

ADVENTURE SURVIVORS

24 Perthshire Drive, Peachtree City, GA 30269 (404) 487 8461 NR.30 JAN.,1995

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CEO TALK

Ah yes! The Postal Service is "off-and-running" to higher postal rates, effective January 1, 1995. OUR Annual Membership Dues (Subscription) will go up a dollar: U.S. mailings to \$7 a year, Canada and Mexico - \$8, and all others - \$11. Our S&H fees will also be adjusted slightly. These changes will be effective March'95. If you wish, NOW's the time to SAVE A DOLLAR and renew a little early. The date that appears on each mailing label, next to your name, is the FUTURE date of your "last-Issue". I am going to save a few \$\$ too, and get this Issue in the mail by the end of Dec.'94.

COCO 3 EMULATOR AVAILABLE!

For those of you that have a PC (IBM clone) compatible machine, and are interested, The CoCo 3 Emulator is now available. A "Registration" process must be completed FIRST!

Acquire the latest version (V.1.4) of the CoCo 2 Emulator - a shareware program (from Mr. Vavasour for \$5). A COCO.DOC file on that PC disk gives necessary Registration, and ordering information for the CoCo 3 Emulator. It also has a VGACHECK program on it to test your PC for compatibility - VGA colors, Disk I/O, etc. YES! You want to do this! Once done, order a "Registered" CoCo 3 Emulator from:

JEFF VAVASOUR

c/o Department of Physics
6224 Agricultural Road
University of British Columbia
Vancouver, BC Canada V6T 1Z1

The price is \$25 (Check or M.O., S&H included). The Emulator, and other necessary files come on a PC disk.

CHICAGO FEST IN APRIL

NOW, is a GOOD TIME to START making plans to attend the 4th Annual "Last" Chicago CoCoFest.

4RD ANNUAL "LAST" CHICAGO COCOFEST
SPONSOR: Glenside CoCo Club
WHEN: April 28, 29, 1995
SHOW HOURS: Sat. 10 AM to 6 PM
Sun. 10 AM to 4 PM
WHERE: Elgin Holiday Inn
345 W. River Road, Elgin IL
One block south from I-90 on IL-31S
and then East on West River Road.
(same place as the last few years)
CALL: 1-708-695-5000 or
1-800-465-4329 for
Reservations. Ask for
GLENSIDE or FEST rates.
(Mid 50's/night + Tax).
ADMISSION: \$8 at the Door, or
\$5 in Advance (2-day
Tickets only).
ADVANCE TICKETS: BEFORE 4/16/95.
Send payment and SASE to:
Tony Podraza, Fest Coordinator
119 Adobe Circle
Carpentersville, IL 60110-1101

PROGRESS: ARD I

Nan, and Member, Carla Sheridan have finished both ARD's; but I have just begun ARD I (it's nice to have quick HELP available when playing difficult adventures). START TIP: It may be to your advantage to restart the game, just after selecting your Character's "set" of Points. 13-14 is an average Characteristic (ranges from 6 to 20). 6 different "sets" are offered, but each Characteristic (Points) may not even be average. More next Issue.

REVIEW: CUBE ADVENTURE

This text adventure was published in 1983 by Owls Nest Software (Tape or Disk) for a CoCo 1 or 2, 16K ECB, and it works fine on a CoCo 3.

Cube has a standard two-word (verb-noun) parser, but also accepts a few one-word commands. It accepts the first 3 letters of any longer word, and single-letter abbreviations for the 4 directional moves.

If LOOK is used by its self, your location's description will be repeated. Look can also be used in a two-word command to examine anything.

Cube doesn't have a save feature, and there are a few places that you can get into a "no-win" situation - must re-start the adventure.

TASK: Find, and drop 3 Treasures in the START Room. Type-in & Enter SCORE - Congratulations, Points Scored, and number of moves made. A nice little Adventure.

BONUS REVIEW: ATLANTIS ADVENTURE

We originally purchased Atlantis on tape from Owls Nest Software in 1985. Norm Shelton offered a free program, of your choice, if you could finish it in 30 days - We couldn't!

The BASIC portion of the tape ver. (has a ML loader) can be transferred to, and played from disk. Of course, without any further changes, the Save feature would still be to tape. That tape version does not have the FLAWS mentioned in the CORRECTIONS.

Atlantis has a standard two-word (verb-Noun) parser, and a few one-word commands are useable. Some one-word commands - SAVE, LOAD, LOOK, and HELP - must be typed-out completely, but the parser will accept the first three letters of any longer word (the rest of the verbs as well as nouns).

LOOK, by its self, repeats a Rooms description. Look (LOO) can also be used in a normal verb-noun command to EXAmine anything. One letter abbreviations for the six directional moves are also useable.

The Save feature is to disk, and only one Save at a time is available. A subsequent Save will "write" over a prior one. A Save can safely be made to the game disk.

Atlantis loads into and plays from the CoCo's memory. The disk is not accessed during play except when the Save feature is used.

TASK: Find the missing part, replace it, and raise the Submarine (and your self) safely to the surface.

CORRECTIONS: ATLANTIS

When I replayed the disk version for this review (the one we sell), a FLAW was found that prevents solving the game! Basically, The verb EAT is not properly listed. LOAD"ATLANTIS, but don't run it. LIST line 171, and you will see a verb list. Only the first three letters of each verb are shown. EXCEPT, three verbs only have the first 2 letters listed. That's the problem!

Line 171 DATA ...LO,RU,EA...
Use the Basic Editor to change this to: ...LOA,RUN,EAT...

I found no use for the other two. LOA is not the same as LOAD - command used to restore a Saved position.

Also, <Z> is meant to be used to quit the game, but it doesn't work. I haven't been able to fix that one.

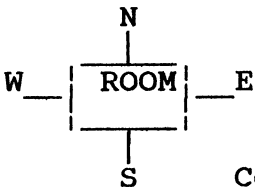
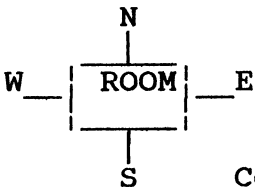
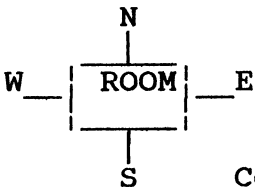
NOTICE: A "Corrected" Atlantis will be in this mailing for all Members of record who purchased it from us. If I "missed" someone, please accept my apologies, drop a line, and I'll send a replacement disk (or you can easily make the changes yourself).

FUTURE REVIEW LIST:

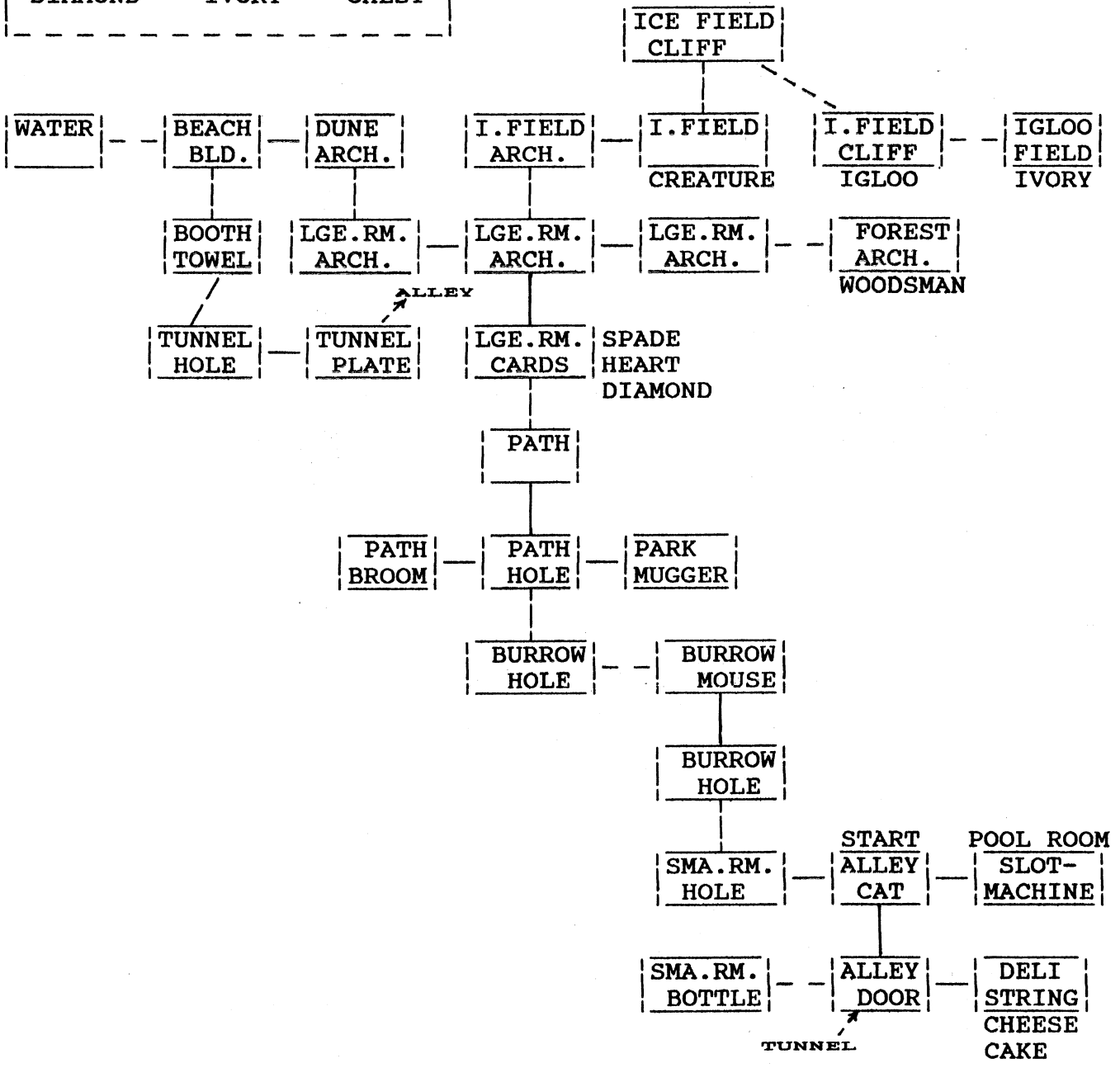
31.Mar'95 (3,4) MICKEY'S SPACE ADV.
May'95 (3,4) KARRAK 1-4
Jul'95 (2) ENCHANTER
Sep'95 (3) KORONIS RIFT
Nov'95 (3) ROGUE
Jan'96 (5,6) POLYNESIAN ADV.
(4) TREK ADVENTURE
(4) TREK ADV. 2
(4) KINGDOM OF BASHAN
(5) MIS-ADVS. OF EDDIE
(5) TARZAR ADVENTURE
(5) TARZAR ADV. 2

(n): Member choice numbers.

CUBE ADVENTURE MAP

<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th colspan="4" style="text-align: left; padding: 2px;">VERBS</th> </tr> <tr> <td style="padding: 2px;">N</td> <td style="padding: 2px;">E</td> <td style="padding: 2px;">S</td> <td style="padding: 2px;">W</td> </tr> <tr> <td style="padding: 2px;">GO</td> <td style="padding: 2px;">DIG</td> <td style="padding: 2px;">MOVE</td> <td style="padding: 2px;">UNLOCK</td> </tr> <tr> <td style="padding: 2px;">GET</td> <td style="padding: 2px;">LOOK</td> <td style="padding: 2px;">GIVE</td> <td style="padding: 2px;">ATTACK</td> </tr> <tr> <td style="padding: 2px;">PUT</td> <td style="padding: 2px;">READ</td> <td style="padding: 2px;">FEED</td> <td style="padding: 2px;">QUIT</td> </tr> <tr> <td style="padding: 2px;">PET</td> <td style="padding: 2px;">DROP</td> <td style="padding: 2px;">DRINK</td> <td style="padding: 2px;">SCORE</td> </tr> <tr> <td style="padding: 2px;">EAT</td> <td style="padding: 2px;">PULL</td> <td style="padding: 2px;">SWEEP</td> <td style="padding: 2px;">INVENTORY</td> </tr> </table>	VERBS				N	E	S	W	GO	DIG	MOVE	UNLOCK	GET	LOOK	GIVE	ATTACK	PUT	READ	FEED	QUIT	PET	DROP	DRINK	SCORE	EAT	PULL	SWEEP	INVENTORY	<p style="text-align: center;">Others useable.</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th colspan="2" style="text-align: left; padding: 2px;">MAP KEY</th> </tr> <tr> <td style="text-align: center; padding: 2px;">  </td> <td style="padding: 2px;"> Different or Problem Path: or _ _ </td> </tr> <tr> <td style="padding: 2px;"></td> <td style="padding: 2px;"> One-way Path: ———> </td> </tr> <tr> <td style="padding: 2px;"></td> <td style="padding: 2px;"> Connecting Path: - - - -> </td> </tr> </table>	MAP KEY			Different or Problem Path: or _ _		One-way Path: ———>		Connecting Path: - - - ->
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TREASURES		
DIAMOND	IVORY	CHEST



CUBE ADVENTURE SOLUTION

Originally, this little Adventure was advertised as being non-violent, and sure enough, the game will not let you get killed. However, you must Attack a Creature (with a weapon) to scare him away. Also, there are a few places that you can get into a "NO-WIN" situation.

ALLEY, CAT (Start Room): PET CAT. LOOK (Quarter). GET QUARTER. E. POOL HALL: PUT QUARTER. SLOT. PULL LEVER (you win a Key). GET KEY. W. S.

ALLEY, SIGN: READ SIGN. UNLOCK DOOR. DROP KEY. E. DELI: GET ALL (Cake, Toothpick, String, Cheese). DROP TOOTHPICK (has no use). W. W. SMALL ROOM, BOTTLE: GET BOTTLE (If you drink from the Bottle now, you won't be able to get past the Cat). E. N. W.

SMALL ROOM, HOLE: DRINK BOTTLE (You shrink, and the descriptions of your Inventory Items also change). GO HOLE.

BURROW: N. BURROW, KILLER-MOUSE: FEED MOUSE. CHEESE. W. BURROW, HOLE: GO HOLE.

GRAVEL PATH, HOLE: EAT CAKE (Return to normal size, and the String remains a Rope. If you had the Toothpick, it would be a Stick - pointed at both ends. Do not go East. The Muggger there, will steal all of your objects). W. GRAVEL PATH, BROOM: GET BROOM. E. N. GRAVEL PATH, CUBE: READ SIGN. LOOK SAND (Sand Sharks!). SWEEP SAND. DROP BROOM. GO CUBE (One-way).

LARGE ROOM, CARDS: GET ALL (Heart, Diamond, Spade). N. E.

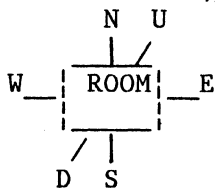
LARGE ROOM, ARCHWAY (Bird's Song): GO ARCHWAY. FOREST: GIVE HEART. WOODSMAN. LOOK (Axe). GET AXE. GO ARCHWAY. W.

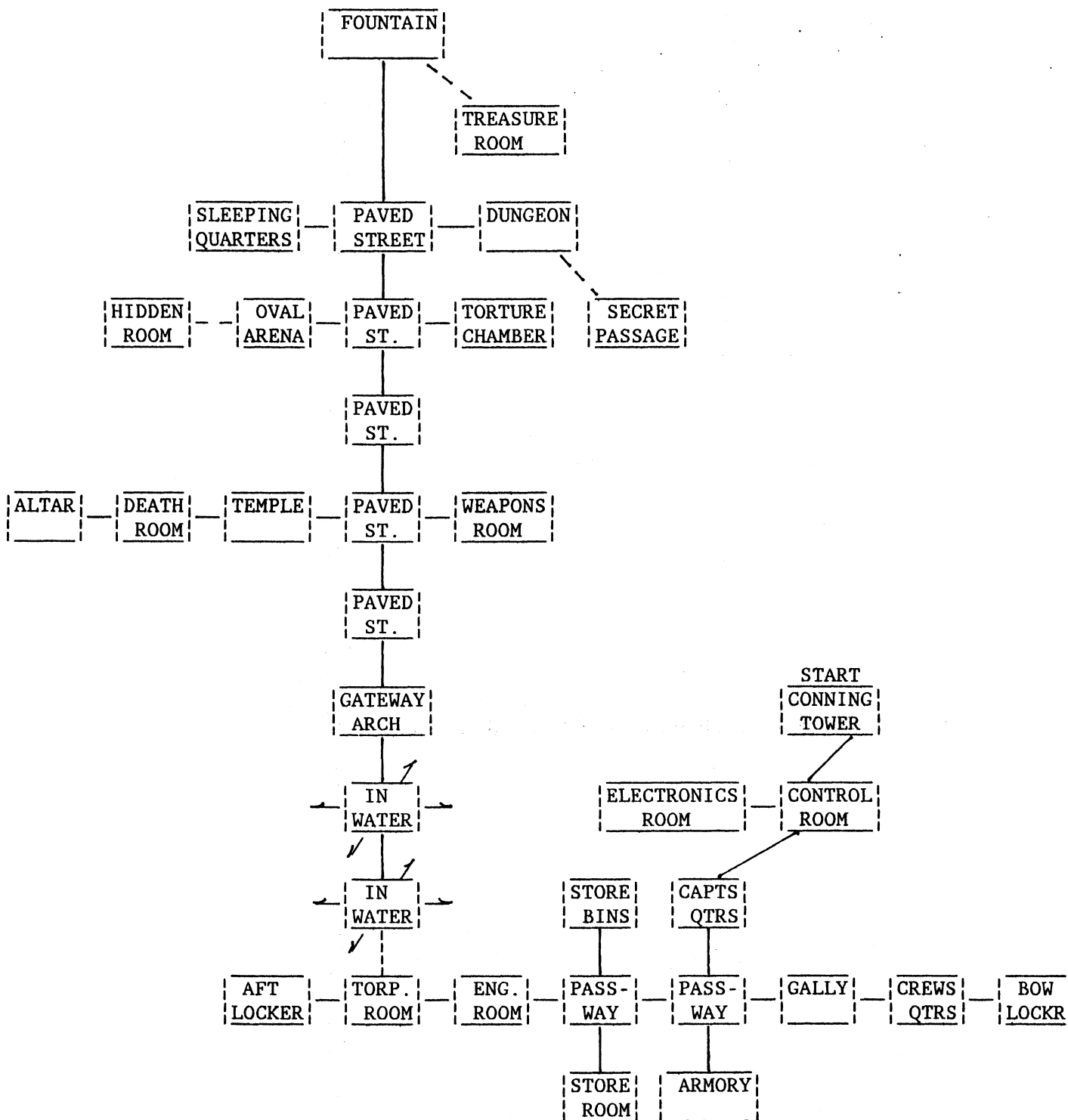
LARGE ROOM, ARCHWAY (Frigid Breeze): GO ARCHWAY. E. ICE FIELD, CREATURE: ATTACK CREATURE (He runs away). DROP AXE. N. ICE FIELD, CLIFF: GO CLIFF (Need the Rope). ICE FIELD, IGLOO: GO IGLOO. IGLOO: GET IVORY. GO FIELD. ICE FIELD, IGLOO: GO CLIFF. S. W. ICE FIELD, ARCHWAY: GO ARCHWAY. W.

LARGE ROOM, ARCHWAY (Warm): GO ARCHWAY. W. BEACH: DIG SAND. LOOK (Chest). DROP SPADE. GET CHEST. GO BUILDING. SMALL BOOTH: GET TOWEL. LOOK (Hole). DROP TOWEL. GO HOLE. E. TUNNEL, PLATE: MOVE PLATE (It's a Man-hole cover). GO HOLE. N.

ALLEY, CAT (Start Room): DROP ALL. SCORE for an Auto-Finish! You are Congratulated, Score 300 Points, and are given the number of moves it took to solve the Adventure.

ATLANTIS MAP

MAP KEY	VERBS																								
	Other synonymous Verbs are useable.																								
Different or Problem Path: - - One-Way Path: →	<table style="width: 100%; border: none;"> <tr> <td>N</td><td>E</td><td>S</td><td>W</td><td>U</td><td>D</td> </tr> <tr> <td>GET</td><td>DROP</td><td>READ</td><td>LOOK</td><td>BREAK</td><td>UNLOCK</td> </tr> <tr> <td>EAT</td><td>PUSH</td><td>KICK</td><td>SAVE</td><td>CLOSE</td><td>REMOVE</td> </tr> <tr> <td>PRY</td><td>OPEN</td><td>KILL</td><td>LOAD</td><td>SHOOT</td><td>EXAMINE</td> </tr> </table> <Z> the Quit feature, does not work.	N	E	S	W	U	D	GET	DROP	READ	LOOK	BREAK	UNLOCK	EAT	PUSH	KICK	SAVE	CLOSE	REMOVE	PRY	OPEN	KILL	LOAD	SHOOT	EXAMINE
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ATLANTIS SOLUTION

Repeating commands that reveal items (if you already have them) will "negatively adjust" the number of items you can carry.

CONNING TOWER, START: Don't fool with the Hatch. D. CONTROL ROOM: READ TERMINAL (Lever, Button, and Knob for clues. You'll need the ID card to do the essential things. The Knob will FLOOD the Submarine!). W. ELECTRONICS ROOM: LOOK RADAR (and Sonar for clues). E. D. W. W.

ENGINE ROOM: EXAMINE ENGINE (Pump, and Batteries for clues). W. AFT LOCKER: GET PLIERS. E. E. E. E. E. E. CREWS QUARTERS: OPEN LOCKER. LOOK LOCKER (Dungerees). LOOK DUNGEREES (Pocket). LOOK POCKET (ID card). GET ID. E. BOW LOCKER: PUSH ROPE (Rope has no use except to hide the Crobar). LOOK (Crobar). GET CROBAR. W. W. W. U.

CONTROL ROOM: PUSH LEVER (Thump! Required to Open the Port in the Torpedo Room). DROP ID. D. W. S. STORAGE ROOM, BOXES: OPEN BOX (You need both, the Crowbar and Pliers). LOOK (Scuba Gear). GET GEAR. DROP CROBAR. DROP PLIERS. N. W. W.

NOTE: The Bins can't be opened. You can look at the Desk (in the captain's Quarters) to find a Drawer, Break the Drawer to find a Key, Unlock the Cabinet in the Armory, find a Flare gun, BUT ALL of this is a DISTRACTION! The gun has no use.

TORPEDO ROOM: OPEN PORT. N. N. N (Don't go any other direction - LOST!).

GATEWAY ARCH: The used-up Scuba gear is auto-dropped. READ ARCH (City of Atlantis!). N. N. W. W.

NOTE: The Stingray, Trident, Idol, Iron Maiden, Flipper, and Squid are "Red Herrings" - distractions - have no real use. The Skull (and feeling dizzy) in the Death Room is a Warning.

DEATH ROOM: You can only pass safely through This room twice - DO NOT fool around in here! W. ALTAR ROOM: READ ALTAR (clue). GET CHALICE. DROP CHALICE (Get the Chalice, and Drop it again). LOOK (Pill). GET PILL. EAT PILL (Salty!). E. E. E. N. N. W. OVAL ARENA: LOOK WALL (Stone). PUSH STONE. LOOK (Path West). W.

HIDDEN ROOM: GET SHAFT. READ SHAFT (U.S. Navy Property) GET COIN. E. E. N. W. DUNGEON: PUSH BONES. LOOK (Path Down). D. SECRET PASSAGE: PUSH PLUG (Fountain is draining). U. N. D. TREASURE ROOM: DROP COIN (Honest traders are welcome!). GET CHEST. BREAK CHEST. LOOK (Capsule). DROP CHEST. GET CAPSULE. EAT CAPSULE (Sweet! Eating the Pill, and the Capsule - in that order - allows you to safely return to the Submarine. Be sure to only move South while in the Water). U. S. S. S. S. S. S. S. S. S. S. E.

ENGINE ROOM: DROP SHAFT. E. E. U. CONTROL ROOM: GET ID. PUSH BUTTON for an auto-finish, and Congratulations!

ADVENTURE SURVIVORS SWAP SHOPPE

JAN 1995

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
BOTH ARDS ... \$27 Both S&H: U.S. \$3
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both. \$15
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T:Tape. D:Disk. D3:Disk, CoCo 3 only.
512K,D3: Disk, 512K CoCo 3.

- 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, BEDLAM ---- 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-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.THE 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, 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
- 30.Jan'95 CUBE ---- D, ATLANTIS ----- D
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