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## CEO TALK

The Atlanta Computer Society's FIFTH ANNUAL CoCoFEST held on October 1st & 2nd, at the Northlake Holiday Inn was a POSITIVE SUCCESS! Total attendance was 150 + (less than past years), but "activity" was BRISK both days! 25 vendors were there, showing their products/support for all CoCo users, various operating systems, and the 68xxx machines. Three Vendors had to canceled at the last minute, but two others arrived (also last minute) to help fill the void.

Vendor list: Ed Gresick (Delmar Co), and Ed Hathaway (Kala Software) had to cancel due to family illness.

Adventure Survivors	Alan Dages
Atlanta Computer Soc.	Andre LaVelle
Blackhawk Enterprises	Color Systems
Digital Frontier Prod.	CoNect
Glenside CoCo Club	Daltrug
JOTA Enterprises	Farna Systems
Mid Iowa & Country C.	Gene Adams
Northern Xposure	Hawksoft
OS-9 Users Group	Klystronics
Rick's Computer Ent.	R.C. Smith
Ron & Diane Bull	Roy Shoaf
Sub-Etha Software	Strongware
Wittman Computer Products	

Seminars were scheduled both days (I again managed to miss them all), and given by Allen Huffman, John Strong, Frank Swygert, David Graham, Boisy Pitre, and Kevin Darling. I apologize for not paying closer attention to the Seminars, as one or two may have been "shared", and another may have been given that I didn't notice.

The Fest was great FUN, and it was a pleasure to renew old acquaintances, meet new friends, and participate in a few the "Extras", and "going-ons".

Terry Simons of Mid Iowa & Country CoCo held a Two-day Competition for SHANGHAI players. The winner won a STAR NX 1000 printer (also prizes for 2nd and 3rd places)! He also hosted a vendor meeting Friday evening. It was a 'Special' pleasure to meet Terry in person, and chat a little bit.

The ACS and Glenside Clubs offered a nice discount for new Members (or renewals) if you joined both Clubs at the Fest!

There was an "after hours" meeting of OS-9 users Saturday (as well as a "mass-Exodus" to view the Laser-Light Show at Stone Mountain).

Nearly all of the vendors offered discounts & specials, and the last few hours on Sunday, there were even better "deals" available!

The ACS's hourly "Raffle" drawings were a popular & FUN event! Tickets were \$1/each, \$5 for 6, \$10 for 13, and 4 or 5 prizes were "given" away each hour. The prizes (software and hardware) were donated by vendors - many, by those who were not able to attend the Fest. We always invest \$10 in this drawing, and have yet to come away empty-handed. We WON two pieces of old Tandy software, Chris Dekker's QuickLetter 2.0 (OS-9), two CoCo 2s & monitors (green mono. We donated one set to a needy user, and returned the other), a year's Membership to Glenside Color Computer Club, and a DMP 107 printer - our old DMP 105 is now packed-away!

I also sold my old NX 1000, bought another 9-pin printer (Panasonic KX-1080i), another S-P interface, and a few other "goodies".

Roy Shoaf treated the vendors to "coffee & sweet rolls", Sunday. That was a nice touch. THANKS ROY!!

"WELL DONE!" to the Atlanta Computer Society. This was their BEST SHOW - a profitable, "FUN-TIME" for ALL!

## ARD'S AVAILABLE FROM A.S.!

Author/programmer, Bill Cleveland has announced that his Company, *THREE C'S PROJECTS*, is "gone". He doesn't have the time to continue his CoCo work. We have made arrangements to keep his two Graphic Advs ALIVE and AVAILABLE! Both require a CoCo3, disk drive (Ard II has 2 sides - can use 2 drives.), RGB/CMP monitor, and aren't copy protected. They're "deeper" role-playing Adventures - Dungeons & Dragons type.

**ARD I: THE POWERSTONES OF ARD - The Quest For The Spirit Stone** (c) 1987  
By Bill: Ard I is an adventure that will keep you playing for hours. It features single-key commands, 16 color graphics, 100% Hi-Res graphic screens, full game save, extensive play area, level advancement, and the disk isn't copy-protected. You choose your character's name, race, sex, and ability scores. Arrow keys are used for movement. This one is easy to play, but a challenge to complete!

The save feature is "tied" to the <Q> - Quit - command. You must quit the game to save your position, and re-boot, and select your saved character to restore that position. BUT! Whenever you are killed, the program WILL ERASE YOUR CHARACTER! The best way around this is to back-up the game disk after you Quit.

A *NEWLIFE* Program (restores your Character) will be Included in our package with instructions on how, and when to use it.

ARD I was reviewed by Leonard Hyre in *Rainbow* 8/88, page 134.  
Price: \$12 + \$2 S&H (\$3 to Canada).

**ARD II: THE POWERSTONES OF ARD II - The Five Towers Of Trafa-Zar** (c) 1990  
By Bill: This fast paced adventure is really loaded with graphics. You will explore more than 600 rooms, and come eye-to-eye with monsters from beyond your imagination. It has an improved, full game save, and easy single-key command inputs with over 50 commands including 20 spells, and arrow-key movement. It takes two full disks just to hold this much excitement!!!

ARD II was reviewed by Tony Olive in *Rainbow* 8/90, page 78.  
PRICE: \$17 + \$2 S&H (\$3 to Canada).  
Both: \$27 + \$3 S&H (\$4 to Canada).

## NEW MEMBERS

Bob Rutherford of Lufkin TX.  
Ron & Diane Bull of Duncannon, PA - Winners of our Grand Prize Donation!

Newton White of Decatur GA.

SPECIAL THANKS to all who re-newed at the Fest, and the last few months. We appreciate your support!!

## REVIEW: CASTLE OF THE CREATOR

This early text Adventure was written by Glen and Bret Dahlgren in 1983 for a CoCo 1 or 2, but works fine on a 3. It received an "Honorable Mention" in the Second Rainbow Adventure Contest, but was never published. Glen & Bret "donated" it to us a few years ago.

CASTLE comes on disk, has a number of files, colorful screen (Red & Gold on Black - best on a TV or composite monitor), offers the High-Speed Poke for a CoCo 1 or 2, has a standard two word (Verb-Noun) parser, some single verb commands are accepted, accepts the first three letters of any longer word, one-letter abbreviations for 6 directional moves, TRAPS that cause Damage or Death, Combat with Nasty Creatures, BUT it doesn't have a save feature.

LOADM"CCINTRO" to read the story, and background information (Do this at least once). Do a cold-start, and LOADM"CASTLE" to begin play.

Your TASK is to escape the Castle with as many Treasures and, Valuable Items as you can carry, with the Highest Possible Experience Points, and in the least number of moves. My highest Score has been 5524.

This Adventure is a "FREEBEE" with the purchase of any COMBO, but If you would like to have this one, send \$4, and we'll pay S&H (to Canada too!).

## FUTURE REVIEW LIST: SHORT LIST

New Review requests have been added, and a few moved "up-the-ladder".

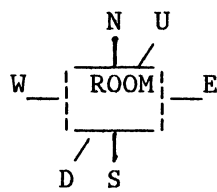
30.Jan'95 (1) CUBE ADVENTURE  
Mar'95 (3,4) MICKEY'S SPACE ADV.  
May'95 (3,4) KARRAK 1-4  
Jul'95 (2) ATLANTIS  
Sep'95 (2) ENCHANTER  
Nov'95 (3) KORONIS RIFT

(n): Member choice numbers.

# CASTLE OF THE CREATOR MAP

By Glen and Bret Dahlgren

## MAP KEY



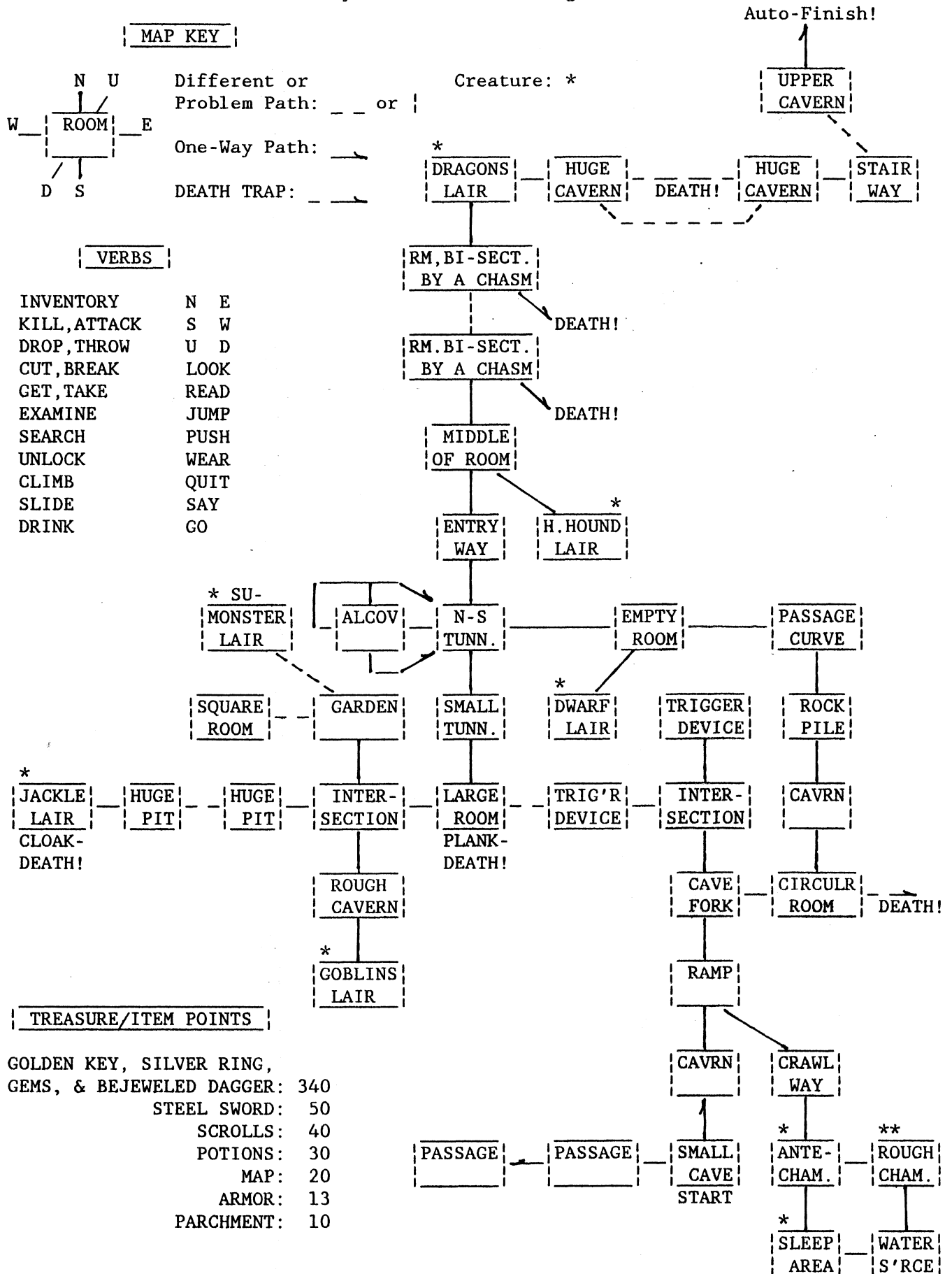
Different or Problem Path: -- or |  
One-Way Path: —>  
DEATH TRAP: —

Creature: \*

Auto-Finish!

## VERBS

INVENTORY	N	E
KILL, ATTACK	S	W
DROP, THROW	U	D
CUT, BREAK	LOOK	
GET, TAKE	READ	
EXAMINE	JUMP	
SEARCH	PUSH	
UNLOCK	WEAR	
CLIMB	QUIT	
SLIDE	SAY	
DRINK	GO	



## TREASURE/ITEM POINTS

GOLDEN KEY, SILVER RING,	
GEMS, & BEJEWELLED DAGGER:	340
STEEL SWORD:	50
SCROLLS:	40
POTIONS:	30
MAP:	20
ARMOR:	13
PARCHMENT:	10

## CASTLE OF THE CREATOR WALKTHROUGH

You can only carry 6 items. Start, Experience Points: 2000, and Strength: 99. Use the first word of any two-word nouns when using them in a command. TASK: Leave the Castle with the Highest Experience Points, 6 most valued Items, and least number of moves.

<u>EXPERIENCE PTS:</u>	<u>GAIN</u>	<u>EXPERIENCE PTS:</u>	<u>LOSS</u>	<u>DEATH:</u>
Each Beast Killed:	250	Read Scroll 2:	50	Strength reaches 0.
Find Golden Key:	150	Get the Alcove:	25	W, beyond the Sword.
Find Secret Door:	45	<u>STRENGTH:</u>	<u>LOSS</u>	Go to the Alcove.
Slide over bars:	40	Hit by Arrows:	8-11	Get the Planks.
Unlock Wooden Door:	45	Hit by Creature:	4-11	Wear the Cloak.
End-game Plus:	100-300+	Spiked-Ball:	50-70	D, at the Chasm.
<u>STRENGTH:</u>	<u>GAIN</u>	Read the Runes:	15-19	Failed Jump.
Wear Armor, ea. time:	15	Drink Potion 1 <u>OR</u> 2:	38-51	Jump the Stones.
Drink Potion 3:	10-20	Blood-Sucker Vines:	7-22	
Potion 1 <u>OR</u> 2:	10-20	Drop Armor, after wearing it:	15	
		Up the Stairs before unlocking the Keyhole:	25	

START, SMALL CAVE: Get, Read, and Drop the Parchment (clues). W. PASSAGE: Get the Steel Sword (GET STE). E, N, N, D, S. ANTECHAMBER: Kill the Gnoll (KIL STE. The Dagger has no use). S. SLEEPING AREA: Kill the Gnoll. E, N. ROUGH CHAMBER: Kill the Gnoll, and the Troll. Get, Read, and Drop the Map (clue). W, N, U, N.

FORK: E. Fooling around with the Alcove - Death! N, N, N, W, D. DWARF'S LAIR: Kill the Dwarf. The Battle Axe has no use. Return to the FORK. N. INTERSECTION: Each time this room is entered (up to three times), Arrows hit you. No protection or anyway to deactivate the "Devices". N. ARROW TRIGGERING DEVICE: Search (Golden Key). Get the Golden Key (GET GOL). S (Arrows again). W. ARROW TRIGGERING DEVICE: Search (secret door). W.

LARGE ROOM: Fooling around with the Plank - Death! W. INTERSECTION - 4 CAVERNS: S. ROUGH CAVERN: Read the Runes - Damage! S. GOBLIN'S LAIR: Kill the Goblin. The Spear has no use. Examine the Skeleton (Elf). Get the Gems, Armor, and Wear the Armor. N, N, N. GARDEN: Climb the Vines (Blood Sucker - Damage!). SU-MONSTER'S LAIR: Kill the Su-Monster. Get the Silver Ring (Treasure. Potion 1 or Potion 2 will be Poison OR Healing - different each game). D. GARDEN: Cut the Vines (Wooden Door). Unlock it (UNL WOO). W. SQUARE ROOM: Examine the Pedestal, and the Tapestry (clues). E, S, W. HUGE PIT: Examine the Bars (slippery), and Slide. W. JACKLE-WARE'S LAIR: Kill the Jackle-Ware. The Cloak has no use - Deadly if worn! Get, read, and drop Scroll 1 (clue). Potion 2, see above. E, SLIDE, E, E, N.

SMALL TUNNEL: You hear a rumble, and the ground shakes. Wear the Armor (repeat) until your Strength is at least above 70. N. N-S TUNNEL: A Spiked-Ball rolls over you - Heavy Damage every time this room is entered (or departed - at least once/game). N, N, D. HELL HOUND'S LAIR: Kill the Hell Hound. Get, and drink Potion 3 - always Healing! U, N. BI-SECTED ROOM, CHASM: Jump the Chasm (Strength must be at least 40 (perhaps 39 is O.K., 38 is not. Down from either side of the Chasm - Death!). N.

DRAGON'S LAIR: Kill the Dragon. Get the Bejeweled Dagger. If you read Scroll 2, it transports you to the Cave Fork, and costs 50 Experience Points. Except for the Steel Sword and Treasures, the Scrolls seem to be the most valuable items. Re-wear the Armor if your Strength is below 15, and drop it. Get Scroll 2. E.

HUGE CAVERN: Climb Down (or the Wall) to safely move to the other side (try to cross the Stones - Death!). E. STAIR WAY: Unlock the Keyhole (if you first try to go Up - Damage!). U, N, for an Auto-Finish!

# ADVENTURE SURVIVORS SWAP SHOPPE

NOV 1994

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By Bill Cleveland (Three C's Projects).  
CoCo3, RGB/CMP, Ard II has two sides.  
*POWER STONES OF ARD* (Ard I) .... \$12  
*POWERSTONES OF ARD II* (Ard II) . \$17

By Scott Settembre (Valkyrie Software).  
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1.Aug'90.MADNESS & MINOTAUR <sup>1</sup> ---- T,D

2.Sep'90.WORLD-CARMEN <sup>1</sup> ----- D3

SIR RANDOLPH - MOORS ---- T,D

3.Oct'90.DUNGEONS OF DAGGORATH -- Pgpk

DAGGORPATCH ----- D

4.Nov'90.PYRAMID 2000, BEDLAM ---- T,D

5.Dec'90.LANSFORD MANSION ----- D

ONE ROOM ----- T,D

6.Jan'91.WIZARD'S CASTLE <sup>1</sup> ----- D

7.Mar'91.WILDWEST ----- D3

SILVERTON HOUSE ----- T,D

8.May'91.RAACA-TU-T,D, SANDS-EGYPT - D

9.Jul'91.INTERBANK INCIDENT <sup>1</sup> ----- D

10.Sep'91.DALLAS QUEST ----- D

SIR RANDOLPH RETURNS ----- T

11.Nov'91.KEYS OF THE WIZARD <sup>1</sup> ---- T,D

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13.Mar'92.RIDDLE OF THE RING ----- D

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25.Mar'94.SYZYGY --- T,D, ZORK I ---- D

26.May'94.MAJOR ISTAR-D, SEA QUEST- T,D

27.Jul'94.TERM PAPER-D3, TREKBOER - T,D

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### BARON'S KEEP - The Town Start Area

[illegible]

## ARD I "Q's" and "A's" from ARD TIMES

### BARON'S KEEP

Q 1: When I try to use the <S> key for a Special command, I am told I can't do that. Is there a list of commands I should be using? What are they?

A 1: There is a list but I'm not telling yet! For now try using words that start with the letter "S".

Q 2: So what are the soldiers official duties?

HINT: Ard is the last of his duty.

GIVE-AWAY: He will "Guard" your room at the Inn. Without his protection, there is a chance someone will break into the room and take whatever you have there.

Q 3: I have found the Centaur but all he says when I talk to him is, "I can't help you with that." What can he help me with?

HINT: He is a Magical Creature.

GIVE-AWAY: He knows where magic can be found.

Q 4: Where is the Spirit Stone?

A 4: Don't ask me. Go ask around Town.

Q 5: I have found the door in the ruins, but I can't get it open. What is the combination?

A 5: Just because you can see through a window doesn't mean you should overlook it.

Q 6: The instructions say that the <F2> key will draw a 5X5 grid. When I press it nothing happens. How do I get it to work?

A 6: Most of the adventure takes place underground. The <F2> key works, once you get there.

Q 7: Can you please tell me how to get out of the maze? No matter which way I go, it says that it's not the way out.

A 7: It's not which way you go; but how many times you try. Your intellect and experience within the maze help there.

Q 8: My character has learned some spells but they never seem to work.

HINT #1: Some spells only help when you are underground.

HINT #2: Depending on intellect, there is a chance of spell failure.

HINT #3: You must have the right spell component "in hand".

Q 9: I can't get past the thief's house. My armor rating was up to twelve and he still killed me.

A 9: The thief must be killed like any other opponent. He's tougher than some.

Q 10: How do I learn spells?

A 10: The Wizard in the woods can teach you spells. The Centaur can help you find him.

Q 11: What should I say to the Elder?

A 11: See Question/Answer #4.

Q 12: I have found the peg and the chest but the traps always kill me. Would I be better off to avoid all of this?

A 12: Before you open the chest you must first do something with the peg. The <Special> command will help here.

13 EXTRA: If you have found the information relating to Q 5 but still can't figure the combination, perhaps this will help. The letters represent the numbers of Gold coins to put into each Slot; A = 1 coin, B = 2 coins, etc.

14 EXTRA: If you haven't found the door mentioned in Q 5, then this may help. You have to use the <Special> command. The old Hermit can give you a clue as to what command word will work.

### BEYOND THE DOOR

Q 1: How do I get to the Ruins?

A 1: Enter the maze and keep going south until you enter the Ruins.

Q 2: How do I find the Door?

A 2: At the Ruins, go south to go "in", then use the <S> key to "Search Ruins".

Q 3: How do I open the Door?

A 3: Put this much Gold in the Slots; No.1...11, No.2...5, No.3...25.

Q 4: What does the Augment Spell do?

A 4: It makes you a better fighter. You hit for more Damage, and less Damage is done to you.

Q 5: I get killed everytime I open the Chest. How do I open it, and what is the peg for?

A 5: Use the <S> key to "Screw Peg" then safely open the Chest.

## BEYOND THE DOOR (continued)

Q 6: What is the stone that pulls at my metal items, and what is it for?

A 6: That is the Load Stone. It is used in the Detect Spell.

Q 7: Is there any way to get a piece of it?

A 7: Use the <S> key to "Strike Stone".

Q 8: There are two rooms with writting on the walls that seem to make no sense at all. How do I read them?

A 8: Interchange the letters.

Q 9: Where do I find the Snail Shell?

A 9: Have you ever noticed the Wizard's garden?

Q 10: How do you open the Chest?

A 10: Hold the Brass Key in your hand, and use the <U> key to unlock it.

Q 11: Where do I find the Brass key?

A 11: It can be found above ground.

Q 12: What is the meaning of the riddle written on the wall in the northwest corner?

A 12: It gives you information about Secret Doors.

Q 13: I know the Centaur can help me but can't find him. Where is he?

A 13: Go to the Stables, and use the <T> key to say "Hello".

Q 14: What good is the Soul Crystal?

A 14: If you have it when you die, it will bring you back to life.

Q 15: There are some beasts that always kill me. What can I do about that?

A 15: Sometimes it's smarter to run away from them - until you're stronger. Be sure to go the way you came from.

Q 16: I found a Coffin but when I opened it, I was told It was empty. I know it must be there for something, but what?

A 16: Yes, the Coffin is there for something or someone.

Q 17: I can't figure out the Statue. The message in a near by room is a clue to it, but I can't seem to figure it out.

A 17: Use the <X> key to examine the writtings in the other rooms.

Q 18: Where do you find the Silver Wire, and the Blink Dust?

A 18: They are in the Magic Shop. Try the <S> key to Search around the Empty houses.

Q 19: How long does the Augment Spell last?

A 19: Spells only last until you leave a room or area.

Q 20: What do the Knock, Detect and Hold Spells do?

A 20: Knock: Opens underground doors. Detect: Finds secret doors. Hold: Temporarily freezes a monster.

Q 21: I have found the Red Scroll, but can't figure out to read it. What does it say?

A 21: It is written in code. A=F, B=Y, C=Q, D=V, E=M, and so on. DZB = FOR, OHFN = STAY, YIBC = BURN, etc.

Q 22: How do you summon Nephron?

A 22: Use the <T> key to say his name.

Q 23: What are the trigger words for the Wand and other magical devices?

A 23: All trigger words must be found as clues in the dungeon.

Q 24: I died when I pushed the button in the room with a hole in the wall. Is that a dead end?

A 24: Use the <S> key on the hole.

Q 25: I stacked three boxes and was given a message. What does it mean?

A 25: Look at just the first letter of each word in the clue, you got from the boxes.

## OTHER CLUES

The Mirror acts as a one-way door, from the other side.

Use <S> key to "stack" the boxes. The clue you get can be understood by just looking at the 1st letter of each word.

The <S> key is also used to activate the Silver Coin.

The <V> key is needed to defeat the Tor beast. The Gypsy gives some clues as to how.