

ADVENTURE SURVIVORS

24 Perthshire Drive, Peachtree City, GA 30269 (404) 487 8461 NR.31 MAR., 1995

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CEO TALK

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A Special THANKS to Norm Barson, for his "contributions" to this Issue's Review Of *Mickey's Space Adventure*.

HONOR ROLL

Really, any Honor Roll we might make up, WOULD include each one of you. We appreciate your support! Still, we think you'll agree, there is always a little room for Special Recognition. Here are those that have been with us since our 1990 beginning (*), and a number of you that have helped out in other ways.

Carla Sheridan *	Harold Kruse *
Lewis Pajak *	Floyd Keirnan
Art Boos	Jeanne Miller
Norman Barson	Steve Ostrom

Our HONOR ROLL wouldn't be complete without listing the Vendors, and CoCo Clubs that have also been encouraging and very helpful.

Dave & Nancy Myers (CoCoPRO!)
Judy Emge & John Hosner (Eversoft)
Terry Laraway (Small GrafX)
Al Huffman & Terry Todd (Sub-Etha)
Rick Cooper (Ricks Comp.Enterprise)
Tony Podraza & Carl Boll (Glenside)
Terry Simons (Mid Iowa & CC)
ALL Ladies & Gentlemen of the
Atlanta Computer Society.

NEW MEMBERS

Welcome to the Club...

William E. Rockett of Eagle, WI.
Steve M. Ostrum of Minnetonka, MN.
Roger Gingras of Montreal, Canada.

NEED HELP! SOKO BAN, Level 29

James B. Tosh, 2747 Columbia Avenue, Pittsburgh, PA 15221, has asked for HELP with SOKO BAN, Lvl 29. We have not played this one. If anyone can help James, please write directly to him at the above address. We know he will appreciate it. THANK YOU!

CHICAGO FEST - LAST CALL!

We'll be there! Hope to SEE YOU!!

4TH ANNUAL "LAST" CHICAGO COCOFEST
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REVIEW: MICKEY'S SPACE ADVENTURE

This graphic adventure was published by *Walt Disney/Sierra* in 1986, and sold by Tandy/Radio Shack. It comes on two "flippie" disks (4 sides, 35 tracks), and was written under OS9, lvl. 1, vers. 2. It plays on all CoCos, but only provides CMP colors. The special command, "F" key, changes the color-set, but you may still need to fiddle with your monitor controls to get a reasonable color picture.

Mark Haverstock gave an excellent review of the Adventure in *Rainbow*, Jan'88, pgs. 135 and 136.

The game book (otherwise excellent) says that OS-9 (System Master Disk) is required to FORMAT blank disks and BACKUP the game disks. DECB worked fine for us to backup the game disks, but OS-9 is needed to FORMAT a "save disk". The game OS-9 loader does not include this feature. BUT! If you do not have or use OS-9 (like us), There are a few adventures (if you have one of them), whose OS-9 loader does have this extra. We used *King's Quest III* (*Rogue* may also work) OS-9 loader to format a save disk. Of course, Mickey can be played without using the Save feature, but It may take a two hour session (or so) to complete.

The game parser is a standard verb-noun type, with a "twist". "Options" (useable Verbs & Nouns) are shown on screen in each "room". To see your Options, Remove all text (responses, descriptions, questions, etc.) from the screen by pressing the Spacebar (repeat if necessary). Two lines of words will appear. The first line is a list of useable verbs (one is highlighted), and the second line will be a noun list. Use the Left or Right arrow key to move the highlight, and press the Enter key to select the highlighted verb. The highlight auto-moves to the noun list (second line). Choose a noun in the same manner. To correct a mistake (start over), press the Up arrow key. All commands, and moving about are done in this manner. EXAMPLE: The first set of "Options" you will see...

(1st line) |READ| START RESTORE
(2nd line) INSTRUCTIONS GAME

NOTE: READ is highlighted. This is the only place you can RESTORE a SAVE position. You can only <SAVE>.<GAME> while in the Spaceship's Empty Room.

A <DOS> (Side 1 in Drive 0) will give an OS9 prompt (DECB 1.1 or 2.1, there are special loading instructions for 1.0 and/or 2.0 users). Then, <MICKEY> starts loading the game (Title screen - press Spacebar to skip the music, and an Intro screen with copyright information. Press the Spacebar to see your first "options". <START>. <GAME> tells you to change to Side 2, and press a key). The game starts.

Play is straight-forward (easy), and the problems you will find are fairly easy to solve. The game is aimed at the young-in-heart, and offers a good deal of educational trivia concerning the Planets in our Solor System.

Just about everything Mickey (you) can find and pick-up, has a use. Most of these useful objects are found on Earth, the start area.

The excellent game Booklet covers the background material, gives many "How To..." examples, lists and describes the special control keys (commands), provides information on the Planets in our Solor System, has a glossary of useful terms, and even offers a few projects for the "young".

TASK: Mickey must find the 9 pieces of a lost Crystal - scattered through our Solar System. He must also "check with" the Spaceship Computer (XL30) after finding each piece.

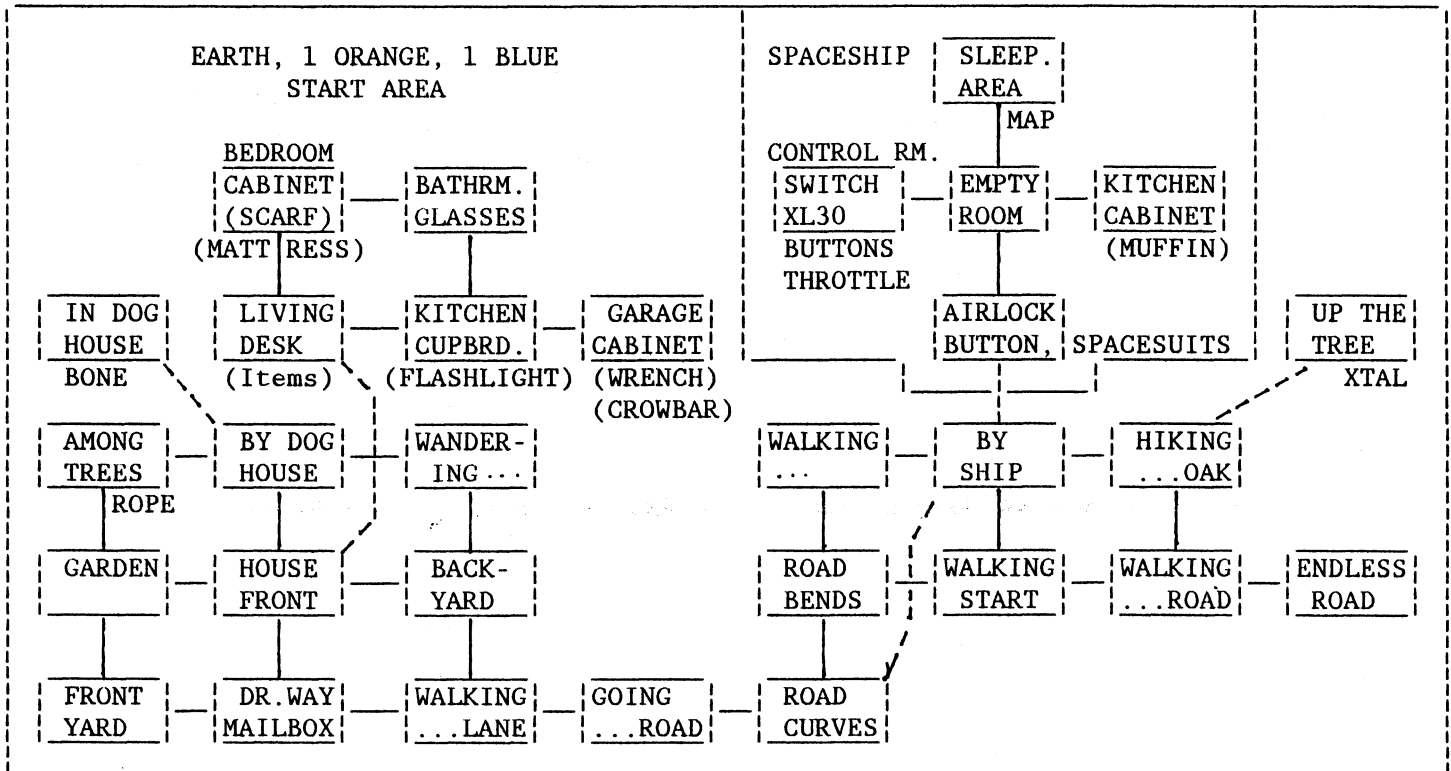
FUTURE REVIEW LIST:

32 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.
Mar'96 (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.

MICKEY'S SPACE ADVENTURE

SIDE 2 MAPS



SPECIAL COMMANDS

Only active when command options are show on screen.

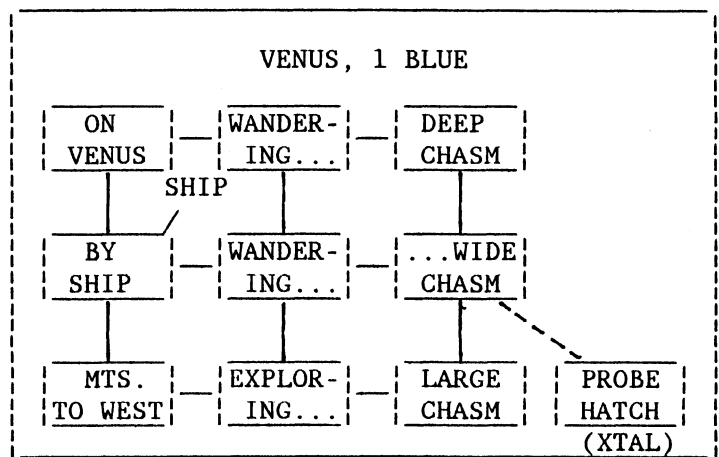
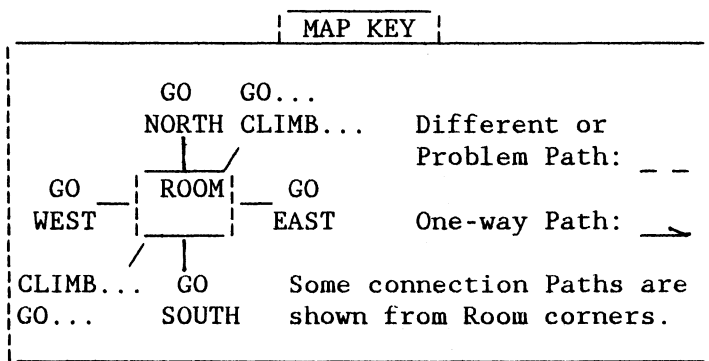
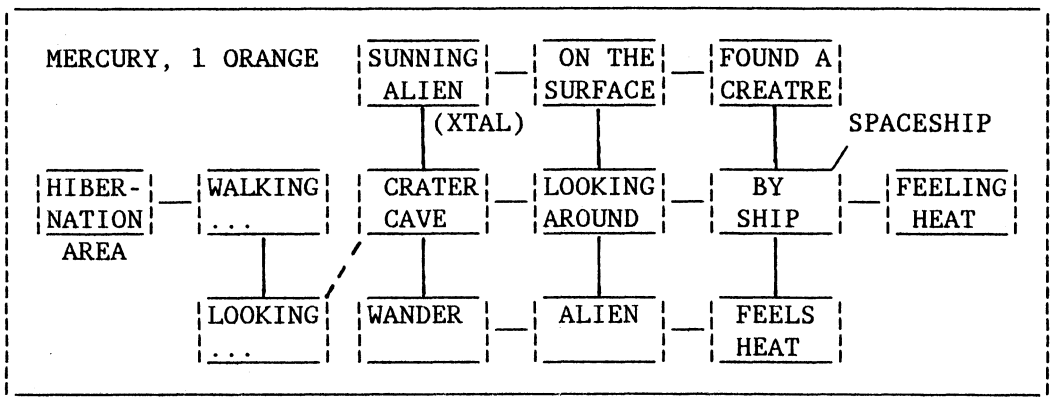
C: Inventory.

S: Toggles sound off and on.

B: Repeats a Room or Text description.

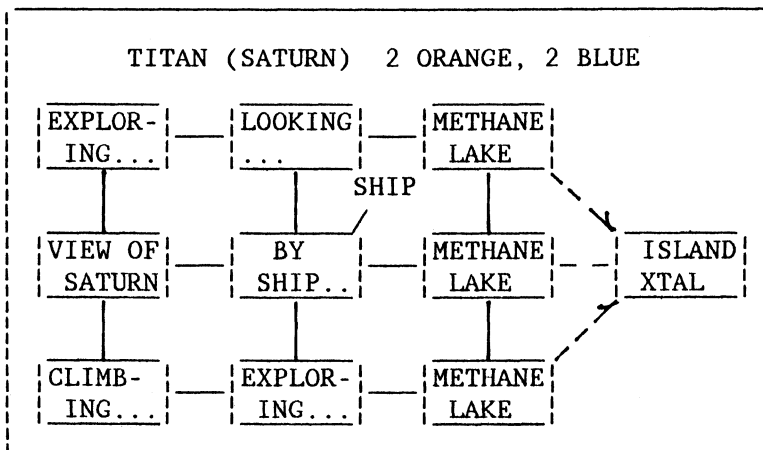
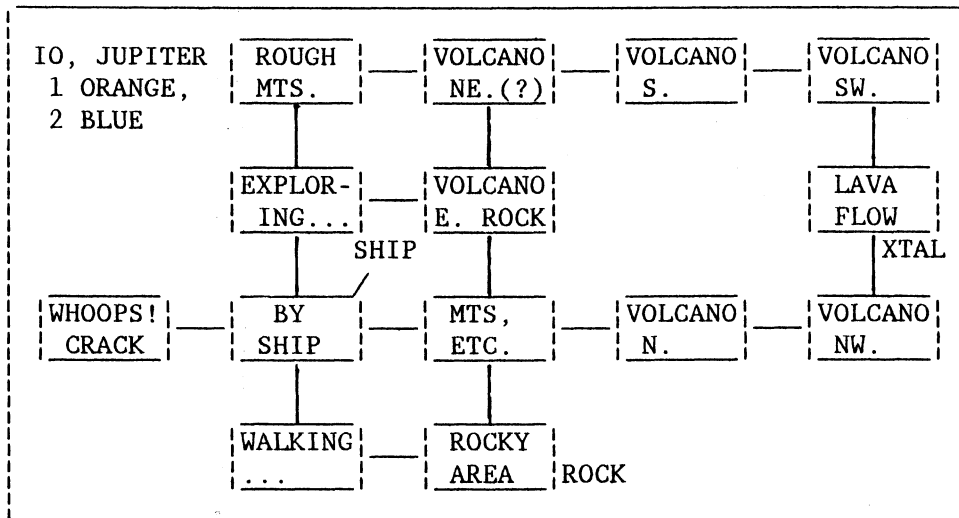
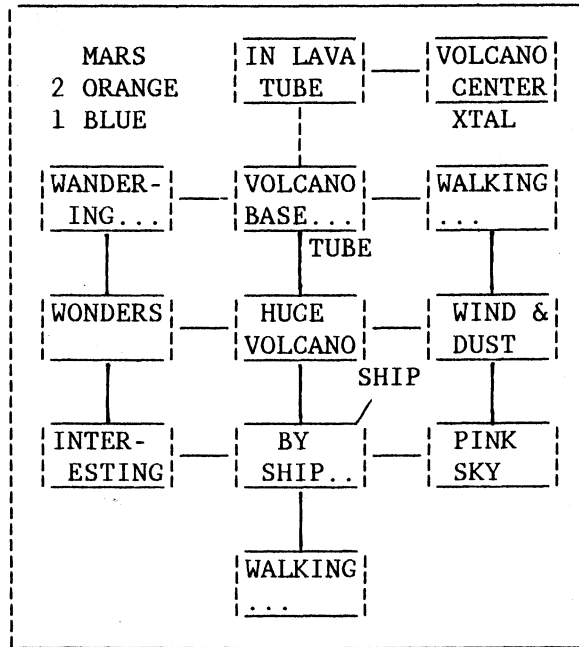
F: Toggles the screen color-set.

BREAK Key: Quits the game - returns to the OS-9 prompt.



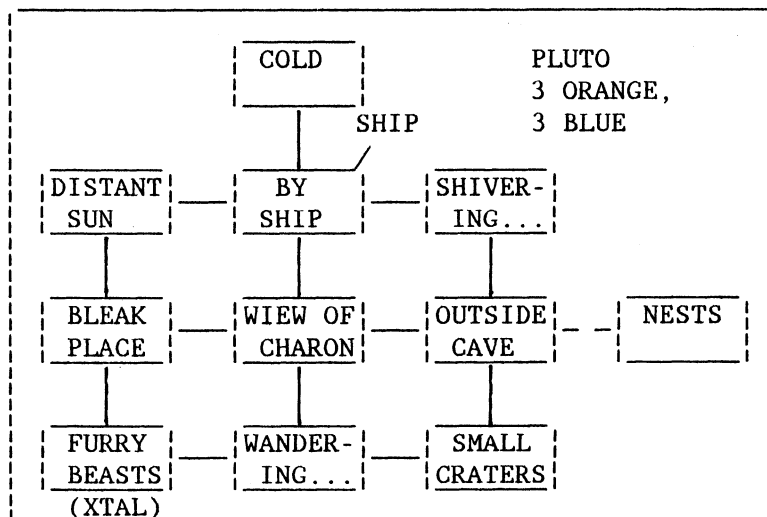
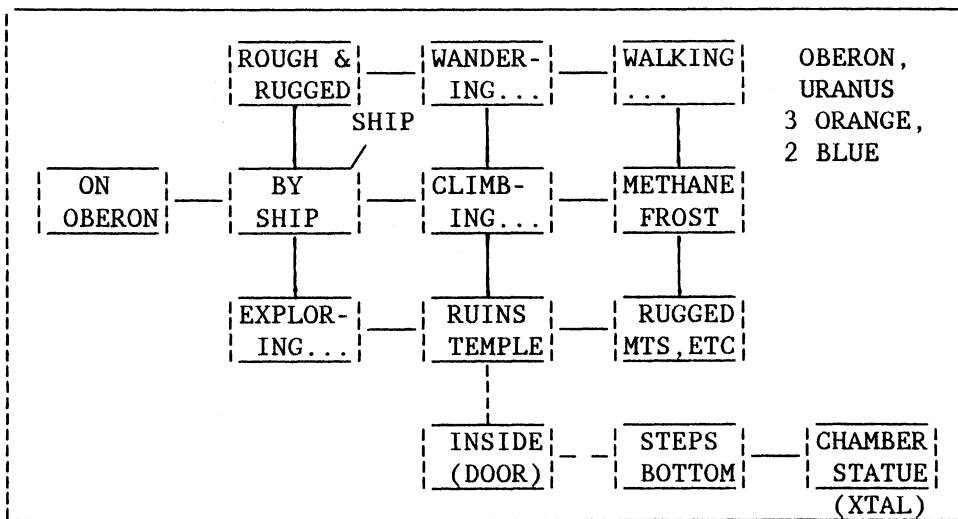
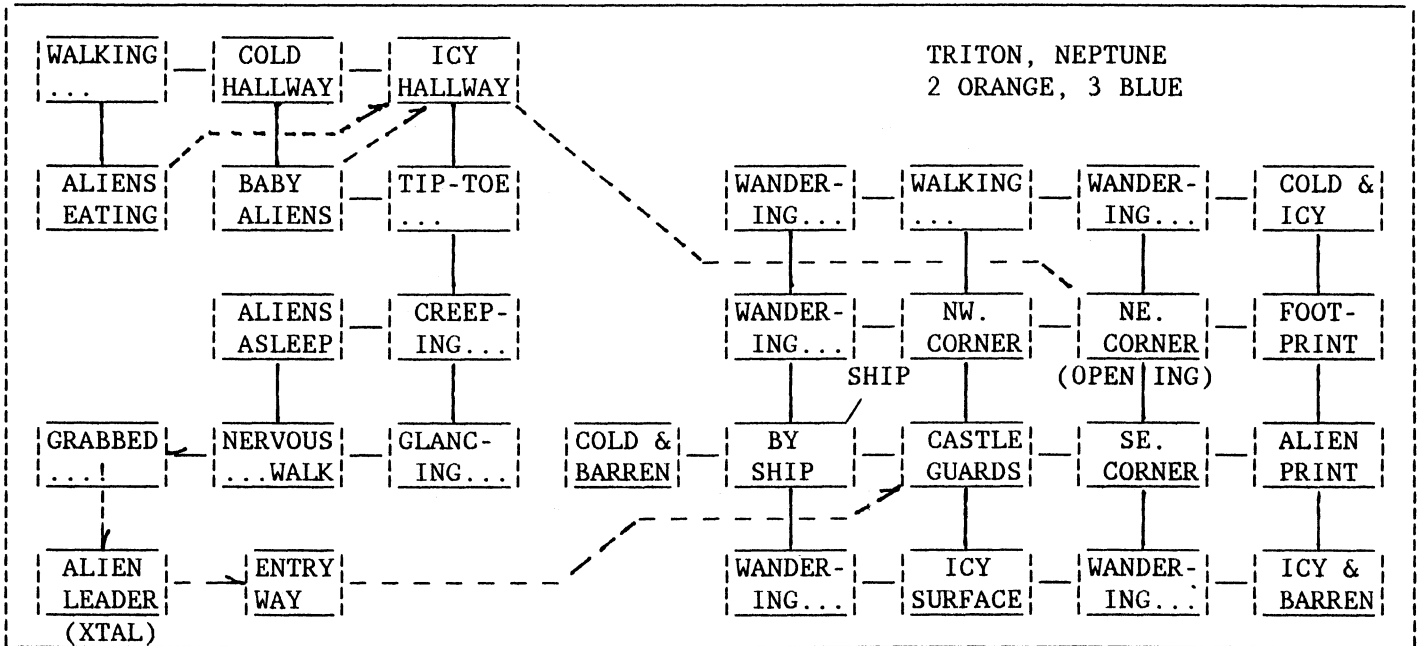
MICKEY'S SPACE ADVENTURE

SIDE 3 MAPS



MICKEY'S SPACE ADVENTURE

SIDE 4 MAPS



MICKEY'S SPACE ADVENTURE SOLUTION

THE SPACESHIP

AIRLOCK: <PRESS>.<BUTTON> "Toggles" - closes and opens, outer and inner Doors. <GO>.<NORTH>. EMPTY ROOM: (Only place you can <SAVE>.<GAME>. South - the Airlock, East - the Kitchen, North - the Sleeping Area - Solar System Map: <READ>.<MAP> for a list of Orange and/or Blue color codes for each Planet and/or Moon). <GO>.<WEST>. CONTROL RM: <FLIP>.<SWITCH> activates on-board computer, XL30. Initially, gives background information, and tells where the first piece of the Crystal can be found. If Mickey has a piece of Crystal, XL30 gives a clue as to where the next piece can be found. <PRESS>.<ORANGE> and/or <BLUE> the correct number of times to identify the next location you wish to travel to. <PULL>.<THROTTLE> to travel there. <LEAVE>.<ROOM>. <GO>.<SOUTH> AIRLOCK: <WEAR>.<SUITS>. <PRESS>.<BUTTON>. <GO>.<Planet or Moon>. When Mickey, and Pluto are wearing the Spacesuits, and their air supply gets low, XL30 will give a warning. The third warning "... RETURN TO THE SHIP", means just that! Removing the Suits in the Airlock, automatically re-supplys them with air.

EARTH

START, WALKING...: <GO>.<NORTH>. <GO>.<SPACESHIP>. Explore the Ship, and return. <GO>.<EAST>. HIKING...(Large Oak Tree): <CLIMB>.<TREE>. <GET>.<CRYSTAL>. <CLIMB>.<DOWN>. HIKING...: <GO>.<SOUTH>. <GO>.<WEST>. <GO>.<WEST>. <GO>.<SOUTH>. <GO>.<WEST>. <GO>.<WEST>. <GO>.<WEST>. <GO>.<NORTH>. <GO>.<NORTH>. LARGE TREE, ROPE: <GET>.<ROPE>. <UNTIE>.<ROPE>. <GET>.<ROPE>. <GO>.<EAST>. BY DOG HOUSE: <GO>.<DOGHOUSE>. INSIDE: <GET>.<BONE>. <LEAVE>.<DOGHOUSE>. <GO>.<SOUTH>. <GO>.<HOUSE>. LIVING ROOM: <LOOK>.<DESK> (writing materials). <WRITE>.<LETTER> (auto Get it). <GO>.<EAST>. KITCHEN: <OPEN>.<CUPBOARD>. <GET>.<FLASHLIGHT>. <GO>.<EAST>. GARAGE: <OPEN>.<CABINET>. <GET>.<CROWBAR>. <GET>.<WRENCH>. <GO>.<WEST>. <GO>.<NORTH>. BATHROOM: <GET>.<GLASSES>. <GO>.<WEST>. BEDROOM: <OPEN>.<CLOSET>. <GET>.<SCARF>. <GET>.<MATTRESS>. <GO>.<SOUTH>. <LEAVE>.<HOUSE>. <GO>.<SOUTH>. DRIVEWAY, MAILBOX: <MAIL>.<LETTER> (return to the Ship Control Room, Flip the Switch to learn the next Location. Press Orange, and/or Blue the correct number of times, and Pull the Throttle to travel there. Each game played, the locations of the Crystal Pieces will be in a different order).

MERCURY

BY SPACESHIP: <GO>.<WEST>. <GO>.<WEST>. <GO>.<NORTH>. SUNNING ALIEN: <GET>.<CRYSTAL>. <GIVE>.<GLASSES> (auto get the Crystal). <GO>.<EAST>. <GO>.<EAST>. <GO>.<SOUTH>. <GO>.<SPACESHIP>. Do the Spaceship "bit", and travel to the next location.

VENUS

BY SPACESHIP: <GO>.<EAST>. <GO>.<EAST>. DEEP CHASM: <DOWN>.<CHASM>. <USE>.<ROPE>. <DOWN>.<ROPE>. WRECK: <OPEN>.<HATCH>. <USE>.<WRENCH>. <OPEN>.<HATCH>. <GET>.<CRYSTAL>. <CLIMB>.<ROPE>. <GO>.<WEST>. <GO>.<WEST>. <GO>.<SPACESHIP>. Do the Spaceship "bit" to the next location.

MARS

BY SPACESHIP: <GO>.<NORTH>. <GO>.<NORTH>. VOLCANO BASE: <GO>.<TUBE>. <USE>.<FLASH-LIGHT>. <GO>.<EAST>. VOLCANO CENTER: <PLUTO>.<DIG> (auto get the Crystal). <GO>.<TUBE>. <LEAVE>.<TUBE>. <GO>.<SOUTH>. <GO>.<SOUTH>. <GO>.<SHIP>. Do the Spaceship "bit" to the next location.

MICKEY'S SPACE ADVENTURE SOLUTION

(Continued)

IO, JUPITER

BY SPACESHIP: <GO>.<EAST>. <GO>.<SOUTH>. ROCKY AREA: <GET>.<ROCK>. <GO>.<NORTH>. <GO>.<NORTH>. WALKING...: <GET>.<ROCK>. <GO>.<NORTH>. <GO>.<EAST>. <GO>.<EAST>. <GO>.<SOUTH>. LAVA FLOW: <THROW>.<ROCK>. <THROW>.<ROCK>. <GET>.<CRYSTAL>. <GO>.<SOUTH>. <GO>.<WEST>. <GO>.<WEST>. <GO>.<WEST>. <GO>.<SPACESHIP>. Do the Spaceship "bit" to the next location.

TITAN, SATURN

BY SPACESHIP: <GO>.<EAST>. METHANE LAKE: <CROSS>.<LAKE>. <USE>.<MATTRESS>. ISLAND: <GET>.<CRYSTAL>. <LEAVE>.<ISLAND>. <GO>.<WEST>. <GO>.<SPACESHIP>. Do the Spaceship "bit" to the next location.

TRITON, NEPTUNE

BY SPACESHIP: <GO>.<EAST>. <GO>.<EAST>. <GO>.<NORTH>. NE CORNER: <LOOK>.<CASTLE> (Opening). <GO>.<OPENING>. <USE>.<CROWBAR>. <GO>.<OPENING>. ICY HALLWAY: <GO>.<SOUTH>. <GO>.<SOUTH>. <GO>.<SOUTH>. <GO>.<WEST>. <GO>.<WEST>. GRABBED by an Alien Guard, and taken to the Throne Room. ALIEN LEADER: (don't waste any moves here) <GET>.<CRYSTAL>. <GIVE>.<SCARF> (auto get the Crystal, and escorted to the next room). ENTRY ROOM: <LEAVE>.<CASTLE>. CASTLE ENTRANCE, GUARDS: <GO>.<WEST>. <GO>.<SPACESHIP>. Do the Spaceship "bit" to the next location.

OSBERON, URANUS

BY SPACESHIP: <GO>.<SOUTH>. <GO>.<EAST>. RUINS, TEMPLE: <GO>.<TEMPLE>. INSIDE: <LOOK>. TEMPLE (Light Rays). <USE>.<CRYSTAL> (reveals a Door). <OPEN>.<DOOR>. <ENTER>.<DOOR>. <GO>.<EAST>. CHAMBER, STATUE: <GET>.<CRYSTAL>. <USE>.<CROWBAR> (auto get the Crystal). <LEAVE>.<CHAMBER>. <GO>.<WEST>. <LEAVE>.<TEMPLE>. <GO>.<WEST>. <GO>.<NORTH>. <GO>.<SPACESHIP>. Do the Spaceship "bit" to the next location).

PLUTO

BY SPACESHIP: <GO>.<WEST>. <GO>.<SOUTH>. <GO>.<SOUTH>. FURRY CREATURES: <GET>. <CRYSTAL>. <GIVE>.<BONE> (auto get the Crystal). <GO>.<EAST>. <GO>.<EAST>. <GO>.<NORTH>. <GO>.<SPACESHIP>. Do the Spaceship "bit" to the next location.

FINISH

When the last piece of the Crystal is taken to the Control Room, the Switch flipped, then XL30 will Congratulate Mickey & Pluto (a few other "accolades" too!), and Mickey will be told to return to Earth. When you do so, and leave the Spaceship, it will depart for it's own home. <GO>.<HOME>. Minnie greets Mickey (if you wrote and mailed the letter), and after a little music, the game ends!

Norm Barson

ADVENTURE SURVIVORS

ADVENTURE SURVIVORS SWAP SHOPPE

MAR 1995

GRAPHIC ADVENTURES

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