ADVENTURE SURVIVORS

24 Perthshire Drive, Peachtree City, GA 30269 (770) 487 8461 NR.34 SEP.,1995

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**CEO TALK**

6TH ANNUAL ATLANTA COCOFEST

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| 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 |
| | (Admission 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 |

WE'LL BE THERE! The Atlanta Computer Society is "winding-up" preparations for their 6th Annual Fest. Of course, there are always a few last-minute surprises! But Alan Dages, ASC President, and the Committees have things well in hand.

THINGS TO EXPECT: 20+ VENDORS (CoCo, OS9, OSK, 68XXX machines, and perhaps, some IBM PC compatable support); HOURLY SEMINARS (various subjects by a number of CoCo World Notables); HOURLY RAFFLE, $1 tickets (6 for $5, or 13 for $10) at the ACS booth - donated new and used, hardware/software; GRAND PRIZE DRAWING at the end of the Show - A complete CoCo System (512K CoCo 3, MPI, 2 Double-Sided Drives, a Controller & Cable, and a CM-8 Color Monitor & Cable). There will be OTHER PRIZES as well, and vendors always offer Specials - especially on Sunday!

We look foreward to a fine Turn-out, many Vendors with lots of CoCo, and other systems support. If you attend, be sure to drop by our booth, and chat a bit. As always, we expect to have LOTS OF FUN!!

**NOTICES**

Last issue, when I described Rick's Picnic, I forgot to mention that ALL of the "events & happening" were captured on video tape. Rick, and his "helpers" had 2 or 3 cameras "going", all of the time. Rick has (edited, compiled, etc.) put together *"The Picnic Video Package"* that includes the Video, Picnic Program, Picnic report (Hardcopy), and a flippie of material from the Picnic. Order from:

Rick's Computer Enterprises
P.O. Box 276
Liberty, KY 42539

Check or Money Order: $20 + $2 S&H.

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Ed Hathaway has closed his company, *Kala Software*. For a number of years, Ed was the President of the Glenside Color Computer Club, and ran *2nd City Software* in Chicago. A few years ago, Ed's "real" job took him to Greensboro NC. Just to keep in touch, he started *Kala Software*, and specialized in music applications - Ultimuse, Midi Music Editor, UltiMusic Library, etc. - for the CoCo 3, and OSK machines. He was the only Vendor that supported this area of CoCo, and 68xxx interests. We "have heard" *Northern Xposurer* has absorbed Ed's products.

We wish Ed the BEST, wherever his interest and career may lead.

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Editor F.G. Swygert of *FARNA Systems*, has gone to a bi-monthly issue (used to be 8 issues/year) for his publication, *the world of 68' micros.* Subscription remains $25/year.

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Allen Huffman, co-owner of *Sub-Etha Software*, has moved to Des Moines Iowa, and works for *Microsoft, Inc.* Terry Todd (as we understand) continues to operate Sub-Etha in Lufkin, Texas. Best of LUCK to Allen, and Terry.

**REVIEW** *THE KINGDDOM OF BASHAN*

This is our favorite text adventure originally available from OWL'S NEST SOFTWARE, and writen by Norman Shelton. It was available on Tape or Disk, and required an extended basic 32K Color Computer - works fine on all CoCo's.

Norm said (1984), "Bashan is an advanced level adventure that will provide a challenge to all players. Your goal is to enter the ancient Kingdom (not easy), gather ten treasures while staying alive (even harder) and then return to the starting location (harder yet). Bashan contains a large vocabulary and has some very unique problems to solve. If you can score the maximum 200 points in Bashan you are an EXPERT!"

After Norm "folded" his company, we made arrangements with him to keep his software alive, and available. Check the SWAP SHOPPE for price (and S&H). We sell the Disk version.

The game Parser's a standard two-word (verb-noun) type that also accepts some one-word (verb) commands. The parsor only "sees" the first three letters of any word, and "knows" many words. One-letter abbreviations for directional moves are useable.

After (or if) you make 200+ moves during play, <VERBS> will list on screen all useable verbs in the game. At 250+ turns, <OBJECTS> lists all objects, and at 300+, <ROOMS> lists the rooms.

The Save feature saves your position to the game disk, but only one "active save" is available at one time - a new save will "over-write" a prior one.

PCLEAR1, and then RUN"BASHAN to start the Adventure.

Naturally, there are TRAPS that will get you KILLED! But, most Traps put you in a No-Win Situation, and the game must be Restarted. A few Red-Herrings (items that have no use) are also there.

**BONUS REVIEW:** *GALAXY TREK ADVENTURE #1*

This text adventure was originally listed in *Hot Coco Magazine* 8/83, page 68, and plays on all CoCos.

RUN"GALXY1 loads and starts the game. You, Captain of the Starship Enterprise, awake in your Quarters on Deck 2 - there are 5 Decks. The Ship's in orbit around the Planet Tieras 80, and the orbit is decaying! Impulse Engines don't work, Your Crew's gone, but a Vulcan (Spock?), and many Klingons are somewhere onboard.

Your TASK: Rescue Spock, "Remove" the Klingons, Repair the Warp drives, "fire" the Impulse Engines, and find your Crew.

The command parser is a standard two word (verb-noun) type. A few one word commands, and one word directional moves are also useable. The first 3 letters of any longer verb (4, for a noun) are also accepted. The verb, LOOK (LOO), only repeats a room's description.

The six possible directional moves if available and legal, are always shown on screen. Three letter abbreviations for these normal moves are useable (UP, two letters, is the exception).

You can only carry a maximum of five items at one time, but on the Planet's Surface (second area), and transporting back to the Enterprise, only two items can be carried.

There are many DEATH traps, but the Adventure doesn't have a Save Feature.

You will Score (+) Points for solving some problems, and also lose (-) Points for just doing many things that you have to do - like moving from place to place. In the end, the plus's greatly outweigh the minus's (a list is on the Map page).

Some text within the program is encrypted, and this "code" will appear on screen if the Tricorder is used on the surface of the Planet.

To de-code this 'garbage', replace any letter in question, with the letter that prcedes it in the alphabet. In a few places, the letter that follows may have to be used. These (letters, and symbols) are actually taken directly from an "ASCII Character Code" listing.

**FUTURE REVIEW LIST:**

35 Nov'95 (1,5) MR. COREY
JAN'96 (2,4) INFIDEL
MAR'96 (2) BALLYHOO
MAY'96 (3) KORONIS RIFT
JUL'96 (3) ROGUE
SEP'96 (3) ALCATRAZ
(3) ZORK II
(4) GALAXY ADVENTURE 2
(4) ZORK III
(5) MIS-ADVENTURES OF EDDIE
(5) TARZAR
(5) TARZAR 2
(6) SEASTALKER
(n): Member choice numbers.

# THE KINGDOM OF BASHAN MAP

VERBS: Many more are useable.

N E S W

I:INVENTORY L:LOOK

GET DROP EXAMINE

RUB OPEN REMOVE

PRY READ UNLOCK

EAT WEAR ENTER

KICK PULL BREAK

FEED MOVE THROW

SPECIALS:

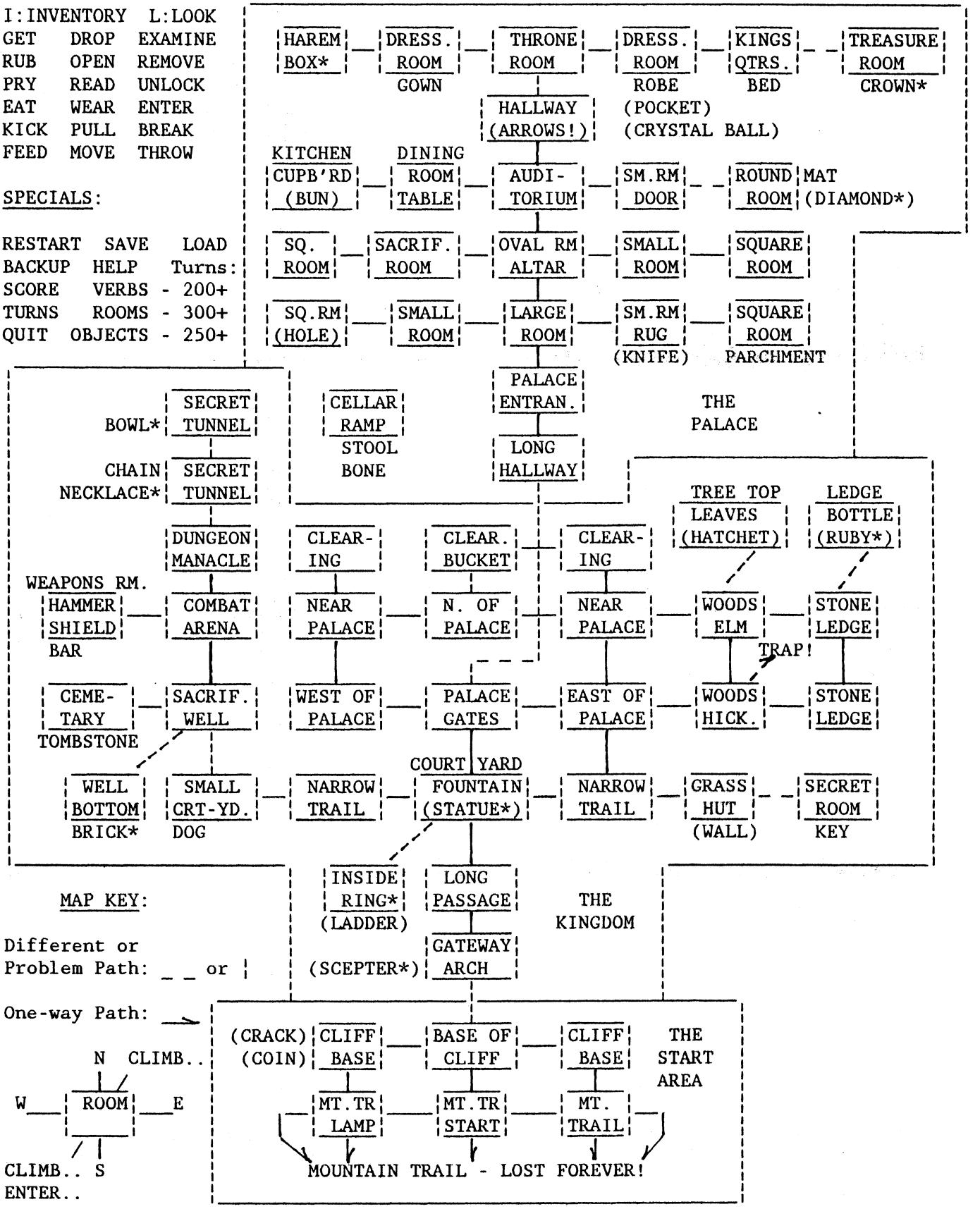
RESTART SAVE LOAD

BACKUP HELP Turns:

SCORE VERBS - 200+

TURNS ROOMS - 300+

QUIT OBJECTS - 250+




MAP KEY:

Different or Problem Path: _ _ or ¦

One-way Path: ⟶

# KINGDOM OF BASHAN SOLUTION

## THE START AREA

There are only six rooms here. If you move outside of these six (except to enter the Kingdom), you'll end up in LIMBO (my description) - can't return to normal play - no-win situation.

MOUNTAIN TRAIL, LAMP: GET LAMP. BASE OF CLIFF (CRACK): LOOK CLIFF. LOOK CRACK. GET COIN. BASE OF CLIFF: RUB LAMP. LOOK.

## THE KINGDOM

NARROW PASSAGE: DROP LAMP. COURTYARD, FOUNTAIN: THROW COIN. LOOK (Statue appears). ENTER FOUNTAIN (bring nothing with you). FOUNTAIN: GET RING. WEAR RING. LOOK FOUNTAIN. CLIMB LADDER. NARROW TRAIL, ROPE: GET ROPE. GRASS HUT: KICK WALL (three times!). LOOK. SECRET ROOM: GET KEY (You must now go to the Palace, find the Bone - for the Dog, and return). PALACE GATES: UNLOCK GATES. OPEN GATES. DROP KEY.

## THE PALACE

SQUARE ROOM (HOLE): LOOK FLOOR. ENTER HOLE. OLD CELLAR: GET BONE. CLIMB RAMP (return to The Kingdom).

## THE KINGDOM

SMALL COURTYARD, DOG: FEED DOG (auto-takes the Bone, eats it, and dies). SACRIFICIAL WELL: ENTER WELL (only bring the Rope). WELL: GET BRICK. THROW BRICK. THROW ROPE. CLIMB ROPE. GET BRICK. CEMETARY: MOVE TOMBSTONE (opens a North path in the Dungeon). WEAPONS ROOM: GET BAR. GET SHIELD. GET HAMMER. SECRET TUNNEL, CHAIN: GET NECKLACE. WEAR NECKLACE. PULL CHAIN (twice). LOOK. SECRET TUNNEL (North): GET BOWL. COURTYARD, FOUNTAIN: DROP BOWL. DROP BRICK (good place to leave these). WOODS, ELM TREE: CLIMB ELM. TREE TOP: MOVE LEAVES. LOOK. GET HATCHET. CLIMB ELM. STONE LEDGE (North): CLIMB LEDGE. LEDGE: BREAK BOTTLE. HAMMER. GET RUBY. CLIMB LEDGE. GATEWAY, ARCH: CHOP ARCH. LOOK (Scepter appears). DROP RUBY. DROP HATCHET.

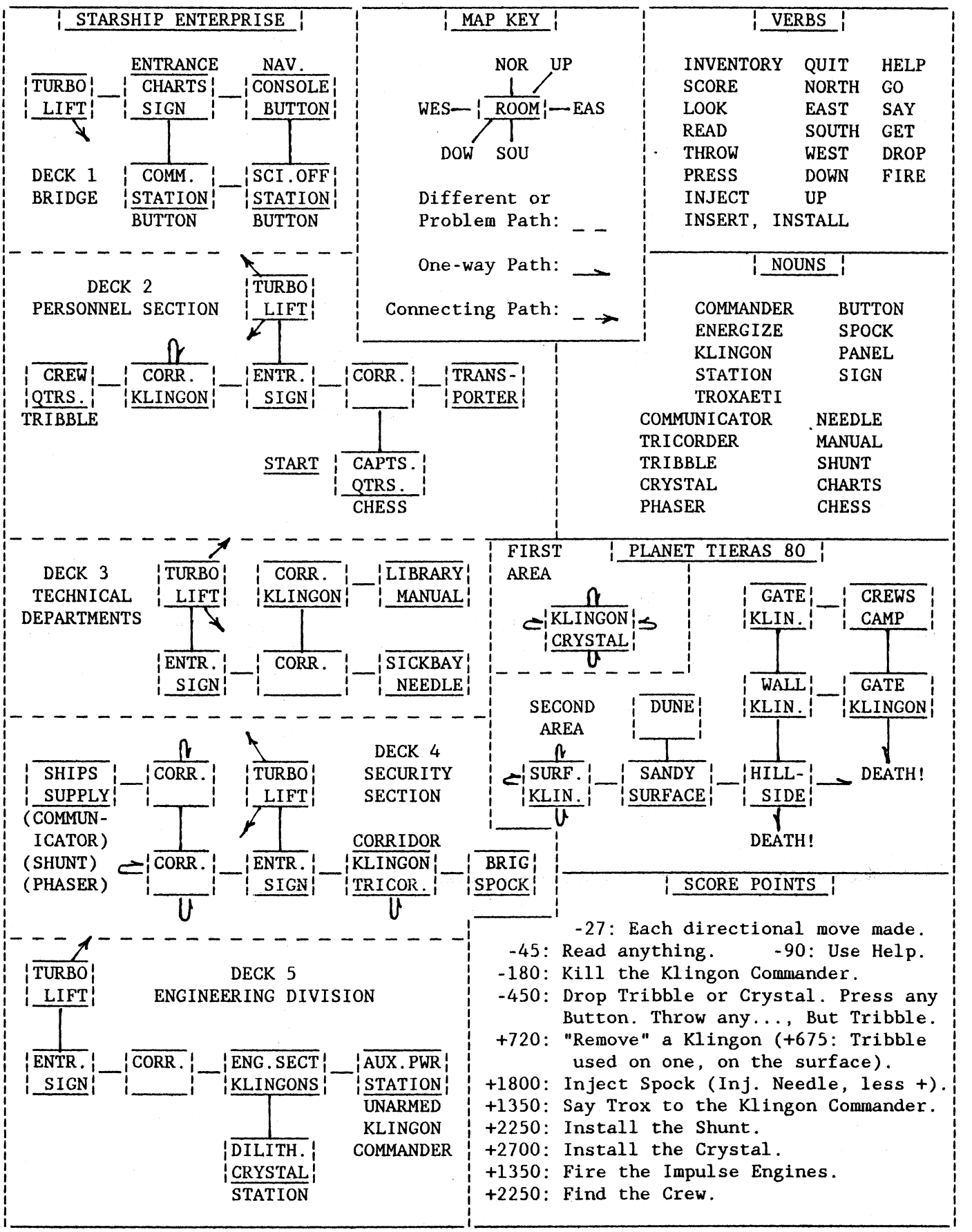
## THE PALACE

SMALL ROOM, PARCHMENT: GET PARCHMENT. LOOK PARCHMENT. OPEN PARCHMENT. READ PARCHMENT (clue!). DROP PARCHMENT. SMALL ROOM, DOOR: BREAK DOOR. HAMMER. LOOK. DROP HAMMER. ROUND ROOM: OPEN MAT. LOOK. GET DIAMOND. HALLWAY: Any move, and Arrows fly! The Shield protects you only once! DRESSING ROOM, ROBE: DROP SHIELD. GET ROBE. LOOK ROBE. LOOK POCKET. GET BALL. DROP ROBE. RUB BALL (you can safely pass through the Hallway). DROP BALL. KING OGG'S QUARTERS: PRY BED. BAR. DROP BAR. KING OGG'S TREASURE ROOM: GET CROWN. WEAR CROWN. HAREM ROOM: GET BOX.

## THE KINGDOM

COURTYARD, FOUNTAIN: GET BRICK. GET BOWL. GATEWAY: GET SCEPTER. GET RUBY (now, you can carry seven Treasures, and wear three others). NARROW PASSAGE: DROP BRICK (any item will do). GET LAMP. RUB LAMP. DROP LAMP. GET BRICK (cross to the Base of the Cliff). SCORE - 200 Points - and the game auto-ends!!

# GALAXY ADVENTURE #1 MAP



# GALAXY ADVENTURE #1 SOLUTION

Readable objects, Pressing Buttons on the Bridge, and a HELP command provide clues, information, and a few solutions to problems you will face. Signs on each Deck tell your location. The Manual, and the HELP command are only useful in some locations. The Tricorder tells about Klingons on board, and if used on the Planet's Surface (second area), tells about a Klingon to the West (and a little encryption).

Most of these are NOT essential to finishing the game, but HELP, in the presense of the Unarmed Klingon Commander, tells about the word - 'TROXAETI' - Klingonese for "Do you surrender" (He does..., tells about your Crew, changes the Transporter coordinates, and goes to the Brig). At the Transporter, HELP tells about 'ENERGIZE'. In the Ship's Supply, it tells about the 'SHUNT'.

In the beginning, when you find a Klingon, the game auto-ends; and you will learn about the need for a PHASER. Trying to use the Transporter amounts to the same thing - you will need a COMMUNICATOR.

START, DECK 2, CAPTAIN'S QUARTERS: NOR. WES. NOR. DOW.

DECK 3: SOU. EAS. EAS. SICK BAY: GET NEEDLE. WES. WES. NOR. DOW.

DECK 4: SOU. WES. NOR. WES. SHIP'S SUPPLY: GET PHASER. GET COMMUNICATOR. GET SHUNT. EAS. SOU. EAS. EAS. CORRIDOR, KLINGON: FIRE PHASER. EAS. BRIG: INJECT SPOCK (awakes, and follows). DROP NEEDLE. WES. WES. NOR. UP.

DECK 3: SOU. EAS. NOR. CORRIDOR, KLINGON: FIRE PHASER. SOU. WES. NOR. UP.

DECK 2: SOU. WES. WES. TRANSPORTER: DROP SHUNT. SAY ENERGIZE (Bring Communicator, and Phaser).

TIERAS 80, SANDY SURFACE, KLINGON: FIRE PHASER. SAY ENERGIZE (here, you can only move or transport while carrying a maximum of two items. A Crystal will shatter if dropped, but another one can be taken). DROP PHASER. SAY ENERGISE. GET CRYSTAL. SAY ENERGIZE.

DECK 2, TRANSPORTER: GET SHUNT. WES. WES. WES. CORRIDOR, KLINGON: FIRE PHASER. WES. CREW'S QUARTERS: GET TRIBBLE. WES. WES. NOR. DOW. DOW. DOW.

DECK 5: SOU. EAS (Spock warns about Klingons to the East - too many for just a Phaser). EAS. ENGINEERING SECTION: THROW TRIBBLE (Takes care of them, and this is the ONLY place the Tribble won't run away). GET TRIBBLE. EAS. SHUNT AUXILLIARY POWER STATION: INSERT SHUNT. SAY TROXAETI (The Klingon Commander surrenders, and does a number of things for you). WES. SOU. DILITHIUM CRYSTAL STATION: INSERT CRYSTAL (a timed sequence starts! You MUST go directly to the Bridge, and fire the Impulse Engines - you can only waste ONE MOVE!). NOR. WES. WES. NOR. UP. UP. UP. UP.

DECK 1: EAS. EAS. NAVIGATION CONSOLE: PRESS BUTTON (stable orbit is achieved). WES. WES. DOW.

DECK 2: SOU. EAS. EAS. TRANSPORTER: (bring the Communicator, Tribble, and Phaser) SAY ENERGIZE.

TIERAS 80, SANDY SURFACE: (the Phaser and Tribble can only be used ONCE! A Klingon is to the west. North, a clue about Klingons to the east). DROP COMMUNICATOR. EAS. SANDY HILLSIDE: (Death, To the south or east) NOR. WALL, KLINGON: THROW TRIBBLE. NOR (or east). GATE, KLINGON: FIRE PHASER. EAS. CREW'S CAMP: (Your Crew is here, and will follow) WES. SOU. SOU. WES. SANDY SURFACE: GET COMMUNICATOR. SAY ENERGIZE. The game ends with congratulations, vacation for you and the Crew, a Promotion for you, an option to play again, and how many POINTS you Scored in finishing the Adventure! Following this Solution will Score about 14,000 Points.

# ADVENTURE SURVIVORS SWAP SHOPPE

SEPTEMBER 1995

**MEMBERSHIP AND SHIPPING FEES:**

Memberships: U.S. mail addresse ------ $7
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**GRAPHIC ADVENTURES**

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CoCo3, RGB/CMP, Ard II has two sides.
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By Norm Shelton (Owls Nest Software).
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SPECIAL Order: $4 each program.

FREE text adv. with any COMBO order!!
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A.S. Software is WARRANTED to load, and play under DECB. USE BACK-UPs!!!
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512K Upgrade ..... $72.00
MPI upgrades: #26 3024 (PAL chip) or #26 3124 (Satellite board) ... $10.00
S-P Interface, cables & Pwr Sup. $50.00
WILL DO Hardware repairs, color print-outs of MGE, CM3, RAT, NIB, etc., pictures, and have many programs (Tandy and Others) for your consideration - too many to list. S&H ea.order: $2.00
Write or call for more information.

**BACK ISSUES:** $1 each or 6 for $5

1.Aug'90.*MADNESS & MINOTAUR* [1] ---- T,D
2.Sep'90.*WORLD-CARMEN* [1] ---------- D3
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3.Oct'90.*DUNGEONS OF DAGGORATH* -- Pgpk
*DAGGORPATCH* ---------- D
4.Nov'90.*PYRAMID 2000, BEDLAM* ---- T,D
5.Dec'90.*LANSFORD MANSION* ---------- D
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14.May'92.*THE CONTROLLERS* ------- T3,D3
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15.Jul'92.*WISHBRINGER* ---------- D
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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
33.Jul'95 *ENCHANTER* ---------- D
*POLYNESIAN ADVENTURE* ---- T,D
34.Sep'95 *KINGDOM OF BASHAN* ------- T,D
*GALAXY ADVENTURE #1* ----- T,D

[1] Includes WORKSHEET.

# SWAP SHOPPE 2

If you have "things" you would like to sell, make up a list, and send it in. We'll publish your Ad - NO CHARGE - full page or just a paragraph - as space permits, FIRST COME, FIRST SERVE! State your name, address, phone number (best times to call), and price(s).

Here is a list of our accmulated "Extras". A few tapes, and Program Paks include a playable, back-up disk (Marked with "*").

## MISCELLANEOUS

1 CCR-81 Cassette Recorder, cables & Manual. LIKE NEW. - $8 + $4 S&H.
1 Computer Learning Lab, 8 tapes & manual. NEW -------- $4 + $4 S&H.
1 Tandy Color Mouse (one-button), doc's & Pad. NEW ----- $5 + $3 S&H.
1 Mono/Color Monitor Interface, doc's. CoCo 1, 2. NEW -- $8.
1 Quickletter Vrs.2.0 by Chris Dekker, OS-9. NEW ------- $5.

## NEW GROUP ------- $4 each.

All require a Disk drive, and CoCo 3 except *DOD* - plays on all CoCos. King's Quest III comes on 5 "Flippies" and requires a 512K CoCo 3.

2 *Dungeons Of Daggorath (Pgm.Pak)*.
1 Mickey's Space Adventure.
1 Donald Duck's Playground.
1 King's Quest III.
2 Rescue on Fractalus.

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## "Gently" USED GROUPS ------- $3 each or 2 for $5.

### --- PROGRAM PAKS ---

These work on all CoCos

2 Soko-Ban
1 Type Mate
1 Downland
2 Mind Roll
1 Finance II
2 Mind Roll
2 Color File II
2 Spectaculator
1 Arknoid - no doc's
3 *Dungeons of Daggorath*

Requires CoCo 3

1 Football II
1 Malcolm Mortar
1 Predator
1 Rad Warrior
1 Robocop
3 *Shanghai*
1 *Thexder*

### --- DISK BASED ---

1 Ghana Bwana (CoCo 1 & 2). Includes Patch - CoCo 3 use & RGB colors.
(Patch also works on Pitfall II, Desert Rider, and One On One)

All CoCos

1 Pegasus-Phantom Riders
1 Luftflotte, Battle for Britain Simulation

Requires CoCo 3

1 Carmen Sandiego. No Almanac, BUT includes our Review, A.S. Issue #2.
2 Flight Simulator II
1 Tandy's Home Publisher (best under OS-9)
1 Rogue

### --- TAPE BASED ---

1 Color Math
1 *Raaka-Tu (No docs.)*
1 *Bedlam*

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S&H: ALL MAILING addresses: Maximum S&H per order ---------- $6.
Any one program (Except 3 Items in above Misc. list) ---------- $2.
For each additional Program/order, ADD ---------- $1.