

ADVENTURE SURVIVORS

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

TABLE OF CONTENTS:

- 1) CEO TALK.
- 2) NEW MEMBER.
REVIEW: *ENCHANTER*.
BONUS REVIEW: *POLYNESIAN ADV.*
- 3) ENCHANTER MAP AND INFORMATION.
- 4) ENCHANTER SOLUTION.
- 5) POLYNESIAN MAP.
- 6) POLYNESIAN SOLUTION.
- 7) SWAP SHOPPE.
FUTURE REVIEW LIST.

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.:

MEMBERSHIPS, and RE-NEWALS:

Canada and Mexico ----- \$8/year.
ALL others (outside the U.S.) ---- \$12.

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

SPONSOR: Atlanta Computer Society
P.O. Box 80694
Alanta, GA 30366
BBS: (404) 636 2991

WHEN: Sep 30 & Oct 1, 1995

HOURS: Saturday, 9 AM - 5 PM
Sunday, 9 AM - 3 PM

TICKETS: At the door - - - - \$10
(for both days)

WHERE: Northlake Holiday Inn
I-285 and La Vista Road
Exit #28, NE side of Atl.
(same place as in the past,
about \$56/night + tax.)

RESERVATIONS: 404 938 1026 or
1 800 465 4329

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 Spell's 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.

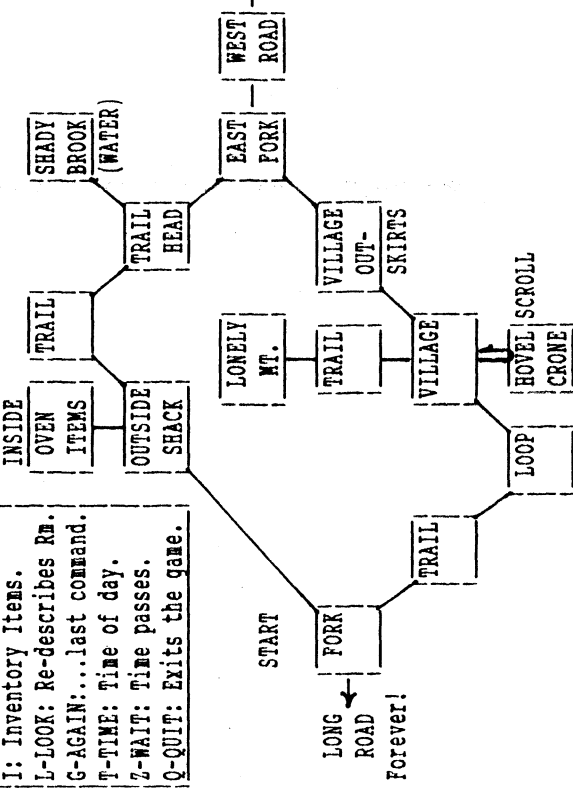
The command parser is a standard two word (verb-noun) type. A few one word commands are also useable. The first 3 letters of any longer word are useable. One letter abbreviations for the four directional moves are accepted.

(continued on page 7)

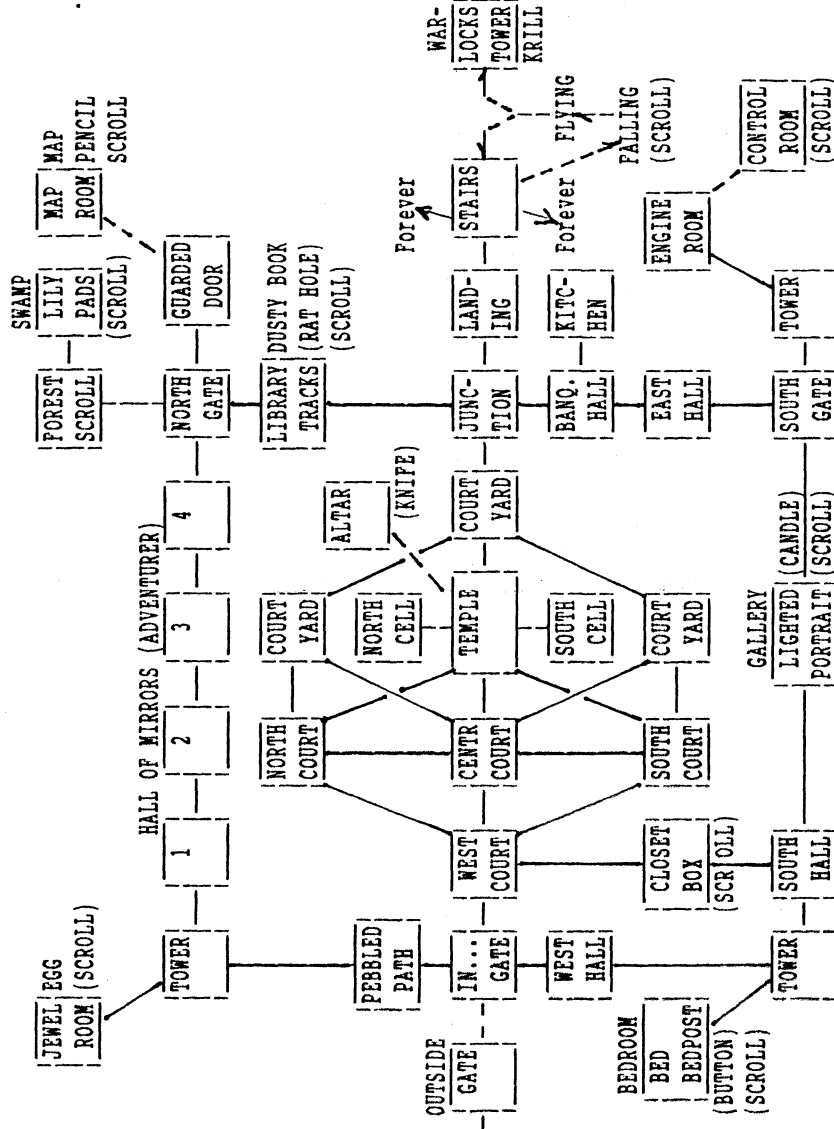
ENCHANTER MAP AND INFORMATION

SPECIAL COMMANDS
VERSION: Game release/serial #'s. BRIEF-game default: 1st time seen, fully describes Room & Items.
SCORE: Points scored and ranking.
SAVE: Save your current position. VERBOSE: Always fully described.
RESTORE: Loads a saved position. SUPERBRIEF: Only a Room's name.
RESTART: Begins the game again. SCRIPT, UNSCRIPT: Printer, on & off.
SPELLS: Spells you've memorized. DIAGNOSE: Your "Medical" condition.

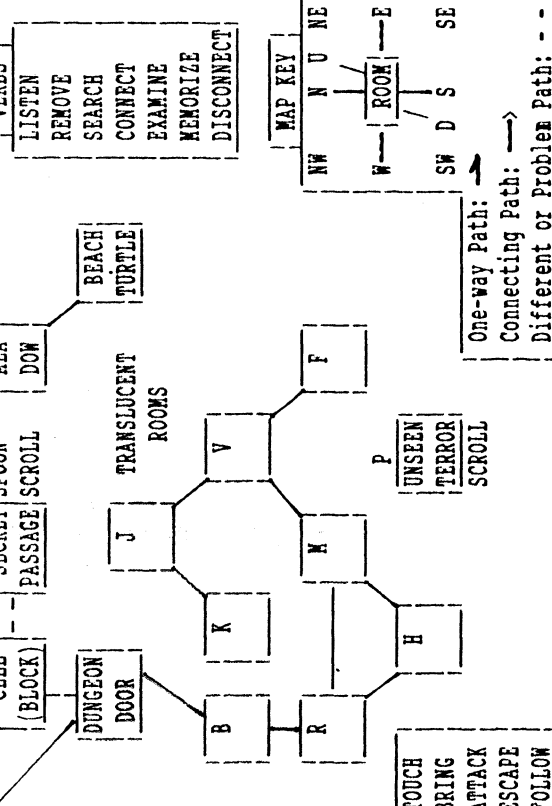
INSIDE
I: Inventory Items.
L-LOOK: Re-describes Rm.
G-AGAIN: ...last command.
T-TIME: Time of day.
Z-WAIT: Time passes.
Q-QUIT: Exits the game.



SPELL	SCROLL	FOUND IN	USE
GNSTO	START WITH	SPELL BOOK	Write a spell into the book.
BLOBB	"	"	"Encase", and Protect an object.
NIFOL	"	"	Understand and Talk with animals.
FROTZ	"	"	Cause anything to give off light.
REZROV	SOME SORT	HOVEL	Open locked/enchanted objects.
EXEX	STAINED	SECRET PAS.	Cause an animal to move faster.
VAXUM	GOLD	BEDPOST	Make bad creature friendly.
OZHOO	BLACK	GALLERY	Survive an unnatural death.
KREBP	CRUMPLED	FOREST	Repair a damaged object.
CLEESH	DAMP	SWAMP	Change creatures to NEWS.
ZIPWIA	PADED	EGG	Magically suborn a being.
GONDAR	FRAYED	RAT HOLE	Dowse a fire.
MELBOR	VELLUM	BOX	Protects from evil beings.
FILFRE	PURPLE	MAP ROOM	Create fireworks.
KULCAD	BRITTLE	ENGINE ROOM	Void an evil spell.
GUNCHO	POWERFUL	TERROR ROOM	Banish an EVIL-DORR away.
IZYUK	ORNATE	FALLING	Cause to fly like a bird.



- VERBS**
 N, E, S, NE, SE, SW, W, U, D, NW, ASK
 CUT LOCK AVOID
 EAT LOOK CLIMB
 FLY MAKE CLOSE
 GET MOVE DRINK
 PUT OPEN ENTER
 SIT PICK ERASE
 CAST POUR KNICK
 DROP PULL LIGHT
 EXIT READ POINT
 FILL SHOW RAISE
 FIND STAY SHAKE
 GIVE TAKE SLEEP
 HIDE TELL SMELL
 JUMP TURN STAND
 KILL WALK THROW
- TOUCH**
 TOUCH BRING ATTACK ESCAPE FOLLOW



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

