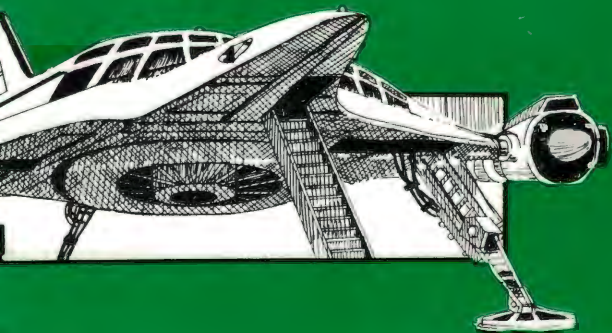


THE THIRD RAINBOW

ADVENTURES

DISK SET



**19 Great New Programs for the
Tandy® Color Computer 1, 2 and 3**

From the publishers of THE RAINBOW® The Color Computer Monthly Magazine

The Third Rainbow Adventures Disk Set

Instructions For Use

The disks in this package are "flippies." Both sides of each disk are formatted under Disk Extended BASIC. Before you run any of the programs from *The Third Rainbow Adventures Disk Set*, you should first use the Disk BASIC BACKUP command to make a backup of both sides of each disk, giving you working copies. For the protection of *The Third Rainbow Adventures Disk* masters, the disks do not have write-protect notches, so you cannot accidentally write to them.

Both sides of each disk are menu-driven. To begin, type RUN"MENU" and press ENTER. A menu of the files appears, from which you may run some of the BASIC programs by pressing its corresponding letter key.

Some of the programs will not run properly from the menu — due to memory limitations or the necessary commands before loading. When a file is run from *The Third Rainbow Adventures Disk* menu, part of the menu itself remains in memory. Because of this, you may encounter an OM? Error on some of the programs, indicating that the file is too large for memory. If this occurs, you will have to remove the disk and turn off your CoCo for a few seconds, then LOAD and RUN the program as you normally would from Disk BASIC, bypassing the menu. Others, indicated by a "No-Disk" symbol, require the disk controller to be unplugged during game play and must be saved and loaded from cassette. The files indicated by an asterisk require special loading instructions as indicated in *The Third Rainbow Book of Adventures*.

Title	Author	Page	Filename	System Requirement
Disk 1 — Side 1		BAS	MENU	
Escape	Matt Hazard	014	ESCAPE	16K ECB
The Amulet	Don Sheerin	024	*AMULET	32K ECB
Spymaster	Scott McCleary	037	*SPYMASTR	32K ECB
Ghost Town	Michael Shay	052	GHOSTOWN	16K ECB
Aandark	Fred D. Provoncha	062	*AAA	32K ECB
		DSK	*AANDARK	32K ECB
		DSK	*ADK1	32K ECB
		DSK	*ADK2	32K ECB
Disk 1 — Side 2		BAS	MENU	
Johnny Zero	Mark & Mike Anderson	074	JOHNNY 0	32K ECB
The Sword & Sorcerer	Chris McKernan	089	*EQUINOX	32K ECB
		096	*EXCALABR	32K ECB
		105	*SHIELD	32K ECB
		114	*SORCERER	32K ECB
Disk 2 — Side 1		BAS	MENU	
An Actor's Nightmare	Walt Thinnies	123	ACTOR	32K ECB
		DSK	*ACTOR	32K ECB
The Time Machine	Jason H. Dolinsky	135	*TIMEMACH	32K ECB
Balm	Joab C. Jackson	151	BALM	32K ECB
The Professional	Franklin Marrs	162	*TITLPAGE	32K ECB
		164	*PROFESNL	32K ECB
Disk 2 — Side 2		BAS	MENU	
Time Travelers	Ann B. Mayeux	177	TRAVELER	32K ECB
The Evil Crypt	Curtis Keisler	191	*EVILCRPT	32K ECB
		DSK	*EVILCRPT	32K ECB
		DSK	*INST1	32K ECB
Cleopatra's Pyramid	Philip Newton	202	*PYRAMID1	64K ECB
		202	*PYRAMID2	64K ECB
Iconia	Carlos E. Rocha	215	ICONIA	32K ECB
Escape of Embroilment	Jon Blow	226	*ESC BOOT	32K ECB
		227	*ESC MAIN	32K ECB

*Special loading instructions

ⓈThe "No Disk" symbol indicates that the program listing will not run with the disk controller plugged in — due to memory limitations — and must be saved to tape before loading and running the program. If the program can be adapted to run on a disk system (as listed in the introductory articles of *The Third Rainbow Book of Adventures*), the modified version of the program immediately follows the version that will not run with disk, and DSK is printed (above) instead of the page number for the program.

Special Merge Instructions For Cleopatra's Pyramid

The Adventure of Cleopatra's Pyramid requires the full 64K of memory and will neither load nor run on a disk system. Therefore, in order to provide the Adventure on our disk service, the program listing (as printed in the book) has been broken into two files: PYRAMID1 and PYRAMID2.

To merge and transfer these files to tape, the following steps are necessary:

- 1) Load PYRAMID1 and PYRAMID2 from disk one at a time and CSAVE them consecutively on a blank cassette. Do not CSAVE in ASCII format!
- 2) Turn the computer off, remove the disk controller, wait 15 seconds and turn the computer back on.
- 3) Enter PRINT PEEK(25) and record the result.
- 4) Enter PRINT PEEK(26) and record the result.
- 5) CLOAD~PYRAMID1~
- 6) Enter PRINT PEEK(27) and record the result.
- 7) Enter PRINT PEEK(28)-2 and record the result.
- 8) Poke the value from Step 6 into location 25 (i.e., POKE25, followed by the value listed in Step 6).
- 9) Poke the value from Step 7 into location 26 in the same manner (i.e., POKE26, followed by the value listed in Step 7).
- 10) CLOAD~PYRAMID2~
- 11) Poke the original values found in steps 3 and 4 back into locations 25 and 26 (i.e., POKE25, value from Step 3 and POKE26, value from Step 4).
- 12) CSAVE~PYRAMID~ on a blank cassette.

Before loading PYRAMID, turn the computer off, wait 15 seconds, turn the computer back on again and type POKE25,6:NEW. This process will assure that you have reached a cold start and will clear enough available memory. Then CLOAD~PYRAMID~ and RUN.

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If any manufacturing defect becomes apparent, return the defective disk within 30 days of purchase, and it will be replaced free of charge. Please return the defective disk with a letter specifying the problem to:

THE THIRD RAINBOW ADVENTURES DISK SET

The Falsoft Building
P.O. Box 385
Prospect, KY 40059

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Check the articles in *The Third Rainbow Book of Adventures* for instructions on loading and using these programs. (The corresponding page number is noted for your convenience.) Not all programs may work on your own system. Please refer to the corresponding article for system requirements.

(While many of these program listings may be slightly modified and typed in for use on Dragon and MC-10 computers, this disk itself will not run on these machines.)

Program Index

The Third Rainbow Adventures Disk Set

Escape — Escape the four-room mansion and a mind-twisting challenge.

The Amulet — Find the five mystical stones to expand your life 100 years.

Spymaster — As Agent 27, deprogram the nuclear missiles and avoid international catastrophe.

Ghost Town — There's gold in them thar hills!

Aandark — Map areas of the new world for colonization. But dangerous territory awaits on the new planet.

The Adventures of Johnny Zero — Save the International President from enemy agents as a genetic android in 2091.

The Sword and the Sorcerer — Preserve the people of Ling Shai from enslavement by the evil and immortal Sorcerer. (A four-part Adventure.)

An Actor's Nightmare — Backstage intrigue at the London theatre.

The Time Machine — Time is of the essence to save the universe.

Balm — Soothing revenge as *you become the Adventure*, determined to terminate anyone brave enough to enter your cavern.

The Professional — Hot on the trail of international jewel thieves.

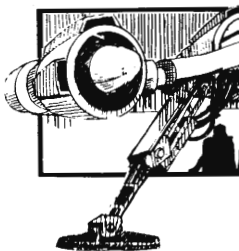
Time Travelers — Gather treasures of the ages with Dr. Tempus' time machine.

Evil Crypt — Explore the underground maze to obtain your powers while avoiding bottomless pits, graves that kill and flesh-frying fires.

The Adventure of Cleopatra's Pyramid — Peril on the banks of the treacherous Nile.

Iconia — Attempt a daring space rescue.

The Escape of Embroilment — Don't dare go in without the Super Ammo Ghostblaster.



NOTE: While this disk is provided for convenience, several programs featured in the book *will not run with the disk drive plugged in*. It will be necessary to transfer these programs to tape before using. In addition, special merge instructions are included for combining *Cleopatra's Pyramid* files for use on tape.



The disks contain the programs that are featured in *The Third Rainbow Book of Adventures*, published by Falsoft, Inc. They are not stand-alone products, but are intended and sold as companions to the book. Information in the book is needed for proper loading and operation of these programs.



The Rainbow Bookshelf™

\$14.95 (two-disk set)

