

VENTURER

TRS-80 COLOR

LOADING THE GAME

VENTURER IS IN MACHINE CODE. TYPE IN "NEW" (RETRN), "CLOADM" . START THE TAPE. AS SOON AS THE TAPE IS PAST THE LEADER, PRESS (RETURN.)

WHEN "OK" APPEARS AGAIN, TYPE IN "EXEC" (RETURN). THE GAME WILL BEGIN IMMEDIATELY. THE PROGRAM IS RECORDED ON BOTH SIDES OF THE TAPE. IF ONE SIDE DOESN'T WORK, TRY THE OTHER. YOU MAY ALSO HAVE TO ADJUST YOUR VOLUME CONTROL FOR EASY LOADING.

THE OBJECT OF THE GAME IS TO GATHER TREASURE FROM THE ROOMS ON THE SCREEN. WHEN YOU ENTER A ROOM, IT WILL EXPAND TO FILL THE ENTIRE SCREEN. WHEN YOU GATHER THE TREASURE FROM ALL THE ROOMS ON THE SCREEN, THE GAME WILL RESTART AT ANOTHER LEVEL AND REFILL THE ROOMS WITH TREASURE. THERE ARE 63 LEVELS OF PLAY.

CONTROLS -

THE RIGHT JOYSTICK CONTROLS THE MOVEMENT OF YOUR MAN AND FIRES YOUR BLASTER. THE FIRE BUTTON ON THE RIGHT JOYSTICK IS ALSO USED AS A RESTART BUTTON TO START ANOTHER GAME.

THE LEFT JOYSTICK IS USED AS A PAUSE CONTROL. IF THE PHONE RINGS, PUSH THE LEFT JOYSTICK DOWN TO STOP THE GAME AND UP TO RESTART.

GENERAL RULES -

YOU CANNOT KILL THE HALL MONSTERS IN THE MAIN MAZE. THEY ARE BIG, ARMORED, AND INVULNERABLE. YOU CAN KILL THE MONSTERS IN THE TREASURE ROOMS, AND WILL GET A SCORE FOR ALL OF THOSE THAT YOU KILL BEFORE YOU GATHER THE TREASURE. YOU DO NOT GET SCORE FOR THOSE THAT YOU KILL AFTER THE TREASURE IS GONE. IF YOU STAY IN A ROOM TOO LONG, BARRICADES WILL APPEAR, WHICH COULD CUT YOU OFF THE ENTRANCE.

YOU GET A BONUS FOR EACH TREASURE YOU GATHER AND FOR COMPLETING EACH LEVEL.

THE BONUS FOR COMPLETING A LEVEL INCREASES AT EACH NINTH LEVEL. AT LEVEL NINE AND ABOVE, BARRICADES WILL APPEAR IN THE MAIN CORRIDORS, RESTRICTING YOUR FREEDOM OF PASSAGE.

YOU WILL BEGIN WITH 3 WARRIORS. YOU GET ANOTHER WARRIOR FOR EACH 20,000 POINTS AT LEVEL 1 TO 9. THE SCORE REQUIRED FOR A BONUS WARRIOR INCREASES BY 10,000 POINTS AT EACH 9TH LEVEL. I.E., LEVELS 10-17 REQUIRE 30,000 FOR A BONUS WARRIOR, LEVELS 18-25 REQUIRE 40,000 AND SO ON.

