the Toilet. At about 11:34, the Coroner's men arrive to get the corpse, they leave, and Duffy will go with them. Around mid-night, Monica will go to the Office to finish her "chores")

OFFICE: (about 11:45) HIDE BEHIND LOUNGE. WAIT FOR MONICA (she arrives, presses the Button, unlocks the Clock, and takes something from it). STAND UP. HANDCUFF MONICA. SEARCH MONICA (Key). SEARCH MONICA (Hidden Handgun - Barrel cut off). ACCUSE MONICA OF MURDER. WAIT FOR DUFFY (tells about the Coroner's Report). ARREST MONICA. You're given the option to finish the game or continue. END: Congratulations, and option to read the Author's Summary.

# THE BLACK SANCTUM MAP

By Stephen O'Dea and Bob Withers  
 V 1.1 (C) 1981 MARK DATA PRODUCTS

## MAP KEY



RMC: Rugged Mountain Country

LNC: Long Narrow Corridor

Light Needed: \*

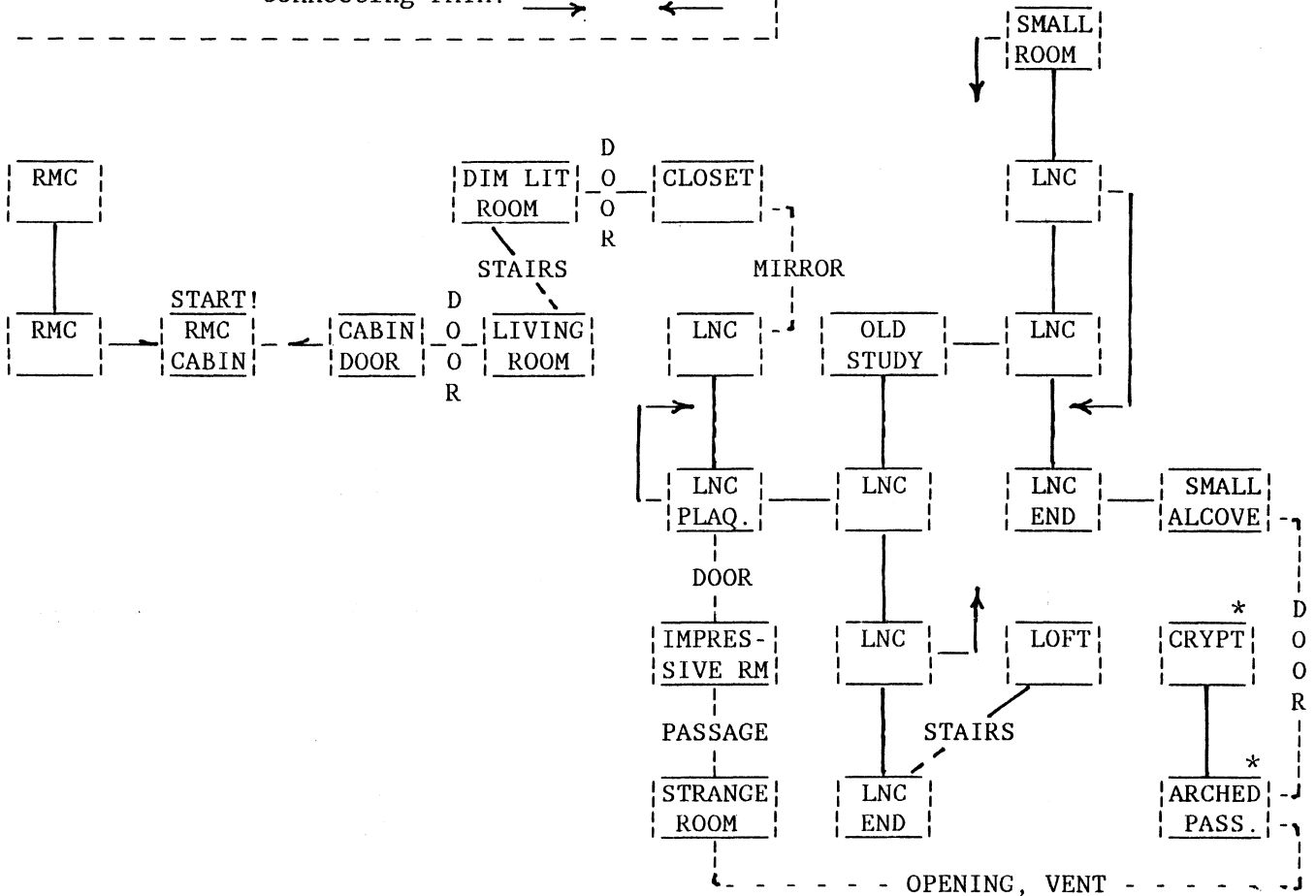
Different or  
 Problem PATH: \_ \_ or |

One-Way PATH: →

Connecting PATH: → ←

## VERBS

N	L: LOOK, EXAMINE	PLAY	
E	I: INVENTORY	DIG	PULL
S	G: GET, TAKE	OPEN	SAVE
W	P: PUT, DROP	READ	LOAD
D	CUT, CLIP	LIGHT	HELP
GO	UNLIGHT	CLOSE	QUIT
	LISTEN	THROW	MAKE



## THE BLACK SANCTUM SOLUTION

Your Inventory is limited to 5 Objects, and this Solution shows just one way to go about winning the Adventure. If you don't have the Robe while wondering about the Monastery, you'll be placed in an isolated room from which there is no escape - A NO WIN SITUATION!

RUGGED MOUNTAIN COUNTRY (RMC, START): GET NEEDLES. GO CABIN. CABIN: OPEN DOOR. GO DOOR (Shovel not needed). LIVING ROOM: CLOSE DOOR. LOOK MANTLE. LOOK. GET ALL (Jug, Net, Matches). GO STAIRS. DIM LIT ROOM: LOOK WOMAN. GET NOTE. READ NOTE (..Invocare Episcopus). DROP NOTE. GO DOOR. CLOSET: GET ROBE (MUST have it, beyond the Mirror). GO MIRROR. LONG NARROW CORRIDOR (LNC, Mirror): S.

LNC (Plaque and Door): READ PLAQUE. DROP NET. DROP MATCHES. E. S. S. END OF LNC (STAIRS): GO STAIRS. LOFT: GIVE JUG (Old Man leaves). GET ALL (Saw, Keys, Shears). D. N. N. W. LNC (Plaque): UNLOCK DOOR. DROP KEYS. E. N.

OLD STUDY: LOOK BOOKCASE (repeat). LOOK (Manuscript & Parchment). GET MANUSCRIPT. READ MANUSCRIPT (tells about the Bishop, and Monastery). DROP MANUSCRIPT. GET PARCHMENT. READ PARCHMENT (Bach Fugue). E. S. E.

SMALL ALCOVE: DROP SAW. DROP NEEDLES. GET LANTERN. W. N. N. E. LNC (Plaque): GO DOOR. IMPRESSIVE RM: PLAY FUGUE (Passage appears). DROP PARCHMENT. DROP LANTERN. GO DOOR. W. N. SMALL ROOM: GET JUG. S. E. N. LNC (Mirror): GO MIRROR. CLOSET: W.

DIM LIT ROOM: CUT HAIR. DROP SHEARS. GET HAIR. GO STAIRS. LIVING RM: OPEN DOOR. GO DOOR. CABIN (Outside): GET SNOW. GO DOOR. LIVING ROOM: (Snow melts in the Jug) CLOSE DOOR. GO STAIRS. DIM LIT ROOM: (Woman is gone) GET SHEETS. GO CLOSET. CLOSET: GO MIRROR. S.

LNC (Plaque): GET MATCHES. DROP HAIR. GO DOOR. IMPRESSIVE ROOM: GET LANTERN. GO PASSAGE. STRANGE ROOM: LOOK LECTERN (Symbol and Opening). LOOK CIRCLE (Salt). LIGHT LANTERN. DROP MATCHES. GET SALT. GO OPENING. ARCHED PASSAGE: N.

CRYPT: OPEN COFFIN (Someone calls!). LISTEN (Bishop's image appears, and tells you what must be done). DROP SALT. DROP JUG. DROP SHEETS. GET HAMMER. S. ARCHED PASSAGE: DROP LANTERN. GO OPENING. STRANGE RM: GO PASSAGE. IMPRESSIVE ROOM: GO DOOR. LNC (Plaque): GET HAIR. GET NET. E. N. E. S. E.

SMALL ALCOVE: PULL NAILS. GET BOARDS. GO DOOR. ARCHED PASSAGE: DROP NET. GET LANTERN. N. CRYPT: DROP HAMMER. DROP BOARDS. DROP HAIR. S. ARCHED PASSAGE: GO DOOR. SMALL ALCOVE: GET ALL (Needles, Nails, Saw). GO DOOR. ARCHED PASSAGE: N. CRYPT: DROP ALL. GET LANTERN. GET ROBE. MAKE ALTAR. S. ARCHED PASSAGE: GET NET. GO OPENING.

STRANGE RM: GET RAVEN. GET FEATHER. DROP NET. DROP RAVEN. GO VENT. N. CRYPT: DROP FEATHER (Bishop's Image reappears, sprinkles Holy Water, burns the Altar, and tells you the last things to do). GET ASHES.

STRANGE ROOM: THROW ASHES. INVOCARE EPISCOPUS. You WIN! Total number of moves is given, and an option to play again.

# RAINBOW'S 3rd ADVENTURE BOOK ERROR CORRECTIONS

Thanks to *Friend*, John Daniels, not only for these ERROR corrections, but also for sharing them with us. Use the BASIC EDITOR to make these CHANGES.

*ESCAPE* (Pages 12-18) By Matt Hazard

Plays from Tape or Disk, requires a joystick (right port).

```
LINE 1490 ... EDIT 1410
DELETE          EDIT 1410
```

*AMULET* (Pages 20-33) By Don Sheerin

Plays from Tape or Disk. PCLEAR1 before LOADING.

```
LINE 300 ...18,18,18,19,,,18,18,18,20,,,18,18,18,21,,,18,17,19,18...
CHANGE TO 18,18,17,19,,,18,18,18,20,,,18,18,19,21,,,18,18,20,18
```

*SPYMASTER* (Pages 34-47) By Scott McCleary

Plays only from Tape with the Disk Controller unplugged (or a MPI selected to an empty port). Do a PCLEAR1 first, before LOADING into memory (to play, EDIT or store to Disk).

```
LINE 34 (9th DATA item) ... OOOI ...
CHANGE TO          OOIO
```

```
LINE 481 IFPO=2 ...
DELETE  IFPO=2
```

```
LINE 486 ... OB(14)=-1 ...
CHANGE TO  OB(13)=L
```

```
LINE 490 ... "IIIO" ...
CHANGE TO  "IIIO"
```

```
LINE 512  GOTO537
CHANGE TO  GOTO522
```

```
LINE 518 ...OB(14)=-1 ...
CHANGE TO  OB(13)=L
```

If you intend to use a CoCo3, AND use the Hi=Speed POKES, then CHANGE these LINES.

```
LINE 539 ... 65494,0 ...
CHANGE TO  65496,0
```

```
LINE 540 ... 65495,0 ...
CHANGE TO  65497,0
```

# ADVENTURE SURVIVORS SWAP SHOPPE

January 1994

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-----

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- 1) Aug'90. MADNESS & MINOTAUR 1 - T,D
  - 2) Sep'90. WORLD-CARMEN 1 ----- D3  
 SIR RANDOLPH - MOORS - T,D
  - 3) Oct'90. DUNGEONS OF DAGGORATH Pgpk  
 DAGGORPATCH ----- D
  - 4) Nov'90. PYRAMID 2000 ----- T,D  
 BEDLAM & more DOD ---- T,D
  - 5) Dec'90. LANSFORD MANSION ----- D  
 ONE ROOM ----- T,D
  - 6) Jan'91. WIZARD'S CASTLE 1 ----- D
  - 7) Mar'91. WILDWEST ----- D3  
 SILVERTON HOUSE ----- T,D
  - 8) May'91. RAAKA-TU ----- T,D  
 SANDS OF EGYPT ----- D
  - 9) Jul'91. INTERBANK INCIDENT 1 --- D
  - 10) Sep'91. DALLAS QUEST ----- D  
 SIR RANDOLPH RETURNS --- T
  - 11) Nov'91. KEYS OF THE WIZARD 1 - T,D
  - 12) Jan'92. KING'S QUEST III - 512K,D3
  - 13) Mar'92. RIDDLE OF THE RING ----- D  
 BLACKBEARD'S ISLAND ----- D
  - 14) May'92. CONTROLLERS ----- T3,D3  
 MAGIC OF ZANTH ----- D3
  - 15) Jul'92. WISHBRINGER ----- D  
 HALL OF THE KING III --- D
  - 16) Sep'92. HITCHHIKERS GUIDE ----- D  
 HALL OF THE KING ----- D
  - 17) Nov'92. CALADURIL 2 ----- D3
  - 18) Jan'93. TO PRESERVE QUANDIC ----- D  
 HALL OF THE KING II ----- D
  - 19) Mar'93. MARTIAN CRYPT ----- T,D  
 CALIXTO ISLAND ----- T,D
  - 20) May'93. CALADURIL ----- D
  - 21) Jul'93. QUEST OF THE STARLORD - D3  
 WHITE FIRE OF ETERNITY - D
  - 22) Sep'93. ADV. IN WONDER LAND -- T,D  
 DRAGONBLADE ----- D
  - 23) Nov'93. VORTEX FACTOR ----- T,D  
 PLANETFALL ----- D
  - 24) Jan'94. WITNESS ----- D  
 THE BLACK SANCTUM ----- T,D
- 1 Includes WORKSHEET.

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