

# ADVENTURE SURVIVORS

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## CEO TALK:

We recommend CFDM (*COCO FRIENDS DISK MAGAZINE*), published by Rick's Computer Enterprises, Rick Cooper Editor. A CoCo 3, and one drive are required. A RGB monitor is expected. Each Issue is a "flippie" disk - articles on the front side, and programs on the back. CFDM "...is dedicated exclusively to those who enjoy the COCO3 operating under RS DOS."

A start-up-kit fully describes CFDM, it's features, and how to use them. A nice selection of Software (many neat packages), and some hardware are also available. Try it! You'll like it!

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CFDM *HARDCOPY* (magazine) - \$30/year.  
Payment: check, cash, or MO.

## CORRECTION: PLANETFALL.

Issue #23, Nov'93, page 7, Planetfall Solution, last paragraph, LAB OFFICE: PUSH THE RED BUTTON, just before you OPEN the DOOR. Somehow, I managed to leave this out. Sorry about that!

## NEW MEMBER:

The Mid Iowa & Country CoCo, Terry G. Simons, Treasurer - Des Moines, IA. MI&CC publishes UPGRADE, a Disk Newsletter.

## UPDATE: NORTHERN XPOSURE.

Thanks to Doug Vaughan for passing on this information.

NORTHERN XPOSURE	Alan Dekok
7 Greensboro Cres.	Colin Mckay
Ottawa, ON	(613) 736 0329
Canada KIT 1W6	
SEVENTH LINK	..... \$32.
CALADURIL I	..... 15.
CALADURIL II	..... 27.
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US Funds. Check or MO.	Includes S&H
Other Software - DECBC, OS9, OS 9000	
WRITE for FREE Catalogue!	

## REVIEW: SYZYGY

SYZYGY is an early graphic Adventure by Scott Cabit, (c) 1984. It came on a PROTECTED Tape or Disk (we have the disk version, thanks to Terry Laraway for finding one for us), and was sold by Spectral Associates (no longer in business). A tape recorder is needed for Saves. A TV or Composite monitor, disk drive, and joystick (Right port, only used in Combat with Darth Vader) are also required. The adventure will play on all CoCos, 32K min. A Tandy Speech/Sound Pak can also be used.

A special Thanks to Floyd Keirnan for providing us with his information and experiences on the Adventure. It did not take long to find the most difficult part of the game - "arcade" bit, Combat with Darth Vader. He can/will appear in 3 places:

1. In the DARK, just around a corner from the Start Room.
2. PRESSing TWO on the First Computer causes him to appear in the hall outside (we have NEVER beaten him here).
3. Via the Teleporter, MUST be beaten here, to finish the game. REMEMBER in this 3rd place, the screen will FLASH when Darth Vader is defeated. DO NOT be distracted, look for the cursor to reappear on screen. QUICKLY, type-in (and enter) BRE (Breathe). You had to Hold your Breath to get here. (cont.)

The Command Parsor is a standard verb-noun type. It accepts some one-word (verb) commands, and "only-sees" the 1st three letters of any word.

How to move about is explained on pg. 3. The game does not use compass directions. Keep in mind, whenever North is mentioned (by me), it means toward the top of a Map page (East is to the right side, South the bottom, etc.).

LOADM"SYZYG and EXEC loads the game, and presents the title page. Continue by pressing the ENTER key - tells how to handle the Red-Blue color-set. Red is desired (For a CoCo 3, hold the F1 key down and press the Reset Button). Press ENTER again to begin play. You are facing North at the end of a Hall on Darth Vaders DeathStar Space Ship.

TASK: Escape the Ship, but Vader MUST be defeated - perhaps TWICE!

**BONUS REVIEW: ZORK I**

The Great Underground Empire

Classic Text Adventure from INFOCOM, Activision, written by Marc Blank and Dave Lebling. The 64K CoCo 2 version was available for a year and a half - 1985-87 (plays fine on a CoCo 3). One disk drive is required (2 is better), and 7 Saves can be made to a separate disk. Load the game with a DOS (DECB 1.1 or 2.1), or LOADM"GAME and EXEC.

The excellent game package has a good deal of background information, lists of acceptable abbreviations, Special Commands, Verbs, and fully describes (many examples) Command Parser use.

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 accepts one (or two for a few) letter abbreviations for 10 directions, and 5 of the Special Commands (page 5). A few other useable words are THE, ALL, EXCEPT, AND, BUT, THEN, IT, FROM, IN, OUT, WITH, TO, and others. Here are a few EXAMPLES:

DROP ALL or GET ALL.  
DROP ALL EXCEPT THE LAMP.  
DROP ALL EXCEPT LAMP,KNIFE.  
MOVE RUG THEN OPEN TRAP.

GET SWORD,ROPE,GARLIC.  
TAKE KNIFE AND TORCH.  
GET THE BLACK BOOK THEN READ IT.  
OPEN COFFIN AND DROP SCEPTRE.

If the game doesn't understand a word or "sentence structure" used, it will tell you. Try a synonymous or similar word, or a different sentence form.

If you're killed, you will be allowed to continue the same game, however 10 Points will be lost, and you'll be in a NO-WIN Situation. Restart the Game or Restore a Saved position.

The "Status Line" (top of the screen) shows your Location's name, number of moves made, and Points earned.

Grues (Deadly Creatures of the Dark), will Get-You if you try to move about, without a lit light source, while in the Dark. It is safe to Move back and forth between a lighted area, and the Dark (one move). Also, it is safe to check your Inventory, Drop items, and Turn the Lamp On or Off.

As a Light source, the Brass Lantern will last about 385+ moves (continuous use - you're warned at 200, 300, 370, and 385 moves). 5 Rooms - Maint.Rm to the first Frigid River site - will be lighted if you push the Red Button in the Maint.Room.

The Torch will last forever, but the Thief may steal it. The Thief is also described as a Stranger, Man Carrying a Bag, Suspicious-Looking Individual, Seedy, etc. You will have NO chance of defeating him early in the game.

TASK: Find all of the Treasures (one, must be created), and put them in the Case - 350 Points. A Parchment will then appear in the Case, and tell you where to go (for an auto-finish).

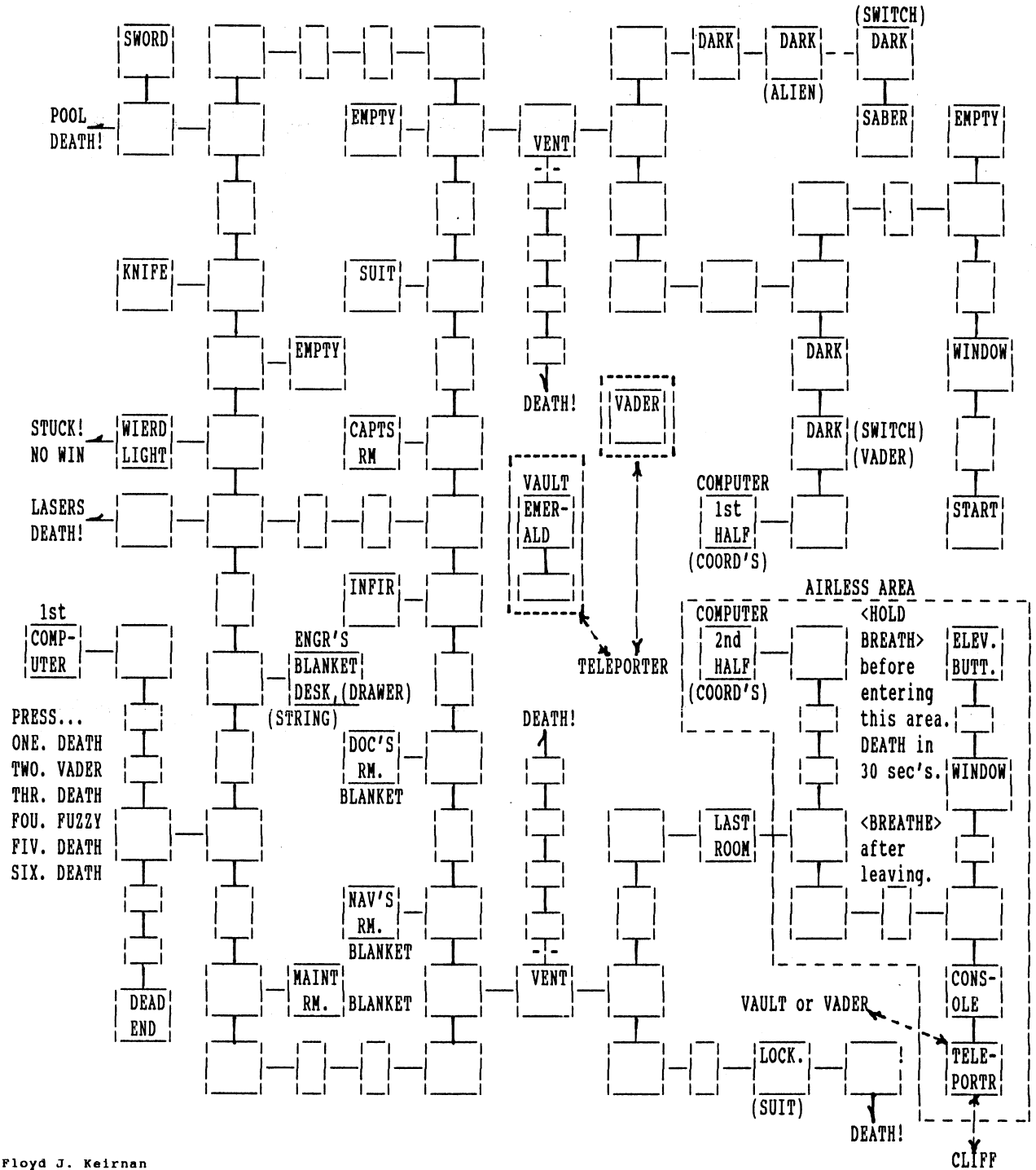
**FUTURE REVIEW LIST**

- 26) May'94 \* MAJOR ISTAR
- Jul'94 \* KORONIS RIFT
- Sep'94 \* ROGUE
- Nov'94 \* SHENANAGAN'S
- Jan'95 \* TREKBOER
- Mar'95 \* MICKEY'S SPACE ADV.
- \* MIS-ADVS. OF EDDIE
- \* Member Third - Fifth Choices.

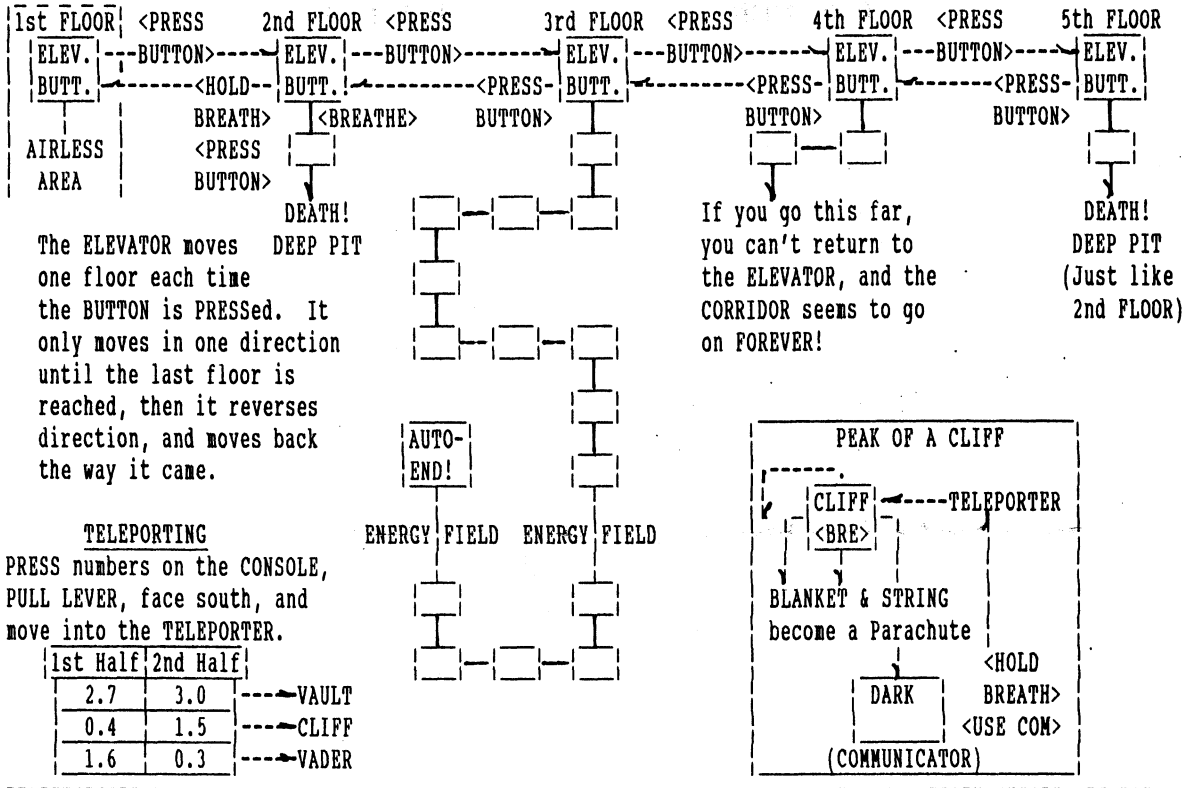
# SYZYGY MAP, FIRST FLOOR (START)

Not all of these words have to be used. Duplicate objects can't be carried at the same time, and carried objects cannot be dropped. You can Throw any object, but it will be lost forever. On screen (during play), you will see hallways and doors. Little arrows (if any) at the top of the screen show available directions (even in the Dark). The Map "boxes" represent specific locations in hallways, and individual rooms. Doors are not shown.

MOVING ABOUT:	VERBS:	PORTABLE OBJECTS:	NOUNS:
Up-Arrow Key: Can only move forward (direction you face).	KILL, ATTACK, FIGHT, STAB	USE	COMMUNICATOR
Lt or Rt-Arrow Key: Face (or turn) Lt. or Rt.	LOOK, EXAMINE	GO	HOLD
DOORS: Move thru them (not locked).	BREATHE	FEEL	GET
	LISTEN	PULL	OPEN
	PRESS	THROW	JUMP
	CLOSE	CLIMB	WEAR
			LOAD
		BLANKET	COMPUTER
		EMERALD	CREATURE
		STRING	ELEVATOR
		FUZZY	CONSOLE
		SABER	KNIFE
			LOCKER
			SWITCH
			VENT
			FOUR
			DESK
			FIVE
			GROUND
			ZERO
			SIX
			BREATH
			ONE
			SEVEN
			DRAWER
			TWO
			LEVER
			THREE



SYZYGY MAP 2



SOLUTION

**1st COMPUTER:** LOOK COMPUTER. PRESS FOUR (Other numbers cause Death, except number Two - releases Vader). Return to the hall, and face south. GET FUZZY. **ENGINEERS ROOM:** LOOK DESK. OPEN DRAWER. LOOK DRAWER. GET STRING. Face the bed. GET BLANKET. **DARK ROOM (Alien):** THROW FUZZY (Kills the Alien). **DARK ROOM (Switch):** PRESS SWITCH (Lights the Hallway). **SABER ROOM:** GET SABER.

**SHORT-CUTS:** The SpaceSuits, Sword, and Knife have no use. If the above Coordinates are known beforehand, then looking at the two Computers (One beyond Vader - Dark, Switch & Vader - and the other in the Airless Area) to learn them, NEED NOT be done. Otherwise...

**DARK ROOM (Switch & Vader):** HELP (SAVE the game). PRESS SWITCH (Light, and Combat with Vader). **TECHNIQUE:** Keep your Saber "crossed" and/or "in contact" with Vader's (Doesn't always work, but "slashing & bashing" never does). A flashing screen signals Vaders defeat, and he leaves. **COMPUTER (1st Half):** LOOK COMPUTER (1st half of coordinates). **LAST ROOM** (Just before the Airless Area): HOLD BREATH. Move to the Computer. LOOK COMPUTER (2nd Half of Coordinates). Return to the Last Room, and BREATHE. Holding your Breath, gives 30 seconds of useable time in the Airless Area.

**LAST ROOM:** HOLD BREATH. **CONSOLE:** Use 1st three letters of a word to save time. PRE ZER. PRE FOU. PRE ONE. PRE FIV. PUL LEV. Face south, and move into the Teleporter. **CLIFF:** BRE. Face east, and go over the Cliff (The other 3 Dark Rooms at the bottom of the Cliff are empty). **DARK ROOM (Communicator):** FEEL GROUND. GET COMMUNICATOR. HOLD BREATH. USE COMMUNICATOR (Back to the Teleporter. Return to the Last Rm, and BREATHE). Repeat this routine with the Vault Coordinates. **VAULT:** BRE. GET EMERALD (Allows safe passage thru the 1st Energy Field on the 3rd Floor). HOLD BREATH. USE COMMUNICATOR. Return to the Last Room, and BREATHE.

Repeat again with Vader's Coordinates (The one time in the game that Vader MUST BE defeated. Allows safe passage thru the 2nd Energy Field on the 3rd Floor). After Vader is beaten, BREATHE (During this combat, the 30 second limit is extended). HOLD BREATH. USE COMMUNICATOR. This time, go directly to the Elevator, turn around, PRESS BUTTON. BREATHE. PRESS BUTTON. **3rd FLOOR:** Move down the Hallway through both Energy Fields for CONGRATULATIONS and an AUTO-FINISH!

# ZORK I MAP

## SPECIAL COMMANDS

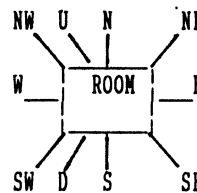
I (Inventory): Objects carried.  
 L (Look): Repeats a Room's Description.  
 G (AGain): Repeats your last command.  
 W (Wait): Causes time and a move to pass.  
 Q (Quit): Exits the program.  
 RESTART: Starts the game over, at the beginning.  
 VERSION: Version and Release numbers  
 SCORE: Shows numbers points earned and moves made.  
 DIAGNOSE: Checks your physical condition.  
 SAVE: 7 Saves available to a separate disk.  
 RESTORE: Loads a Saved position.  
 BRIEF (Default): First time seen, Room and Objects there are fully described.  
 SUPERBRIEF: Only Room's name is given, each time seen.  
 VERBOSE: Room and Objects there are fully described each time seen.  
 SCRIPT: Turns on print-out of events that appear on screen. Not all printers and bauds work.  
 UNSCRIPT: Turns SCRIPT feature off.

## VERBS

Not all need be used, and other Verbs are useable.

CUT	GIVE	READ	CLIMB	SMELL
DIG	JUMP	STAY	CLOSE	THROW
EAT	KICK	SWIM	COUNT	TOUCH
GET	KILL	TAKE	CROSS	ANSWER
PUT	LOCK	TELL	DRINK	ATTACK
RUB	LOOK	TURN	ENTER	FOLLOW
SAY	MOVE	WAKE	KNOCK	LISTEN
TIE	OPEN	WALK	LIGHT	SEARCH
BLOW	POUR	WAVE	LOWER	UNLOCK
BURN	PRAY	WEAR	RAISE	DEFLATE
DROP	PULL	WIND	SHAKE	INFLATE
EXIT	PUSH	BREAK	SLIDE	EXAMINE
EXTINGUISH				

## MAP KEY



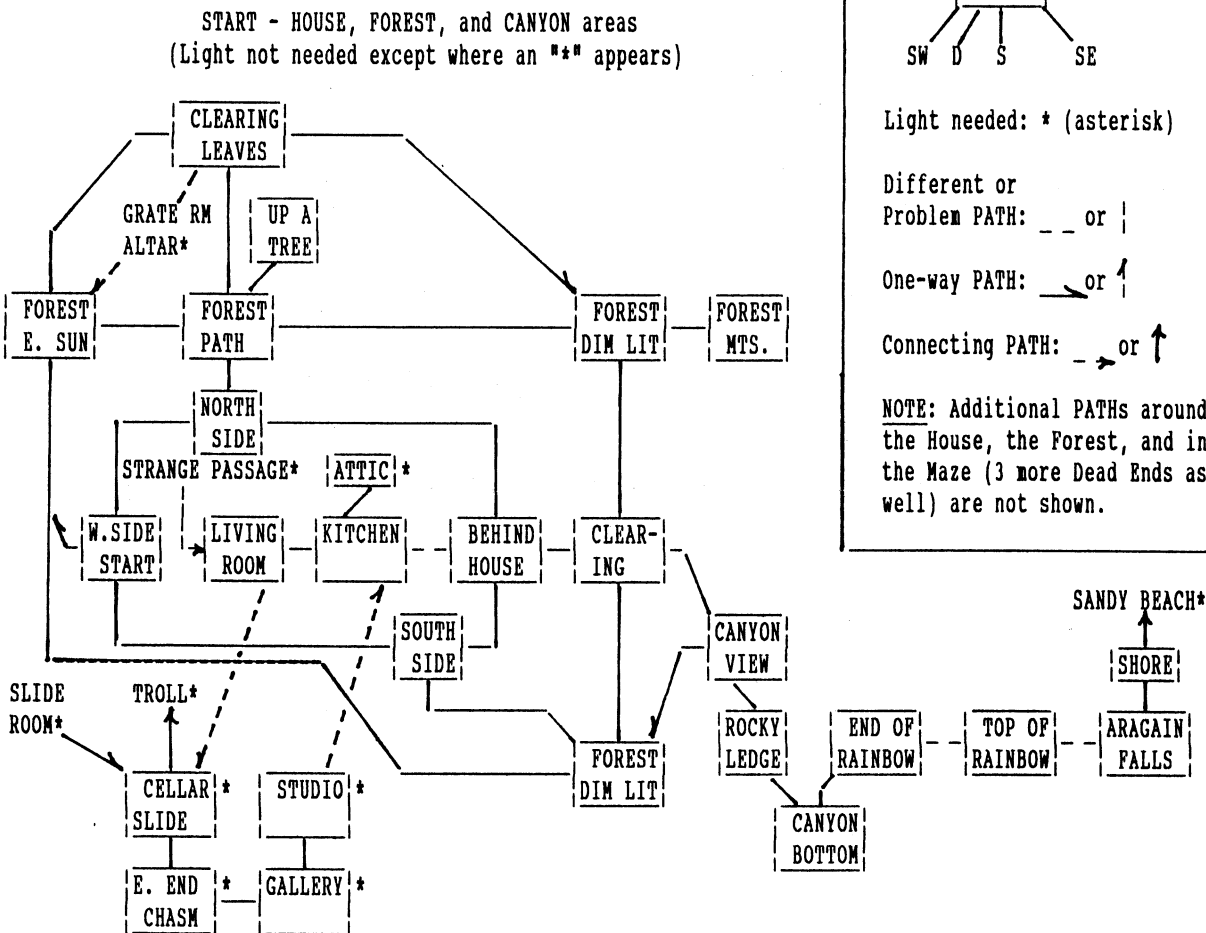
Light needed: \* (asterisk)

Different or Problem PATH: -- or |

One-way PATH: → or ↑

Connecting PATH: → or ↑

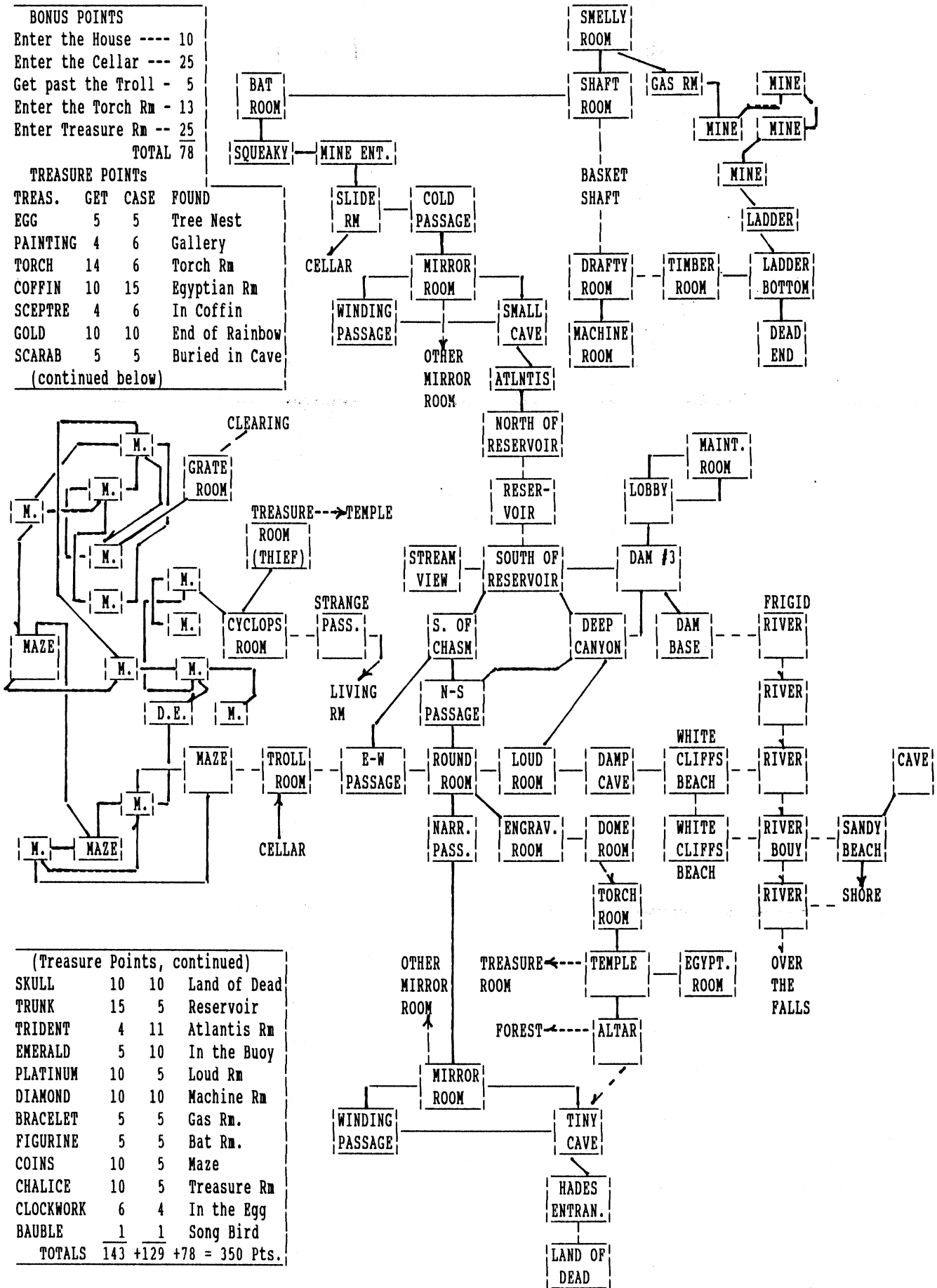
NOTE: Additional PATHS around the House, the Forest, and in the Maze (3 more Dead Ends as well) are not shown.



# ZORK I UNDERGROUND MAP

BONUS POINTS	
Enter the House	10
Enter the Cellar	25
Get past the Troll	5
Enter the Torch Rm	13
Enter Treasure Rm	25
<b>TOTAL</b>	<b>78</b>

TREASURE POINTS			
TREAS.	GET	CASE	FOUND
EGG	5	5	Tree Nest
PAINTING	4	6	Gallery
TORCH	14	6	Torch Rm
COFFIN	10	15	Egyptian Rm
SCEPTRE	4	6	In Coffin
GOLD	10	10	End of Rainbow
SCARAB	5	5	Buried in Cave
(continued below)			



(Treasure Points, continued)			
SKULL	10	10	Land of Dead
TRUNK	15	5	Reservoir
TRIDENT	4	11	Atlantis Rm
EMERALD	5	10	In the Buoy
PLATINUM	10	5	Loud Rm
DIAMOND	10	10	Machine Rm
BRACELET	5	5	Gas Rm.
FIGURINE	5	5	Bat Rm.
COINS	10	5	Maze
CHALICE	10	5	Treasure Rm
CLOCKWORK	6	4	In the Egg
BAUBLE	1	1	Song Bird
<b>TOTALS</b>	<b>143</b>	<b>+129</b>	<b>+78 = 350 Pts.</b>

## ZORK I SOLUTION

There are many ways to go about solving the problems, and collecting the Treasures. This Solution offers one of them. Killing the Thief (MUST be done), can only be done after he steals, or you give him, 10-12 Treasures. This "weighs" him down, and gives you the best chance to beat him. Normally, he travels around underground, moving objects, and stealing Treasures (even those you carry). Whenever you go to the Treasure Rm., he quickly arrives to protect his Treasures, and usually attacks. This Solution suggests leaving Treasures (early in the game, after picking them up) in a convenient, underground place - Round Rm, Cellar, etc. This saves time, and assures he will be heavy when you are ready for COMBAT!

UP A TREE: GET EGG (only a Thief can open it). BEHIND HOUSE: OPEN WINDOW. KITCHEN: OPEN SACK (Lunch, Garlic). LIVING ROOM: MOVE RUG. OPEN TRAP. GET LAMP. ATTIC: TURN LAMP ON. GET ALL (Rope, Nasty Knife - marginally better than the Sword). TURN LAMP OFF. D. LIVING RM: D (Trap Door closes behind you. The narrow, one-way path, Studio-to-Kitchen may seem useless). CELLAR: TURN LAMP ON. GALLERY: GET PAINTING. CELLAR: DROP PAINTING, EGG. SAVE.

TROLL ROOM: KILL TROLL. G (until he's dead). LOUD RM: ECHO. GET BAR. ROUND RM: DROP BAR. DOME ROOM: TIE ROPE TO RAIL. TORCH ROOM: TURN LAMP OFF. GET TORCH. TEMPLE: DROP LAMP. EGYPTIAN ROOM: GET COFFIN. TEMPLE: OPEN COFFIN. DROP SCEPTRE. SAVE. TREASURE. TREASURE ROOM: (Thief arrives, and usually Attacks!) GIVE COFFIN TO THIEF. CYCLOPS RM: ODYSSEUS (Black Book - 1st letter of 1st word in each line. Ulysses works too. Terrorized, Cyclops makes a path to the Living Room - and is never seen again). TEMPLE: GET ALL (Bell, Lamp, Sceptre). ALTAR: DROP BELL. PRAY (moves to Forest, and the Trap Door will remain open).

BEHIND HOUSE: DROP LAMP, KNIFE. END OF RAINBOW: WAVE SCEPTRE. GET GOLD. SANDY BEACH: GET SHOVEL. CAVE: DIG SAND. G (until Scarab appears). DROP SHOVEL. GET SCARAB. BEHIND HOUSE: GET ALL (Lamp, Knife). LIVING ROOM: DROP KNIFE, LAMP. OPEN CASE. PUT SCEPTRE, GOLD, SCARAB IN CASE. OPEN TRAP. SAVE.

MAINTENANCE ROOM: GET ALL (Screwdriver, Tube, Wrench). PUSH YELLOW BUTTON (activates Dam control panel. Red, turns lights on. Brown, Re-sets panel. Blue, floods the room). LOBBY: GET MATCHBOOK. DAM: TURN BOLT WITH WRENCH (Reservoir begins to empty). DROP SCREWDRIER, TUBE, WRENCH. ALTAR: GET ALL (Bell, Book, Candles). HADES ENTRANCE: RING BELL (Bell and Candles drop). GET CANDLE. LIGHT MATCH WITH TORCH. LIGHT CANDLE WITH MATCH. READ BOOK. DROP BOOK, CANDLES, MATCHBOOK. LAND OF THE DEAD: GET SKULL.

MIRROR ROOM: DROP SKULL. TOUCH MIRROR (to other Mirror). ATLANTIS ROOM: GET TRIDENT THEN DROP IT. RESERVOIR NORTH: GET PUMP. RESERVOIR: GET TRUNK THEN DROP IT. DAM: GET TUBE. DAM BASE: INFLATE BOAT WITH PUMP (Label tells about the boat). GET IN. LAUNCH BOAT (sharp items will puncture the Boat, but the Tube can be used to repair it). FRIGID RIVER: DROP TUBE, PUMP. Z (until Buoy appears). GET BUOY. WEST. WHITE CLIFFS BEACH: GET UP. OPEN BUOY. GET EMERALD. DROP BUOY. ROUND ROOM: DROP EMERALD.

BAT ROOM: (bring Garlic, Torch, Lamp, Screwdriver). DROP GARLIC (protects you from being randomly relocated by the Bat). SHAFT ROOM: PUT ALL IN BASKET EXCEPT LAMP. TURN LAMP ON. DEAD END: GET COAL. SHAFT ROOM: PUT COAL IN BASKET. LOWER BASKET. TIMBER ROOM: DROP LAMP. DRAFTY ROOM: GET ALL FROM BASKET. MACHINE ROOM: OPEN LID. PUT COAL IN MACHINE. CLOSE LID. TURN SWITCH WITH SCREWDRIER. OPEN LID. GET DIAMOND. DROP SCREWDRIER. DRAFTY ROOM: PUT ALL IN BASKET. TIMBER ROOM: GET LAMP. GAS ROOM: GET BRACELET. SHAFT ROOM: RAISE BASKET. TURN LAMP OFF. GET ALL FROM BASKET. BAT ROOM: GET JADE. SLIDE ROOM: D.

LIVING ROOM: PUT JADE, BRACELET, DIAMOND IN CASE. GET KNIFE. MAZE (Dead Adventurer): (leave the Rusty Knife alone - it's dangerous. Key unlocks the Grate). GET COINS. CYCLOPS ROOM: SAVE. TREASURE RM: GIVE COINS TO THIEF. KILL THIEF. G (until he is dead. Put all of the Treasures in the Case). LIVING RM: GET CLOCKWORK (it's in the Egg. Take it to any FOREST (location): WIND CLOCKWORK (the Song bird arrives, and drops the Bauble). GET BAUBLE (put these last two in the Case). EXAMINE THE CASE (Parchment is now there). READ PARCHMENT. WEST SIDE HOUSE: SW and then W for an AUTO-FINISH!

ADVENTURE SURVIVORS SWAP SHOPPE

March 1994

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