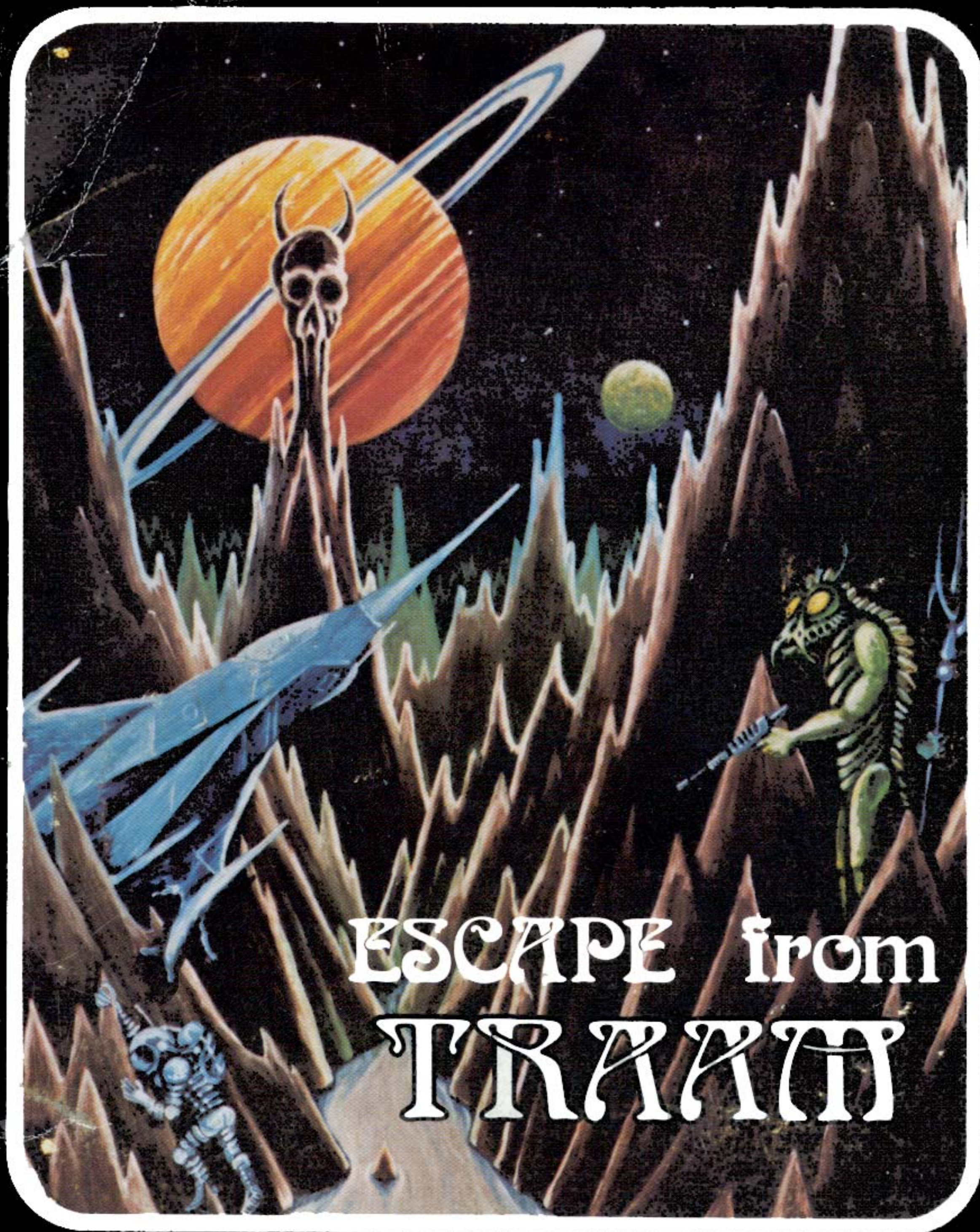


MODEL 1 32K 1 DRIVE  
MODEL 3 32K CONVERTable  
TRSDOS REQUIRED

 **other** *Venture*

by Jyym Pearson



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## TO LOAD ON 16K TRS-80 TAPE SYSTEM

\* To load your program on TRS-80 Level II 16K:

- 1) Power up system.
- 2) Put tape in player and rewind.
- 3) Set volume around 4-5.
- 4) Type: SYSTEM
- 5) Type: OV
- 6) The tape should now load with a blinking \* in the upper right corner on CRT. If you get a 'C' or the \* does not appear then rewind tape, set volume a notch higher and go back to step 1.
- 7) Type: /

\* There is a duplicate copy of the Program on the back of the tape.

## NOTES ON PLAYING OTHER-VENTURES by Jyym Pearson

### LOOK

"Look", by itself is a valid input command when used in a room can give you a more detailed description of the room or its contents. "Look" followed by an objects name can be used to examine particular objects in a room or items in your inventory. If you attempt to look at an object which has no particular trait "look" will default to the room look mentioned above. To look at an inventory item, enter "look" and the item's name as it appears in your inventory.

### VISIBLE ITEMS

Any item which appears in the VISIBLE ITEMS row can be taken into your inventory by entering "Get" followed by the items name as it appears in the VISIBLE ITEMS row. Using the command "Drop" followed by the items name as it appears in your inventory will take the item out of inventory and place it in the room you are currently in. Only items that appear in the VISIBLE ITEMS row can be taken into inventory. Entering "Inventory" or the single letter "I" will give you a display of your current inventory. In order to give the challenge of property management into the game, inventory is limited to six items.



# AI Standard Disk Loading Information For TRS-80 Model I, Model III, Apple 2

These are the loading instructions for the Disk version of this program:

For all computers: Be sure that you are not using write protect tabs on the destination disks. Backup your original disks before following these procedures!

Note if asked "which Adventure (1-Z)?" Adventures above 9 are labelled by letters! 10 = A, 11 = B, 12 = C etc.

## If you have the APPLE version, follow these instructions

If your APPLE has DOS 3.2, you can simply boot the disk Drive 1 and the disk will auto-run. You can accomplish this by locating the on/off switch on the back left hand side of your APPLE. Place the disk into Drive 1 and turn the Computer on. The program should start running by itself. If you should have any problems, please contact Adventure International.

If your APPLE has DOS 3.3, you will have to convert this disk to the format that your computer uses. This is accomplished by use of the MUFFIN utility provided on the DOS 3.3 master. Instructions on the use of MUFFIN are provided in your DOS 3.3 users manual.

## If you have a TRS-80 Model I, follow these instructions

If you have more than 1 drive, simply place the Adventure International disk into drive 1, and a copy of TRSDOS into drive 0. Boot the system. This is done by pressing the reset button, located on the back of the keyboard on the left-hand side. After booting the system, type 'AICHAIN' and the program should start running automatically.

If you have a single drive system, you will need to take a copy of TRSDOS 2.3 and remove all the visible files from the disk. Visible files are those that appear when you type 'DIR'. After KILLing all the visible files, kill the following files in the given order:

KILL BACKUP/CMD.BACKUP  
KILL FORMAT/CMD.FORMAT  
KILL BASICR/CMD.BASIC  
KILL SYS5/SYS.F3GUM

When finished, these should be the only files left on the destination diskette:

SYS0/SYS — SYS1/SYS — SYS2/SYS — SYS3/SYS — SYS4/SYS — DIR/SYS —  
BOOT/SYS — SYS6/SYS — BASIC/CMD

If the disk is a triple pack then also kill BASIC/CMD.BASIC.

Place the Adventure International Diskette into drive 0 and boot the system. This is accomplished by pressing the RESET button on the back left-hand side on the keyboard. The disk will ask you for the DESTINATION DRIVE?. Answer this with a '0'. Then follow the instructions given by the program regarding when to swap the disks.

After the transfer utility stops, take the destination disk and boot it in drive 0. When 'DOS READY' appears type 'AUTO AICHAIN'. Boot the system once again and the program should thereafter auto-run.

## IF you have a TRS-80 Model III, follow these instructions

The disk you have purchased is in a Model I format. You will need to use the convert utility to make a Model III compatible version. To do this, follow these instructions:

Take a copy of Model III TRSDOS and place it in drive 0, place the Adventure International diskette in Drive 1. Boot the system. This is done by pressing the small orange square in the upper-right corner of the keyboard. When 'DOS READY' appears on the screen, type 'CONVERT'. This will execute the convert utility. Answer the 'Source Drive?' question with a '1'. Then answer the 'Destination Drive?' question with a '0'. Then utility will then convert all the programs from the Adventure International diskette to your TRSDOS disk. After finishing, KILL AICHAIN/CMD. If you have an Adventure disk by Scott Adams simply type: "ADVENTUR" to start otherwise you can then build a DO file by following these instructions:

Type the following

BUILD AICHAIN (ENTER)  
BASIC (ENTER)  
1 (ENTER)  
(ENTER)  
RUN"START" (ENTER)  
(BREAK)  
AUTO DO AICHAIN (ENTER)







PLACE  
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### ESCAPE FROM TRAAM

OTHER VENTURE #3

#### PROGRAM PARAMETERS

- LANGUAGE ..... Machine
- NUMBER OF PLAYERS (min/max) .... 1/1
- AVERAGE COMPLETION TIME .. 1 Month
- SUGGESTED AGE GROUP ... 12 to Adult
- RECOMMENDED FOR NOVICE? ..... No
- CLASSIFICATION: ..... Compu-novel
- SOUND? ..... No
- GAME SAVE FEATURE? ..... Yes
- MULTIPLE SKILL LEVELS? ..... No
- GRAPHICS ORIENTED? ..... No
- REAL TIME? ..... No
- SPECIAL EQUIPMENT: ..... None

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