

# ADVENTURE SURVIVORS

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

## TABLE OF CONTENTS:

- 1) CEO TALK.  
NOTICES
- 2) REVIEW: *KINGDOM OF BASHAN*.  
BONUS REVIEW: *GALAXY ADV. #1*.  
FUTURE REVIEW LIST.
- 3) BASHAN MAP.
- 4) BASHAN SOLUTION.
- 5) GALAXY ADV. #1 MAP.
- 6) GALAXY ADV. #1 SOLUTION.
- 7) SWAP SHOPPE.
- 8) SWAP SHOPPE 2.

## CEO TALK

### 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  
(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 compatible 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.

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 Xposure* has absorbed Ed's products.

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

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.

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 written 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 parser 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 precedes 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.

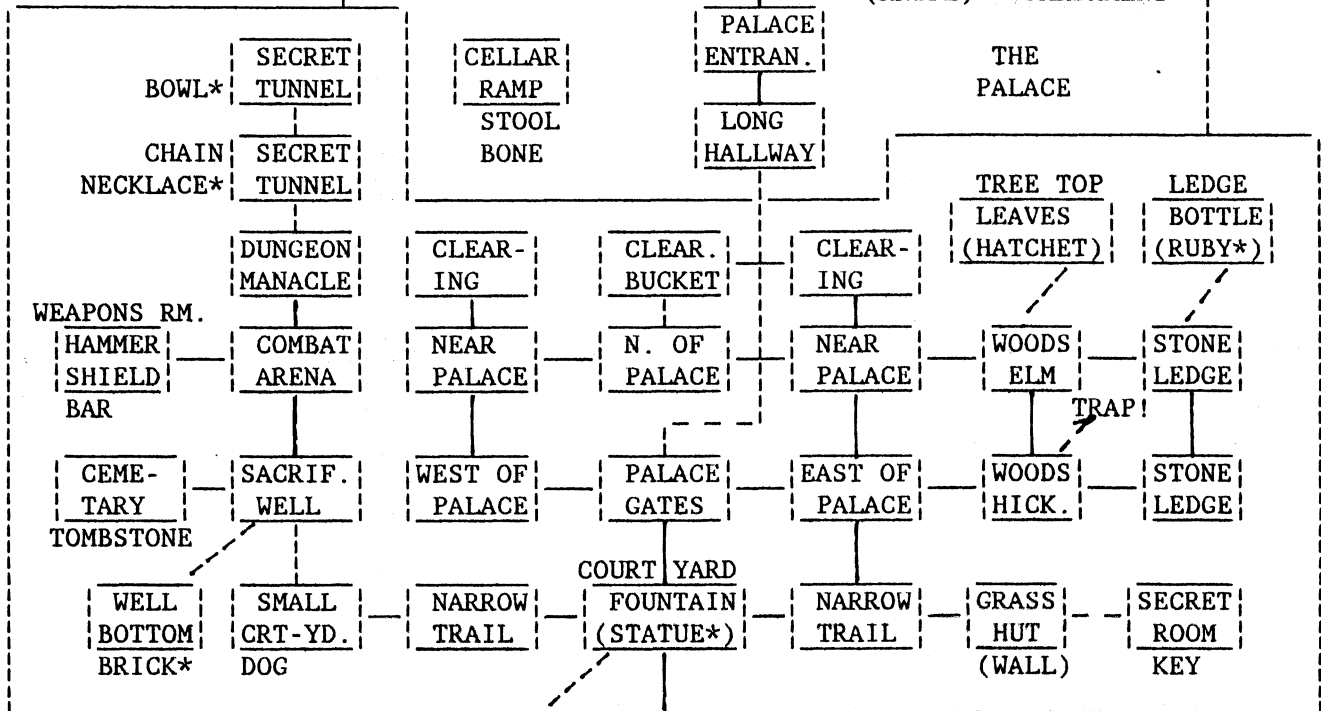
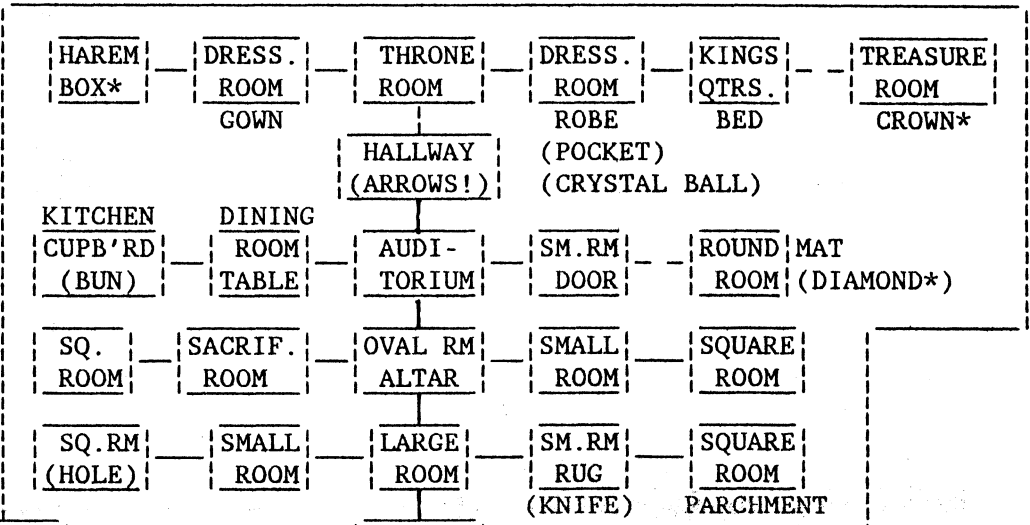
N E S W

I: INVENTORY L: LOOK

GET DROP EXAMINE  
 RUB OPEN REMOVE  
 PRY READ UNLOCK  
 EAT WEAR ENTER  
 KICK PULL BREAK  
 FEED MOVE THROW

**SPECIALS:**

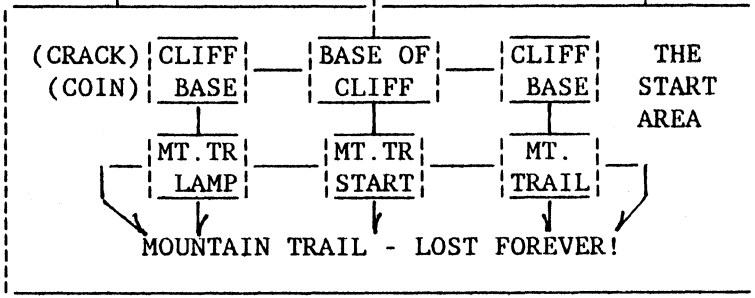
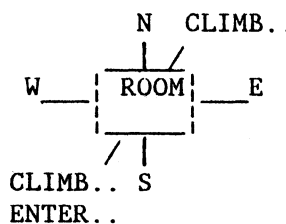
RESTART SAVE LOAD  
 BACKUP HELP Turns:  
 SCORE VERBS - 200+  
 TURNS ROOMS - 300+  
 QUIT OBJECTS - 250+



**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.

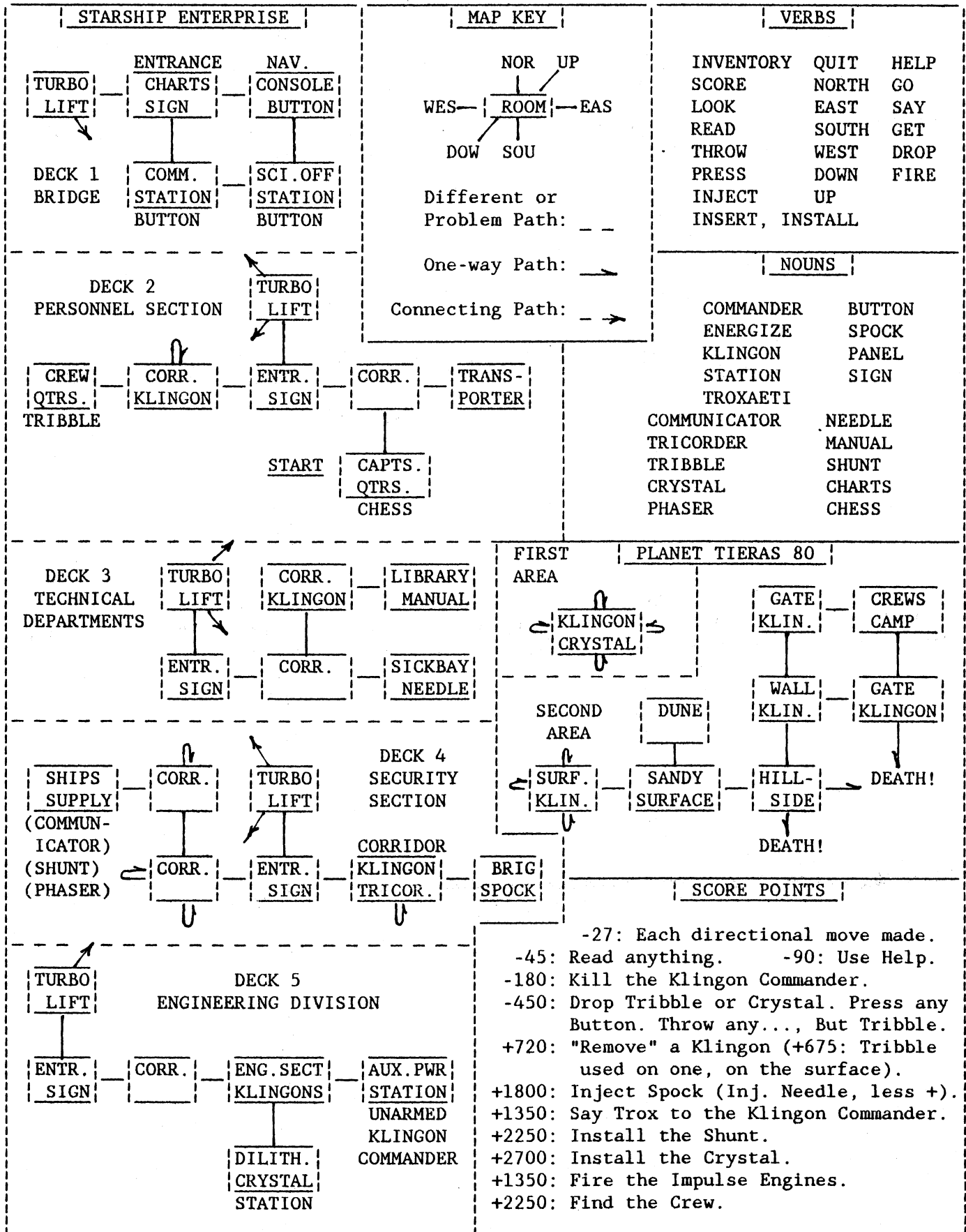
## THE PALACE

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 presence 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.