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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".

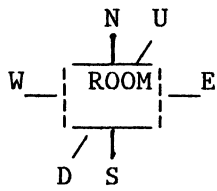
30.Jan'95 (1) CUBE ADVENTURE  
Mar'95 (3,4) MICKEY'S SPACE ADV.  
May'95 (3,4) KARRAK 1-4  
Jul'95 (2) ATLANTIS  
Sep'95 (2) ENCHANTER  
Nov'95 (3) KORONIS RIFT

(n): Member choice numbers.

# CASTLE OF THE CREATOR MAP

By Glen and Bret Dahlgren

## MAP KEY



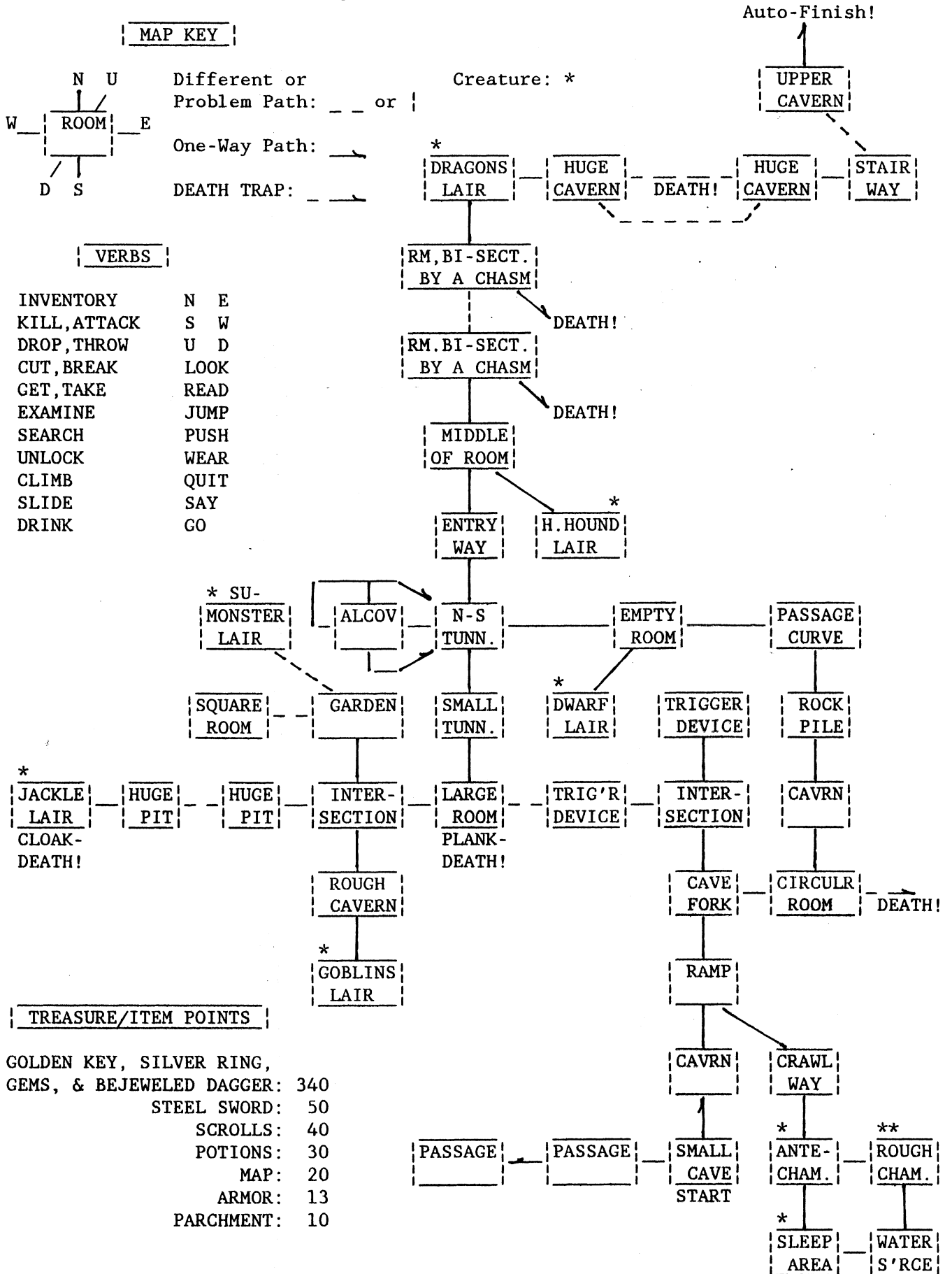
Different or Problem Path: - - or |  
 One-Way Path: ->  
 DEATH TRAP: ->

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, & BEJWELED 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

## GRAPHIC ADVENTURES

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).  
*TOMB OF T'IEN*, and *MR.COREY*, each. \$ 8  
both. \$15  
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## TEXT ADVENTURES

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*CASTLE OF THE CREATOR*

By Glen & Bret Dahlgren, disk, NO save.  
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## BACK ISSUES:

T:Tape. D:Disk. D3:Disk, CoCo 3 only.  
512K,D3: Disk, 512K CoCo 3.

- 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
- 12.Jan'92.KING'S QUEST III ---- 512K,D3
- 13.Mar'92.RIDDLE OF THE RING ----- D  
BLACKBEARD'S ISLAND ----- D
- 14.May'92.THE CONTROLLERS ----- T3,D3  
MAGIC OF ZANTH ----- D3
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- 17.Nov'92.CALADURIL 2 ----- D3
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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, BLACK SANCTUM- T,D
- 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
- 28.Sep'94.LIFE- D3, SHENANIGANS --- T,D
- 29.Nov'94.CASTLE OF THE CREATOR ---- D  
ARD I Preliminary Info --- D3

<sup>1</sup> Includes WORKSHEET.

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**THE POWERSTONES OF ARD (Ard I)**  
**THE QUEST FOR THE SPIRIT STONE**

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

Initially, spend enough time in this area - killing Beast, and gathering Gold - to Buy a better Weapon, lots of Armor, Food and/or Drink, a few useful items (like Spells), and "Buy your way (with Experience)" to higher Levels. Perhaps, Level 5-6 (HP's 60+, AR 10+) should be attained first, before exploring beyond the Maze.

