

ADVENTURE SURVIVORS

24 Perthshire Drive, Peachtree City, GA 30269 (770) 487 8461 NR.37 MAR., 1996

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CEO TALK

LAST CHANCE! If you plan to attend The 5th Annual "Last" Chicago CoCoFest, make your Reservation NOW! Rooms at the Holiday Inn MAY NOT be available after March 28th. We will be there, and hope to see a GOOD turn-out! Drop by our booth and say hello!

5TH ANNUAL "LAST" CHICAGO COCOFEST

SPONSOR: Glenside Color Computer Club

WHEN: April 13th and 14th, 1996

Sat. 10 AM to 5 PM

Sun. 10 AM to 3:30 PM

WHERE: The Holiday Inn, Elgin

345 W. River Road, Elgin IL

One block south from I-90 on IL-315

and then East on West River Road.

(same location as last year)

CALL: BEFORE March 28, 1996!

1-708-695-5000 or

1-800-465-4329 for

Reservations. Ask for

GLENSIDE or CoCoFEST rate.

(\$57/night + 10% Tax)

GENERAL ADMISSION: Whole Show!

Non-Members: \$10.

Current Members: \$ 5.

(Children 10 & under: FREE!)

ADVANCE TICKETS and/or GLENSIDE

MEMBERSHIP (\$15), Contact:

George Schneeweiss, Treasurer

Glenside Color Computer Club

RR#2 Box 67

(or 13450 N 2700 E Road)

Forrest, IL 61741-9629

INCLUDE SASE or \$.50 - Ticket Order.

Terry Laraway of SMALL GRAFX ETC., has with Bill Baker, introduced a NEW PRODUCT called *THE TOOL* (vers. 2.5). It's a CM3 file manipulator (+ a number of graphic utilities) for a CoCo 3, Hi Res screen, especially for the HSCREEN2 sixteen color mode. See the SMALL GRAFX ETC. Ad on page 8 for more information.

For AS Members: Terry offers \$5 OFF on the 2400 baud modem purchase - MENTION you're a Member of Adventure Survivors.

Have you seen any of Terry's color print-outs? Simply, STUNNING! A number of other items and services are offered.

UPGRADE, the fine disk magazine from MI&CC, authored by Terry Simons is in the process of shutting down. The June Issue is expected to be the last one, and all membership/subscription dues have been adjusted to reflect that end. However, Items in the MI&CC Library will still be available, and Terry has said that he MAY offer another Issue (perhaps two) next winter. UPGRADE has been an excellent publication for a number of years. We'll miss it, and certainly Terry's comments.

After the June Issue (#53), CFDM from RICK'S COMPUTER ENTERPRISE, will become a quarterly publication. Future Issues will be in Sep., Dec., Mar., and Apr. The new price will be \$30/year, WILL include the "companion", *HARDCOPY* Magazine; AND whenever Rick is able to put together a BONUS disk, that will be included TOO!


Rick has also "launched" PCFDM (PC Friends Disk Magazine) for PC users (3.5" 1.4 disk). IT-IS-ONE-NEAT-PUBLICATION! It is Quarterly, and also \$30/year. A \$6 "sampler" will be available by March, 15. More about this next Issue. Write or call (606 787-5783) Rick Cooper For more Information:

RICK'S COMPUTER ENTERPRISE

P.O. Box 276

Liberty, KY 42539

CORRECTION

Last Issue, #36 Jan '96, page 3, at the bottom. I left out the "Y'BIRD'" Alien marking. It should be: 

REVIEW: INFIDEL

Another HIGH QUALITY text adventure from INFOCOM (all rights, and trade names now belong to Activision). Ten (or so) of INFOCOM's early text adventures were made available for the CoCo 2 in 1985-87, but play just as well on a CoCo 3.

The excellent game package contains an un-protected game disk, the game Booklet, a separate Card for CoCo users, and a Map (X shows where to dig). A disk drive, and monitor are required. The game disk must be in drive 0 during play, and 7 Saves can be made to a separate, formatted disk (in drive 1 or drive 0). SAVE or RESTORE, and follow the on screen prompts.

The story: You wake-up in Your Tent at a Camp Site surrounded by the Egyptian desert, but near the Nile River. You're work crew left during the night, and took just about everything - You insulted, and treated them poorly. You are searching for a buried Pyramid that is believed to be the tomb of an Ancient Queen of Egypt, and expect to find great riches there! THAT'S WHAT YOU'RE AFTER!

A Map, and a piece of limestone (Cube, has Hieroglyphs on it) are locked in your Trunk (the Key's gone!). A circling plane is overhead. You have been expecting the delivery of a Navigation Box that'll help find the correct place to dig - it isn't really needed.

The game Parser is excellent, and many different forms of commands are useable. The command parser only "sees" the first 6 letters of any longer word, and "knows" many words. It accepts one or two letter abbreviations for the TEN directional moves, a few one word "Special" commands (some of those can be abbreviated), most two word (verb-noun) commands, mutiple commands, and simple sentences. Here are a few examples (notice how a "comma", IT, AND, and THEN are used):

```
GET ALL (Take, or Drop as well).
DROP SACK, SHOVEL or
DROP SACK AND SHOVEL
TIE ROPE TO ALTAR THEN THROW IT NORTH
GET THE SCROLL THEN EXAMINE IT
GET HEAD THEN PUSH STATUE NW
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The game will tell you if a command or word you use, is not understood - try a different "form" of a command or word.

DOS (RSDOS 1.1 or 2.1) loads the game, shows a few scrolling screens of information, and begins play. If you do a DIR on the game disk, nothing appears to be on the disk! GOOD HUNTING!

BONUS REVIEW: TARZAR

This is an early PD graphic adventure. It was available from T&D Subscription Software disk #75, Sep.'88. No author is listed. It is written in Basic, but the intro-screen, a separate file, is ML. It plays on any CoCo, requires a disk drive, and Composite monitor or TV. It does not have a save feature, but there are only a few "areas" that are dangerous.

Unfortunately, there are ERRORS that cause a game CRASH! I haven't been able to "fix" these, but the causes can be avoided - see page 7.

The command parser is a standard Verb-Noun type. One letter abbreviations for the 4 directional moves, and Inventory (also INV) are accepted. All other words must be completely typed in, and a little beep is heard whenever a key is pressed. Typing in commands is SLOW!

Move around by entering a one-letter abbreviation for the direction you wish to travel (N - North, S - South, etc.).

RUN"TARZAR loads the game. A title screen is shown with music, and a high-speed Poke option (Y/N) is given. That's for a CoCo 2. If you are using a CoCo 3, then press 3. Still, play is slow. Every time you do anything that changes a Rooms description (get or drop an item, find a new exit, etc), it is re-drawn, painted, and described. Most items, and creatures are randomly placed at the beginning, but some are always in the same location. No objects are hidden, but there is a Wall (not described) that must be Pushed. The four Rings - one's a DEATH TRAP - must be Enchanted, and Rubbed to be used. Look up a Ring's name in a dictionary for a clue.

The game also has a HELP, and a VERB command - a nice touch!

Your TASK: ZAP Tarzar, and rescue Dr. Razrat.

FUTURE REVIEW LIST

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MAY'96 (3,3) ROGUE *
JUL'96 (2) BALLYHOOD
SEP'96 (4,6) SEASTALKER
NOV'96 (3) ALCATRAZ
JAN'97 (3) ZORK II
MAR'97 (4) ZORK III
(4) CASTLE OF THAROGGAD
(5) MIS-ADVENTURES OF EDDIE *
(5) TARZAR 2 *
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(n): Member Choice number(s).

* : We haven't played these yet.

INFIDEL INFORMATION

SPECIAL COMMANDS:

<p>L (LOOK): Repeats a Room's description.</p> <p>I (INVENTORY): List of carried items.</p> <p>G (AGAIN): Repeats last command.</p> <p>Q (QUIT): Exits the game.</p> <p>Z (WAIT): Time (moves) passes.</p> <p>RESTART: Starts the game again.</p> <p>SAVE: Saves your place, to a separate disk. Seven Saves/disk maximum. Follow on-screen prompts.</p> <p>RESTORE: Loads in your saved position.</p> <p>SCORE: Shows your Score and ranking.</p>	<p>VERSION: Release and Serial numbers.</p> <p>BRIEF: Default, fully describes a Room when first seen. Afterwards, only a Room's name, and objects there will be given.</p> <p>SUPERBRIEF: Only a Room's name is given.</p> <p>VERBOSE: Each time a Room is entered, it is fully described.</p> <p>SCRIPT: Prints out everything from the screen. Works on most printers.</p> <p>UNSCRIPT: Turns SCRIPT off.</p>
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SCORE POINTS - 400 MAXIMUM:

Score Points by finding some objects, entering some locations, and solving problems. The game also assigns an Adventure Ranking - according to how many Points you Score.

<p>Breaking the Padlock ----- 5.</p> <p>Finding the Prymid Opening ----- 25.</p> <p>Putting the Cube in the Opening ---- 25.</p> <p>Entering the Circular Room ----- 30.</p> <p>Entering the Room's of Nephthys, Neith, Selkis, and Isis. Each -- 25.</p> <p>Taking the Diamond, Opal, Ruby, and Emerald Clusters. Each ----- 5.</p> <p>Taking the Beam (Mast) ----- 15.</p> <p>Taking the Golden and Silver Chalices. Each ----- 15.</p>	<p>Taking the right Bricks out of the Panel in a Cube Room ----- 25.</p> <p>Chip the Plaster, Stair Bottom ----- 10.</p> <p>Chip the Plaster at the West end of the Narrow Passageways ----- 25.</p> <p>Taking the Ancient Book ----- 10.</p> <p>Opening the Sealed Door in the North Antechamber ----- 40.</p> <p>Taking the Scarab ----- 10.</p> <p>Preparing Sarcophagus for opening -- 35.</p>
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VERBS AND OTHER WORDS:

Many other Verbs (and other words) are useable. Some of these listed are synonomous.

ASK	DIP	LIFT	DROP	POUR	FOLD	CLIMB	SMELL	REMOVE	IT	ALL
CUT	DIG	EXIT	LOCK	PULL	PRAY	CLOSE	CLEAN	SEARCH	TO	THEN
EAT	RUB	FILL	LOOK	READ	DRINK	SLEEP	LEAVE	DESTROY	AT	WITH
PUT	GIVE	WEAR	MOVE	TAKE	ENTER	RAISE	TOUCH	EXAMINE	IN	UNDER
TIE	HIDE	PUSH	OPEN	TELL	KNOCK	STAND	LISTEN		ON	INSIDE
SIT	JUMP	WAVE	PICK	TURN	LIGHT	THROW	FOLLOW		THE	BEHIND
GET	KILL	CHIP	PLAY	WALK	BREAK	SHAKE	ATTACK		AND	THROUGH

HIEROGLYPH TRANSLATIONS:

<p>: A</p> <p>* RA</p> <p>/ TO</p> <p>⌋ UNDER</p> <p>⌋ OVER</p> <p># THE</p> <p>#. THIS</p> <p>⌋ DAWN</p> <p>⌋ NIGHT</p> <p>:: AND</p> <p>; WITH</p> <p>(OPEN</p> <p>! SOUTH</p> <p>- RESTS</p>	<p>... THEN</p> <p>** NEW</p> <p>-) WILL BE</p> <p>-> THROUGH</p> <p>.. WEST</p> <p>.. EAST</p> <p>\ NW</p> <p>/ NE</p> <p>\ SE</p> <p>/ SW</p> <p>)(MUMMY</p> <p>!* GOLDEN</p> <p>*! SILVER</p> <p>/!\ MAST</p>	<p><.> ONE</p> <p>(a) FOURTH</p> <p><-* PLACE</p> <p>*-> REMOVE</p> <p>(*) REVEAL</p> <p>!!! PLASTER</p> <p>+/+ INJURY</p> <p>-- WINDS</p> <p>>*> SCARAB</p> <p>(.) BETWEEN</p> <p>!a! QUEEN(S)</p> <p>-!- BALANCE</p> <p>=!= OFFERING</p> <p>(+) CLOTHING</p>	<p><.:> THREE</p> <p><::> FIVE</p> <p>(aaa) FIRST</p> <p>(()) ALL</p> <p>>... FROM</p> <p>...> TRAVEL</p> <p><... RETURN</p> <p>//\ TREASURE</p> <p><=> NICHES</p> <p>--->> PATHWAY</p> <p>!_! DOORWAY/ DOOR</p> <p>= BOOK</p> <p>=</p>	<p>!=! LINTEL</p> <p>! !</p> <p>!-! ENTRANCE</p> <p>! !</p> <p>! ! SMALL</p> <p>!--! AREA</p> <p>! ! LARGE</p> <p>!--! AREA</p> <p>!-! ROOM</p> <p>! !</p> <p>!-!</p>
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INFIDEL SOLUTION

CAMP SITE

YOUR TENT: GET UP THEN S. WAVE AT PLANE THEN S. FIRE PIT: GET MATCHBOOK, FOIL (empty cigarette Pack) THEN S, S. WORK TENT: (get the Note, Read, and Drop it). OPEN KNAPSACK THEN EXAMINE IT (Rope and Canteen). PUT MATCHBOOK, PACK IN SACK THEN GET SACK. N, NW, W. SUPPLY TENT: GET ALL (Shovel and Pick Axe). E, NE, N. YOUR TENT: BREAK PADLOCK WITH AXE (Get and drop the Padlock). OPEN TRUNK. DROP KNAPSACK. GET BEEF, MAP. OPEN MAP, GET CUBE THEN DROP MAP. PUT AXE, BEEF IN SACK. GET CANTEEN, SACK. S, W, W. RIVER BANK: OPEN CANTEEN THEN FILL IT. DROP SACK, PUT CANTEEN IN SACK THEN GET SACK (Eat the Beef when hungry, and Drink from the Canteen when thirsty. A plane will drop a Crate, which contains the Box, but it isn't needed. Death is in the River, Mirages and Death in the Desert). E, SE, SE, E, E. DESERT, "X": DIG SAND WITH SHOVEL. G, G, G, G (look at the Cube, and the Opening). PUT CUBE IN OPENING. D.

INSIDE THE PYRAMID

CHAMBER OF RA: DROP ALL. GET ROPE, JAR, TORCH, MATCHBOOK. TIE ROPE TO ALTAR THEN THROW ROPE NORTH. OPEN JAR. POUR OIL ON TORCH. CLOSE JAR. OPEN MATCHBOOK. GET MATCH. CLOSE MATCHBOOK. LIGHT TORCH WITH MATCH. DROP MATCH. PUT JAR, MATCHBOOK, IN SACK (Shovel, no longer needed. NOTE: Later the Torch begins to flicker. When the SECOND warning is given, Pour the Liquid on the Torch or Dip it). GET SACK THEN CLIMB ROPE.

CIRCULAR ROOM

CIRCULAR ROOM: (Gold Cluster, not used). DROP SACK. MOVE STATUE. GET HEAD. PUSH STATUE NW. DROP HEAD (Door in the opposite direction remains open). SE, SE, SE. NEITH Room: GET OPAL. READ HIEROGLYPHS (Repeat this "bit" to enter each room, get the other Clusters, and Put them in the Sack). GET KNAPSACK. CLIMB ROPE. S, S, NE, NW, E, N, W, N, N, N, N, N.

TEMPLE AND BARGE

INNER CHAMBER: DROP SACK (Ring has no use - Death, if worn. Get the Golden, and Silver Chalice from the Alcoves, Put them in the Sack, and Read the Hieroglyphs). S, S, S, S, S, W, S, E, N, E. BARGE, FORE CABIN: (Get, Read, and Drop the Scroll). E, E, D, W. WEST END OF HOLD: PUT TORCH IN KNOTHOLE. LOOK AT SLOT, MAST. GET SHIM THEN DROP IT. LIFT MAST THEN GET TORCH. E, U, W. CENTER OF BARGE: GET MAST. S, SE, SW, N, N, E.

CUBE ROOMS AND NARROW PASSAGEWAYS

CUBE ROOM (6): W. CUBE (5): READ HIEROGLYPHS. S. CUBE (8): LOOK AT PANEL. GET FIRST, THIRD, FIFTH BRICKS (Path opens). DROP ALL BRICKS. E, N, D.

NARROW PASSAGEWAYS

BOTTOM OF STAIRS: LOOK AT PLASTER. READ HIEROGLYPHS. DROP SACK, GET AXE, GET SACK. BREAK PLASTER WITH AXE. W, W, W. NARROW PASSAGE, NICHES: READ HIEROGLYPHS. PUT MAST IN NICHES. STAND ON MAST. BREAK PLASTER WITH AXE. OPEN DOOR. W.

ANTECHAMBERS

ANTECHAMBER (middle): GET MAST. S. ANTECHAMBER (south): READ HIEROGLYPHS. PUT MAST IN IN DOORWAY. OPEN DOOR. W. ANNEX: LOOK AT SLAB. DROP SACK. GET DIAMOND, RUBY, EMERALD, OPAL. PUT DIAMOND IN FIRST HOLE (Click! Ruby in 2nd, Emerald in 3rd, and Opal in 4th). MOVE SLAB (Get, and Examine the Book and Spatula). OPEN BOOK WITH SPATULA. READ BOOK. PUT BOOK IN SACK. DROP SPATULA. GET SACK. E. GET MAST. N, N. ANTECHAMBER (north): READ HIEROGLYPHS. PUT MAST UNDER LINTEL. BREAK SEAL WITH AXE. OPEN DOOR. DROP AXE. N, E.

TREASURY AND BURIAL CHAMBER

TREASURY: LOOK AT SCARAB. DROP SACK. GET GOLD CHALICE, SILVER CHALICE, PACK (Put Golden Chalice on one Disc, Silver Chalice on the other, and the Pack in the Silver Chalice). LOOK AT TABLE (Should be balanced, Scarab slightly above). GET SCARAB, BOOK. W. BURIAL CHAMBER: PUT BOOK IN LARGE RECESS. PUT SCARAB IN SMALL RECESS (Clicks!). TURN NEITH. TURN SELKIS. TURN ISIS. TURN NEPHTHYS (400 Pts.). MOVE COVER. Auto-Finish and DEATH!.

TARZAR MAP

MAP KEY	VERBS																																																						
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