

ADVENTURE SURVIVORS

24 Perthshire Drive, Peachtree City, GA 30269 (770) 487 8461 NR.35 NOV., 1995

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CEO TALK

The 6th Annual Atlanta CoCoFest came off well. Although only 15 Vendors were there, and the "gate" was small, everyone had a GREAT time! The Fest Sponsor, The Atlanta Computer Society, did a fine job putting this show together, and making it a pleasure for everyone that was able to attend. Their HOURLY RAFFLE, as always, was a popular event. We always "invest" in a few tickets, and WIN a few things.

VENDORS: OS-9 Users Group of Chicago, Allen Huffman - Sub-Etha Software, Chris & Nancy Hawks - Hawksoft, Rick & Donna Cooper - Ricks Computer Enterprise, Bill Wittman Jr. - Wittman Computer Products, Glenside Computer Club, Brian & Shirley Smith - Krash Zone, F.G. Swygert - Farna Systems, Atlanta Computer Society Club Sales, Gene Adams, R.C. Smith, Al Dages, Tom Kocourek & Mike Carey - MIDI Demos, Ken Fish - Perfect Images Photography, and Adventure Survivors.

Scheduled SEMINARS: "LINUX - The FREE Operating System" by Tom Kocourek, "CoCo Disk Structure" by Carl England, "CoCo, MIDI, Electronic Music" by Mike Carey, and "VCP306 (68306) and OSK/OS-9 v3.01" by Bill Wittman Jr. which included a "Q & A" session by Bill, Stan Scott, and Boisy Pitre. There was a special meeting of attendees conducted by Dave Kelly about "Ways to increase attendance, and support for Future CoCoFests". Also, Brother Jeremy provided a Sunday Morning Service for all who wished to attend.

Again (getting to be a BAD habit!), I managed to miss all of the Seminars.

Over all, it was a FUN FEST! Most vendors did well, and attendees were able to find just about everything they were looking for. For us, It's always a pleasure to see many "old faces", and meet new friends as well.

The next Fest is scheduled for April 13th and 14th, 1996 in Chicago (Probably the same location as in the past - The Holiday Inn, Elgin, IL). The Glenside Club sponsors this Annual Chicago Fest, and "organizing plans" are well along the way. More about this next Issue, BUT NOW is the time to start YOUR OWN plans to ATTEND!

CORRECTIONS

Last Issue, page 3, BASHAN Map in THE PALACE area: Connect the SQ.RM (Hole), to the CELLAR (Ramp) with a Dash line - I somehow failed to put this "Path" in.

Last issue I mentioned that Allen Huffman of *Sub-Etha Software* had moved to Des Moines, Iowa - ALL TRUE! But, he works for *Microware, Inc.*, not the other "similar sounding", one that I reported. "THANKS H.C., for helping us out!"

NOTICE

Long time vendor, Chris (and Nancy) Hawks of *Hawksoft* have moved. Their new address and phone number:

28456 S.R. 2

New Castle, IN 46552

Evenings & weekends at: (219) 654 7080

Chris has MM/1 (OS9-68000), and CoCo (DECB) hardware & software.

NEW MEMBERS

Tony Padraza of Carpentersville, IL.

Carl England of Calhoun, GA.

Truman Little of Duluth, GA.

Additionally, a SPECIAL THANKS to all of you that renewed your Membership in the last few months, and at the Fest.

TO ALL a HAPPY HOLIDAY SEASON!!!

This neat graphic Adventure (displays colors on a TV or Composite monitor) was written by Scott Settembre, and originally sold by Scott through his company, *Valkyrie Software*. When Scott left the CoCo world, we made arrangements with him to keep his Adventures alive, and available - see listing on SWAP SHOPPE page. The Adventure plays on all CoCos, originally available on Tape or Disk (we only have the disk vers.), requires 64K, and a disk drive.

The Adventure was reviewed in *Rainbow* 7/88, page 131, by David Gerald.

It is a two-part game. Part I auto-ends when you find your way to Part II. This (except for initial loading) is the only time the game disk is accessed during play. At that point, you will be given a "password" (BROWNIE, for future use) to go directly to Part II from Part I. You will also be prompted to put the game Disk in drive 0, and press any key. Part II will then load, and start.

LOADM"COREY":EXEC loads the game, and presents a title screen, and then a 2nd screen that has a Red-Blue (color-set) box. A Red box is desired, and usually, is that color. If not, press the RESET button (on a CoCo 2) to change the box to Red. For a CoCo 3, press the F1 key, and the RESET button at the same time. Then, press any key to start the game. The Adventure always starts in Part I.

The Save Feature is to an separate formatted disk (placed in drive 0. 1-5 Saves for Part I, and 6-9 for Part II).

The parser is a standard verb-noun type. A few single verb commands are useable, and some 4 word commands (verb-noun-preposition-noun) are required. A few verbs are only useable in one Part or the other. One letter abbreviations for LOOK, INVENTORY, and the 6 possible directional moves are useable. GO (Door, Hatch, etc.) is also used in a number of places. The first 5 letters of a longer verb or noun may also be used.

A "%" SCORE is accumulated as you progress, and solve problems. Top SCORE is 100%. We have scored 99%. But when we chase after Corey (auto-sequence in a Helicopter at the end with Tyson - FAIL to catch Corey), the game ends, and our SCORE becomes 0%!!

Your TASK (we assume) is to find Mr. Corey, and stop his evil doings.

This text adventure written by Howard F. Batie originally appeared in *Hot Coco Magazine* 9/83, page 73. ERRORS in that listing were corrected in *Hot Coco* 11/83 page 8. It was written for "Tape", but easily transfers to "Disk". It plays on all CoCos.

After the game is loaded, you will be prompted (Y/N) to read the instructions (or start the game). Read through the instructions, at least once.

The command parser is a standard two word (verb-noun) type. A few one-word, verb commands are useable. Except for 2 verbs (JUMP and RADIO), all words may be abbreviated. The first letter of the 6 possible, directional moves, the first 3 letters of any longer verb, and first 4 letters of a noun are all accepted.

The upper-half of the screen, shows your location, objects there, and normal exits. Your commands, and game responses are shown in the lower-half. The upper screen will scroll out of view, after a number of commands are entered. To cause room's description to repeat, move in a wrong direction (not listed on screen), find a hidden object (or path), or just leave the room and return. Of course, there are some locations that only one "correct" command can be entered - or you get KILLED! Most DEATH traps are shown on our Maps. The Adventure does NOT have a save Feature.

Your TASK: SAFELY deliver the Vaccine to Tycho IV, steal the Romulan Cloaking Device, return to the Enterprise, ZAP the Romulan Guards there, rescue McCoy from Tycho IV, and leave Orbit.

FUTURE REVIEW LIST:

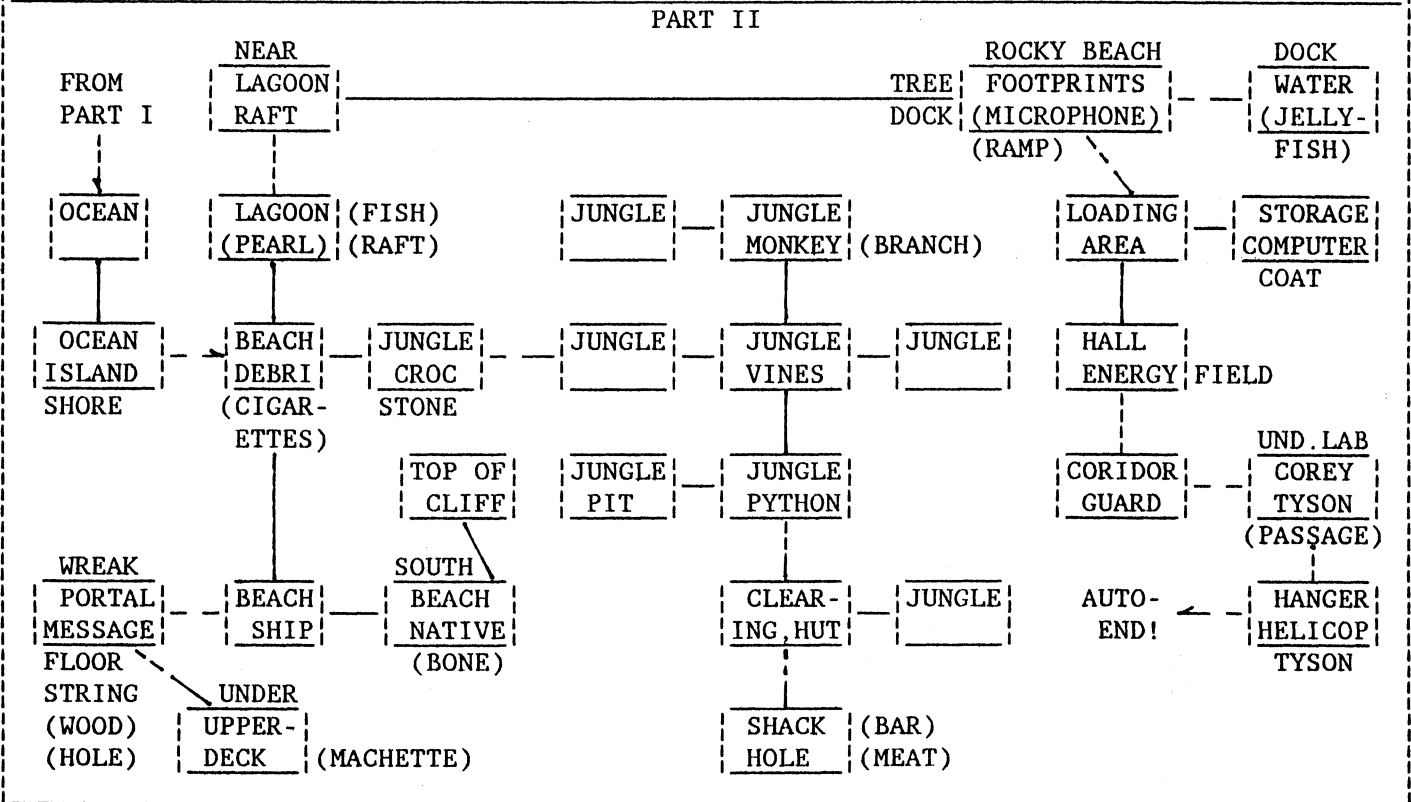
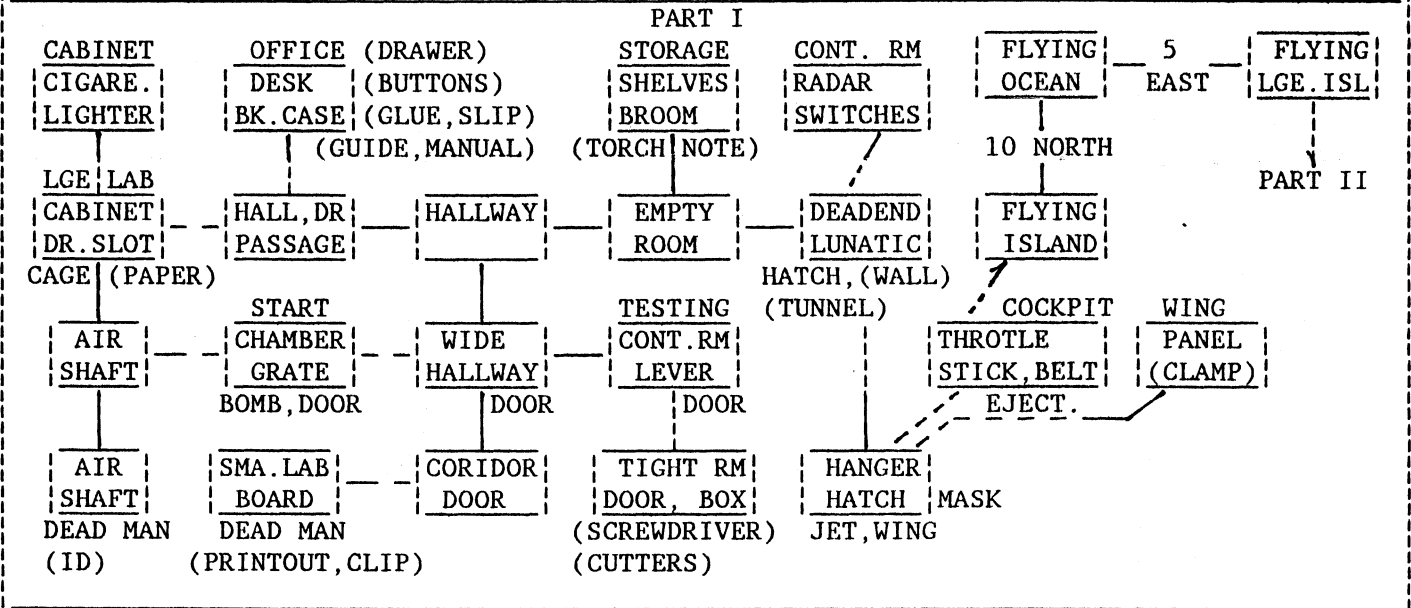
- 36 JAN'96 (2,3) KORONIS RIFT
- MAR'96 (2,4) INFIDEL
- MAY'96 (3,3) ROGUE *
- JUL'96 (2) BALLYHOO
- SEP'96 (4,6) SEASTALKER
- NOV'96 (3) ALCATRAZ
- (3) ZORK II
- (4) ZORK III
- (4) CASTLE OF THAROGGAD *
- (5) MIS-ADVENTURES - EDDIE *
- (5) TARZAR *
- (5) TARZAR 2 *

(n): Member choice numbers.

* : We have not played these yet.

MR. COREY MAPS

<p style="text-align: center;">MAP KEY</p> <div style="text-align: center;"> </div> <p>One-way Path: </p> <p>Different or Problem Path: </p>	<p>VERBS: Most are useable in both game Parts. Many are synonymous.</p> <table style="width: 100%; border: none;"> <tr> <td>L: LOOK, EXAMINE</td> <td>I: INVENTORY</td> <td>READ</td> <td>GO, CLIMB</td> <td>BROWNIE</td> </tr> <tr> <td>TIE, FIX, FASTEN</td> <td>BREAK, SMASH</td> <td>OPEN</td> <td>UNSCREW</td> <td>TOGGLE</td> </tr> <tr> <td>HIT, KICK, PUNCH</td> <td>TURN, LOOSEN</td> <td>SEAL</td> <td>UNLOCK</td> <td>SCORE</td> </tr> <tr> <td>CLOSE, SHUT, LOCK</td> <td>PUT, INSERT</td> <td>FEED</td> <td>REMOVE</td> <td>N E QUIT</td> </tr> <tr> <td>PUSH, PRESS, FLIP</td> <td>PROP, WEDGE</td> <td>SWIM</td> <td>SWING</td> <td>S W SAVE</td> </tr> <tr> <td>DROP, LEAVE, THROW</td> <td>BURN, MELT</td> <td>KILL</td> <td>DRINK</td> <td>U D LOAD</td> </tr> <tr> <td>SEARCH, FEEL, FRISK</td> <td>BAIL, JUMP</td> <td>WEAR</td> <td>LIGHT</td> <td></td> </tr> <tr> <td>ASK, TALK, SAY, SPEAK</td> <td>GET, TAKE</td> <td>PRY</td> <td>BUILD</td> <td></td> </tr> <tr> <td>MOVE, PULL, LIFT, FLIP</td> <td>CUT, CHOP</td> <td>DIG</td> <td>SMOKE</td> <td></td> </tr> <tr> <td>GIVE, OFFER, TRADE, BRIBE</td> <td>USE, PLAY</td> <td>EAT</td> <td>TYPE</td> <td></td> </tr> </table>	L: LOOK, EXAMINE	I: INVENTORY	READ	GO, CLIMB	BROWNIE	TIE, FIX, FASTEN	BREAK, SMASH	OPEN	UNSCREW	TOGGLE	HIT, KICK, PUNCH	TURN, LOOSEN	SEAL	UNLOCK	SCORE	CLOSE, SHUT, LOCK	PUT, INSERT	FEED	REMOVE	N E QUIT	PUSH, PRESS, FLIP	PROP, WEDGE	SWIM	SWING	S W SAVE	DROP, LEAVE, THROW	BURN, MELT	KILL	DRINK	U D LOAD	SEARCH, FEEL, FRISK	BAIL, JUMP	WEAR	LIGHT		ASK, TALK, SAY, SPEAK	GET, TAKE	PRY	BUILD		MOVE, PULL, LIFT, FLIP	CUT, CHOP	DIG	SMOKE		GIVE, OFFER, TRADE, BRIBE	USE, PLAY	EAT	TYPE	
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MR. COREY SOLUTION

We have NOT been able to finish this Adventure. Most likely, there's something that has to be done where Corey and Tyson are found. We've tried MANY things there, but nothing works! NOTE: A Detonator is listed in the program for Part II, but we've never found it (or caused it to appear). IF ANYONE HAS FINISHED this game, LET US KNOW HOW YOU DID IT!

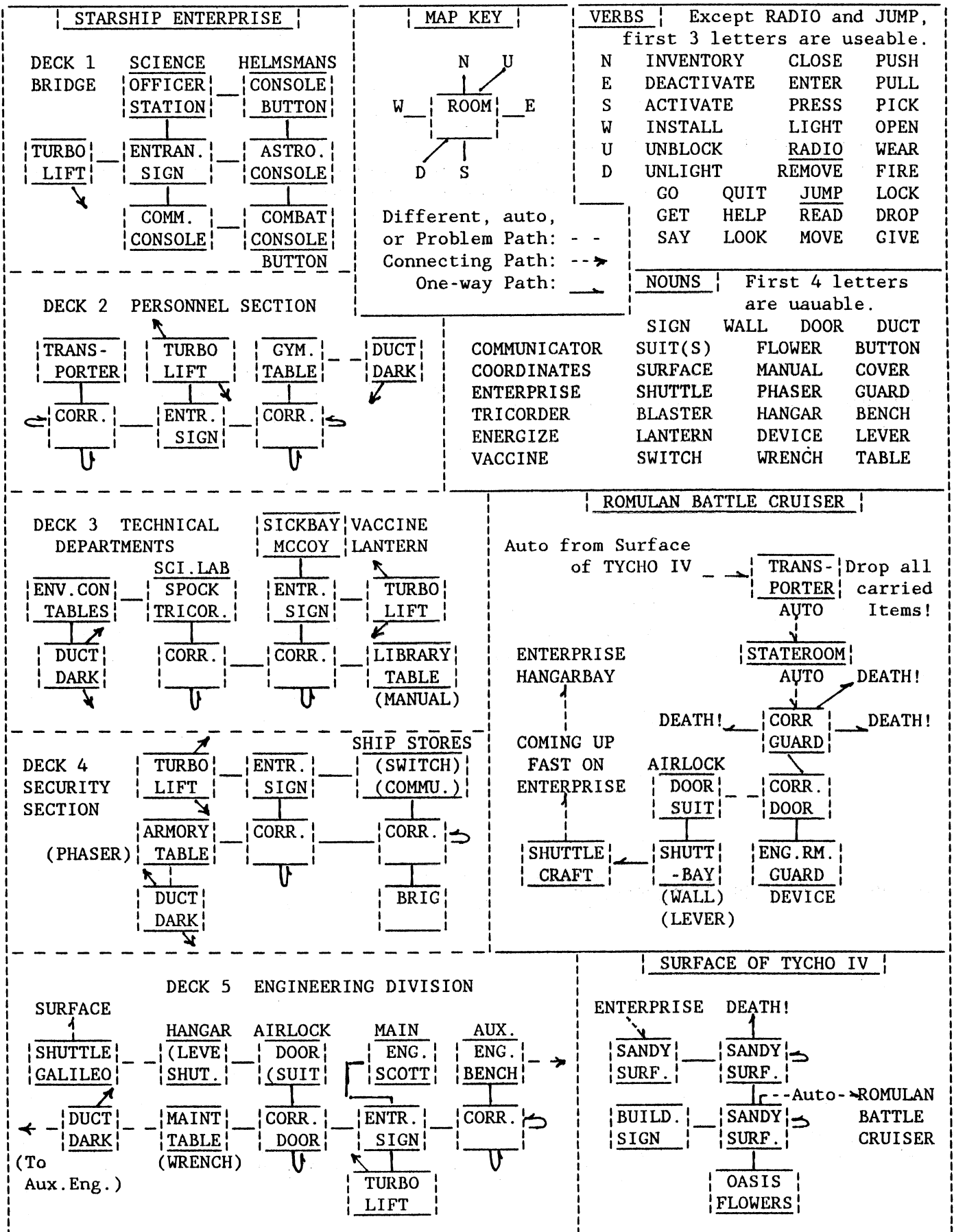
PART I

CHAMBER (Start): LOOK GRATE. OPEN LATCH. GO SHAFT. AIR SHAFT: S. SEARCH MAN. GET ID. N. N. LARGE LAB: KICK CABINET. GO CABINET. INSIDE CABINET: GET CIGARETTES. GET LIGHTER (BIC). S. LARGE LAB: PUT ID IN SLOT. GO DOOR. HALL: DROP ID. E. E. N. STORAGE AREA: LOOK SHELF (twice). GET TORCH. GET BROOM. S. W. S. S. CORRIDOR: LOOK TORCH. TURN VALVE. LIGHT TORCH WITH BIC. MELT DOOR WITH TORCH. CLOSE VALVE. DROP TORCH. DROP BIC. GO DOOR. SMALL LAB: SEARCH MAN. GET PRINTOUT. LOOK PRINTOUT. GET CLIP. DROP PRINTOUT. E. N. N. E. E. DEAD-END HALL: OPEN HATCH. SEARCH WALL (Lunatic won't let you pass). HIT LUNATIC. GET KEY. ASK LUNATIC (Repeat until his responses begin to repeat. He will follow, and in time, KILL you!). W. W. W. HALL: OPEN DOOR WITH CLIP. DROP CLIP. GO DOOR. OFFICE: LOOK DESK (three times). LOOK BUTTONS (Red - Bomb explodes. Yellow - opens a Trap Door. Blue - Screen appears. Black - movie starts. Look Screen - information). PUSH YELLOW (gets rid of the Lunatic). LOOK BOOKCASE (twice). Get, Look, Read, and Drop the Manual and Guide). LOOK DRAWER (twice). GET GLUE. GET SLIP. READ SLIP (code PQFO - used in Part II). DROP SLIP. S. E. E. E. DEAD END: GO HATCH. CONTROL BOOTH: LOOK RADAR (Island, 10 North and 5 East). LOOK SWITCHES. FLIP YELLOW (Hanger lights on). FLIP BLUE (hanger doors open). D. DEAD END: GO TUNNEL. LARGE HANGER: OPEN HATCH. GET MASK. LOOK MASK. FIX MASK WITH GLUE. DROP GLUE. N. W. W. S. E. CONTROL BOOTH (Test Area): LOOK LEVER. LIFT LEVER. PUT BROOM UNDER LEVER. WEAR MASK. GO DOOR. TIGHT ROOM: OPEN BOX. LOOK BOX (twice). GET CUTTERS. GET SCREWDRIVER. GO DOOR. DROP MASK. W. WIDE HALLWAY: OPEN DOOR WITH KEY. DROP KEY. GO DOOR. CHAMBER: OPEN BOMB WITH SCREWDRIVER (Pliers, and Wires appear). LOOK WIRES (Red, and Blue. The Red one explodes the Bomb). CUT BLUE WITH CUTTERS. DROP CUTTERS. GET PLIERS. GO DOOR. N. E. E. GO TUNNEL. HANGER: GO WING. ON THE WING: OPEN PANEL WITH SCREWDRIVER. TURN VALVE WITH PLIERS. CLOSE PANEL. D. HANGER: DROP SCREWDRIVER. DROP PLIERS (only one item will show up in Part II - the Cigarettes - whether you bring them along or not). GO HATCH. COCKPIT: FASTEN BELT. PUSH THROTTLE. PULL STICK (Jet takes-off. Move North 10 times, and East 5 times. You will see a Large Jungle Island). PUSH EJECT (Part I ends. Follow the on-screen prompts to start Part II. In the future, type-in & Enter BROWNIE at any Part I prompt to go directly to Part II).

PART II

OCEAN (Start): S. GO SHORE. SANDY BEACH (Debri): DIG. GET CIGARETTES. N. LAGOON: DROP CIGARETTES. DIG. GET PEARL. S. S. BEACH (Shipwreck): DIG. OPEN PORTAL. GO PORTAL. INSIDE WREACK: GET STRING. GO PORTAL. E. SOUTH BEACH: ASK NATIVE. GIVE PEARL TO NATIVE (you get a Bone). U. CLIFF TOP: (a "flash", and nice view). D. W. N. N. N. LAGOON: TIE STRING TO BONE. FISH LAGOON WITH BONE. DROP BONE. DROP STRING. GET FISH. S. E. JUNGLE EDGE: FEED FISH TO CROC. GET ROCK. GO EDGE. E. N. JUNGLE (Monkey): DROP ROCK (He drops a Branch). GET BRANCH. S. S. JUNGLE (Python): HIT SNAKE WITH BRANCH. DROP BRANCH. S. CLEARING: GO HUT. GRASSY SHACK: LOOK HOLE. GET BAR. LOOK BAR. GET MEAT. N. N. JUNGLE (Snake again): GIVE MEAT TO SNAKE. N. W. W. W. S (Shipwreck). GO PORTAL. PRY FLOOR WITH BAR. GET WOOD. GO HOLE. UNDER DECK: DIG (twice). GET MACHETTE. U. GO PORTAL. N. E. GO EDGE. E. JUNGLE (Vines): CUT VINES WITH MACHETTE. GET VINES. BUILD RAFT. MOVE RAFT TO LAGOON. LAGOON: GET CIGARETTES (other items have no further use). GO RAFT (cross the Lagoon). NEAR LAGOON: E. ROCKY BEACH: LOOK TREE. LOOK MICROPHONE. SAY PQFO. GO RAMP. LOADING AREA: E (Energy Field, South). STORAGE AREA: LOOK COMPUTER. TYPE RUN (overload, Zaps the Energy Field - Score 99%). GET COAT. WEAR COAT. W. S. S. CORRIDOR (Guard): LOOK GUARD. ASK GUARD. GIVE CIGARETTES TO GUARD (he leaves). E. UNDERGROUND LAB: (Mr. Corey, and Dr. Tyson are here, but nothing else. You have one move, and Corey will auto-leave! Another move, and Tyson says "Thank You". Another, and He says He has pressed an auto-destruct button. He auto-follows Corey). GO PASSAGE. HANGAR: GO HELICOPTER. Tyson auto-goes first, flies the Helicopter, chases after Corey, but you don't catch him, and the game ends - Score 0%!

STAR TREK GALAXY ADVENTURE #2 MAP



STAR TREK ADVENTURE #2 SOLUTION

There are many things in this Adventure that are not mentioned in the Solution. Whenever you find an Enterprise character - Spock, McCoy, or Scotty - he will follow you around as far as the game allows, and then auto-return to his original place. Spock must be with you when you ask for Help, Scan Surface or Enter Coordinates at the Science Officer's Station, and use the Transporter. Find the Ship's Manual, and Read it in any location for additional information. This Solution shows the essential things that must be done to survive, and complete the Adventure. The Ship's vent system (it's DARK. you'll need the Lantern) only comes into play if your Phaser is lost, and you NEED another one.

STARSHIP ENTERPRISE

ASTRO-CONSOLE (Start): W. W. D. D (Deck 3). W. N. SICK BAY (McCoy): GET VACCINE (McCoy follows). S. S. W. N. SCIENCE LAB (Spock): (Spock follows). S. E. N. E. D (Deck 4). E. E. STORE ROOM: HELP (from Spock). GET SWITCH. S. W. W. ARMORY: LOOK TABLE. GET PHASER (some other Tables and Benchs - Deck 2 thru Deck 5, when Moved, open a Path to the Ship's ventilation Duct. Moving this Table reveals a closed vent. UNBLOCK COVER to open it). E. N. W. D (Deck 5). N. W. CORRIDOR (Closed Door North): DROP PHASER. DROP SWITCH (good place to leave items). OPEN DOOR. N. AIRLOCK: CLOSE DOOR. LOOK WALL. GET SUITS. WEAR SUITS. W. HANGARBAY: LOOK WALL. PULL LEVER (Hangar doors open). GO SHUTTLE (Galileo). GO SURFACE.

SURFACE OF TYCHO IV

SANDY SURFACE: E. S. W. BUILDING: GIVE VACCINE (prompted to return to the Enterprise, but as you return to the Galileo it is destroyed by Energy Beams, and you're transported to a Romulan Battle Cruiser).

ROMULAN BATTLE CRUISER

ROMULAN TRANSPORTER ROOM: You MUST drop anything carried. Scrolling screen of information, and Auto-sequence to... CORRIDOR (Guard): JUMP GUARD (Jump, MUST be spelled-out!). GET BLASTER. D. CORRIDOR (Closed Door West): OPEN DOOR. S. ENGINE ROOM: FIRE BLASTER. DROP BLASTER. DEACTIVATE DEVICE. GET DEVICE. N. W. AIRLOCK: CLOSE DOOR. GET SUIT. WEAR SUIT. S. SHUTTLEBAY: LOOK WALL. PULL LEVER. W. SHUTTLECRAFT: INSTALL DEVICE. ACTIVATE DEVICE. GO ENTERPRISE. COMING UP FAST...: RADIO ENTERPRISE (Radio, must be typed-out completely. Auto-land in the Hangarbay).

BACK ON THE ENTERPRISE

SHUTTLECRAFT: DEACTIVATE DEVICE. GET DEVICE. GO HANGAR. HANGARBAY: PULL LEVER. E. OPEN DOOR. S. CORRIDOR: (Where you left your items). GET PHASER. GET SWITCH. E. TURBOLIFT ENTRANCE: FIRE PHASER (a Romulan Guard will be in each Turbo-entrance on each Deck). E. N. AUX. ENGINE CONTROL: INSTALL DEVICE. ACTIVATE DEVICE. S. W. S. U (Deck 4). E. FIRE PHASER. W. U (Deck 3). W. FIRE PHASER. S. W. N (Spock follows). S. E. N. E. U (Deck 2). S. FIRE PHASER. N. U (Bridge). E. FIRE PHASER (last Guard). N. SCIENCE OFFICER'S STATION: SCAN SURFACE (Find McCoy). ENTER COORDINATES. S. W. D (Deck 2). S. W. N. TRANSPORTER: SAY ENERGIZE (Prompted - UP or DOWN). U (McCoy beamed up). S. E. N. U (Bridge). E. E. N. HELMSMAN CONSOLE: INSTALL SWITCH (other one, burned out). PRESS BUTTON - Auto Finish!

ADVENTURE SURVIVORS SWAP SHOPPE

NOVEMBER 1995

MEMBERSHIP AND SHIPPING FEES:

Memberships: U.S. mail addresse ----- \$7
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 CoCo3, RGB/CMP, Ard II has two sides.
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SPECIAL Order: \$4 each program.

FREE text adv. with any COMBO order!!
CASTLE OF THE CREATOR

By Glen & Bret Dahlgren, disk, NO save.

A.S. Software is WARRANTED to load, and
 play under DECB. USE BACK-UPS!!!
 T'ien and Corey are Copy-Protected.

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

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
HALL OF THE KING III ----- D
16. Sep '92. *HITCHHIKERS GUIDE* ----- D
HALL OF THE KING ----- D
17. Nov '92. *CALADURIL 2* ----- D3
18. Jan '93. *TO PRESERVE QUANDIC* ----- D
HALL OF THE KING II ----- D
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
DRAGONBLADE ----- D
23. Nov '93. *VORTEX FACTOR* ----- T, D
PLANETFALL ----- D
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* -- T, D. *ATLANTIS* --- T, 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
STAR TREK GALAXY ADV #1 - T, D
35. Nov '95. *MR. COREY* ----- D
STAR TREK GALAXY ADV #2 - T, D

¹ Includes WORKSHEET.