

ADVENTURE SURVIVORS

24 Perthshire Drive, Peachtree City, GA 30269 (770) 487 8461 NR.33 JULY,1995

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CEO TALK

Recent postal rate increases, ALL International mailing from the U.S.A., have caused an "adjustment" in Memberships, and re-newals to mail addresses outside the U.S.:

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The "Basic" S&H fees remain the same for everyone (S&H/order - One package - \$2, Add \$1 for each additional package /order, and MAXIMUM S&H/order - \$6).

Another small notice: Our telephone area code has changed to 770.

Rick Cooper's Picnic and Mini-Fest, July 15 at Liberty KY, was a FUN EVENT! Most attendees arrived on Friday, and stayed at Brown's Motel. Rick dropped by the motel that evening, greeted, and invited everyone to his home for a pre-gathering. Later that night, Rick, and Stuart Wyss-Gallifent departed for Lexington to meet Jeff Vavasour who flew in from Vancouver, BC Canada. Jeff, of CoCo 2 & 3 Emulator fame, was a special guest of the Fest.

The site of the "Picnic & Fest" was at "Rick's School", about 7 miles NW of Liberty. Saturday morning, those of us at Brown's assembled at 7:30 AM, and Rick "led us" to the site. Some, were already there, and others arrived at various times during the day. About 40 attended, and they came from all over country - KY, TN, IN, MO, MI, GA, IA, IL, NY, NJ, PA, TX, LA, and WA.

GREAT "deals" on used and new CoCo

hardware/software, books, and manuals were available from Rick's Computer Enterprise, James Sternett of the CoCo Trader, Godfrey Moll, Alan Dages, R.C. Smith, and Adventure Survivors. James Sternett also donated a 512K CoCo 3 as a door prize - Would you Believe, Jeff Vavasour WON IT! "Surprise" gifts and offerings were also provided by Rick, Norm Barson, Jim Bennett, Stuart Wyss-Gallifent, Godfrey Moll, Ron McCauley, Ben Walker, and Ray Berney.

Throughout the day, refreshments and snacks were readily available.

Seminars, and demos were held every hour. These were well attended, very informative, and entertaining. I even gave a little "talk" about Adventure Survivors, mentioned Scott Adams "lost" classics, and demo'ed our Ards. Rick, Stuart Wyss-, Jim Bennett, Norm Barson, Godfrey Moll, Ray Berney, Ben Walker, Alan Dages, and Jim Sternett also gave presentations.

At 6:00 PM everyone adjourned to the gymnasium where we were treated to a fine Picnic.

After that, many "hit the road", but many also dropped by Rick and Donna's (Rick's lovely wife) home for a tour of "CFDM Headquarters" - Impressive! Once again, refreshments were served. After more visitings, and conversations, the GREAT DAY came to an end THANKS AGAIN RICK, DONNA, FAMILY, and HELPERS!!

6TH ANNUAL ATLANTA COCOFEST

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NEW MEMBER

Welcome to the Club!
Ben Walker of Flint, TX.

REVIEW ENCHANTER

Another fine Infocom text adventure from Activision by Marc Blank, and Dave Lebling. It was made available for a 64K CoCo 2, but works fine on a CoCo 3.

This Saga takes place in a world of "Magic Users". An evil Warlock, Krill, has subjugated the land to his power, and all that have been sent to defeat him have failed. You, an Apprentice Enchanter, have been sent by The Circle of Enchanters (the good guys) to free the land from Krill's evil influence; and if possible, dispose of him (your TASK, and score 400 points).

The game Parser is excellent, and many different "forms" of commands are useable. The Parser only "sees" the first six letters of any longer word, and "knows" many words. It accepts one or two letter abbreviations for the TEN possible directional moves, a few one word "Special" commands - some can be abbreviated with one letter, most two word (verb-noun) commands, mutiple commands, and simple sentences. Here are a few examples (notice how a "comma", AND, THEN, and IT are used):

```
GET ALL (Take, or Drop as well).  
DROP SPOON, PORTRAIT or  
DROP SPOON AND PORTRAIT  
TURTLE, FOLLOW ME  
ADVENTURER, OPEN THE DOOR  
CUT THE ROPE THEN OPEN THE BOX  
GET THE SCROLL THEN EXAMINE IT  
LOOK UNDER THE LILY PADS
```

If the Parser doesn't understand a word or phrase you use (it will tell you), then try a synonymous word or slightly different "form" of a command.

The Save feature requires a separate formatted disk, will hold seven saves, but only to drive 0 or drive 1. After initiating a SAVE, just follow the on-screen prompts. Normally, the game disk must always be in drive 0. When you RESTORE a Saved position, the same on-screen prompts will appear.

Using Spells is an essential part of the game. You begin play with a Spell Book - four Spells in it, three already Learned. Normally, Spells are found in Scrolls, which have to be examined to discover the Spell's name, and its use.

The Spell can then be written into the Book (use the Gnusto Spell) or "cast" directly, while carrying the Scroll. A few Spells are too big to be written in the Book, and can only be used once as the Scroll will disappear! If a Spell is in the Spell Book, then it can be LEARNed (& re-Learned), and used many times. Two ways to cast a Spell:

1. Have a Scroll in hand. Type-in and enter a Spells name, and the name of a charactor or object which you wish to use it on.

2. LEARN the Spell from the Spell Book, and type-in & enter (same as above).

EXAMPLES: GNUSTO REZROV (writes the Spell, Rezrov, in the Spell Book. "Some Sort of" Scroll, being held, vanishes).

LEARN REZROV. REZROV GATE (you Learn Rezrov, and use it on a locked gate).

All Scrolls, and Spells are handled in a similar manner.

During play, you will (repeatedly) become thirsty, hungry, and tired. In time, each of these needs must be satisfied. Outside the Castle, Bread, and water (and a Jug) are easily found. Inside, an obvious (safe!) place to sleep will also be found.

DOS (for RSDOS 1.1 or 2.1) loads the game, shows a few screens of background information, and begins play. If you do a DIR on the original game disk, it'll appear to be empty, BUT it isn't!

For PC compatible users: Activision recently released five CD-ROM Packages that contain nearly all of the early Infocom Text Adventures. Each CD-ROM (\$24.99, may find them for less) has 4 to 6 adventures PLUS two BONUS games. One Bonus, *Planetfall*, is in each package. The other Bonus is one of the Zorks - I, II, III, 0, or *Beyond Zork*.

BONUS REVIEW: POLYNESIAN ADVENTURE

This neat little text adventure was a winner in Rainbow's First Adventure Contest. It was listed (along with 13 others) in the first *Rainbow Book of Adventures*, and came on tape - easily transfers to disk.

The command parser is a standard two word (verb-noun) type. A few one word commands are also useable. The first 3 letters of any longer word are useable. One letter abbreviations for the four directional moves are accepted.

(continued on page 7)

ENCHANTER SOLUTION

The first time you Eat you'll earn 10 points, and Drink - 15. On about MOVE 86, you will begin to get Tired. The Bedroom is the safest place to Sleep - elsewhere, you may be killed or lose all of your possessions. This solution offers just one way to go about solving problems. There are many "things to try", and "happenings" that aren't mentioned. You begin the game with the Spell Book which contains four Spells - three of which you have already "learned".

START, FORK: INVENTORY. READ SPELL BOOK. SPELLS (There's nothing to the West except a "Burma Shave Ad", and eventual Death!). INSIDE SHACK: OPEN OVEN. GET BREAD, JUG. SHADY BROOK: FILL JUG. HOVEL: (Auto-return with a Scroll). EXAMINE SCROLL. GNUSTO REZROV. OUTSIDE GATE: LEARN REZROV. REZROV GATE (20 points). FROTZ SPELL BOOK (20, a light source is needed for most places inside the Castle. Actually, just about anything can be Frotz'ed, and used as a light source).

DUNGEON: OPEN DOOR. CELL: LOOK AT WALLS. MOVE BLOCK. SECRET PASSAGE: GET SCROLL THEN EXAMINE IT. GNUSTO EXEX. SOUTH HALL: DROP SPELL BOOK. GALLERY: MOVE THE LIGHTED PORTRAIT (25). GET SCROLL THEN EXAMINE IT. GNUSTO OZMOO. LEARN OZMOO (Retrieve the Spell Book, and head for the Temple. The Guards, Hairy Creatures, etc., will throw you in the North Cell, and your possessions in the South Cell). NORTH CELL: OZMOO SELF. Z (until sacrificed on the Altar, 35). ALTAR: CLIMB DOWN (auto-get the Knife). TEMPLE: OPEN SOUTH DOOR. SOUTH CELL: GET ALL. CLOSET: CUT ROPE WITH KNIFE (25). OPEN BOX. GET SCROLL THEN EXAMINE IT. GNUSTO MELBOR. LEARN MELBOR. MELBOR SELF (Protects you from being captured, and sacrificed again). DROP KNIFE.

BEDROOM: (When tired) GET INTO BED (Dream gives a clue). GET UP. LOOK AT BEDPOST. PUSH BUTTON (20, Or you could use Rezrov). GET SCROLL. LOOK AT SCROLL. GNUSTO VAXUM (When asleep, a learned spell will be forgotten. Re-learn Melbor, and Melbor Self).

NORTH GATE: LEARN REZROV. REZROV GATE. FOREST: GET SCROLL THEN EXAMINE IT. GNUSTO KREBF. SWAMP: LOOK UNDER LILY PADS (auto-get a Scroll). EXAMINE SCROLL. GNUSTO CLEESH. LIBRARY: LOOK AT RAT TRACKS. REACH INTO HOLE (25). EXAMINE SCROLL. GNUSTO GONDAR (Get, and look at the Dusty Book. Read about *The Unseen Terror*, and *The Great Implementers*. Drop the Dusty Book). JEWEL ROOM: GET EGG. (Learn Rezrov and Krebf). REZROV EGG (10). KREBF SCROLL (5). GET SCROLL THEN EXAMINE IT. GNUSTO ZIFMIA. DROP EGG.

HALL OF MIRRORS: (Save the game! Learn Zifmia and Vaxum. Find the Adventurer, or wait for him to appear). ZIFMIA ADVENTURER (10). VAXUM ADVENTURER (Show him any object you are carrying, and lead him to the Guarded Door. It's best to re-show the object in each location along the way. IF he shows no interest in your objects, and goes away, then Restore your Saved position, and try again). GUARDED DOOR: ADVENTURER, OPEN THE DOOR (35). MAP ROOM: TAKE PENCIL, MAP (The Purple scroll, Filfre, has no real use. If the Adventurer has one of these objects, you must TAKE it from him. He can be a pest, as he'll move around, and gather objects laying about). READ MAP (Translucent Rooms).

BEACH: LEARN NITFOL. LEARN EXEX. NITFOL TURTLE. EXEX TURTLE. TURTLE, FOLLOW ME. ENGINE ROOM: TURTLE, GO SE AND GET THE SCROLL. (When he gets to the other room) WAVE AT TURTLE (25, he returns with the scroll). GET SCROLL THEN EXAMINE IT (Kulcad is too large to write into the Spell Book).

TRANSLUCENT ROOM H: (also works from Room M. The Unseen Terror is released from one room, and trapped in another group of rooms). CONNECT F AND P. ERASE F AND P. ERASE M AND V. CONNECT H AND P. DROP PENCIL, MAP. TERROR ROOM P: GET SCROLL THEN EXAMINE IT (Guncho - also too large to put in the Spell Book. When the Unseen Terror realizes he is trapped, and has lost his Powerful Scroll, he HOWLS, and you earn 50 points).

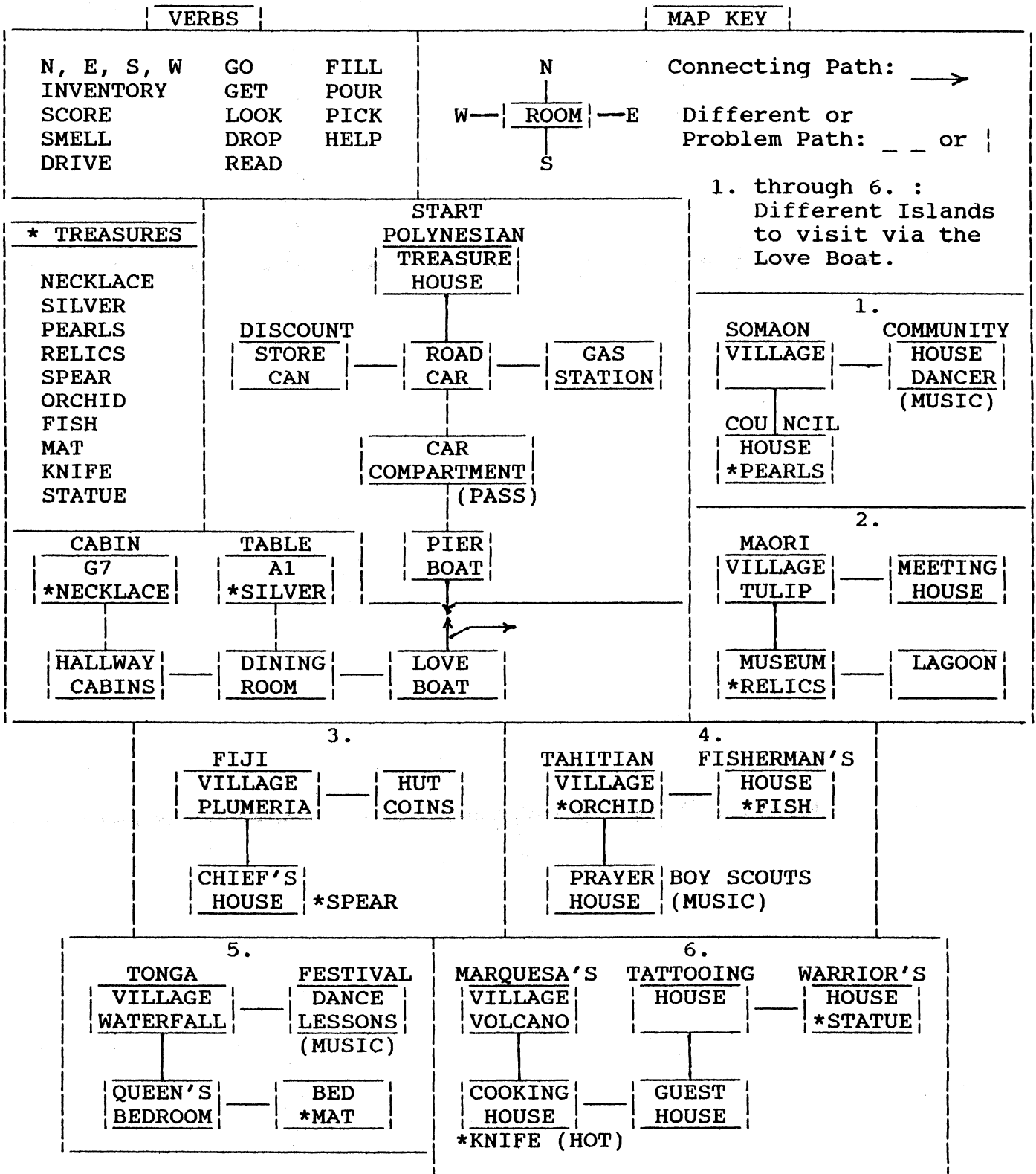
WINDING STAIRS: LEARN GONDAR. LEARN VAXUM. KULCAD THE STAIRS (10, the Stairs disappear, you begin to fall, drop most of your Inventory, BUT grab an Ornate Scroll). EXAMINE ORNATE SCROLL. IZYUK SELF. FLY EAST (10).

WARLOCKS TOWER: (face to face with the Evil Krill! He laughs at you, and sends a Dragon at you). GONDAR DRAGON (Krill is annoyed, and sends a "Being" to handle you). VAXUM BEING (Krill begins to concoct a spell, but you beat him to the punch!). GUNCHO KRILL. 50 more points, a total of 400! Auto-finish! You return to, and become a member of The Council of Enchanters!!.

POLYNESIAN ADVENTURE

By Don Dunlap

From Rainbow's First Adventure Book



POLYNESIAN ADVENTURE SOLUTION

START

TREASURE HOUSE: This is where you will eventually return to, and DROP the ten Treasures to WIN the game. DISCOUNT STORE: GET CAN. GAS STATION: FILL CAN. ROAD: FILL TANK. GO CAR. CAR: LOOK COMPARTMENT (Pass). GET PASS. READ PASS (Love Boat Cabin and Table numbers). DRIVE CAR (move between the Road and Pier by GO CAR, and DRIVE CAR). PIER: (Auto-exit the Car). Move South to board The Love Boat.

THE LOVE BOAT

HALLWAY: GO G7 (every time you go to your Room, the horn blows, and the Ship sails to a different place. Each area is visited in a certain order, and this "cycle" will repeat if you continue to return to your Room). CABIN G7: GET NECKLACE. DINING ROOM: GO A1. TABLE A1: GET SILVER. LOVE BOAT: DROP PASS. DROP SILVER. DROP NECKLACE (good place to leave items as you can only carry five at one time. Always move North to leave the Boat, and GO BOAT to return).

SAMOA

SAMOAN VILLAGE: If you Pick or Smell ANYTHING, you will auto-return to the Boat - nothing really serious, just wasted moves. COUNCIL HOUSE: GET PEARLS. COMMUNITY HOUSE: A little music. VILLAGE: GO BOAT (drop the Pearls, return to your room to sail to, and visit the next area).

MAORI

MUSEUM: GET RELICS. LAGOON: FILL CAN. VILLAGE: GO BOAT (repeat the Love Boat "bit" to the next area - Drop the Relics).

FIJI

CHIEF'S HOUSE: GET SPEAR. HUT: GET COINS. VILLAGE: GO BOAT (leave the Spear on the Boat).

TAHITI

FISHERMAN'S HOUSE: GET FISH. PRAYER HOUSE: A little music. VILLAGE: GET ORCHID. GO BOAT (to save a few moves, continue to carry these, and the remaining Treasures).

TONGA

FESTIVAL: A little music. QUEEN'S BED: GET MAT (must have the coins). VILLAGE: GO BOAT.

MARQUESA

COOKING HOUSE: POUR CAN. DROP CAN. GET KNIFE. WARRIOR'S HOUSE: GET STATUE. VILLAGE: GO BOAT.

FINISH

Now, when you return to your Cabin, the Love Boat sails back to the Start Area. Take the Treasures to the Treasure Room, and Drop them (it will take two trips - five Treasures each trip). When you Drop the last one, the game will auto-finish with a little more music!

ADVENTURE SURVIVORS SWAP SHOPPE

JULY 1995

(REVIEW, continued from page 2)

No save feature is available, but it really isn't needed. It only takes one sitting to play, and the author DOES NOT unreasonably, punish you for making a mistake. You won't be KILLED, or the game auto-end before its time.

Your TASK is to Sail to six islands on the Love Boat, find ten Treasures, return to Polynesia, and drop your Treasures in the Treasure House.

FUTURE REVIEW LIST:

This is a Partial List - many more!

- 34 Sep'95 (1,4) KINGDOM OF BASHAN
- Nov'95 (1,5) MR. COREY
- JAN'96 (2,4) INFIDEL
- MAR'96 (2) BALLYHOO
- MAY'96 (3) KORONIS RIFT
- JUL'96 (3) ROGUE
 - (3) ALCATRAZ
 - (4) TREK ADVENTURE
 - (4) TREK ADVENTURE 2

(n): Member choice numbers.

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