

# ADVENTURE SURVIVORS

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### CEO TALK: COCOFESTS ARE FUN EVENTS!

The Atlanta Computer Society's FIFTH ANNUAL CoCoFEST, October 1st & 2nd, Northlake Holiday Inn, Atlanta, GA is all set! We hope many of you will be able to attend. We will be there so drop by our booth, and say hello!

### EXTRA: THE COCO REGISTRY

The 1st Issue arrived in good order. This "flippie" data base has 262 CoCo users listed on the front-side, and 22 vendor listings on the back. A back-up can be made, and used. The 2 sides are separate data bases. A CoCo 3 and disk drive are required. A RGB monitor SHOULD also be used.

The *Registry* is very user-friendly, and you can probably figure out how to do most things yourself. But, the accompanying instructions are clear, thorough, and easy to follow.

RUN"CR loads the front-side, and a colorful 127 column screen appears. At first, there are no names listed, and only 80 columns can be seen.

You will see 3 "boxes" - MAIN MENU, THIS RECORD, and NAME SCROLL BOX. Press #2 (SEARCH & VIEW) on the MAIN MENU, and all 262 "users" can now be viewed. Scroll through the list with the UP & DOWN ARROW Keys. REAL FAST - Hold the SHIFT Key down too. The LEFT & RIGHT ARROW Keys are used to scroll

between the left and right sides of the screen.

On the right side you will see 3 more boxes - INTEREST, SYSTEM, SUPPORT, and a user's Registry # is at the top of the screen. Making a SEARCH TEMPLATE is easy to do and flexible. Just look through the instructions, press #1 on the Main Menu, and follow the on-screen prompts.

RUN"ADS loads the back-side, and all 22 Vendor Ads are listed on the Menu. Press an Ad's number, and it will be displayed. Press #23 (Continuous) to view all of them - one after another.

### NEW MEMBER: WELCOME to the Club!

Dale Heglin of Winnipeg, MB, Canada.

### UPDATE: TERM PAPER

Last Issue, I forgot to mention a DD ERROR in line 60020. This happens if you are killed, and opt to play again from the on-screen prompt - pressing the "Y" key. I can't fix this ERROR.

Key #27 (to unlock the Dean's Bld. - Page #25 is there) still hasn't been found. Obviously, There is a little "Trick" to this problem or the game has another serious FLAW. NOTE: If anyone has solved this problem, drop a line, and tell us how you did it. Your HELP will be appreciated.

### REVIEW: LIFE (An Everyday Adventure)

LIFE is a nice little text adventure from *Rainbow's Fourth Adventure Book* written in Basic by Steven Berry for a CoCo 3. Five creator files come with the program - BG, NG, PG, REG, ROG.

Copy these files (LIFE file too) to a separate disk, THEN type-in, and Save the following "one-liner" to the disk as "CLEAR.BAS".

10 POKE &H19,14:POKE &HE00,0:NEW RUN"CLEAR and then RUN"BG. The files

are linked, and in turn, will write 5 new DATA files to the disk. It takes about 18 minutes. Once this is done, you're ready to begin play.

The Adventure constantly accesses the disk, and play is "slow" - Basic. If you have one, I recommend using a RAM disk - speeds-up play, and saves wear and tear on your drives. Once you are familiar with the rooms (and objects), use the special command, SHORT. That also speeds things up a bit.

The game's parser is a standard verb-noun type, and sometimes prepositions or prepositional phrases must be used. Abbreviations for all directions, and a few verbs are accepted. Other words must be completely typed-out. If you use a verb or noun it does not understand, it clearly tells you, but it's sometimes "balky" about prepositional phrases.

Story: You have just been awakened by the alarm clock. You have to catch a plane to the family reunion, but you are not in the best-of-shape, you had too much "punch" at the Company Party last night. You're also running-late! You need coffee, but the local water company has turned it off so they can repair the "main".

Your Task: 1. Get some Coffee (soon).  
2. Get rid of Bob.  
3. Get dressed.  
4. Put the Mail out.  
5. Put the Cat out.  
6. Catch the plane.

Not necessarily in this order, but it is close. As you find needed objects, and accomplish deeds, you'll earn 40 points. These points, total number of moves, and your location's name are shown at the top of the screen.

SAVE feature: Directly to to the game disk. Name each Save differently - I use LIFE1, LIFE2, etc.

The author alludes to a "Secret Verb" in the directions. "ZED" is listed as a Verb, Noun, and Preposition, But no use was found for it.

**BONUS REVIEW:** SHENANIGANS

This is the last of the six (reviewed

by us) early graphics adventures sold by Mark Data Products, and written by Bob Withers and Stephen O'dea. It was Copy-Protected, and versions for tape or disk were available (we have it on disk - copyright 1983).

The disk version only works on a CoCo 1 or 2, the CMP colors can be seen on a TV or a composite monitor, and The Save feature is to TAPE.

The game parser is a normal verb-noun type, and when an occasional 3rd word is required, an on-screen prompt will appear. The parser accepts the 1st 4 letters of any longer word, and one-letter abbreviations for directions, and a few verbs. "ALL", a handy Noun, can be used to pick-up everything in sight, or to drop everything you are carrying. The number of items carried is limited, and after finding an item you usually, must LOOK (L - repeats a room's description) to see what it is.

LOADM"SHENAN loads the adventure, and the Title screen appears in the usual Red or Blue - Blue is desired. Press the Reset button to change the color.

SAVE, LOAD, and SCORE commands do not count as moves (Score, tells how many moves have been made).

Graphics (locations) are shown in the upper-half of the screen. The bottom-half is the Text area - room & object descriptions, game responses, and a game cursor for entering commands. A few things, not shown in the graphics area, will only be described in text.

Your TASK is to find the Pot of Gold at the end of the Rainbow.

#### **FUTURE REVIEW LIST:**

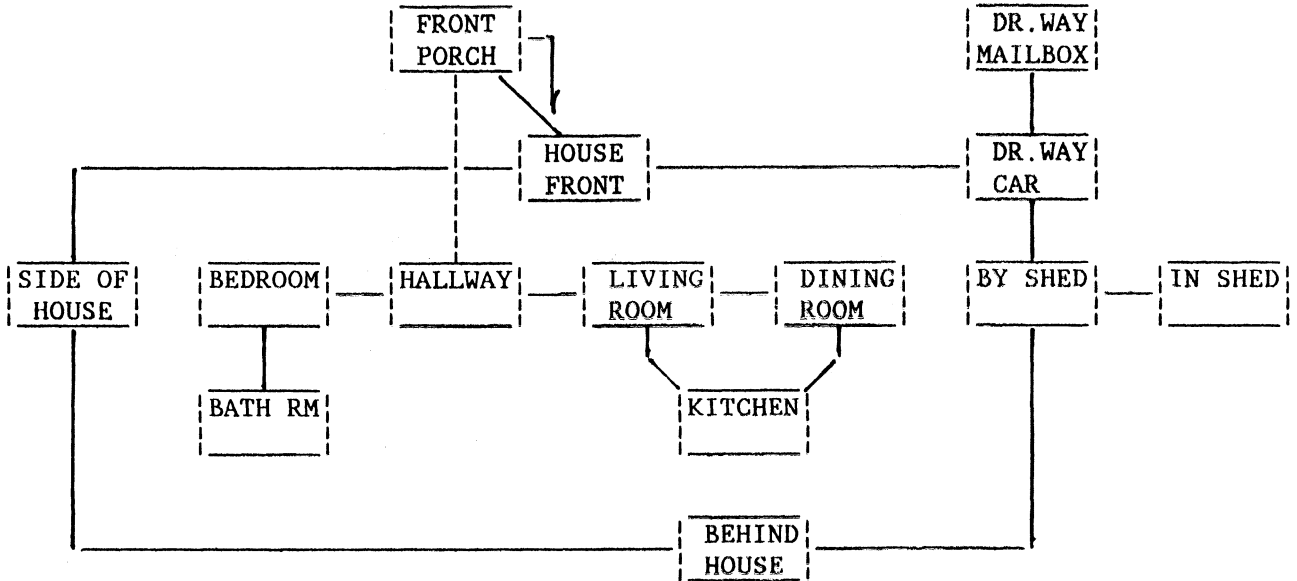
- 29) Nov'94 \* KORONIS RIFT
- Jan'95 \* ROGUE
- Mar'95 \* KARRAK 1-4
- Jul'95 \* MICKEY'S SPACE ADV.
- Aug'95 \* TREK ADVENTURE (1)
- Sep'95 \* TREK ADVENTURE 2
- \* MIS-ADVENTURES OF EDDIE
- \* TARZAR 1
- \* TARZAR 2
- \* POLYNESIAN ADVENTURE
- \* Member Second - Sixth Choices.

# LIFE MAP

By Steven Berry

From *Rainbow's Fourth Book of Adventures*

MAP KEY	VERBS	PREPOSITIONS																		
	Other synonymous Verbs, and prepositions are useable.	ON      OFF IN      OUT TO      WITH AT      UNDER BY																		
One-Way Path: →	<table border="0"> <tr> <td>I: INVENTORY</td> <td>DROP, PUT, POUR</td> </tr> <tr> <td>R: REPEAT</td> <td>GO</td> </tr> <tr> <td>L: LOOK</td> <td>GET    PUSH    BREAK</td> </tr> <tr> <td>Z: WAIT</td> <td>EAT    PULL    STAND</td> </tr> <tr> <td>N    E</td> <td>LIE    TURN    RAISE</td> </tr> <tr> <td>S    W</td> <td>SIT    GIVE    LOWER</td> </tr> <tr> <td>NE    NW</td> <td>KICK    DRINK</td> </tr> <tr> <td>U, ASCEND, CLIMB</td> <td>OPEN    CLOSE</td> </tr> <tr> <td>D, DESCEND</td> <td>LOCK    UNLOCK</td> </tr> </table>	I: INVENTORY	DROP, PUT, POUR	R: REPEAT	GO	L: LOOK	GET    PUSH    BREAK	Z: WAIT	EAT    PULL    STAND	N    E	LIE    TURN    RAISE	S    W	SIT    GIVE    LOWER	NE    NW	KICK    DRINK	U, ASCEND, CLIMB	OPEN    CLOSE	D, DESCEND	LOCK    UNLOCK	<u>ARTICLES</u>
I: INVENTORY	DROP, PUT, POUR																			
R: REPEAT	GO																			
L: LOOK	GET    PUSH    BREAK																			
Z: WAIT	EAT    PULL    STAND																			
N    E	LIE    TURN    RAISE																			
S    W	SIT    GIVE    LOWER																			
NE    NW	KICK    DRINK																			
U, ASCEND, CLIMB	OPEN    CLOSE																			
D, DESCEND	LOCK    UNLOCK																			
Different or Problem Path:	A    AND    THE																			
SPECIAL COMMANDS																				
LIST: Lists your TASKS. SAVE: Saves your position. LOAD: Restores your Save. QUIT: Ends the game.	SHORT: No normal descriptions. LONG: Restores descriptions. RESTART: Begins a new game. WAIT: Move(s) and time passes.	REPEAT: Repeats your last command. SCORE: Shows numbers of moves and points.																		



## LIFE SOLUTION

As you find some objects, and accomplish a few deeds, you will Score a total of 40 points.

How you handle your Inventory, and move from room-to-room, is left to you.

The Hammer and Tire Iron have no REAL use.

- 5: GET KEYS.
- 5: PUT MAIL IN MAILBOX.
- 5: DRINK COFFEE.
- 5: GIVE BEER TO BOB.
- 5: GET PILL.
- 5: GET CHECKBOOK.
- 10: TURN LIGHTS ON (In the Bedroom, after the Dead bulb has been changed).

BEDROOM (START): GET UP (Initially, there is nothing here to do. You may notice that the Cabinet in the Bathroom is missing a handle, and can't be opened). LIVING ROOM: LOOK UNDER CUSHION (Keys). GET ALL (Mail and Keys). KITCHEN: GET CUP. LOOK AT MAKER (Funnel, Spout, and Button). HALLWAY: OPEN DOOR (Pitter-Patter of rain only lasts from move 15 thru 20, or until the Cup or Bowl is auto-filled).

DRIVEWAY (Mailbox): PUT MAIL IN MAILBOX. RAISE FLAG. IN SHED: GET ALL (Ladder and Plunger). FRONT PORCH: UNLOCK DOOR.

KITCHEN: POUR WATER IN FUNNEL. PUT CUP UNDER SPOUT. OPEN DRAWER (New light bulb and Hammer). OPEN FRIGE (Yes, a Refrigerator is there, and a can of Beer). GET NEW (Bulb). GET BEER. CLOSE DRAWER. CLOSE FRIGE. DRINK COFFEE (Any next move - auto-sequence - the door bell rings, you go to, and open the Front Door, Neighbor, Bob comes in, talks a bit, and promptly goes to sleep). HALLWAY: GIVE BEER TO BOB (He takes the Beer, talks, and leaves - drops a Flashlight). GET FLASHLIGHT.

BATHROOM: STICK PLUNGER TO CABINET. PULL PLUNGER (Cabinet opens, Pill appears). GET PILL.

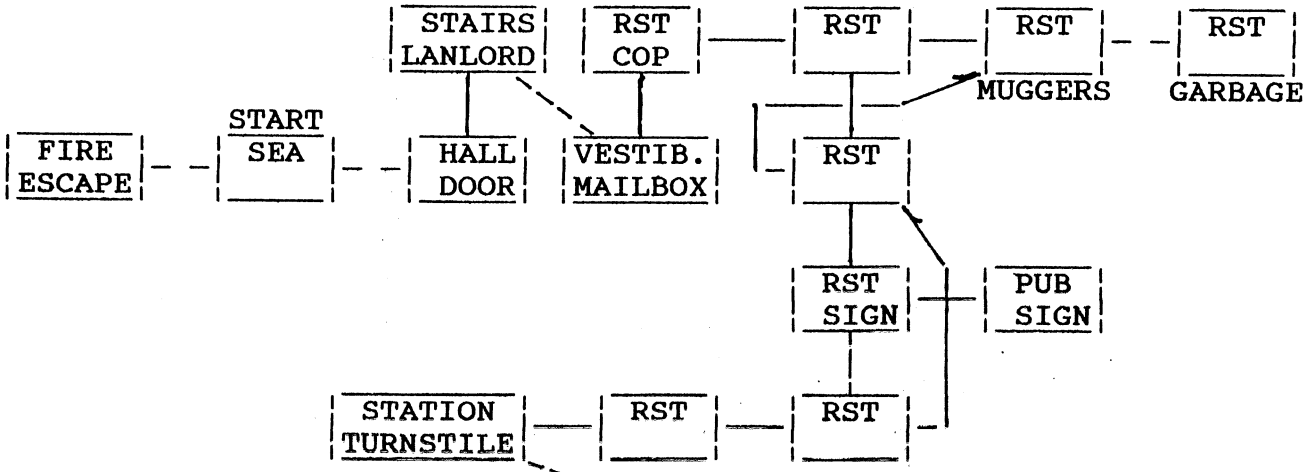
BEDROOM: DROP LADDER. TURN FLASHLIGHT ON. LOOK UNDER BED (Checkbook, you can not get your clothes until the Lights are on). PUT CHECKBOOK UNDER LADDER (Balances it). CLIMB (Socket is near your head. UP works just as well). GET DEAD (Bulb - you auto-move down the Ladder). CLIMB. PUT NEW IN SOCKET. TURN LIGHTS ON. TURN FLASHLIGHT OFF. D. GET SHIRT. GET PANTS. GET SHOES.

KITCHEN: GET BOWL. PUT PILL IN BOWL. DROP BOWL (doesn't matter if the Cat is here or not, when the Bowl is dropped, he will show up, eat the Pill, and go to sleep). GET CAT.

HALLWAY: OPEN DOOR (as you go through the Door, the Cat will wake-up, and run away).

DRIVEWAY (Car): OPEN CAR (door). GO IN CAR (your Tasks are reviewed, and if they have been accomplished, you're allowed to continue. If the game asks if you are ready, answer <Y>, if not, then just move North). The game auto-finishes: You drive to the airport, catch the plane, Bob shows up - goes with you, you are CONGRATULATED, and an option to play again is given.

# SHENANIGANS MAP



**MAP KEY**

N U  
 W — ROOM — E  
 D S

Different or Problem Path: | or \_ \_

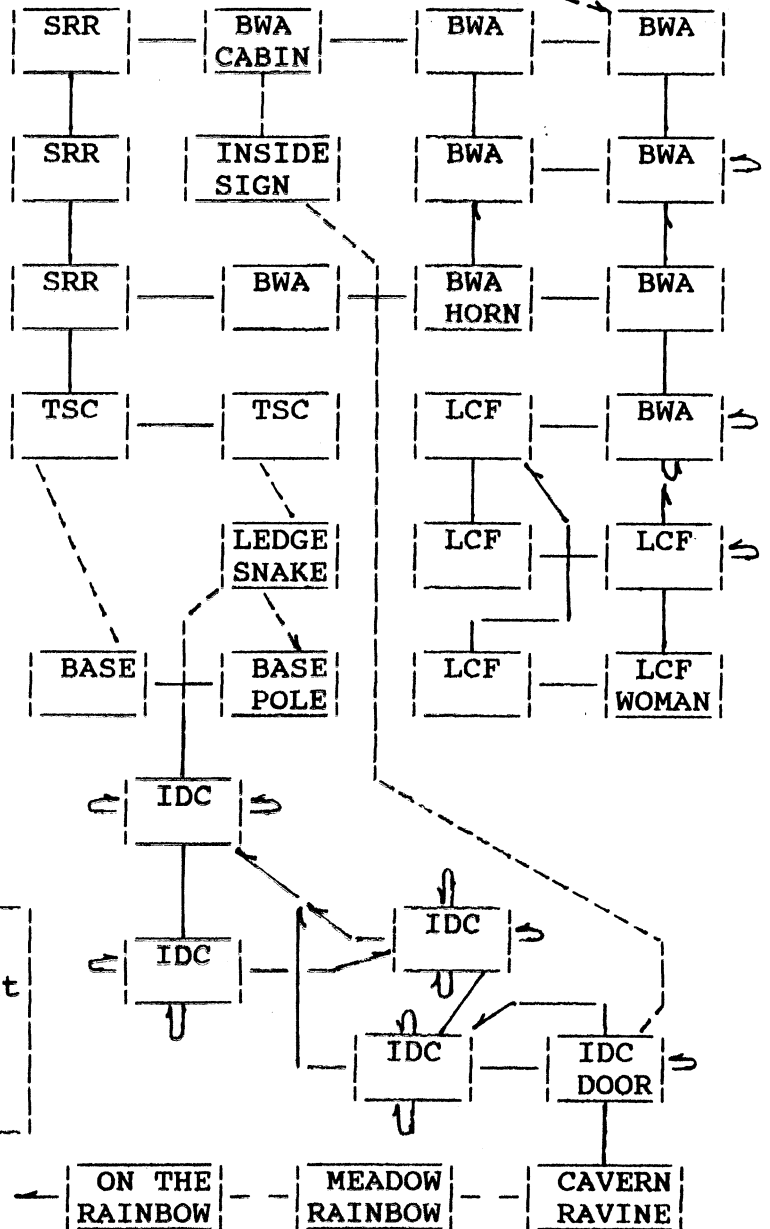
One-Way Path: —>

**VERBS**

L: LOOK, EXAMINE, READ	
I: INVENTORY	
P: PUT, DROP	N E
G: GET, TAKE	S W
BLOW, PLAY	U D
ROLL, PUSH	GO
DRINK	BUY
LIGHT	OPEN
CLOSE	SHOW
SCORE	GIVE
SAVE	LOAD

**MAP ABBREVIATIONS**

SEA: Small Efficiency Apartment  
 RST: Residential Street  
 BWA: Beautiful Wooded Area  
 SRR: Shore of a Rambling River  
 LCF: Large Clover Field  
 TSC: Top of Steep Cliff  
 IDC: Inside a Damp Cave



## SHENANIGANS SOLUTION

How you move from room to room, and handle your Inventory (Limited to 5 objects) is left to you. Just about every object has a use.

START, SMALL EFFECIENCY APARTMENT: LOOK UNDER. BED. LOOK DRESSER. LOOK DRESSER. LOOK VALET. GET ALL (Wallet, Shoes, Clothes, and Flashlight). OPEN WALLET (\$102). GET MONEY. DROP WALLET. OPEN DOOR. GO DOOR. There is nothing to do or find on the Fire Escape.

HALLWAY: CLOSE DOOR. LOOK DOOR (#203). TOP OF STAIRS (Land lord): GIVE MONEY (He takes \$100). VESTIBULE: OPEN MAILBOX. 203. GET PACKAGE. OPEN PACKAGE (auto-get a Knife). Outside, the Policeman will arrest you if you're not dressed.

RESIDENTIAL STREET (Muggers): SHOW KNIFE (They leave). RESIDENTIAL ST.(Garbage): LOOK GARBAGE (Token). GET TOKEN. DROP KNIFE. RESIDENTIAL ST.(Sign): READ SIGN (Must be dressed to be served). PUB (Sign): READ SIGN (kinds of Beer). BUY BEER. O'SHAUNASEE (\$2. You can drink the Beer or not - it does taste good. A South Path, outside, is open). SUBWAY STATION: GO TURNSTILE (one-way to the next area).

BEAUTIFUL WOODED AREA (Horn): GET HORN. BLOW HORN (Leprechan arrives, and leaves a Rope). GET ROPE. DROP HORN. LARGE CLOVER FIELD (Woman): ROLL WOMAN (Shamrock). GET SHAMROCK. CLIFF BASE (Pole): GET POLE. INSIDE (Cabin): DROP POLE (only way to get the Pole into the Cave. There is a hidden Trap Door from the Cave).

LEDGE (Snake): DROP SHAMROCK (takes care of the Snake). LIGHT FLASHLIGHT. GO CAVE. DAMP CAVE (Trap Door): OPEN DOOR. GO DOOR. INSIDE CABIN: GET POLE (it is needed for balance on the Rainbow).

CAVERN (Deep Ravine): (Someone says "Sean"). SEAN (Bridge appears). GO BRIDGE. MEADOW (Rainbow): GO RAINBOW. To the West is a Pot of Gold, and the Adventure Congratulates you, tells the number of moves made, and Auto-Finishes!

# ADVENTURE SURVIVORS SWAP SHOPPE

SEP 1994

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