

ADVENTURE SURVIVORS

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CEO TALK

Last issue my commented "no longer available" concerning *Leisure Suite Larry* WAS IN ERROR! Thanks to Member, Michael Shell of Augusta GA. for a reminder that some CoCo software IS STILL AVAILABLE via catalog order from Radio Shack. I haven't been into a ...Shack for a few years, so I dropped by a local store to check out what they still have. Well, it would be surprising if you find any CoCo items on their shelves, and even more of a SHOCK if "they" ever heard of a Color Computer.

What you have to do is find the RADIO SHACK UNLIMITED CATALOG (a Store person may be able to help with that!). Flip to the "Software" section (a Tab), and there starting on page "3C1-7" (I think) you'll find a listing (about 10 1/2 pages) of "Color Computer Software". The listing is fairly current - pages were dated "5/96".

Prices range from \$2.59 (*Raaka-Tu*) to \$79.99 (*OS9 Level 2*, and *OS9 Level 2 Editor/Assembler*).

Shipping costs depends on an Order's dollar amount (with exceptions):

ORDER AMOUNT	S&H	ORDER AMOUNT	S&H
\$ up to 4.99	\$1.	\$ 40 - 59.99	\$ 5.
5. - 19.99	2.	60 - 89.99	6.
20. - 29.99	3.	90 - 299.99	8.
30. - 39.99	4.	300 and up	10.

All Orders must be PRE-PAID in full, can be shipped (up to 6 weeks) to a local Radio Shack Store, your place of business or even to your home. THEY WILL NOT ship to a Postal Route address, P.O. box, APO, or OUTSIDE the 48 States.

A Customer Service Representative can be reached at: 1 800 241 8742.

All of this information is in the first few pages of the catalog.

Sure enough, *Leisure Suite Larry* was listed for \$4.99 - A STEAL! A few others for this SAME PRICE: *Hitchhiker's Guide To The Galaxy*, *Enchanter*, *Wishbringer*, and *Zork I*. I was NOT aware that these INFOCOM text adventures were available from Radio Shack. *Seastalker* was, but that adventure, *King's Quest III*, *Flight Simulator II*, and a few others are no longer listed.

Here are a few others still listed: For \$9.99: *Shamus*, *Interbank Incident*, and *Shanghai*. *Pyramid* - \$10.99. *Thexder* - \$19.99. For \$14.99: *Koronis Rift*, *Rogue*, and *Rescue on Fractalus*. *Carmen Sandiego* - \$24.99.

Check them out, folks! You may find a few things you might be interested in.

Scott Adams has the distinction of providing the FIRST good problem-solving text adventures for computers in the 70's (Tandy Model I & III, Apple II & II+, and Ataris). He offered other applications, and games as well, but closed-down his business in the early's 80's.

Ten of his adventures were converted for the Color Computer by Roger Schrag - an early CoCo enthusiast. For a while in the mid 80's, this "Ten" was available on disk from COMPUTER PLUS, a long time CoCo vendor. Today these early "Classics" are no longer available. Even used ones are difficult to find. Here's a list of the "Ten", and their original numbers (To my knowledge #8, and #12 were not converted for the Color Computer):

- | | |
|-----------------------|----------------------|
| #1 ADVENTURELAND | #7 MYSTRY FUN HOUSE |
| #2 PIRATE ADVENTURE | #8 PYRAMID OF DOOM |
| #3 MISSION IMPOSSIBLE | #9 GHOST TOWN |
| #4 VOODOO CASTLE | #10 SAVAGE ISLAND I |
| #5 THE COUNT | #11 SAVAGE ISLAND II |
| #6 STRANGE ODYSSEY | #12 GOLDEN VOYAGE |

Adventureland, and *Mission Impossible* are reviewed in this Issue. 5 others are also added to the Future Review List.

I haven't been able to locate either Scott Adams or Roger Schrag. Their old addresses, and phone numbers (in Florida) are no-longer valid. Both, seem to have vanished! (continued on next page)

Co-founder, Allen Huffman of Sub-Etha Software has closed his company. However, according to Frank Swygert, Sub-Etha Software will still be available from:

STRONGWARE John Strong
Box 361 (317) 998 7558
Matthews, IN 46957

John also has other software for the CoCo 3, and the MM/1 machine.

Allen is still an active CoCoist. He is the "CoCo Sig Op" on "Genie", and also writes EXCELLENT CoCo Fest reports! GREAT WORK, Allen! Keep it up!

NO ATLANTA FEST! The Atlanta Computer Society has announced that they are not sponsoring a Fest this year.

REVIEW: ADVENTURELAND, Adams Adventure #1

This was the first text adventure by Scott Adams, and it is a nice one.

The "10" conversions mentioned above came on one disk, but some of these may also have been available as "singles" on tape and/or disk. All are written in ML, but the disk of "10" has a Basic Menu.

After ADVENT (Menu name) is RUN, you select the adventure you wish to play. It is then auto-loaded (and executed). You will see the Title screen, two pages of Introduction and Information, an option to Restore a Saved position - only time a Save can be loaded in - with on-screen prompts, and then play begins. You can SAVE GAME anytime during play, but this feature is only to tape.

The screen is divided into two parts. In the upper-half (more or less) Location description, objects, and available exits are shown. Commands are entered in the lower-half at the flashing cursor. Game responses also appear in this area.

The command parser is a standard two-word (verb-noun) type, but a number of one-word (verb) commands can be used. One letter abbreviations for the six possible directional moves, and for Inventory can be used. If a direction is part of a two word command, it must be typed out. The parser also accepts just the first three letters of any longer word.

You are in an enchanted realm. There are wild animals, and magical beings to contend with. The game ends if you "find the Devil". If something else causes your death, you're moved to "Limbo", and given a chance to find a safe move back to the same game - a nice touch!

Many rooms are "Dark". A light source

must be found (and lit!). It's use is limited so conserve it when possible. The game begins a count-down ("24 moves to go ...") when the Lamp (oil) begins to be used up. Additional "Fluid" is available to extend Lamp use. Inventory is limited to 6 items.

Your TASK: Find the 13 Treasures, put them in a "Treasure Room", and type-in SCORE for an auto-end! GOOD HUNTING!

BONUS REVIEW: MISSION IMPOSSIBLE, Adv. #3

This text adventure was the third in a series of 12 Scott Adams Adventures. It is a slight take-off on the TV series of the same name.

Loading instructions, introduction, command parser, what you see on screen, use of the Save feature, and moving about are generally the same for all of these adventures.

Naturally, the story (background), some verbs, most nouns (creatures, items, characters, places, etc.), game lay-out (map), and your task are all different.

You're Mr. Phelps. You find yourself in a Briefing Room of a Nuclear Reactor Plant. A tape Recorder is nearby. Check your Inventory, and Play the Recorder.

"Your mission, should you decide to accept is" ...find and disarm a Time Bomb that has been set by a Saboteur to blow up the Plant. He will auto-arrive & leave a number of times, early in the game. He also has a serious heart problem - you'll see a THUD on screen when he dies! This is another fine Classic. GOOD HUNTING!

FUTURE REVIEW LIST

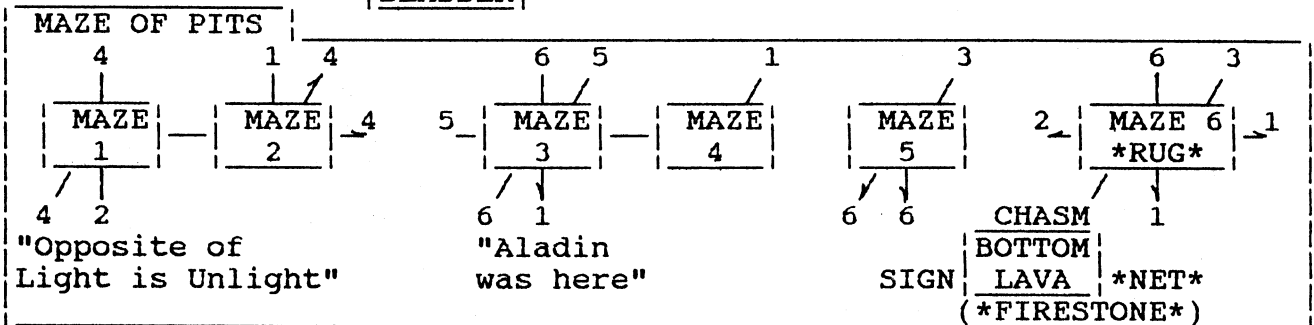
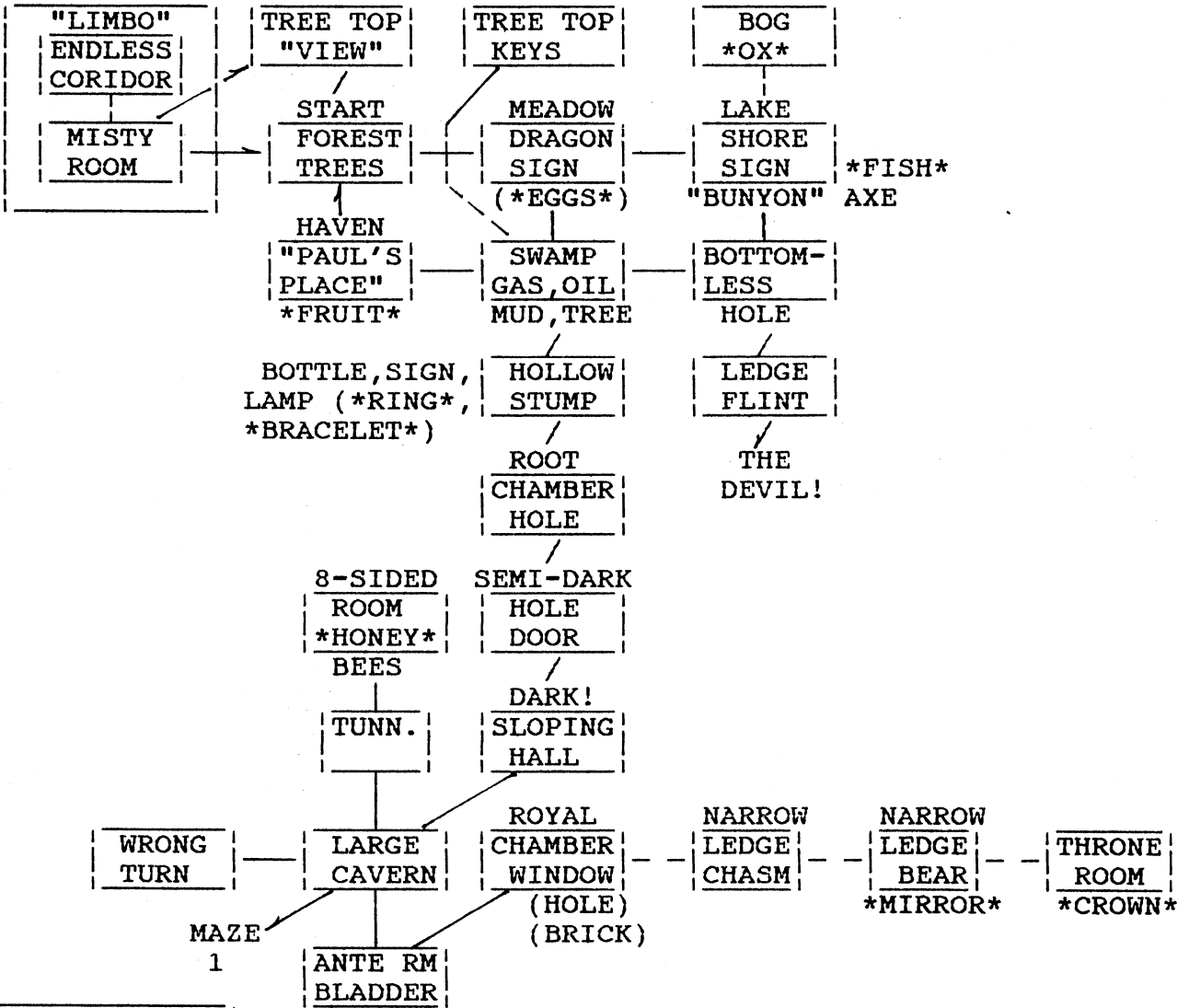
- SEP'96 (1) PLATEAU OF THE PAST *
- NOV'96 (3,3) ROGUE *
- JAN'97 (2) BALLYHOO
- MAR'97 (2) INDIANA JIM
- MAY'97 (2) SAVAGE ISLAND Part I *
- JUN'97 (4,6) SEASTALKER
 - (3) ALCATRAZ
 - (3) ZORK II
 - (3) SAVAGE ISLAND Part II *
 - (4) ZORK III
 - (4) CASTLE OF THAROGGAD *
 - (4) GHOST TOWN *
 - (5) MIS-ADVENTURES OF EDDIE *
 - (5) TARZAR 2 *
 - (5) PIRATE ADVENTURE *
 - (6) VODOO CASTLE *

(n): Member Choice number(s).

* : We haven't played or finished these.

ADVENTURELAND MAP

MAP KEY	VERBS: Others are useable.	
	I: INVENTORY N: NORTH E: EAST S: SOUTH W: WEST U: UP D: DOWN SAVE GAME SCORE HELP QUIT	LOOK, EXAMINE GET, TAKE, CATCH DROP, RELEASE POUR, SPILL YELL, SCREAM LIGHT, BURN UNLIGHT CHOP, CUT UNLOCK THROW CLIMB
Different or Problem Path: - - One-way Path: ->	GO SAY RUB DAM SWIM JUMP FILL READ FIND AT	



ADVENTURELAND SOLUTION

If you find the "Devil", the game will end! Other times, when you are killed, you are moved to "Limbo" with a chance to continue the same game ("new life") - must move in a "correct" direction!

There are two "Magic" words - Bunyon and Away. Bunyon is only used to get the Ox (and Axe) out of the Bog. "Say Away" twice, anywhere - only way out of the Maze - moves you to the Meadow. Rubbing the Lamp is also magical!

Start, FOREST: CLIMB TREE. OAK, TREE TOP: (an eastward view). D. E. MEADOW: (Sleeping Dragon, deal with him later. Having the Mud will usually get you Zapped!) E. LAKE SHORE: GET AX (Fish, later). N. BOG: (bring only the Axe) GET OX. SAY BUNYON (Ox, and Axe auto-move to "Paul's Place"). SWIM SOUTH. S. EDGE, BOTTOMLESS HOLE: GO HOLE. LEDGE: GET FLINT. U. W. W. PAUL'S PLACE: GET FRUIT. GET OX. GET AX. E. SWAMP: CLIMB TREE. CYPRESS, TREE TOP: GET KEYS. READ WEB (clue). D. SWAMP: CHOP TREE. DROP AX. GO STUMP.

Other Swamp items: Mud cures Chigger bites, and with the Bottle of Water, protects against Bee stings. Gas (with Bladder) when lit with the Flint will blow-up the Bricked Window. Oily Slime with the Flint, and Lamp, after the Lamp's oil is used up, extends Lamp use.

Treasure Room, HOLLOW STUMP: DROP OX. DROP FRUIT. GET LAMP. RUB LAMP (twice, only - Ring, and Bracelet). GET BOTTLE. D. ROOT CHAMBER: GET RUBIES. U. DROP RUBIES. D. GO HOLE. SEMI-DARK HOLE: UNLOCK DOOR. DROP KEYS. LIGHT LAMP. DROP FLINT. GO HALLWAY.

LONG SLOPING HALL: D. LARGE CAVERN: S. ANTE ROOM: GET BLADDER. N. D (one-way into the Pit Maze). MAZE 1: N. MAZE 4: W. MAZE 3: N. MAZE 6: GET RUG. D. Chasm BOTTOM: (clue - Away!) GET NET. UNLIGHT LAMP (save Lamp use). SAY AWAY. SAY AWAY.

MEADOW: E. LAKE SHORE: GET FISH (need Net and Bottle of Water). S. W. STUMP: GET GAS (need the Bladder). GO STUMP. HOLLOW STUMP: DROP NET. DROP FISH (return to the Dark area. Have the Lamp, Flint, Bladder of Gas, Bottle of Water, and Rug).

ROYAL CHAMBER: DROP BLADDER. LIGHT GAS (opens a Hole, and provides a Brick). GO HOLE. NARROW LEDGE (Chasm): JUMP. NARROW LEDGE (Bear): YELL (takes care of him). GET MIRROR. GO THRONE. THRONE ROOM: GET CROWN. W. JUMP. W. D. N. LARGE CHAMBER: DROP CROWN (inventory limit problem. Back-track, get the Brick, and go to... Chasm BOTTOM: (the "Woozy" Bear is now harmless). DAM LAVA. POUR WATER. DROP BRICK. GET FIRESTONE. UNLIGHT LAMP. SAY AWAY. SAY AWAY.

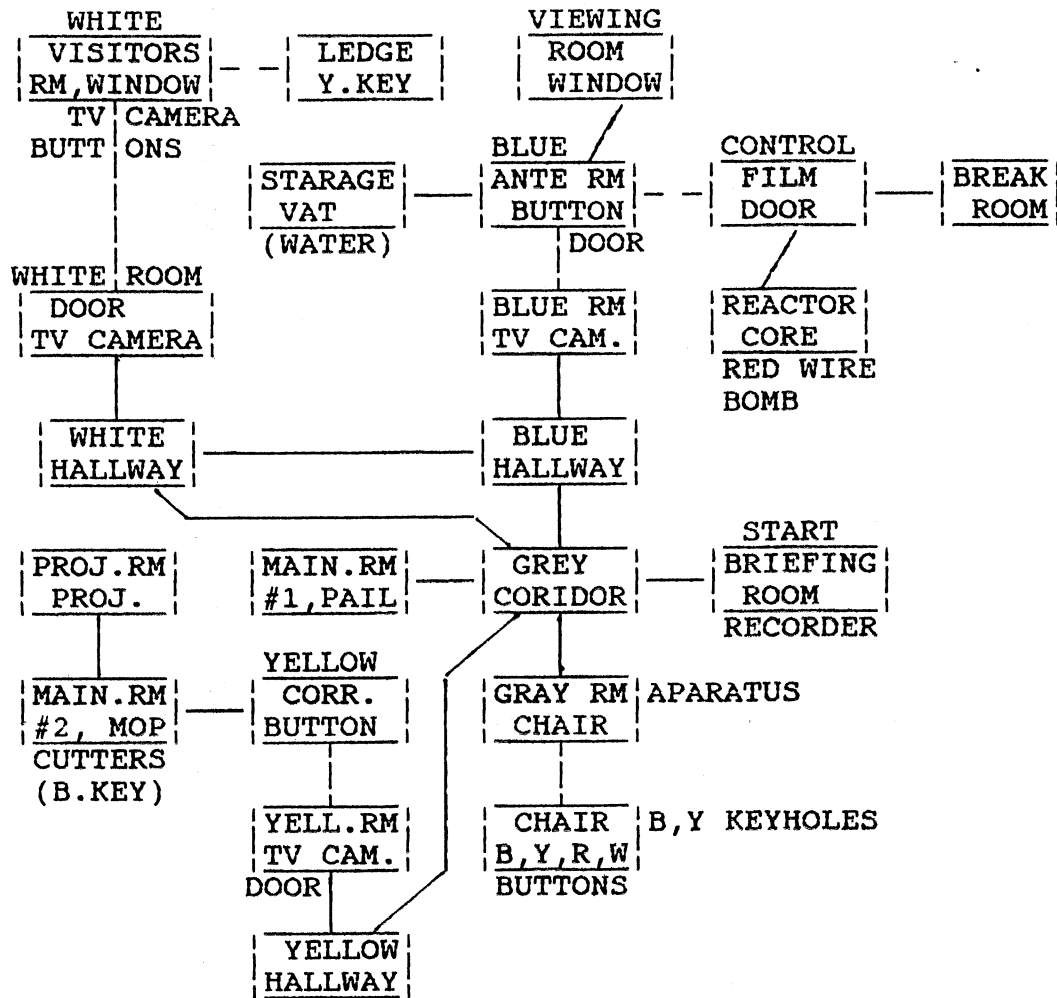
MEADOW: E. LAKE SHORE: GET WATER. S. W. GO STUMP. HOLLOW STUMP: DROP FIRESTONE. DROP RUG (Mirror needs a soft place to land). DROP MIRROR (clue). U. GET MUD. GO STUMP. GET RUG (have the Lamp, Flint, Bottle of Water, Mud, and Rug. Drop the Flint after the lamp is lit. Pick-up the Crown on the way to the...).

8-SIDED ROOM: POUR WATER (Water was needed to keep the Mud fresh, and the empty Bottle is needed for the Bees). GET BEES. GET HONEY. DROP MUD. UNLIGHT LAMP. SAY AWAY. SAY AWAY. MEADOW: RELEASE BEES (takes care of the Dragon!). GET EGGS. S. GO STUMP. HOLLOW STUMP: DROP RUG. DROP CROWN. DROP EGGS. DROP HONEY. SCORE for an auto-finish!

MISSION IMPOSSIBLE MAP

Scott Adams Adventure #3, CoCo Conversion By Roger Schrag

MAP KEY		VERBS: Others are useable.												
	Different or Problem Path: or _ _	I: INVENTORY LOOK, EXAMINE N: NORTH PUSH, PRESS E: EAST TAKE, GET S: SOUTH UNLOCK W: WEST INSERT U: UP BREAK D: DOWN FRISK												
	<table style="width: 100%; border: none;"> <tr> <td style="border: none;">WEAR</td> <td style="border: none;">POUR</td> <td style="border: none;">SHAKE</td> </tr> <tr> <td style="border: none;">WITH</td> <td style="border: none;">SHOW</td> <td style="border: none;">GET UP</td> </tr> <tr> <td style="border: none;">PLAY</td> <td style="border: none;">DROP</td> <td style="border: none;">SIT</td> </tr> <tr> <td style="border: none;">KICK</td> <td style="border: none;">CUT</td> <td style="border: none;">GO</td> </tr> </table>	WEAR	POUR	SHAKE	WITH	SHOW	GET UP	PLAY	DROP	SIT	KICK	CUT	GO	
WEAR	POUR	SHAKE												
WITH	SHOW	GET UP												
PLAY	DROP	SIT												
KICK	CUT	GO												



MISSION IMPOSSIBLE SOLUTION

START, BRIEFING ROOM: INVENTORY (you have a Surgically Implanted Bomb Detector - Green is safe. At times during play - usually after something else happens or is done - it will "Angrily Buzz". The Time Bomb that the Saboteur has planted will be activated, and begin it's count-down to a Big Boom!). GET RECORDER. PLAY RECORDER (Information and background. The Saboteur has the Map, Envelope, and a few other things. The two Keys he has hidden, his window maintenance Badge, and his corpse are essential items. The other items he has have no use). W. S.

GRAY ROOM: SIT CHAIR. CHAIR: (The Box Aparatus is a devise that takes your picture, creates a Badge, and drops it to the floor. In time, all of the Keyholes, and Buttons will be used). PRESS RED (your Detector "Angrily Buzzes"!). PRESS WHITE (Detector "politely Beeps". A Visitors Badge drops to the floor). GET UP. GET BADGE (This Badge allows you to enter the White Visitors Room, but there's nothing to do there yet). N. W.

MAINTENANCE ROOM 1: GET PAIL. E. N. N. BLUE ROOM: DROP PAIL (pre-positions the Pail. Move around the different rooms until a "Thud" is noticed - that's the demise of the Saboteur. Now, find him). FRISK SABOTEUR. GET SABOTEUR. GET BADGE (go to the White Room).

WHITE ROOM (TV Camera): SHOW BADGE (auto-enter). WHITE VISITORS ROOM: BREAK WINDOW. WITH RECORDER (activates the Bomb). SHOW BADGE (a window TV Camera). GO WINDOW. LEDGE: GET KEY. GO WINDOW. WHITE VISITORS ROOM: PRESS WHITE (auto-exit). S. D. S.

GRAY ROOM: SIT. CHAIR: UNLOCK YELLOW. PRESS YELLOW. PRESS WHITE (detector "politely beeps", and a -Maintenance- Badge drops to the floor). GET UP. DROP SABOTEUR. DROP KEY. GET BADGE. N. D. N.

YELLOW ROOM (TV Camera): SHOW BADGE. W. MAINTENANCE ROOM 2: GET CUTTERS. SHAKE MOP (Key drops). GET KEY. E. YELLOW CORRIDOR: PRESS YELLOW. S. U. S.

GREY ROOM: SIT. CHAIR: UNLOCK BLUE. PRESS BLUE. PRESS RED. PRESS WHITE. GET UP. DROP KEY. GET BADGE (-Security-). N. N. N.

BLUE ROOM (TV Camera): GET PAIL. SHOW BADGE. BLUE ANTE ROOM: (you can go up to the Viewing Room, and Look Window to see the Control Room). W. STORAGE ROOM: (drop the badges if necessary). GET SUIT. WEAR SUIT. GET WATER. E. KICK DOOR. GO DOOR.

CONTROL ROOM: (you can get the Film, take it to the Projectionest Room, Insert it in the Projector, return to the Visitors Room, and Press the Green Button for more information, and clues). E. BREAK ROOM: (remember the Sign?) DROP PAIL. W. D. REACTOR CORE: (this is why you need to Wear the Suit). EXAMINE BOMB. CUT WIRE. WITH CUTTERS. GET BOMB. U. E. BREAK ROOM: DROP BOMB. GET PAIL. POUR WATER, defuses the Bomb, and ends the game.