

ADVENTURE SURVIVORS

24 Perthshire Drive, Peachtree City, GA 30269 (404) 487 8461 NR.32 MAY.,1995

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CEO TALK

The 4th Annual "Last" Chicago Fest, April 29-30, at the Holiday Inn, Elgin, IL was, once again, a FUN EVENT! There were 21 Vendors in attendance: ANIMAJIK PROD'S., A.R. DAGES/R.C. SMITH, BUDGETWARE, ChiCoCo BBS, DALTRUG, DIGIGRADE PROD'S., DISTO, FARNA SYSTEMS, GLENSIDE CLB, HAWKSOFT, JOTA PROD'S., JWT ENTERPRISES, NORTHERN XPOSURE, COCO CELLAR, OS9 USERS GP., SandVBBS, SBUG, STRONGWARE, SUB-ETHA SOFTWARE, WITTMAN COMP. PRODUCTS, and ADVENTURE SURVIVORS.

There were Seminars both days on a variety of subjects, Glenside held a popular daily auction (no minimum bid) on used/new hardware & software, there were a number of prize drawings during the show, as well as the Grand Prize drawing at the END! Attendance seemed to be less than in the past, but shopping was ACTIVE! Glenside did their usual GREAT JOB, and announced plans to sponsor another Fest next year.

The 6th Annual Atlanta CoCo FEST has been announced by the Atlanta Computer Society. It will be held at the Northlake Holiday Inn, Sep 30 & Oct 1. More about this, next issue.

NEW MEMBERS

Welcome to the Club...

J.R. Waggoner of Stuttgart, AR
George Bruhl of Oak Park, IL
Bob Nickolson of Saltspring Island,
BC Canada

RICK'S PICNIC & MINI-FEST, JULY, 15th

Liberty KY, at The Douglas Elementary School - about 8 miles NNW of Liberty on KY Highway 49.
EVENTS: 8 AM-6 PM, Mini-Fest (Vendors, Demos, CoCo products, Seminars, Snacks, and MORE!)
SPECIAL GUEST: Jeff Vavasour, Author of the CoCo 2, and CoCo 3 Emulators.
PICNIC: 7 PM, catered, at the School.
Later, "Tour" CFDM HQ, and "Visit!"
PRICE: \$15 each. Includes admission to the Feast, and the Picnic meal. Send admission cost, your name, address, and phone number to Rick Cooper at:
Rick's Computer Enterprise
P.O. Box 276
Liberty, KY 42539
Phone: (606) 787 5783

Liberty is on U.S.Highway 127 (N-S), 30 miles south of Danville, and 20 miles north of Russell Springs.

LODGINGS: Brown's, only Liberty Motel.
Liberty: Brown Motel - 606 787 6224.
Russell Springs: Cumberland Lodge -
502 866 4208.

Danville: Day's Inn -- 606 236 8601
(a number of others here).

We plan to be at this FUN "gathering"!

NEED HELP! *SEVENTH LINK*, and
THE QUEST FOR THELDA (Arcade).

Bob Nickolson 1411-1 Beddis Road
needs a little Saltspring Island,
HELP on these two BC Canada V8K 2C9
games. We haven't played them, but did
send a Review on THELDA by Dan Lotridge.
It has a few hints which should prove
helpful. In LINK (complex graphic adv.,
D&D type), Bob has "collected" a group
of 5 Helpers, explored the "obvious",
and is STUCK! Send your HELP directly
to Bob. It WILL be appreciated!

REVIEW: KARRAK (1-4)

Karrak is a tape-based, four-part,
text adventure by Gregory Clark. It was
listed in *Rainbow* 2/84, pages 90-118,
and *Rainbow On Tape* (ROT) 2/84.

(continued next page)

When the first Part (KARRAK 1) is completed, on-screen prompts will guide you through saving (and naming) the "Variables" so that the second Part can be played. When the second Part (KARRAK 2) is loaded, you'll be guided through this process by on-screen prompts. Each succeeding part is handled in a similar manner. We have the Disk Version, and this handling of the Variables is very "quick and easy".

The command parser's a standard two word (verb-noun) type with a third word (noun) occasionally required (on-screen prompt). The first letter of the six possible directions is used (N: North, etc.), there are Special Commands (see Map pg.), and all other words must be completely typed out.

You will find a number of Creatures that must be "handled". Most, MUST be killed via COMBAT. This auto-sequence begins whenever they are found - you have NO CHOICE except to fight to the Death! You'll need a weapon (you have a Sword at the beginning of the game), and it's BEST to use the Special COMBAT commands ("!" or "=") instead of HIT or STAB. COMBAT results (hit or miss, and Damage caused) are Randomly determined, but generally, the odds are in your favor.

LOOK at everything for clues, and a few ideas. There are a number of useful objects, some red-herrings (no use), a few Treasures, and you will notice an over-riding theme through-out the four Parts of the Adventure - The TURTLE!

BACKGROUND: Karrak is a legendary warrior (that's you), who has entered a strange Castle to investigate the Evil "goings-on" there.

TASK: Find your way through the four Parts of the Castle - dispose of the Beasts that block your path, and the "Evil one", found in the last Part.

NOTE: There was a CORRECTION in RB, 6/84, pg. 246 for non-Extended Color Basic users. Also, a suggested change in RB, 12/84, pg. 180. Our disk vers. works fine without these changes.

BONUS REVIEW: STOP COLOSSUS

Colossus is a new text adventure by Ray Berney. A RGB monitor (CMP monitor or TV shows slightly different colors), a CoCo 3, and disk drive are required. There are intro-screens, music, sounds, thorough background information, a save

feature (only one at a time), and lists of Verbs, and Nouns - during play, type in and Enter VERB, and then NOUN.

The command parser is a standard two word (verb-noun) type, and a few one word (verb) commands are useable. The first four letters of any longer word may be used. Moving around is accomplished by GOing a direction - GO NORT, GO EAST, etc. These possible directions are not shown on screen. You just have to try them to see what's available. A Room's name, and any visible items will be given.

LOOK at, EXAMine, and READ everything for clues, and of course, always use your imagination. There are "Death Traps", and some "Red Herrings" (non-essential things).

There are three separate areas - The OPERATIONS CENTER (Start), WASHINGTON D.C., and The COLOSSUS SITE. When a few Items are found, and required problems are solved, you'll be told where to go, and/or what to do. Once that's done, you will auto-move to the next area.

BACKGROUND: Read the Diary (in the Start Room). COLOSSUS is a powerful, all-knowing, Computer that controls all of mankind - well, almost!

TASK: Find, and Turn off COLOSSUS!

The auto-finish is a neat display of sounds, messages, and graphics. You'll be Congratulated, and the total number of "Turns" to solve the adventure (with any "wasted" ones) will be given.

This Adventure is available directly from Ray. Send a blank-formatted disk, an "envelope" addressed to you, with enough postage for 2 ounces, and state the version you want ("full-fledged" or "shorter" - both play the same) to:

Raymond Berney
Star Route 68, Box 880
Okanogan, WA 98840-9704

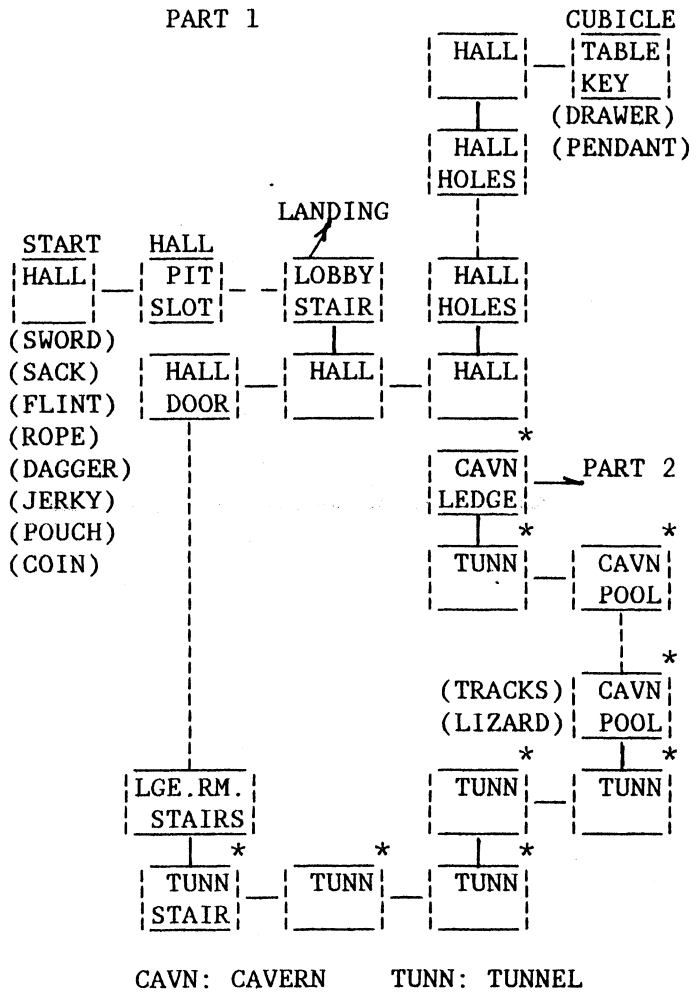
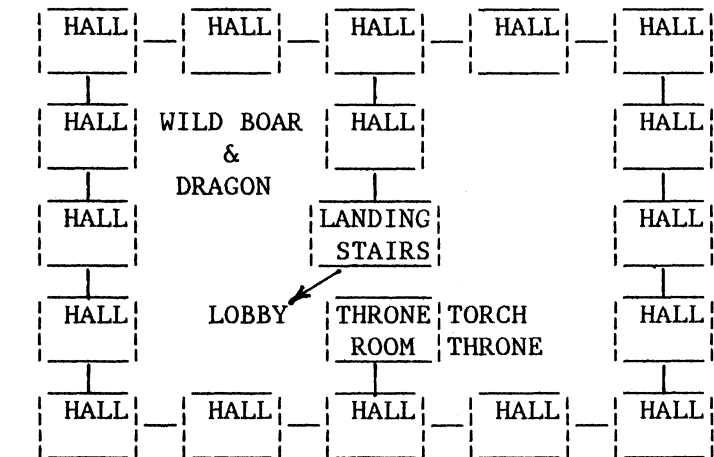
FUTURE REVIEW LIST:

- 33 Jul'95 (2) ENCHANTER
- Sep'95 (3) KORONIS RIFT
- Nov'95 (3) ROGUE
- Jan'96 (5,6) POLYNESIAN ADVENTURE
- Mar'96 (4) TREK ADVENTURE
- MAY'96 (4) TREK ADVENTURE 2
- (4) KINGDOM OF BASHAN
- (5) MIS-ADVENTURES OF EDDIE
- (5) TARZAR ADVENTURE
- (5) TARZAR ADVENTURE 2

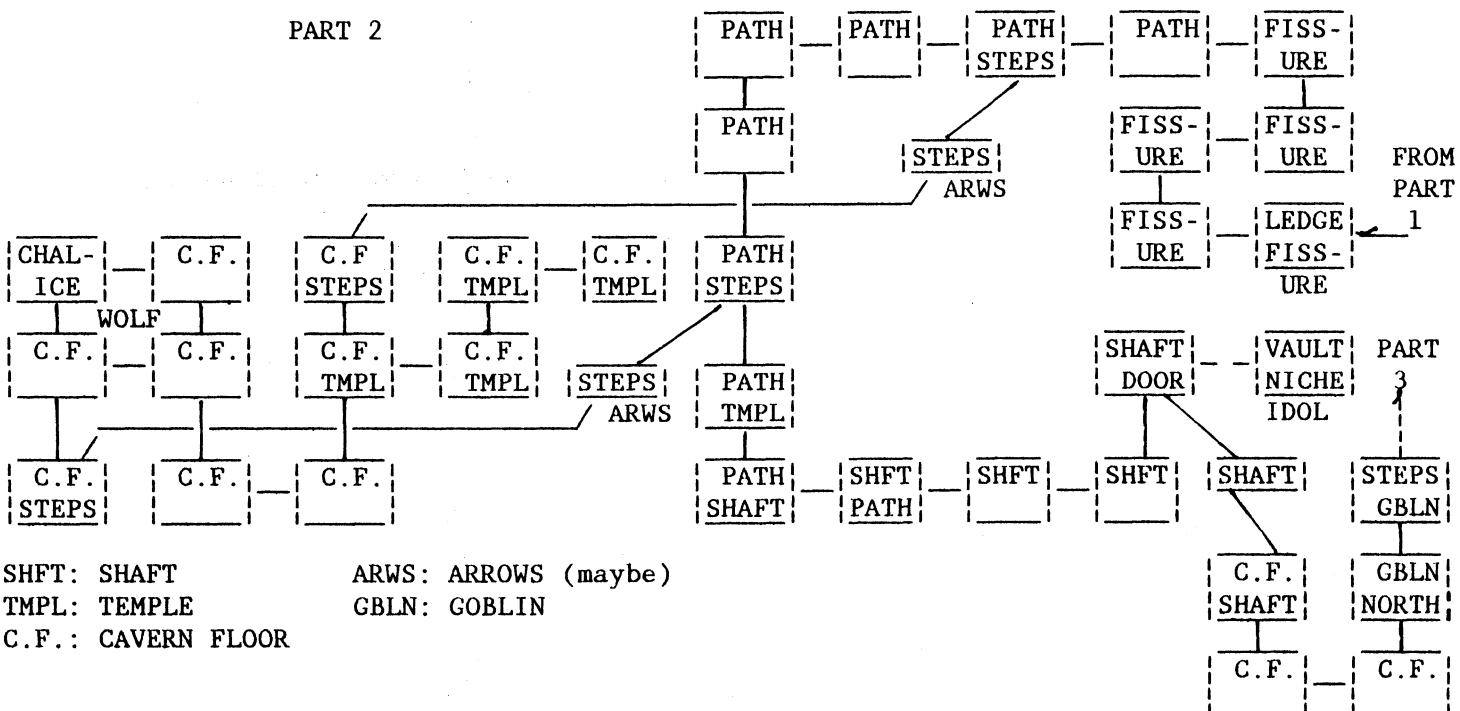
(n): Member choice numbers.

KARRAK MAPS (PARTS 1 & 2)

MAP KEY	VERBS & SPECIAL COMMANDS
	GET LOOK PUSH UNLOCK PUT OPEN PULL THROW SAY FEED MOVE CLOSE EAT DROP STAB DRINK HIT JUMP CRAWL LIGHT VIEW (): Re-describes a Room. LIST (↑): Items in hand. !: Attack with Sword. =: Attack with Dagger. ← (SHIFT/UP ARROW): Items held in the Sack.] (SHIFT/RT.ARROW): Gives KARRAKs Strength. &: Restores normal screen after accidental touching of a CLEAR or BREAK key.



CAVN: CAVERN TUNN: TUNNEL



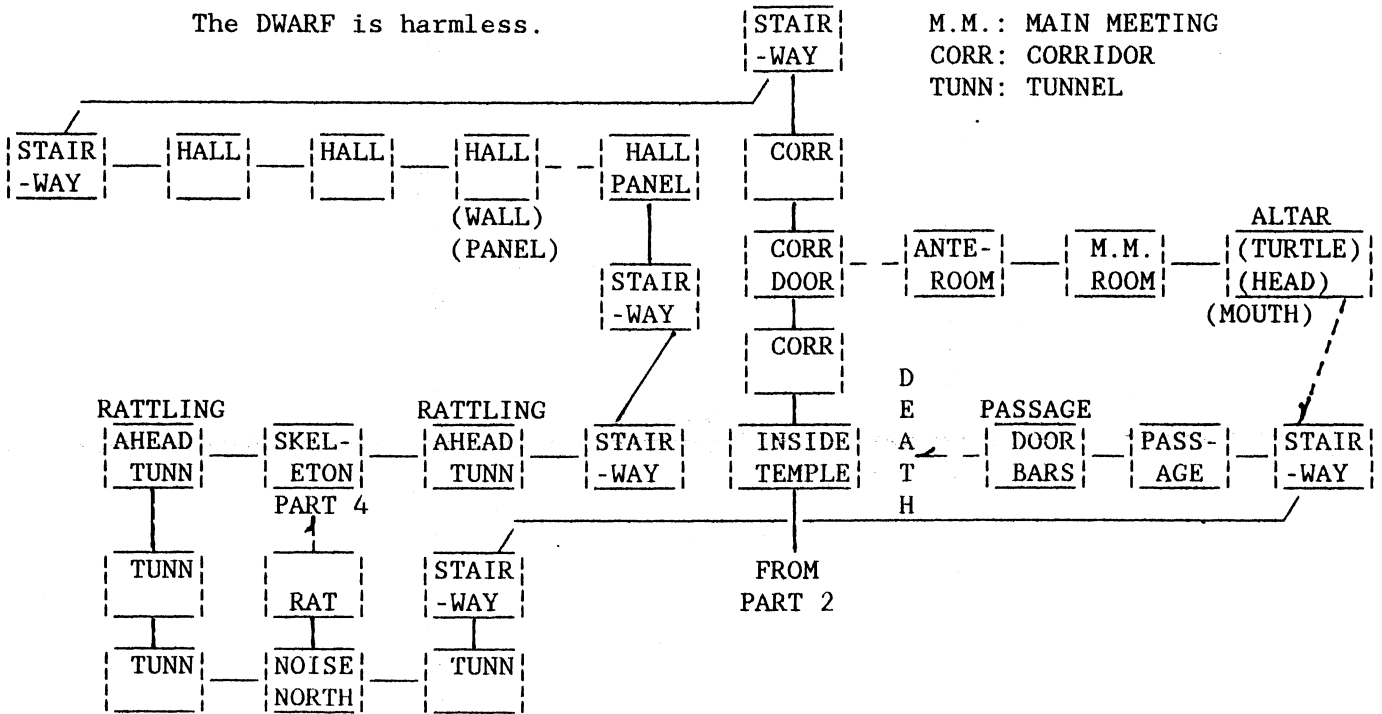
SHFT: SHAFT ARWS: ARROWS (maybe)
 TMPL: TEMPLE GBLN: GOBLIN
 C.F.: CAVERN FLOOR

KARRAK MAPS (PARTS 3 & 4)

PART 3

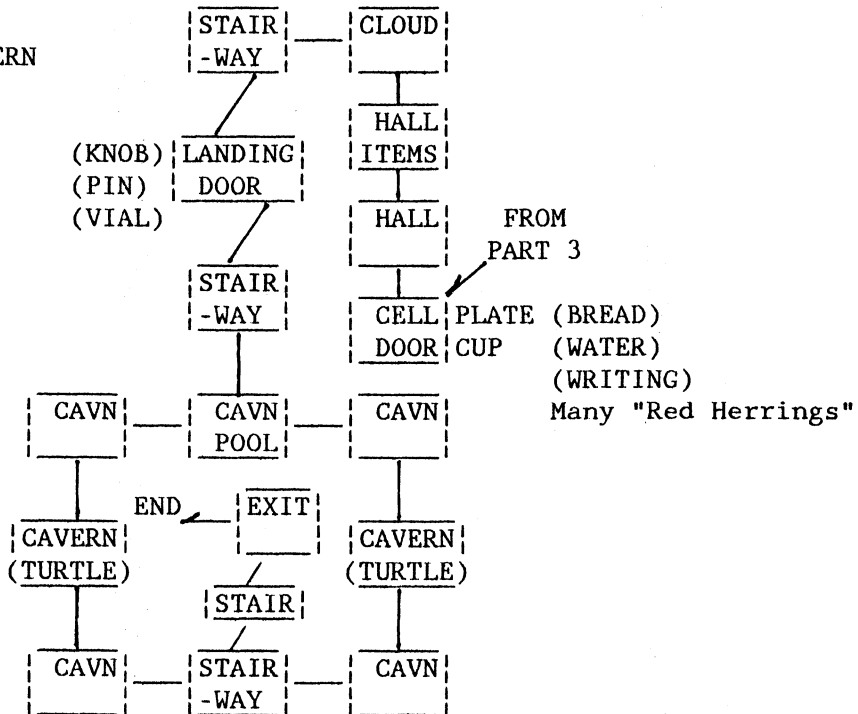
The DWARF is harmless.

M.M.: MAIN MEETING
CORR: CORRIDOR
TUNN: TUNNEL



PART 4

CAVN: CAVERN



KARRAK SOLUTION

Karrak's Strength starts at "20" (maximum). If it ever reaches "0", Karrak will die. His Strength will increase "1" every two or three moves made (from room to room).

When prompted to NAME the variables, use up to 8 letters and/or numbers, without an "extension". When you load-in the next Part, the game will prompt you to Type-in the variable NAME.

PART 1

START, HALL: LIST (Items in hand). SHIFT/UP ARROW (Items in Sack). GET POUCH. OPEN POUCH (Coin falls out). DROP POUCH. GET COIN. HALL, PIT, SLOT: PUT COIN. SLOT (East Path appears). LOBBY: UP (Go around, either way, to the Throne Room. Usually, one beast - Wild Boar or Dragon - will appear as you do, and the other when you return. Kill them when they appear - !: Attack with the Sword). THRONE ROOM: GET TORCH. PUT TORCH. SACK. HALL, HOLES: LOOK HOLES (Sharp Points!). THROW SACK. NORTH. Other HALL, HOLES: GET SACK. CUBICLE: LOOK TABLE. OPEN DRAWER. LOOK DRAWER. GET PENDANT. PUT PENDANT. SACK. GET KEY. HALL, DOOR: LOOK DOOR. UNLOCK DOOR. KEY. OPEN DOOR. DROP KEY (no longer needed). PUT SWORD. SACK. GET TORCH. GET FLINT. LIGHT TORCH. FLINT. DROP FLINT (no longer needed). GET JERKY. CAVERN, POOL: LOOK POOL (Tracks). LOOK TRACKS (Lizard). FEED LIZARD. JERKY (Path, North). CAVERN, LEDGE: Just go East, and auto-finish Part 1.

PART 2

LEDGE, FISSURE: PUT TORCH. SACK (no longer needed). GET SWORD. PATH, STEPS: Down to the Cavern Floor (Arrows may cause damage on either set of Steps), and around to the Chalice (Kill the Wolf!). GET CHALICE. PUT CHALICE. SACK. SHAFT, DOOR: OPEN DOOR. VAULT: GET IDOL. PUT IDOL. SACK. GOBLIN NORTH: North, and Kill the Goblin (may prove difficult, and you will have to repeat this Part). The Mace is no better than the Sword, but the Hand Ax is BEST against the Skeleton in the next Part. Go North to auto-finish this Part.

PART 3

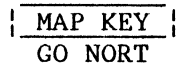
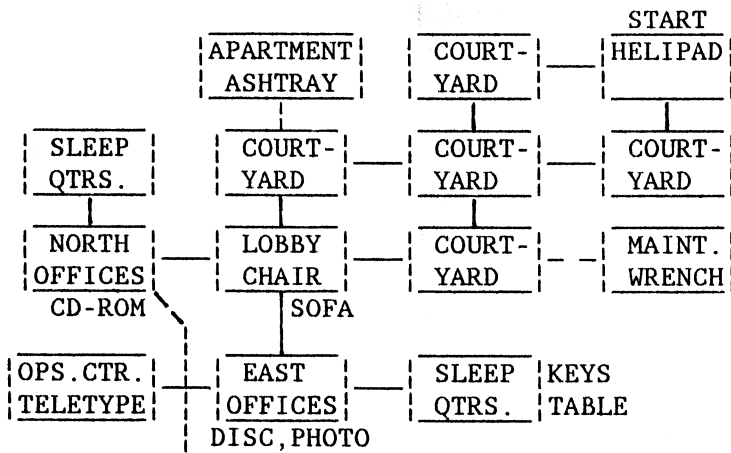
CORRIDOR, DOOR: OPEN DOOR (If you go the long way around - to the Rat, a Wall must be Pushed, and the Skeleton must be "defeated"). ALTAR: LOOK ALTAR (there are a number of "Red Herrings" here). LOOK HEAD. CLOSE MOUTH. Now find and Kill the Rat to finish this Part.

PART 4

CELL: The Cell Door is magical. Just walk right through it, but first: LOOK PLATE. LOOK CUP. GET BREAD. GET CUP. DRINK WATER. EAT BREAD (increases Karrak's Strength, and must be done before leaving the Cell). There are a number of "Red herrings" here (the Items you had with you, are down the Hall), but somewhere there is a "...WRITING", which says to "...EVOKE 'ELTRUT'..." (Turtle, backwards). Once you leave the Cell, ALL items there, and in your possession will disappear. HALL, ITEMS: GET SACK. GET SWORD. PUT SWORD. SACK. CLOUD: Another magical obstruction, just continue West - may cause damage. LANDING, DOOR: LOOK DOOR. LOOK KNOB (auto-remove a poison pin). OPEN DOOR. GET VIAL. CAVERN, POOL: SAY ELTRUT (rumble!). THROW VIAL. POOL (it boils! Takes care of the Turtle). Now move around, Up to the Exit, and go West to auto-finish this neat adventure!

STOP COLOSSUS MAPS

OPERATIONS CENTER



Different or Problem Move: _ _

Auto and One-way Move: _ _

VERB & NOUN LISTS

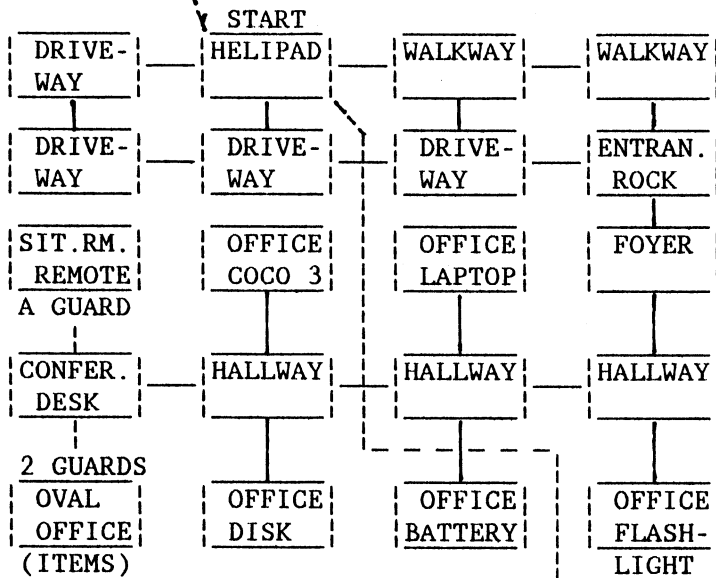
During play, type-in and Enter VERB, and then NOUN. Not all Verbs and Nouns need be used.

VERBS:

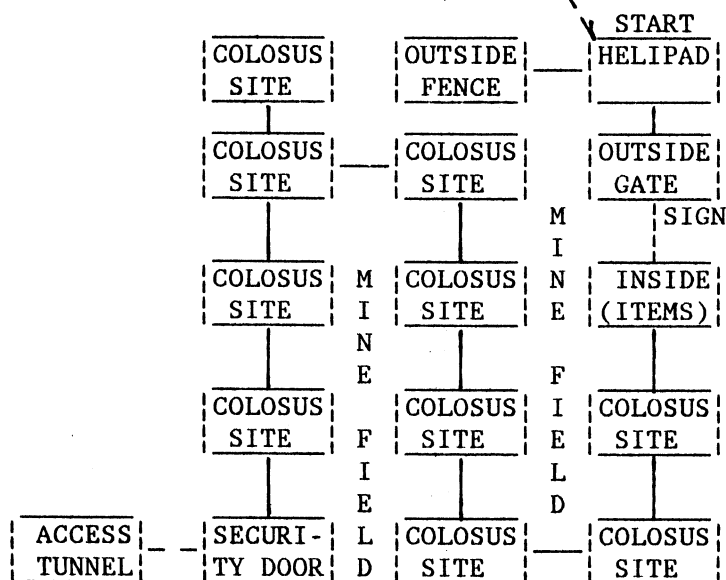
NOUNS:

GO	WRENCH	PHOTO
GET	DISC	TENT
DROP	TAPE	SIGN
EXAMINE	CD-ROM	FENCE
PUSH	PLAYER	DOOR
MOVE	LAPTOP	IRON
CLIMB	STATION	JEEP
TALK	BATTERY	6X6
LOOK	COCO	REMOTE
INSERT	RGBA	VIOLET
TYPE	CABLE	YELLOW
READ	LIGHT	GREEN
WAIT	ROCK	RED
SIT	PHONE	CYAN
USE	SOFA	BLUE
PRESS	BUREAU	ORANGE
THROW	TELETYPE	WHITE
UNLOCK	PRINTER	GREY
LISTEN	ASHTRAY	BLACK
BREAK	KEYS	NORTH
SAVE	CHAIR	SOUTH
LOAD	DESK	EAST
QUIT	SAFE	WEST
HELP	SCANNER	GAME
SCORE	RADIO	DOWN
INVENTORY	TV	DIARY
VERB	TABLE	HELICOPTER
NOUN		

WASHINGTON D.C.



COLOSSUS SITE



STOP COLOSSUS SOLUTION

OPERATIONS CENTER

The Helipad (start Room in each area) is not "described", unless you leave, and then return. In this first area, the CD-ROM is a Death Trap, the Wrench (and a few other items) are Red Herrings. An "*" marks the things that MUST be done.

START (Helipad): READ DIARY. GO SOUTH. GO WEST. GO WEST. GO NORTH (Locked). GO SOUTH. GO SOUTH. EAST OFFICES: GET PHOTO. LOOK PHOTO (Clue). DROP PHOTO. GET DISC*. GO EAST. SLEEPING QUARTERS: GET KEYS*. GO WEST. GO NORTH. GO NORTH. UNLOCK DOOR*. GO NORTH. APARTMENT: GET ASHTRAY*. LOOK ASHTRAY (clue). GO SOUTH. GO SOUTH. GO SOUTH. GO WEST. OPS.CTR., TELETYPE: LISTEN TELETYPE. TYPE HELICOPTER* (message). GO EAST. GO NORTH. LOBBY: SIT SOFA* (auto to the next area).

WASHINGTON D.C.

The Flasklight has no use, and the Items in the Oval Office are Death Traps or Red Herrings.

HELIPAD: GO EAST (later, be sure to return to the Helipad via this SAME PATH*). GO EAST. GO SOUTH. SIDE ENTRANCE, ROCK: GET ROCK*. GO SOUTH. GO SOUTH. GO WEST. GO SOUTH. OFFICE, BATTERY: GET BATTERY*. GO NORTH. GO NORTH. OFFICE, LAPTOP: INSERT BATTERY*. INSERT DISC* (auto-boots, and gives a message - can enter the Situation Room). GO SOUTH. GO WEST. GO SOUTH. OFFICE, 5.25" DISK: GET DISK. GO NORTH. GO NORTH. OFFICE, COCO 3: EXAMINE COCO. INSERT DISK. TYPE COCO (twice, a clue). GO SOUTH. GO WEST. CONFERENCE ROOM, DESK: DROP ASHTRAY*. GO NORTH. SITUATION ROOM, REMOTE: GET REMOTE*. LOOK REMOTE. (Pressing different colors, "hints" that Cyan, Orange, and Blue have a use). GO SOUTH. CONFERENCE ROOM, DESK: WAIT DESK (four times*. You can enter the Oval Office - a waste, and/or return to the Helipad*, auto-move to the next area).

COLOSSUS SITE

The Fences, 6X6, Jeep, and Mine Fields are Death Traps. The other Items have no use.

HELIPAD: GO SOUTH. OUTSIDE GATE: READ SIGN. LISTEN RADIO. THROW ROCK* (you can now safely enter the gate). GO SOUTH. INSIDE GATE: (Death Traps, and Red Herrings). GO SOUTH. GO SOUTH. GO WEST. GO NORTH. GO NORTH. GO NORTH. GO WEST. GO SOUTH. GO SOUTH. GO SOUTH. SECURITY DOOR: PRESS CYAN* (opens the Door). GO WEST*. ACCESS TUNNEL: PRESS CYAN* (Closes the Door). PRESS ORANGE* (opens outer shield). PRESS BLUE* (auto-finish of graphics, sounds, and messages!).

If you get out of sequence (making a wrong move or command, in the ACCESS TUNNEL), you'll get ZAPPED, or the game may give a "strange response". If you didn't get Killed, ignore the game responses, go back outside, and begin the "correct sequence" of commands again.

A FINAL CHALLENGE: Play the Adventure in the least number of Turns (none wasted)! 72 is a GOOD Number!

ADVENTURE SURVIVORS SWAP SHOPPE

MAY 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

By Scott Settembre (Valkyrie Software).
TOMB OF T'IEN, and MR.COREY, each. \$ 8
Both T'ien & Corey .. \$15
HONOR QUEST, CoCo3, J-S, RGB/CMP.. \$10

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- 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
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- 16.Sep'92.HITCHHIKERS GUIDE ----- D
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- 17.Nov'92.CALADURIL 2 ----- D3
- 18.Jan'93.TO PRESERVE QUANDIC ----- D
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- 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
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- 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
- 31.Mar'95.MICKEY'S SPACE ADVENTURE -- D
- 32.May'95.KARRAK- T, STOP COLOSSUS - D3
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