
THE
ADVENTURE
REFERENCE
GUIDE

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**The Encyclopedia of TI-99/4A and
Geneve Adventure gaming!**

asgard publishing

PREFACE

WITHIN THESE PAGES, THE WORLD OF ADVENTURE GAMES FOR THE T.I. HOME COMPUTER WILL START TO COME ALIVE AND EXPLODE BEFORE YOUR VERY EYES.

THIS IS PRECISELY WHAT HAPPENED WHEN I FIRST BEGAN TO CREATE THE VERY FIRST ADVENTURE REFERENCE GUIDE, WHICH WAS ONLY INTENDED TO BE FOR MY OWN PERSONAL USE. ONCE OTHER T.I. ADVENTURE FANS SAW WHAT I WAS DOING, THEY IMMEDIATELY WANTED TO COMPARE MY LIST OF T.I. ADVENTURE GAMES WITH THEIR OWN LIBRARY OF ADVENTURE GAMES. THE RESULTS WERE ASTOUNDING. MORE AND MORE ADVENTURE GAMES FOR THE T.I. HOME COMPUTER BEGAN TO SURFACE, AND WHAT WAS ONCE ONLY TEN PAGES BECAME THIS BOOK.

I HOPE THAT ALL T.I. ADVENTURE FANS FIND THIS ADVENTURE REFERENCE GUIDE TO BE A MUST IN THEIR OWN ADVENTURE LIBRARIES, JUST AS MUCH AS THE ADVENTURE GAMES THEMSELVES.

MY ONLY REGRET IS THAT SOMEONE ELSE HAD NOT HAD THE DESIRE TO HAVE DONE ALL OF THIS WORK BEFORE ME, AS I WOULD HAVE PREFERRED TO HAVE BEEN THE FIRST TO HAVE PURCHASED SUCH A BOOK, RATHER THAN TO HAVE BEEN THE FIRST TO HAVE SPENT THE COUNTLESS HOURS IN WRITING SUCH A BOOK.

TO ALL T.I. ADVENTURE FANS EVERYWHERE.....ENJOY!

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Section I

INTRODUCTION

EVER HAVE ONE OF THOSE DAYS WHEN "ANYTHING" AND "EVERYTHING" JUST SEEMED TO GET THE BEST OF YOU AND YOU JUST NEEDED TO ESCAPE AND GET AWAY FROM IT ALL? WELL, THE NEXT TIME YOU START TO FEEL THIS WAY, GO AHEAD AND DO JUST THAT. ESCAPE INTO THE WORLD OF AN ADVENTURE GAME ON YOUR TI-99/4A COMPUTER. I GUARANTEE THAT ONCE YOU GET INVOLVED IN ONE OF THESE GAMES THE REST OF THE WORLD AND ALL OF ITS PROBLEMS WILL CEASE TO EXIST. AS A MATTER OF FACT, ONCE YOU GET INVOLVED IN ONE OF THESE GAMES, YOU MAY FIND IT QUITE A DIFFICULT CHALLENGE TO PULL YOURSELF AWAY FROM YOUR COMPUTER. CONSIDER YOURSELF WARNED!

WITH YOUR TI-99/4A COMPUTER AND ONE OF THE MANY ADVENTURE GAMES THAT ARE AVAILABLE, YOU WILL BE ABLE TO ENTER WORLDS THAT YOU USED TO ONLY DREAM ABOUT. NOW YOU WILL EXPERIENCE EVERYTHING FIRS^THAND, AS YOU BECOME THE MAIN CHARACTERS IN THESE NEW WORLDS. YOU MAY WISH TO ENTER A MEDIEVAL WORLD FILLED WITH DRAGONS, CASTLES AND DUNGEONS; OR YOU MAY WISH TO VISIT A FANTASY WORLD AND EXPLORE ENCHANTED FORESTS, CLIMB A BEANSTALK, VISIT THE EMERALD CITY IN THE LAND OF OZ OR EVEN BECOME SPIDER-MAN OR CINDERELLA. PERHAPS YOU WOULD PREFER TO USE YOUR DEDUCTIVE REASONING AND BECOME A SUPER SLEUTH AND HELP SOLVE SOME OF THE MYSTERIES THAT HAVE BAFFLED THE KEENEST OF MINDS FOR CENTURIES. BUT DON'T FORGET, THERE ARE QUITE A FEW NEW CRIMES THAT NEED TO BE SOLVED AS WELL!

STILL LOOKING FOR SOMETHING THAT PIQUES YOUR INTEREST? WELL, KEEP READING. THERE IS SOMETHING TO INTEREST EVERYONE. ANYTHING AND EVERYTHING AWAIT, ONCE YOU ENTER INTO THE WORLD OF ADVENTURE GAMES ON YOUR COMPUTER. PERHAPS YOU ARE ONE OF THOSE PEOPLE WHO ARE INTO THE SCIENCE FICTION SCENARIOS. IN THAT CASE, YOU MIGHT PREFER TO HITCHHIKE ACROSS THE REALMS OF THE UNIVERSE TO FARAWAY DISTANT GALAXIES, OR PERHAPS YOU MIGHT JUST LIKE THE CHALLENGE OF REPAIRING YOUR SPACESHIP WITH THE HELP OF ONE OF YOUR COMPUTER ROBOTS SO THAT YOU CAN MAKE THE VOYAGE BACK TO YOUR HOME PLANET. SOUNDS TOO COMPLICATED FOR YOU? WELL, PERHAPS YOU MIGHT BE INTERESTED IN PLAYING AN ADVENTURE GAME THAT IS MORE ON THE LIGHTER SIDE. HOW ABOUT VISITING AN AMUSEMENT PARK, A GHOST TOWN, A FUN HOUSE, OR A WATER PARK?

STILL LOOKING FOR SOMETHING THAT PIQUES YOUR INTEREST? THEN PERHAPS YOU ARE ONE OF THOSE INDIVIDUALS WHO PREFERS TO PLAY THE DUNGEONS AND DRAGONS ROLE-PLAYING-TYPE GAMES WHERE YOU ARE IN CONTROL OF A PARTY OF CHARACTERS, EACH HAVING DIFFERENT CHARACTER ATTRIBUTES. IF THIS IS THE CASE, YOU STILL WON'T BE DISAPPOINTED IN THE ADVENTURE WORLD THAT IS AVAILABLE TO YOU ON YOUR TI-99/4A COMPUTER. AS A MATTER OF FACT, SOME OF THE LATEST ADVENTURE GAMES CREATED FOR THE TI-99/4A ARE AMONG THE BEST DUNGEONS AND DRAGONS ROLE-PLAYING-TYPE GAMES AROUND, COMPLETE WITH GRAPHICS! AS YOU CAN SEE, THE WORLD OF ADVENTURE GAMES FOR THE TI-99/4A COMPUTER IS QUITE EXTENSIVE AND A WORLD DEFINITELY WORTH INVESTIGATING!

A NOSTALGIC LOOK AT THE HISTORY OF ADVENTURE GAMES

TRACING THE HISTORY OF THE ADVENTURE GAME HAS PROVEN TO BE A CHALLENGE THAT I HAD NOT QUITE ANTICIPATED. IN RESEARCHING THIS TOPIC, I FOUND MANY AREAS AND FACTS TO BE VAGUE AND EVEN SOME TO BE CONFLICTING. ALTHOUGH I HAVE TRIED MY BEST TO BE AS ACCURATE AS POSSIBLE, I AM SURE THAT SOME OF YOU WILL DISAGREE WITH SOME OF THE INFORMATION CONTAINED HERE. I CAN ACCEPT THAT.

ANY DISCUSSION ON THE HISTORY OF ADVENTURE GAMES MUST FIRST INCLUDE MENTION AND DEEP APPRECIATION TO THOSE INDIVIDUALS WHO DID A GREAT DEAL OF RESEARCH BACK IN THE 1960'S AND 1970'S IN THE AREA OF ARTIFICIAL INTELLIGENCE. TO THE BEST OF MY KNOWLEDGE THE FIRST ADVENTURE GAME CREATED TO RUN ON A COMPUTER WAS WRITTEN IN 1975 BY WILL CROWTHER. IT WAS WRITTEN IN THE LANGUAGE KNOWN AS FORTRAN AND WAS CREATED ON A DIGITAL EQUIPMENT CORPORATION PDP-10 MAINFRAME COMPUTER. ONCE THE GAME WAS MADE AVAILABLE NATIONALLY THROUGH ARPANET, THE FIRST NATIONWIDE COMPUTER NETWORK, THE POPULARITY OF THIS ADVENTURE GAME BECAME OVERWHELMING. HOWEVER, THE GAME COULD ONLY BE MADE AVAILABLE TO THOSE UNIVERSITIES AND RESEARCH FACILITIES THAT HAD ACCESS TO MAINFRAME COMPUTERS. DON WOODS OF STANFORD UNIVERSITY WAS ONE SUCH INDIVIDUAL WHO WAS ABLE TO GET IN ON THE GROUND FLOOR OF WILL CROWTHER'S PROGRAM AND IS CREDITED WITH MAKING MAJOR ENHANCEMENTS TO WILL CROWTHER'S ADVENTURE GAME.

THE SECOND MILESTONE IN THE CREATION OF ADVENTURE GAMES CAME WITH THE CREATION OF ZORK, A NEW ADVENTURE GAME CREATED IN 1977 BY DAVE LEBLING, MARC BLANC, TIM ANDERSON, AND BRUCE DANIELS. A NEW DIMENSION IN ADVENTURE GAMES AND ARTIFICIAL INTELLIGENCE EMERGED. THE BIGGEST BREAKTHROUGH IN THE HISTORY OF ADVENTURE GAMES CAME IN 1979 WHEN SCOTT ADAMS SUCCESSFULLY CREATED AN ADVENTURE GAME THAT WOULD RUN ON A 16-BIT MICRO COMPUTER. AT LONG LAST, THE WORLD OF ADVENTURE GAMES COULD BE MADE AVAILABLE TO THOSE WHO HAD JUST A BASIC HOME COMPUTER SYSTEM!

SOON AFTERWARD, IN 1980, THE FIRST ADVENTURE WRITTEN BY WILL CROWTHER AND DON WOODS ENTERED THE HOME COMPUTER MARKET. THEN IN 1981, THE ORIGINAL ZORK ADVENTURE GAME WAS RELEASED BY INFOCOM, AS THE FIRST ADVENTURE SERIES FOR THE HOME COMPUTER MARKET. NEEDLESS TO SAY, THE ZORK SERIES BECAME A GREAT SUCCESS! IRONICALLY, JUST AS ADVENTURE GAMES SEEMED TO BE REACHING NEWER AND GREATER FRONTIERS, TEXAS INSTRUMENTS DECIDED TO PULL THE TI-99/4A COMPUTER FROM THE MARKET. THERE WE WERE, ABANDONED IN 1983 WITH JUST TWELVE SCOTT ADAMS ADVENTURE GAMES, TWELVE INFOCOM ADVENTURE GAMES AND A SMALL HANDFUL OF VERY PRIMITIVE ADVENTURES.

OUR WORLD WAS BECOMING EXTINCT, EVEN FASTER THAN IT WAS CREATED! THIS INDEED WAS THE END OF MOST ADVENTURE GAMES FOR THE TI-99/4A COMPUTER UNTIL 1985, WHEN TEX-COMP RELEASED THE ADVENTURE EDITOR AND ASGARD SOFTWARE RELEASED THE TUNNELS OF DOOM EDITOR. ONCE AGAIN, OUR PRAYERS WERE ANSWERED AS NEW ADVENTURE GAMES FOR THE TI-99/4A COMPUTER STARTED TO APPEAR ON THE MARKET AND WE WERE BLESSED WITH A NEW GENERATION OF ADVENTURE PROGRAMMERS!

NOTES ON HOW ADVENTURES WERE CLASSIFIED AND RATED

DECIDING ON THE CRITERIA TO BE USED IN DETERMINING IF A GAME WAS AN ADVENTURE GAME AND WHETHER OR NOT IT WAS A TEXT ADVENTURE, A ROLE-PLAYING-TYPE ADVENTURE, AN ADVENTURE GAME USING THE COMPUTER'S SPEECH CAPABILITIES, OR AN EDUCATIONAL-TYPE ADVENTURE GAME WAS QUITE A CHALLENGE.

IN SHORT, ALL SCOTT ADAMS GAMES ARE TEXT ADVENTURES, AS WELL AS ALL ADVENTURE GAMES CREATED WITH THE USE OF THE TEX-COMP ADVENTURE EDITOR. ALL TUNNELS OF DOOM GAMES ARE ROLE-PLAYING-TYPE ADVENTURE GAMES, AS WELL AS ALL ADVENTURE GAMES CREATED WITH THE USE OF THE TUNNELS OF DOOM EDITOR FROM ASGARD SOFTWARE. ANY ADVENTURE GAME WHICH INCORPORATES SPEECH CAPABILITIES WAS CLASSIFIED AS A TEII (SPEECH) ADVENTURE, REGARDLESS WHETHER IT WAS A TEXT ADVENTURE OR A ROLE-PLAYING-TYPE ADVENTURE. ANY ADVENTURE GAME WHICH WAS CREATED PRIMARILY AS AN EDUCATIONAL TOOL WAS CLASSIFIED AS AN EDUCATIONAL GAME, REGARDLESS OF WHETHER IT WAS A TEXT ADVENTURE OR A ROLE-PLAYING-TYPE ADVENTURE.

THE HARDEST AREA WAS THE BASIC AND EXTENDED BASIC ADVENTURE GAMES. BASICALLY, IF A GAME PLAYED LIKE A SCOTT ADAMS GAME, WITH VERB/NOUN ACTIONS, DIRECTIONS, ETC., I CLASSIFIED THE GAME AS A TEXT ADVENTURE. IF A GAME PLAYED LIKE A TUNNELS OF DOOM GAME, WITH DIFFERENT CHARACTERS AND CHARACTER ATTRIBUTES, OR HAD THE BASIC SCREEN SETUP AND DESIGN AS A TUNNELS OF DOOM GAME, THE GAME WAS CLASSIFIED AS A ROLE-PLAYING-TYPE ADVENTURE. GRAPHICS WAS PROBABLY THE EASIEST CATEGORY TO CLASSIFY, ONCE I SET FORTH THE BASIC GUIDELINES. IF AN ADVENTURE GAME HAD ANY GRAPHICS AT ALL, WHETHER ON THE TITLE SCREEN OR IN THE GAME ITSELF, IT WAS CLASSIFIED AS GRAPHICS, REGARDLESS OF THE QUALITY OF THE GRAPHICS. EACH ADVENTURE GAME WAS THEN CATEGORIZED AS TO WHETHER IT WAS CREATED TO RUN ON A CASSETTE SYSTEM ONLY, A DISK SYSTEM ONLY, OR EITHER A CASSETTE SYSTEM OR A DISK SYSTEM.

NEXT, EACH ADVENTURE GAME WAS CATEGORIZED AS TO THE LEVEL OF SKILL THAT ONE SHOULD POSSESS BEFORE ATTEMPTING TO PLAY THE ADVENTURE. THESE THREE LEVELS OF SKILL ARE BEGINNER, MODERATE, AND ADVANCED, AND SHOULD BE SELF-EXPLANATORY. FINALLY, EACH ADVENTURE GAME WAS RATED FROM 1 TO 5, WITH #1 BEING POOR, #2 BEING FAIR, #3 BEING GOOD, #4 BEING VERY GOOD, AND #5 BEING EXCELLENT. ALL RATINGS WERE DONE IN COMPARISON WITH OTHER ADVENTURE GAMES OF THE SAME TYPE. THUS, ALL ADVENTURE MODULE GAMES COULD BE RATED AGAINST EACH OTHER, BUT THEY COULD NOT BE RATED AGAINST ANY INFOCOM ADVENTURE GAME.

ALL IN ALL, I TRIED MY BEST TO BE AS OBJECTIVE AS POSSIBLE, AND WHENEVER POSSIBLE, I COMPARED NOTES WITH OTHER ADVENTURERS BEFORE MAKING MY FINAL ANALYSIS. SHOULD YOUR OPINIONS DIFFER GREATLY FROM MINE, DO NOT BECOME OFFENDED. AFTER ALL, DIFFERENT TYPES OF ADVENTURES APPEAL TO DIFFERENT TYPES OF ADVENTURERS, AND EACH OF US HAS OUR OWN SPECIAL WAY IN WHICH WE ATTEMPT TO SOLVE THOSE ADVENTURES THAT WE FIND TO BE MOST INTRIGUING.

USING THE ADVENTURE REFERENCE GUIDE

THE ADVENTURE REFERENCE GUIDE WAS CREATED AND DESIGNED TO MEET THE NEEDS OF ALL ADVENTURERS, FROM THE NOVICE ADVENTURER, TO THE MOST ADVANCED ADVENTURER, FROM THE PERSON WHO OWNS JUST A FEW ADVENTURE GAMES, TO THE PERSON WHO READILY BOASTS OF AN EXTENSIVE ADVENTURE LIBRARY.

SECTION I BEGINS BY GIVING YOU A LITTLE BACKGROUND INFORMATION CONCERNING THE HISTORY OF ADVENTURE GAMES, AS WELL AS EXPLAINING THE CRITERIA THAT WAS USED IN DETERMINING WHETHER A GAME WAS AN ADVENTURE, AND WHERE IT STOOD IN COMPARISON TO OTHER ADVENTURES.

IN SECTION II, YOU WILL FIND A LISTING OF THE TEXAS INSTRUMENTS MODULES THAT SHOULD DEFINITELY BE A PART OF YOUR ADVENTURE LIBRARY, A LISTING OF THIRD-PARTY ADVENTURE UTILITIES, AND REVIEWS OF THE MOST SIGNIFICANT OF BOTH. IF YOU HAVE ANY AMBITIONS TOWARDS WRITING YOUR OWN ADVENTURE GAME, THESE ADVENTURE UTILITY PROGRAMS ARE A MUST!

SECTION III IS THE BACKBONE OF THE ADVENTURE REFERENCE GUIDE. IT IS HERE WHERE YOU WILL FIND A COMPLETE ALPHABETICAL LISTING OF ALL THE ADVENTURE GAMES THAT ARE LISTED IN THE ADVENTURE REFERENCE GUIDE.

IN SECTION IV, YOU WILL FIND THE SAME ADVENTURE GAMES LISTED AS IN SECTION III OF THE ADVENTURE REFERENCE GUIDE, ONLY THIS TIME THE ADVENTURE GAMES HAVE BEEN LISTED BY SPECIFIC CATEGORIES. THUS, IF YOU ARE INTERESTED IN A SPECIFIC CATEGORY SUCH AS SCOTT ADAMS ADVENTURE GAMES, YOU HAVE ONLY TO FIND THE SCOTT ADAMS LISTING.

IN SECTION V YOU WILL FIND SELECTED REVIEWS ON SOME OF THE MOST POPULAR AND UNIQUE ADVENTURE GAMES, AS WELL AS REVIEWS ON SOME OF THE LATEST ADVENTURE GAMES WRITTEN ESPECIALLY FOR THE TI-99/4A COMPUTER.

SECTION VI WAS CREATED TO BE USED AS YOUR PERSONAL REFERENCE GUIDE. WE INVITE YOU TO ENTER YOUR OWN COMMENTS IN THIS AREA ABOUT THE GAMES YOU HAVE. FINALLY, SECTION VII CONTAINS VARIOUS APPENDICES - INCLUDING SOURCES FOR THESE ADVENTURES.

OF THE APPROXIMATELY 200 ADVENTURES LISTED IN THIS BOOK, ALMOST HALF ARE FAIRWARE AND PUBLIC DOMAIN, AND MAY BE OBTAINED FROM YOUR LOCAL USER GROUP, OR IN ARCHIVED FORMAT FROM THE TWO USER GROUPS SPECIFICALLY LISTED IN THE APPENDIX TOPIC ON ORDERING FAIRWARE AND PUBLIC DOMAIN ADVENTURES.

LISTINGS EXPLANATION

ADVENTURE REFERENCE GUIDE RATING SYSTEM

POSITION	CODE	EXPLANATION	REFERENCE GUIDE EXAMPLES
01 THRU 04	UTIL	ADVENTURE UTILITIES	ADVENTURE EDITOR
01 THRU 04	TEXT	TEXT ADVENTURE GAME	PIRATE ADVENTURE
01 THRU 04	ROLE	ROLE-PLAYING-TYPE ADVENTURE GAME	QUEST OF THE KING
01 THRU 04	TEII	ADVENTURE GAME WITH SPEECH CAPABILITIES	THE MYSTERY AT RAVEN MOUNTAIN
01 THRU 04	EDUC	EDUCATIONAL PROGRAM	PARTS OF SPEECH ADVENTURE
06	N	NO GRAPHICS	PIRATE ADVENTURE
06	G	SOME GRAPHICS	RETURN TO PIRATE'S ISLE
08	B	CASSETTE AND DISK	PIRATE ADVENTURE
08	C	CASSETTE SYSTEMS	ADVENTURE EDITOR ON CASSETTE
08	D	DISK SYSTEMS	ZORK I
09	B	BEGINNER LEVEL	PIRATE ADVENTURE
09	M	MODERATE LEVEL	ADVENTURELAND
09	A	ADVANCED LEVEL	RETURN TO PIRATE'S ISLE
10	1	POOR QUALITY	COMPTORAMA
10	2	FAIR QUALITY	TOMB OF THE GRAY ELF
10	3	GOOD QUALITY	ADVENTURELAND
10	4	VERY GOOD QUALITY	VOODOO CASTLE
10	5	EXCELLENT QUALITY	PIRATE ADVENTURE

ADVENTURE REFERENCE GUIDE CODES

POSITION	CODE	EXPLANATION	DISTRIBUTION OF PROGRAMS
01	T	T.I. ORIGINAL PROGRAM	NO COPYING PERMITTED
01	C	COPYRIGHTED PROGRAM	NO COPYING PERMITTED
01	F	FAIRWARE PROGRAM	COPYING PERMITTED - AUTHOR'S FEE
01	P	PUBLIC DOMAIN	COPYING PERMITTED - FREE PROGRAM
02	M	MULTIPLE FILES	
02	S	SINGLE FILE	
03-04-05		TOTAL # SECTORS	

EXAMPLE

ADVENTURE | TEXAS INSTRUMENTS | ADV*MODULE | UTIL-N-BB5 | TS001
 COMMAND MODULE

UTIL-N-BB5 MEANS: IT IS A UTILITY
 IT HAS NO GRAPHICS
 IT IS AVAILABLE FOR CASSETTE AND DISK OWNERS
 IT IS FOR BEGINNERS
 IT HAS A RATING OF 5 - EXCELLENT QUALITY

TS001 MEANS: IT IS FROM TEXAS INSTRUMENTS
 IT IS A "SINGLE FILE"
 THE TOTAL NUMBER OF SECTORS FOR THE FILE IS "1"

Section II

TEXAS INSTRUMENTS COMMAND MODULES

PROGRAM NAME	AUTHOR/SOURCE	LANGUAGE	RATINGKEY	CODES
ADVENTURE COMMAND MODULE	TEXAS INSTRUMENTS	ADV*MODULE	UTIL-N-BB5	TS001
RETURN TO PIRATE'S ISLE COMMAND MODULE	TEXAS INSTRUMENTS	RPI*MODULE	TEXT-G-BA5	TS001
TUNNELS OF DOOM COMMAND MODULE	TEXAS INSTRUMENTS	TOD*MODULE	UTIL-G-BB5	TS001

THIRD-PARTY ADVENTURE UTILITY PROGRAMS

PROGRAM NAME	AUTHOR/SOURCE	LANGUAGE	RATINGKEY	CODES
ADVENTURE COPIER	NEIL LAWSON	E/A*MODULE	UTIL-N-DA3	PM084
ADVENTURE EDITOR	TEX-COMP	E/A*MODULE	UTIL-N-DA5	CM062
ADVENTURE EDITOR	TEX-COMP	M/M*MODULE	UTIL-N-CA5	CM003
ADVENTURE EDITOR SUPPLEMENT	LUCILLE ROCK	T.I.WRITER	UTIL-N-DA5	CM132
DUNGEONS AND DRAGONS CHARACTER ATTRIBUTE GENERATOR * CALL FILES (1)	SOURCE UNKNOWN	T.I. BASIC	UTIL-N-BB3	PS033
THE INFOCOM GAME RAPID LOADER V.2.0	RAY KAZMER	X/B*MODULE	UTIL-N-DA5	FM311
TUNNELS OF DOOM EDITOR V.3.0	ASGARD SOFTWARE	X/B*MODULE	UTIL-G-DA5	CM355
TUNNELS OF DOOM MONSTER CHARACTERS EDITOR PROGRAM	WALTER J. DOLLARD	X/B*MODULE	UTIL-G-BB3	FS035
TUNNELS OF DOOM OBJECT CHARACTERS EDITOR PROGRAM	WALTER J. DOLLARD	X/B*MODULE	UTIL-G-BB3	FS035

OVERVIEW OF THE ADVENTURE COMMAND MODULE

THE ADVENTURE COMMAND MODULE (PHM 3041) FROM TEXAS INSTRUMENTS AND ADVENTURE INTERNATIONAL, INCORPORATED, PROVIDES A SPECIALIZED UNIQUE ENVIRONMENT, WHICH SERVES AS THE DATA BASE FOR THE SCOTT ADAMS ADVENTURE MODULE SERIES, AS WELL AS SOME OF THE OTHER FINE ADVENTURE MODULE GAMES WRITTEN BY SOME OF TODAY'S INDEPENDENT ADVENTURE PROGRAMMERS.

SYSTEM REQUIREMENTS FOR CASSETTE SYSTEMS

1. CONSOLE
2. TV OR MONITOR
3. CASSETTE RECORDER
4. CASSETTE CABLE
5. ADVENTURE MODULE
6. CASSETTE PROGRAM

SYSTEM REQUIREMENTS FOR DISK SYSTEMS

1. CONSOLE
2. TV OR MONITOR
3. DISK DRIVE
4. DISK CONTROLLER
5. ADVENTURE MODULE
6. DISK PROGRAM

SPECIAL FEATURES

1. ACCEPTS TWO-WORD COMMANDS, I.E., VERB / NOUN.
2. ACCEPTS ONE-LETTER COMMANDS FOR DIRECTIONS, I.E., N NORTH / S SOUTH / E EAST / W WEST / U UP / D DOWN.
3. MAY REQUIRE HOURS, DAYS, OR EVEN WEEKS COMPLETE.
4. PERMITS YOUR CURRENT GAME TO BE SAVED AND REPLAYED AT ANOTHER TIME. THUS, IF YOU HAVE SAVED YOUR GAME, YOU MAY CONTINUE FROM WHERE YOU LEFT OFF, RATHER THAN START ALL OVER AGAIN.
5. COMES WITH "PIRATE ADVENTURE," THE SECOND GAME IN THE SCOTT ADAMS ADVENTURE MODULE SERIES.

IN MOST ADVENTURE MODULE GAMES, THE TOP OF THE DISPLAY SCREEN GIVES A BRIEF DESCRIPTION OF YOUR LOCATION, FOLLOWED BY A LIST OF VISIBLE ITEMS, THE OBVIOUS DIRECTIONS IN WHICH YOU CAN MOVE, AS WELL AS A LIST OF THE ITEMS YOU ARE CARRYING. ANY ADDITIONAL BACKGROUND INFORMATION NEEDED FOR THE GAME APPEARS BELOW THE HORIZONTAL LINE, NEAR THE MIDDLE OF THE SCREEN. IT IS ALSO THE AREA IN WHICH YOU WILL SEE THE QUESTION, "WHAT SHALL I DO?" FOLLOWED BY A FLASHING UNDERLINE, KNOWN AS

THE CURSOR. NOW IT'S YOUR TURN TO GIVE THE COMPUTER YOUR INSTRUCTIONS. TYPE IN A TWO-WORD COMMAND, CONSISTING OF AN ACTION VERB FOLLOWED BY A NOUN, AND PRESS THE "ENTER" KEY. FOR EXAMPLE, IF ONE OF THE VISIBLE ITEMS IS A BOTTLE, YOU COULD TYPE IN, "LOOK BOTTLE," "EXAMINE BOTTLE," "TAKE BOTTLE," "OPEN BOTTLE," "BREAK BOTTLE," "DRINK BOTTLE," OR WHATEVER ELSE YOU CAN THINK OF. IN SOME ADVENTURE GAMES, THE DISPLAY DOES NOT LIST THE ITEMS WHICH YOU ARE CARRYING. IF YOU ARE PLAYING ONE OF THESE GAMES, JUST ENTER THE COMMAND, "TAKE INVENTORY," AND YOU WILL BE GIVEN A LIST OF THE ITEMS THAT YOU ARE CARRYING. SHOULD YOU FIND YOURSELF STUCK IN A PARTICULAR SITUATION, YOU MAY WISH TO TYPE IN "HELP." SOMETIMES YOU'LL GET HELP. SOMETIMES YOU WON'T. BUT YOU'LL NEVER KNOW UNLESS YOU ASK!

UNDERSTANDING THE SCREEN COLORS

GREEN SCREEN	-BLACK LETTERS	- STANDARD GAME-PLAYING COLORS
BLUE SCREEN	-WHITE LETTERS	- REPRESENTS DARKNESS
RED SCREEN	-WHITE LETTERS	- REPRESENTS DEATH
YELLOW SCREEN	-BLACK LETTERS	- REPRESENTS A SOLVED ADVENTURE

SOME COMMON VERBS FOUND IN MOST ADVENTURE MODULE GAMES

BREAK	ENTER	KILL	QUIT	SWIM	BUILD
EXAMINE	LEAVE	REACH	TAKE	BURN	FEED
LIGHT	READ	TALK	CALL	FIND	LISTEN
RELEASE	THROW	CATCH	FOLLOW	LOCK	REMOVE
TIE	CHOP	GET	LOOK	RING	TOSS
CLIMB	GIVE	MAKE	RUB	UNLIGHT	CLOSE
GO	MOVE	RUN	UNLOCK	CUT	GRAB
OPEN	SAVE	UNTIE	DESTROY	HELP	PACE
SAY	USE	DIG	HIT	PICK	SHUT
WAKE	DRINK	IGNITE	POKE	SLAY	WALK
DROP	INVENTORY	POUR	SMASH	WATCH	EAT
JUMP	PULL	SPEAK	WEAR	EMPTY	KICK
PUSH	SPILL	YELL			

OVERVIEW OF THE ADVENTURE EDITOR

THE ADVENTURE EDITOR FROM TEX-COMP PROVIDES A SPECIALIZED UNIQUE ENVIRONMENT, WHICH WILL ALLOW YOU TO CREATE YOUR VERY OWN ADVENTURE MODULE ADVENTURE GAMES, OR MODIFY ANY OF THE EXISTING ADVENTURE MODULE ADVENTURE GAMES, INCLUDING THOSE CREATED BY SCOTT ADAMS, TO MEET YOUR OWN PERSONAL PREFERENCES.

SYSTEM REQUIREMENTS FOR CASSETTE SYSTEMS

1. CONSOLE (MUST BE A TI-99/4A)
2. TV OR MONITOR
3. CASSETTE RECORDER
4. CASSETTE CABLE
5. MINI MEMORY COMMAND MODULE
6. CASSETTE VERSION OF THE ADVENTURE EDITOR

SYSTEM REQUIREMENTS FOR DISK SYSTEMS

1. CONSOLE (MUST BE A TI-99/4A)
2. TV OR MONITOR
3. DISK DRIVE
4. DISK CONTROLLER
5. 32K MEMORY
6. EDITOR ASSEMBLER COMMAND MODULE
7. DISK VERSION OF THE ADVENTURE EDITOR

ADDITIONAL EQUIPMENT RECOMMENDED TO FULLY UTILIZE THIS PROGRAM

1. PRINTER
2. RS232 CARD
3. ADVENTURE COMMAND MODULE

SPECIAL FEATURES

1. PERMITS YOU TO EDIT EXISTING ADVENTURE MODULE GAMES.
2. PERMITS YOU TO CREATE YOUR OWN ADVENTURE MODULE GAME.
3. PERMITS YOU TO COPY GAMES FROM CASSETTE TO DISK OR VICE VERSA.

ADVENTURE EDITOR CONTENTS

1. ADVENTURE CONVERSION - USED TO CONVERT EXISTING ADVENTURES
2. ADVENTURE EDITOR - USED TO EDIT CONVERTED ADVENTURES
3. ADVENTURE TEMPLATE - USED FOR CREATING YOUR OWN ADVENTURES

ADVENTURE CONVERSION COMMANDS

- G - GO - STARTS THE CONVERSION PROCESS
P - PRINT - USED TO OPEN A PRINT FILE
S - STATISTICS - USED TO DISPLAY THE CONVERTED GAME'S STATISTICS

ONCE AN ADVENTURE MODULE GAME HAS BEEN CONVERTED, YOU DO NOT NEED TO CONVERT THE PROGRAM EVER AGAIN. HOWEVER, YOU MAY WISH TO USE THE ADVENTURE CONVERSION PROGRAM AGAIN, SHOULD YOU DESIRE AN UPDATED STATISTICS REPORT ON A GAME THAT YOU ARE WORKING ON.

ADVENTURE EDITOR COMMANDS

C - CONNECTIONS	M - MESSAGES	R - REFERENCES
E - ENTRY SCREEN	N - NOUNS	S - SITUATIONS
G - GENERAL INFORMATION	O - OBJECTS	V - VERBS
L - LOCATIONS	P - OPENS A PRINT FILE	A - APL LOGIC

THIS BRIEF OVERVIEW OF THE ADVENTURE EDITOR CANNOT POSSIBLY COVER AS MUCH DETAIL AS ONE WOULD NEED TO FULLY UNDERSTAND ALL OF THE ABOVE COMMANDS. FOR A MORE DETAILED EXPLANATION CONCERNING THE ADVENTURE EDITOR AND THE ABOVE COMMANDS, PLEASE REFER TO THE MANUAL WHICH YOU RECEIVED WHEN YOU PURCHASED THIS PROGRAM.

GETTING STARTED

1. MAKE A BACKUP COPY OF YOUR ADVENTURE EDITOR.
2. PLACE YOUR ORIGINAL ADVENTURE EDITOR IN A SAFE PLACE.
3. CHOOSE AN EXISTING ADVENTURE MODULE GAME TO WORK ON.
4. COPY THIS ADVENTURE MODULE GAME ONTO A NEW DISK OR CASSETTE.
5. FOLLOW THE INSTRUCTIONS AS PER THE ADVENTURE EDITOR MANUAL.

OVERVIEW OF THE TUNNELS OF DOOM COMMAND MODULE

THE TUNNELS OF DOOM COMMAND MODULE (PHM 3042) FROM TEXAS INSTRUMENTS, PROVIDES A SPECIALIZED UNIQUE ENVIRONMENT, WHICH SERVES AS THE DATA BASE FOR "PENNIES AND PRIZES," AND "QUEST OF THE KING," AS WELL AS SOME OF THE OTHER FINE TUNNELS OF DOOM GAMES WRITTEN BY SOME OF TODAY'S INDEPENDENT ADVENTURE PROGRAMMERS.

SYSTEM REQUIREMENTS FOR CASSETTE SYSTEMS

1. CONSOLE
2. TV OR MONITOR
3. CASSETTE RECORDER
4. CASSETTE CABLE
5. TUNNELS OF DOOM MODULE
6. CASSETTE PROGRAM

SYSTEM REQUIREMENTS FOR DISK SYSTEMS

1. CONSOLE
2. TV OR MONITOR
3. DISK DRIVE
4. DISK CONTROLLER
5. TUNNELS OF DOOM MODULE
6. DISK PROGRAM

SPECIAL FEATURES

1. SPECIAL KEY FUNCTIONS.
2. CONTROL A PARTY OF UP TO FOUR PLAYERS.
3. MAY REQUIRE HOURS, DAYS, OR EVEN WEEKS TO COMPLETE.
4. PERMITS YOUR CURRENT GAME TO BE SAVED AND REPLAYED AT ANOTHER TIME. THUS, IF YOU HAVE SAVED YOUR GAME, YOU MAY CONTINUE FROM WHERE YOU LEFT OFF, RATHER THAN START ALL OVER AGAIN.
5. COMES WITH "PENNIES AND PRIZES," THE FIRST GAME IN THE TUNNELS OF DOOM SERIES, AND "QUEST OF THE KING," THE SECOND GAME IN THE TUNNELS OF DOOM SERIES.

PREPARING FOR YOUR QUEST

1. CHOOSE THE NUMBER OF FLOORS TO BE CONSTRUCTED IN YOUR DUNGEON, I.E., 1 - 10.
2. CHOOSE HOW MANY PLAYERS YOU WISH TO CONTROL IN THE GAME, I.E., 1 - 4.
3. CHOOSE THE LEVEL OF DIFFICULTY YOU WISH TO ENCOUNTER, I.E., 1 EASIEST / 2 MEDIUM / 3 HARDEST.
4. CUSTOMIZE YOUR CHARACTERS, I.E., PLAYER NAME / CLASS / COLOR.
5. PRESS "REDO" IF YOU WISH TO CHANGE ANY OF YOUR INFORMATION.
6. PRESS "PROCEED" IF YOU ARE READY TO BEGIN YOUR QUEST.

SPECIAL KEY FUNCTIONS

ENTER	INPUTS INFORMATION
ENTER	LEAVES A TREASURE IN A ROOM
ENTER	PASSES A PLAYER'S TURN DURING COMBAT
ENTER	RETURNS FROM BUYING ITEMS IN A STORE'S SUBCATEGORY
FCTN 3	ERASES YOUR SELECTION IF PRESSED BEFORE YOU PRESS ENTER
FCTN 5	GOES TO THE GAME SELECTION DISPLAY
FCTN 6	LEAVES THE STORE
FCTN 6	PROCEEDS TO THE NEXT DISPLAY OR ACTION
FCTN 7	DISPLAYS THE COMMAND SUMMARY OF SPECIAL KEY FUNCTIONS
FCTN 8	CHANGES INFORMATION AND ENTERS NEW INFORMATION
FCTN 8	REFUSES A MONSTER'S PRICE DURING NEGOTIATIONS
FCTN 9	RETURNS FROM LOOKING AT A MAP OR A STATUS REPORT
FCTN =	RETURNS TO THE MASTER TITLE SCREEN
FCTN E	MOVES YOUR PARTY UP A FLIGHT OF STAIRS
FCTN S	MOVES THE CURSOR TO THE LEFT, DELETING EACH CHARACTER
FCTN X	MOVES YOUR PARTY DOWN A FLIGHT OF STAIRS
1	SHOWS PLAYER STATUS REPORT

(SPECIAL KEY FUNCTIONS, CONT.)

2	SHOWS PARTY STATUS REPORT
3	SHOWS MONSTER STATUS REPORT
B	ENABLES A PARTY TO BREAK THROUGH A DOOR
C	CHECKS FOR SECRET DOORS
F	FIRES A RANGED WEAPON
K	SAVES A GAME
L	ENABLES THE PARTY TO LISTEN AT A DOOR
M	SHOWS THE MAP
N	NEGOTIATES WITH MONSTERS DURING BATTLE
O	CHANGES PARTY FORMATION
T	TRADES ITEMS BETWEEN PLAYERS EXCEPT DURING BATTLE
U	ENABLES A PLAYER TO USE A MAGIC ITEM
W	CHANGES A PLAYER'S WEAPONS
E,S,D,X	MOVES YOUR PARTY THROUGH HALLWAYS AND ROOMS
E,S,D,X	MOVES YOUR PLAYERS DURING COMBAT
E,S,D,X	MOVES THE CURSOR BEFORE FIRING A RANGED WEAPON

OVERVIEW OF THE TUNNELS OF DOOM EDITOR

THE TUNNELS OF DOOM EDITOR, WRITTEN BY JOHN BEHNKE, AND DISTRIBUTED THROUGH ASGARD SOFTWARE AND OTHER THIRD-PARTY DISTRIBUTORS, PROVIDES A SPECIALIZED UNIQUE ENVIRONMENT, WHICH WILL ALLOW YOU TO CREATE YOUR VERY OWN TUNNELS OF DOOM GAMES, OR MODIFY EXISTING TUNNELS OF DOOM GAMES TO MEET YOUR OWN PERSONAL PREFERENCES. NOTE: THIS PROGRAM IS NOT AVAILABLE FOR THOSE HAVING A CASSETTE SYSTEM.

SYSTEM REQUIREMENTS FOR DISK SYSTEMS

1. CONSOLE
2. TV OR MONITOR
3. DISK DRIVE
4. DISK CONTROLLER
5. 32K MEMORY
6. EXTENDED BASIC COMMAND MODULE

ADDITIONAL EQUIPMENT RECOMMENDED TO FULLY UTILIZE THIS PROGRAM

1. PRINTER
2. RS232 CARD
3. TUNNELS OF DOOM COMMAND MODULE

SPECIAL FEATURES

1. PERMITS YOU TO EDIT ANY EXISTING TUNNELS OF DOOM GAME.
2. PERMITS YOU TO CREATE YOUR VERY OWN TUNNELS OF DOOM GAME.
3. AUTOMATICALLY SAVES YOUR CHANGES TO DISK AS YOU MAKE THEM.

TUNNELS OF DOOM EDITOR CONTENTS

MENU FOR PROGRAM A

1. TO ENTER A GAME DESCRIPTION
2. TO ENTER A MONSTER
3. TO ENTER A MONSTER GRAPHIC
4. TO ENTER A SPECIAL ATTACK
5. TO ENTER A QUEST GRAPHIC
6. TO ENTER A QUEST ITEM
7. TO PRINT MONSTER STATISTICS
8. TO ENTER CHARACTER TYPES
9. TO ENTER CHARACTER GRAPHICS
10. TO ENTER WEAPONS
11. TO ENTER DUNGEON GRAPHICS
12. TO ENTER A TOUCHSTONE
13. TO ENTER A LANTERN
14. TO ENTER A POTION
15. TO ENTER A SCROLL
16. TO ENTER A WAND
17. TO ENTER AN ARMOR TYPE
18. TO ENTER A SHIELD

MENU FOR PROGRAM B

1. TO CHANGE DUNGEON NAMES
2. TO ENTER WEAPONS GRAPHICS
3. TO ENTER MAP GRAPHICS
4. TO ENTER DIRECTIONS
5. TO ENTER MAGIC ITEMS
6. TO ENTER ROOM GRAPHICS
7. TO ENTER MISCELLANEOUS

GETTING STARTED

1. MAKE A BACKUP COPY OF YOUR TUNNELS OF DOOM EDITOR DISK.
2. PLACE YOUR ORIGINAL TUNNELS OF DOOM DISK IN A SAFE PLACE.
3. INITIALIZE A NEW DISK.
4. COPY THE TUNNELS OF DOOM GAME THAT YOU WISH TO EDIT ONTO THIS NEWLY INITIALIZED DISK, MAKING SURE THAT IT IS THE FIRST PROGRAM ON THE DISK, AS WELL AS THE ONLY PROGRAM ON THE DISK.
5. FOLLOW THE INSTRUCTIONS AS PER THE TUNNELS OF DOOM EDITOR BOOKLET.

Section III

ALPHABETICAL LISTING OF ALL ADVENTURE GAMES

PROGRAM NAME	AUTHOR/SOURCE	LANGUAGE	RATINGKEY	CODES
AN ADULT ADVENTURE V.2.0	STEPHEN PEACOCK	ADV*MODULE	TEXT-N-BM3	FS050
ADVENTURE	SOURCE 10-2-84	X/B*MODULE	ROLE-G-BB1	PS044
ADVENTURE IN OZ	PROGRAMS FOR THE T.I. HOME COMPUTER	X/B*MODULE	TEXT-G-DB3	CM136
ADVENTURE OF BIGFOOT	CURTIS BORDERS	ADV*MODULE	TEXT-N-BM2	FS034
ADVENTURELAND	SCOTT ADAMS	ADV*MODULE	TEXT-N-BM3	TS043
THE AFTERMATH OF THE ASIMOVIAN DISASTER	CREATING ADVENTURE GAMES ON YOUR COMPUTER	X/B*MODULE	ROLE-N-BM3	CS__
ALIEN SEARCH	ALBA SOFTWARE	X/B*MODULE	TEXT-G-BB3	CS038
AMUSEMENT PARK	LUCILLE ROCK	ADV*MODULE	TEXT-N-BM4	CS049
THE ANCIENT CHATEAU	CREATING ADVENTURE GAMES ON YOUR COMPUTER	X/B*MODULE	ROLE-N-BM3	CS__
007: AQUA BASE V.2.0	AMERICAN SOFTWARE DESIGN AND DISTRIBUTION	X/B*MODULE	TEXT-N-BB4	CS047
ASSAULT THE CITY	ASGARD SOFTWARE	TOD*MODULE	ROLE-G-BM3	CS052
THE BANNOCHBURN LEGACY	GIANT BOOK OF COMPUTER GAMES	X/B*MODULE	ROLE-N-BB2	CS067
THE BIG TEXAS SPY ADVENTURE	SYDNEY MICHEL	X/B*MODULE	TEXT-G-DB3	FM143
THE BOOLEAN BRAIN	HOME COMPUTER MAGAZINE VOLUME 4 NUMBER 4	X/B*MODULE	ROLE-G-BB2	CS037
BUCKAROO BANZAI	SCOTT ADAMS	ADV*MODULE	TEXT-N-BM3	CS039
CAMEL	MORE BASIC COMPUTER GAMES	X/B*MODULE	ROLE-G-BB2	CS044
CARFAX ABBEY	DAVID VINCENT	X/B*MODULE	ROLE-G-DM5	FM248
CASTLE DAVID	SOURCE UNKNOWN	X/B*MODULE	ROLE-G-DM3	PM257
CASTLE HALLWAYS	PATRICK CROSBIE	X/B*MODULE	ROLE-G-BB2	PS029

ALPHABETICAL LISTING, CONT.

PROGRAM NAME	AUTHOR/SOURCE	LANGUAGE	RATING	KEY CODES
CASTLE MYGLOUG	JOHN L. LARSON	X/B*MODULE	TEXT-N-DB3	PM162
CATACOMBS	WERNER BROTHERS	T.I. BASIC	ROLE-G-DA5	PM119
CAVE MAZE	JON TODD	T.I. BASIC	TEXT-N-BB4	PS020
CINDERELLA	LUCILLE ROCK	ADV*MODULE	TEXT-N-BB4	CS052
THE CITADEL OF PERSHU	CREATING ADVENTURE GAMES ON YOUR COMPUTER	X/B*MODULE	ROLE-N-BM3	CS__
CLASSIC ADVENTURE	SOURCE UNKNOWN	BASIC E/A	TEXT-N-DA5	PM199
CLUELESS	ED SANDERS	T.I. BASIC	TEXT-N-BB3	PS030
THE COLOSSAL CAVE PART 1 AND PART 2 INCLUDING CAVE DOCS V.4.0	CIS 72257,3722 STC TI6010	ADV*MODULE	TEXT-N-BA5	PM107
COMPUTER NIGHTMARE	ASGARD SOFTWARE	TOD*MODULE	ROLE-G-BM4	CS052
COMPUTER QUEST	ASGARD SOFTWARE	TOD*MODULE	ROLE-G-BM2	CS052
COMPUTORAMA	RUSTY	ADV*MODULE	TEXT-N-BB1	PS021
THE COUNT	SCOTT ADAMS	ADV*MODULE	TEXT-N-BM3	TS041
THE COUNT'S REVENGE	MAXWARE CREATIONS	ADV*MODULE	TEXT-N-BM3	CS052
THE CRYSTAL CAVERN	DATAQUEST	X/B*MODULE	TEXT-N-BB3	PS050
CUTTHROATS	INFOCOM	X/B*MODULE	TEXT-N-DA5	CM642
DARING ADVENTURES IN K-MART	ASGARD SOFTWARE	TOD*MODULE	ROLE-G-BM5	CS052
THE DARK TOWER	ASGARD SOFTWARE	TOD*MODULE	ROLE-G-BM3	CS052
DEADLINE	INFOCOM	X/B*MODULE	TEXT-N-DA5	CM626
DEATHSHIP COPY 1	AARDVARK	T.I. BASIC	TEXT-N-BB4	PS036
DEATHSHIP COPY 2	AARDVARK	X/B*MODULE	TEXT-N-BB4	PS043
DELIVER THE CAKE!	SOURCE UNKNOWN	T.I. BASIC	TEXT-N-BB3	PS040
DESERT DILEMMA	99'ER HOME COMPUTER MAGAZINE OCTOBER 1983	T.I. BASIC	TEXT-N-BB3	CS033

ALPHABETICAL LISTING, CONT.

PROGRAM NAME	AUTHOR/SOURCE	LANGUAGE	RATINGKEY	CODES
DEVIL'S DUNGEON	RALPH NEWKOLD	T.I. BASIC	ROLE-N-BB3	PS029
DIAMOND THIEF COPY 1	STIMULATING SIMULATIONS FOR THE TI-99/4A	T.I. BASIC	TEXT-N-BB1	CS010
DIAMOND THIEF COPY 2	STIMULATING SIMULATIONS FOR THE TI-99/4A	X/B*MODULE	TEXT-N-BB1	CS015
DISASTER	GERRY	ADV*MODULE	TEXT-N-BM2	PS031
DISCOVERY AT JUNE LAKE	KURT BROWNING	ADV*MODULE	TEXT-N-BM3	PS048
DOCTOR WHO	ASGARD SOFTWARE	TOD*MODULE	ROLE-G-BA2	CS052
DOG STAR ADVENTURE	THE CAPTAIN 80 BOOK OF BASIC ADVENTURES	X/B*MODULE	TEXT-N-BB3	CS067
DOOM OF MONDULAR COPY 1	SYMBIOTECH, INC.	X/B*MODULE	ROLE-G-DA3	CM219
DOOM OF MONDULAR COPY 2	SYMBIOTECH, INC.	X/B*MODULE	ROLE-G-DA4	CM266
DOOMCASTLE	DATA SYSTEMS	X/B*MODULE	ROLE-G-BM2	CS041
THE DOORS TO EDEN PART 1 AND FIRST DAYS IN EDEN PART 2	DELETHUM COMPANY	ADV*MODULE	TEXT-N-BA3	FM105
THE DRAGON ORBS	ASGARD SOFTWARE	TOD*MODULE	ROLE-G-BM3	CS052
THE DRAGON'S LAIR	SOURCE UNKNOWN	X/B*MODULE	ROLE-G-BB2	PS031
DUNGEON	SOURCE UNKNOWN	X/B*MODULE	ROLE-N-BM3	PS040
DUNGEONS COPY 1	SOURCE UNKNOWN	X/B*MODULE	ROLE-N-BB3	PS041
DUNGEONS COPY 2 * CALL FILES (1)	SOURCE UNKNOWN	X/B*MODULE	ROLE-G-BB3	PS050
ENCHANTER	INFOCOM	X/B*MODULE	TEXT-N-DM4	CM630
ESCAPADE	SOURCE UNKNOWN	X/B*MODULE	TEXT-N-BB4	PS046
ESCAPE FROM MARS COPY 1	ED STERNBERG	X/B*MODULE	TEXT-N-BB3	PS046

ALPHABETICAL LISTING, CONT.

PROGRAM NAME	AUTHOR/SOURCE	LANGUAGE	RATING KEY CODES	
ESCAPE FROM MARS COPY 2	SOURCE UNKNOWN	X/B*MODULE	TEXT-N-BB3	PS050
ESCAPE FROM WIZARDS KEEP INCLUDING DOCS AND GAME SOLUTION	99'ER HOME COMPUTER MAGAZINE OCTOBER 1983	X/B*MODULE	ROLE-G-BM2	CS041
THE EVIL DUNGEON	ASGARD SOFTWARE	TOD*MODULE	ROLE-G-BM2	CS052
FUNHOUSE V.2.0	AMERICAN SOFTWARE DESIGN AND DISTRIBUTION	X/B*MODULE	TEXT-N-BB4	CS044
GAME OF THE IMMORTALS	ASGARD SOFTWARE	TOD*MODULE	ROLE-G-BM3	CS052
GERRY'S PLACE	SOURCE UNKNOWN	ADV*MODULE	TEXT-N-BB2	PS038
GET THE GOLD!	SOURCE UNKNOWN	X/B*MODULE	ROLE-N-BB3	PM059
GHOST TOWN	SCOTT ADAMS	ADV*MODULE	TEXT-N-BA5	TS041
GNOME	SOURCE UNKNOWN	X/B*MODULE	TEXT-N-DB3	PS098
GOLD RUSH	99'ER HOME COMPUTER MAGAZINE VOLUME 2 ISSUE 2	X/B*MODULE	ROLE-G-BB2	CS040
THE GOLDEN VOYAGE	SCOTT ADAMS	ADV*MODULE	TEXT-N-BA3	TS052
THE GREAT AVOCADO ADVENTURE V.1.2	G & T SOFTWARE	ADV*MODULE	TEXT-N-BM3	PS049
HAUNTED HOUSE V.2.0	AMERICAN SOFTWARE DESIGN AND DISTRIBUTION	X/B*MODULE	TEXT-N-BB4	CS043
HIGH ADVENTURE * CALL FILES (1)	TODD COE	T.I. BASIC	TEXT-N-BB5	PS046
THE HITCHHIKER'S GUIDE TO THE GALAXY	INFOCOM	X/B*MODULE	TEXT-N-DM5	CM646
HOBBIT * CALL FILES (1)	SOURCE UNKNOWN	X/B*MODULE	TEXT-N-DM2	PM046
THE HOUSE ON MISTY HILL	S. W. LUCAS	X/B*MODULE	TEXT-N-DB4	CM111
THE HULK	SCOTT ADAMS	ADV*MODULE	TEXT-N-BM3	CS043
THE ICE CAVERNS OF XEN	FUTURA SOFTWARE	X/B*MODULE	TEXT-N-DM3	CM068

ALPHABETICAL LISTING, CONT.

PROGRAM NAME	AUTHOR/SOURCE	LANGUAGE	RATING KEY	CODES
IN SEARCH OF THE 4 VEDAS V.2.0	AMERICAN SOFTWARE DESIGN AND DISTRIBUTION	X/B*MODULE	TEXT-N-BB4	CS044
INFIDEL	INFOCOM	X/B*MODULE	TEXT-N-DA4	CM568
INFOCOM DEMO DISK	INFOCOM	X/B*MODULE	TEXT-N-DB3	CM642
INVESTIGATOR	LUCILLE ROCK	ADV*MODULE	TEXT-N-BM4	CS047
I.T. INTRA TERRESTRIAL	TERRIFIC GAMES FOR THE TI-99/4A	X/B*MODULE	TEXT-N-BB3	CS039
IT'S A JUNGLE OUT THERE	ALBERT L. ALLEN	T.I. BASIC	ROLE-N-BB2	PS024
JACK AND THE BEANSTALK ADVENTURE V.2.1	TEX-SOFT SOFTWARE	X/B*MODULE	TEXT-N-DB3	CM112
KNIGHT IRONHEART	TEX-COMP	ADV*MODULE	TEXT-N-BM4	CS053
KUNG FU	BRICE HADLOCK	X/B*MODULE	ROLE-G-BM3	CS068
LEGENDS V.1.1	ASGARD SOFTWARE	X/B*MODULE	ROLE-G-DA5	CM697
LEGENDS II: THE SEQUEL	ASGARD SOFTWARE	X/B*MODULE	ROLE-G-DA5	CM__
LOST GOLD REVISION A	RAY'S KOMPUTAR WORKS	ADV*MODULE	TEXT-N-BM4	FS042
LOST TREASURE	STIMULATING SIMULATIONS FOR THE TI-99/4A	T.I. BASIC	TEXT-N-BB1	CS009
LOST TREASURE OF THE AZTEC	MINDGAMES SOFTWARE	X/B*MODULE	TEXT-N-DB4	CM277
MAD SCIENTIST ADVENTURE	SAM PINCUS	X/B*MODULE	TEXT-N-BB2	CS051
MAGIC RINGS OF THE GNOMES	RANDY COHEN	TOD*MODULE	ROLE-G-BM3	PS052
MATILDA'S DILEMMA (ALIAS "BONDO")	BUFFALOCHIP SOFTWARE	ADV*MODULE	TEXT-N-BM4	PS053
A MEDIEVAL GRAPHICAL ADVENTURE	WALTER J. DOLLARD	X/B*MODULE	ROLE-G-BM2	CS053

ALPHABETICAL LISTING, CONT.

PROGRAM NAME	AUTHOR/SOURCE	LANGUAGE	RATING KEY	CODES
MINER 49'ER V.2.0	AMERICAN SOFTWARE DESIGN AND DISTRIBUTION	X/B*MODULE	TEXT-N-BB4	CS043
MISSION IMPOSSIBLE	SCOTT ADAMS	ADV*MODULE	TEXT-N-BA3	TS042
MONSTER COMBAT COPY 1	LEE CHAPEL	T.I. BASIC	ROLE-G-BB2	PS018
MONSTER COMBAT COPY 2	SOURCE UNKNOWN	T.I. BASIC	ROLE-G-DB3	PS038
MOON SURVIVAL ADVENTURE	SOURCE UNKNOWN	X/B*MODULE	ROLE-N-BB1	PS036
THE MS-ADVENTURE SERIES V.1.0	MIKE STEWART	X/B*MODULE	TEXT-G-DM3	FM352
MUNSTER FAMILY ADVENTURE	BILL GENOVESE	T.I. BASIC	TEXT-G-BB3	CS024
MURDER	PROGRAMS FOR THE T.I. HOME COMPUTER	T.I. BASIC	TEXT-N-BB3	CS023
MURDER IN THE MANSION A WHODUNIT	JACK SUGHRUE	T.I. BASIC	TEXT-N-BB2	PS013
MURDER MYSTERY!	SOURCE UNKNOWN	X/B*MODULE	TEXT-N-BB1	PS026
MYSTERY AT RAVEN MOUNTAIN	KEITH BAJURA	BASIC/TEII	TEII-G-DB3	PM121
MYSTERY FUN HOUSE	SCOTT ADAMS	ADV*MODULE	TEXT-N-BM5	TS042
NERDS PERSECUTED AGAIN!	ASGARD SOFTWARE	TOD*MODULE	ROLE-G-BM4	CS052
NEW QUEST	SOURCE UNKNOWN	X/B*MODULE	ROLE-G-BB1	PS044
NINJA	JIM BECK	X/B*MODULE	ROLE-G-DM4	FM114
NOMAD COPY 1	SOURCE UNKNOWN	X/B*MODULE	TEXT-G-BB2	PS034
NOMAD COPY 2	SOURCE UNKNOWN	X/B*MODULE	TEXT-G-BB2	PS040
OLD DARK CAVES I	DONN GRANROS	X/B*MODULE	ROLE-G-DA5	CM328
OLD DARK CAVES II	DONN GRANROS	X/B*MODULE	ROLE-G-DA5	CM583
OLIVER'S TWIST	ASGARD SOFTWARE	ADV*MODULE	TEXT-N-BA5	CS052

ALPHABETICAL LISTING, CONT.

PROGRAM NAME	AUTHOR/SOURCE	LANGUAGE	RATING KEY	CODES
ON THE LOOSE	LUCILLE ROCK	ADV*MODULE	TEXT-N-BM4	CS048
OPERATION: SABOTAGE	BOB CHMELA	X/B*MODULE	TEXT-N-DB3	CS082
PARTS OF SPEECH ADVENTURE	JACK SUGHRUE	X/B*MODULE	EDUC-N-BB3	PS039
PENNIES AND PRIZES	TEXAS INSTRUMENTS	TOD*MODULE	ROLE-G-BB5	TS052
THE PHANTOM OF BLACKMOORE	INSTRUMENTAL SOFTWARE SYSTEMS INC.	X/B*MODULE	TEXT-G-BB3	PM101
PIRATE ADVENTURE	SCOTT ADAMS	ADV*MODULE	TEXT-N-BB5	TS042
PLANETFALL	INFOCOM	X/B*MODULE	TEXT-N-DM4	CM628
POLAR TREK	RICK KELLOGG	X/B*MODULE	ROLE-G-BB2	FS051
PYRAMID	SOURCE UNKNOWN	X/B*MODULE	TEXT-N-BB3	PS044
PYRAMID OF DOOM	SCOTT ADAMS	ADV*MODULE	TEXT-N-BM4	TS041
QUEST	W. J. TOMCANIN	T.I. BASIC	TEXT-N-BB3	PS037
QUEST	ROGER CHAFFEE	X/B*MODULE	TEXT-N-BB2	CS038
THE QUEST	JIM BECK	X/B*MODULE	ROLE-N-DA4	FM226
QUEST 99/4 (SEE TREASURE QUEST)	SOURCE UNKNOWN	X/B*MODULE	ROLE-G-BB4	PS039
QUEST FOR THE KING AND HIS PARTY	WALTER J. DOLLARD	TOD*MODULE	ROLE-G-BA4	FS052
QUEST FOR THE "MAGIC MAKER" DIAMOND	ASGARD SOFTWARE	TOD*MODULE	ROLE-G-BM3	CS052
QUEST INTO MYSTERY	J. GULICK	X/B*MODULE	ROLE-N-BB2	CS031
QUEST OF THE KING	TEXAS INSTRUMENTS	TOD*MODULE	ROLE-G-BM5	TS052
QUESTSWORD (SEE SWORDQUEST)	SOURCE UNKNOWN	X/B*MODULE	TEXT-N-BB4	PS046
RAISE QUEST	SOURCE UNKNOWN	X/B*MODULE	TEXT-N-BB4	PS046
RATTLESNAKE BEND	ASGARD SOFTWARE	ADV*MODULE	TEXT-N-BA5	CS052

ALPHABETICAL LISTING, CONT.

PROGRAM NAME	AUTHOR/SOURCE	LANGUAGE	RATING KEY	CODES
RETURN TO PIRATE'S ISLE COMMAND MODULE	SCOTT ADAMS	RPI*MODULE	TEXT-G-BA5	TS001
RIDGEMONT HIGH	SABOTAGE SOFTWARE	ADV*MODULE	TEXT-N-BM3	PS042
RINGWRAITHS LAIR	FANTASY COMPUTING	X/B*MODULE	ROLE-N-DM4	CM201
SAVAGE ISLAND PART 1 AND PART 2	SCOTT ADAMS	ADV*MODULE	TEXT-N-BA5	TM093
SAXSAAN * WRITE-PROTECT!	D & D PUBLISH	X/B*MODULE	TEXT-G-DM4	CM322
THE SEARCH FOR THE LOST DUTCHMAN'S GOLD	PAM DUSEK	X/B*MODULE	TEXT-N-BB4	PS063
SECRET CHAMBERS	STEVE PATTERSON M. C. WALTERS	X/B*MODULE	ROLE-G-BB2	PS041
SHIPWRECKED	L. SEARCY L. PIERCE	X/B*MODULE	TEXT-N-BB3	PS035
THE SMURF ADVENTURE	SOURCE UNKNOWN	X/B*MODULE	TEXT-N-BB3	PS037
SORCERER	INFOCOM	X/B*MODULE	TEXT-N-DA4	CM632
THE SORCERER OF CLAYMORGUE CASTLE	SCOTT ADAMS	ADV*MODULE	TEXT-N-BA3	CS040
SPACE AND BEYOND V.4.5	ASGARD SOFTWARE	X/B*MODULE	TEXT-N-BB2	CS080
SPACE MINE	ASGARD SOFTWARE	TOD*MODULE	ROLE-G-BM3	CS052
SPIDER-MAN	SCOTT ADAMS	ADV*MODULE	TEXT-N-BM3	CS042
SPIDER MOUNTAIN ADVENTURE	RIDER FANTASY CREATIONS	X/B*MODULE	TEXT-N-BB2	CS071
SPY ADVENTURE	EB SOFTWARE	X/B*MODULE	TEXT-N-DM3	CM266
A STAR TREK ADVENTURE	SOURCE UNKNOWN	TOD*MODULE	ROLE-G-BA4	PS052
STARCROSS	INFOCOM	X/B*MODULE	TEXT-N-DA4	CM530
STELLAR EXPLORER	DAN FARROW IV	X/B*MODULE	ROLE-G-BM4	PS044
STONE AGE V.2.0	AMERICAN SOFTWARE DESIGN AND DISTRIBUTION	X/B*MODULE	TEXT-N-BB4	CS044

ALPHABETICAL LISTING, CONT.

PROGRAM NAME	AUTHOR/SOURCE	LANGUAGE	RATING KEY	CODES
STONEVILLE MANOR	CREATIVE COMPUTING AUGUST 1981	X/B*MODULE	TEXT-N-DB4	CS061
STRANGE ODYSSEY	SCOTT ADAMS	ADV*MODULE	TEXT-G-BM4	TS041
SUNDIAL ISLAND PART 1 AND PART 2	WALTER J. DOLLARD	X/B*MODULE	TEXT-G-BM3	CM102
SUPERMAN	SOURCE UNKNOWN	T.I. BASIC	ROLE-N-BB2	PS041
SUSPENDED	INFOCOM	X/B*MODULE	TEXT-N-DA4	CM616
SWORDQUEST (SEE QUESTSWORD)	SOURCE UNKNOWN	X/B*MODULE	TEXT-N-BB4	PS046
SWORDS AND SORCERY	SAM MOORE JR.	X/B*MODULE	ROLE-N-BB1	PS046
3-D MAZE V.2.0	AMERICAN SOFTWARE DESIGN AND DISTRIBUTION	X/B*MODULE	ROLE-G-BB2	CS033
THE TOMB OF DEATH	ASGARD SOFTWARE	TOD*MODULE	ROLE-G-BM3	CS052
TOMB OF THE GRAY ELF	JOHN STEPHENS	ADV*MODULE	TEXT-N-BM2	FS040
TOWER OF MYSTERY	COMPUTE!'S GUIDE TO ADVENTURE GAMES	T.I. BASIC	TEXT-N-BB3	CS034
TREASURE HUNT	LANCE MICKLUS	X/B*MODULE	TEXT-N-BB1	CS042
TREASURE ISLAND	99'ER HOME COMPUTER MAGAZINE VOLUME 2 ISSUE 9	X/B*MODULE	ROLE-G-BB1	CS031
TREASURE QUEST (SEE QUEST 99/4)	CHRIS BOBBITT	X/B*MODULE	ROLE-G-BB4	PS048
12 DUNGEONS ON REMZAK!	RAY KAZMER	X/B*MODULE	ROLE-G-BM4	FS068
THE VALLEY	SOURCE UNKNOWN	X/B*MODULE	ROLE-G-BM3	PS078
VAMPIRE CASTLE	S. W. LUCAS	X/B*MODULE	TEXT-N-DM4	CM102
THE VOLCANO FORTRESS	ASGARD SOFTWARE	TOD*MODULE	ROLE-G-BM3	CS052
VOODOO CASTLE	SCOTT ADAMS	ADV*MODULE	TEXT-N-BM4	TS042

ALPHABETICAL LISTING, CONT.

PROGRAM NAME	AUTHOR/SOURCE	LANGUAGE	RATING KEY	CODES
WELCOME TO MADAM FIFI'S WHORE-HOUSE ADVENTURE	GARY TAYLOR	X/B*MODULE	TEXT-N-DA4	PS034
WELCOME TO SHERLOCK'S HOME	SOURCE UNKNOWN	X/B*MODULE	TEXT-N-BB3	PS037
WEREWOLVES AND WANDERER	CREATING ADVENTURE GAMES ON YOUR COMPUTER	X/B*MODULE	ROLE-N-BM3	CS__
WILL 'O THE WISP!	MARK CAPELLA	X/B*MODULE	TEXT-G-DM3	CM344
WITNESS	INFOCOM	X/B*MODULE	TEXT-N-DM4	CM612
WIZARD'S DOMINION	AMERICAN SOFTWARE DESIGN AND DISTRIBUTION	X/B*MODULE	ROLE-G-BM3	CS041
WIZARD'S LAIR	RAINBOW SOFTWARE	X/B*MODULE	ROLE-G-BM2	CS059
ZOOM FLUME	ASGARD SOFTWARE	ADV*MODULE	TEXT-N-BM4	CS052
ZORK I	INFOCOM	X/B*MODULE	TEXT-N-DM5	CM534
ZORK II	INFOCOM	X/B*MODULE	TEXT-N-DA5	CM522
ZORK III	INFOCOM	X/B*MODULE	TEXT-N-DA5	CM522

Section IV

BASIC ADVENTURE GAMES

PROGRAM NAME	AUTHOR/SOURCE	LANGUAGE	RATING KEY	CODES
CAVE MAZE	JON TODD	T.I. BASIC	TEXT-N-BB4	PS020
CLUELESS	ED SANDERS	T.I. BASIC	TEXT-N-BB3	PS030
DEATHSHIP COPY 1	AARDVARK	T.I. BASIC	TEXT-N-BB4	PS036
DELIVER THE CAKE!	SOURCE UNKNOWN	T.I. BASIC	TEXT-N-BB3	PS040
DESERT DILEMMA	99'ER HOME COMPUTER MAGAZINE OCTOBER 1983	T.I. BASIC	TEXT-N-BB3	CS033
DIAMOND THIEF COPY 1	STIMULATING SIMULATIONS FOR THE TI-99/4A	T.I. BASIC	TEXT-N-BB1	CS010
HIGH ADVENTURE * CALL FILES (1)	TODD COE	T.I. BASIC	TEXT-N-BB5	PS046
LOST TREASURE	STIMULATING SIMULATIONS FOR THE TI-99/4A	T.I. BASIC	TEXT-N-BB1	CS009
MUNSTER FAMILY ADVENTURE	BILL GENOVESE	T.I. BASIC	TEXT-G-BB3	CS024
MURDER	PROGRAMS FOR THE T.I. HOME COMPUTER	T.I. BASIC	TEXT-N-BB3	CS023
MURDER IN THE MANSION A WHODUNIT	JACK SUGHRUE	T.I. BASIC	TEXT-N-BB2	PS013
QUEST	W. J. TOMCANIN	T.I. BASIC	TEXT-N-BB3	PS037
TOWER OF MYSTERY	COMPUTE!'S GUIDE TO ADVENTURE GAMES	T.I. BASIC	TEXT-N-BB3	CS034

BASIC ADVENTURE GAMES USING THE EDITOR ASSEMBLER MODULE

PROGRAM NAME	AUTHOR/SOURCE	LANGUAGE	RATING KEY	CODES
CLASSIC ADVENTURE	SOURCE UNKNOWN	BASIC E/A	TEXT-N-DA5	PM199

BASIC ADVENTURE GAMES USING THE TERMINAL EMULATOR II MODULE

PROGRAM NAME	AUTHOR/SOURCE	LANGUAGE	RATING KEY	CODES
THE MYSTERY AT RAVEN MOUNTAIN	KEITH BAJURA	BASIC/TEII	TEII-G-DB3	PM121

EDUCATIONAL ADVENTURE GAMES

PROGRAM NAME	AUTHOR/SOURCE	LANGUAGE	RATING KEY	CODES
PARTS OF SPEECH ADVENTURE	JACK SUGHRUE	X/B*MODULE	EDUC-N-BB3	PS039

EXTENDED BASIC ADVENTURE GAMES

PROGRAM NAME	AUTHOR/SOURCE	LANGUAGE	RATING KEY	CODES
ADVENTURE IN OZ	PROGRAMS FOR THE T.I. HOME COMPUTER	X/B*MODULE	TEXT-G-DB3	CM136
ALIEN SEARCH	ALBA SOFTWARE	X/B*MODULE	TEXT-G-BB3	CS038
007: AQUA BASE V.2.0	AMERICAN SOFTWARE DESIGN AND DISTRIBUTION	X/B*MODULE	TEXT-N-BB4	CS047
THE BIG TEXAS SPY ADVENTURE	SYDNEY MICHEL	X/B*MODULE	TEXT-G-DB3	FM143
CASTLE MYGLOUG	JOHN L. LARSON	X/B*MODULE	TEXT-N-DB3	PM162
THE CRYSTAL CAVERN	DATAQUEST	X/B*MODULE	TEXT-N-BB3	PS050
DEATHSHIP COPY 2	AARDVARK	X/B*MODULE	TEXT-N-BB4	PS043

Extended BASIC Adventures, Cont.

PROGRAM NAME	AUTHOR/SOURCE	LANGUAGE	RATING KEY	CODES
DIAMOND THIEF COPY 2	STIMULATING SIMULATIONS FOR THE TI-99/4A	X/B*MODULE	TEXT-N-BB1	CS015
DOG STAR ADVENTURE	THE CAPTAIN 80 BOOK OF BASIC ADVENTURES	X/B*MODULE	TEXT-N-BB3	CS067
ESCAPADE	SOURCE UNKNOWN	X/B*MODULE	TEXT-N-BB4	PS046
ESCAPE FROM MARS COPY 1	ED STERNBERG	X/B*MODULE	TEXT-N-BB3	PS046
ESCAPE FROM MARS COPY 2	SOURCE UNKNOWN	X/B*MODULE	TEXT-N-BB3	PS050
FUNHOUSE V.2.0	AMERICAN SOFTWARE DESIGN AND DISTRIBUTION	X/B*MODULE	TEXT-N-BB4	CS044
GNOME	SOURCE UNKNOWN	X/B*MODULE	TEXT-N-DB3	PS098
HAUNTED HOUSE V.2.0	AMERICAN SOFTWARE DESIGN AND DISTRIBUTION	X/B*MODULE	TEXT-N-BB4	CS043
HOBBIT * CALL FILES (1)	SOURCE UNKNOWN	X/B*MODULE	TEXT-N-DM2	PM046
THE HOUSE ON MISTY HILL	S. W. LUCAS	X/B*MODULE	TEXT-N-DB4	CM111
THE ICE CAVERNS OF XEN	FUTURA SOFTWARE	X/B*MODULE	TEXT-N-DM3	CM068
IN SEARCH OF THE 4 VEDAS V.2.0	AMERICAN SOFTWARE DESIGN AND DISTRIBUTION	X/B*MODULE	TEXT-N-BB4	CS044
I.T. INTRA TERRESTRIAL	TERRIFIC GAMES FOR THE TI-99/4A	X/B*MODULE	TEXT-N-BB3	CS039
JACK AND THE BEANSTALK ADVENTURE V.2.1	TEX-SOFT SOFTWARE	X/B*MODULE	TEXT-N-DB3	CM112
LOST TREASURE OF THE AZTEC	MINDGAMES SOFTWARE	X/B*MODULE	TEXT-N-DB4	CM277
MAD SCIENTIST ADVENTURE	SAM PINCUS	X/B*MODULE	TEXT-N-BB2	CS051
MINER 49'ER V.2.0	AMERICAN SOFTWARE DESIGN AND DISTRIBUTION	X/B*MODULE	TEXT-N-BB4	CS043

Extended BASIC Adventures, Cont.

PROGRAM NAME	AUTHOR/SOURCE	LANGUAGE	RATING KEY	CODES
THE MS-ADVENTURE SERIES V.1.0	MIKE STEWART	X/B*MODULE	TEXT-G-DM3	FM352
MURDER MYSTERY!	SOURCE UNKNOWN	X/B*MODULE	TEXT-N-BB1	PS026
NOMAD COPY 1	SOURCE UNKNOWN	X/B*MODULE	TEXT-G-BB2	PS034
NOMAD COPY 2	SOURCE UNKNOWN	X/B*MODULE	TEXT-G-BB2	PS040
OPERATION: SABOTAGE	BOB CHMELA	X/B*MODULE	TEXT-N-DB3	CS082
THE PHANTOM OF BLACKMOORE	INSTRUMENTAL SOFTWARE SYSTEMS INC.	X/B*MODULE	TEXT-G-BB3	PM101
PYRAMID	SOURCE UNKNOWN	X/B*MODULE	TEXT-N-BB3	PS044
QUEST	ROGER CHAFFEE	X/B*MODULE	TEXT-N-BB2	CS038
QUESTSWORD (SEE SWORDQUEST)	SOURCE UNKNOWN	X/B*MODULE	TEXT-N-BB4	PS046
RAISE QUEST	SOURCE UNKNOWN	X/B*MODULE	TEXT-N-BB4	PS046
SAXSAAN * WRITE-PROTECTED!	D & D PUBLISH	X/B*MODULE	TEXT-G-DM4	CM322
THE SEARCH FOR THE LOST DUTCHMAN'S GOLD	PAM DUSEK	X/B*MODULE	TEXT-N-BB4	PS063
SHIPWRECKED	L. SEARCY L. PIERCE	X/B*MODULE	TEXT-N-BB3	PS035
THE SMURF ADVENTURE	SOURCE UNKNOWN	X/B*MODULE	TEXT-N-BB3	PS037
SPACE AND BEYOND V.4.5	ASGARD SOFTWARE	X/B*MODULE	TEXT-N-BB2	CS080
SPIDER MOUNTAIN ADVENTURE	RIDER FANTASY CREATIONS	X/B*MODULE	TEXT-N-BB2	CS071
SPY ADVENTURE	EB SOFTWARE	X/B*MODULE	TEXT-N-DM3	CM266
STONE AGE V.2.0	AMERICAN SOFTWARE DESIGN AND DISTRIBUTION	X/B*MODULE	TEXT-N-BB4	CS044
STONEVILLE MANOR	CREATIVE COMPUTING AUGUST 1981	X/B*MODULE	TEXT-N-DB4	CS061

Extended BASIC Adventures, Cont.

PROGRAM NAME	AUTHOR/SOURCE	LANGUAGE	RATING KEY	CODES
SUNDIAL ISLAND PART 1 AND PART 2	WALTER J. DOLLARD	X/B*MODULE	TEXT-G-BM3	CM102
SWORDQUEST (SEE QUESTSWORD)	SOURCE UNKNOWN	X/B*MODULE	TEXT-N-BB4	PS046
TREASURE HUNT	LANCE MICKLUS	X/B*MODULE	TEXT-N-BB1	CS042
VAMPIRE CASTLE	S. W. LUCAS	X/B*MODULE	TEXT-N-DM4	CM102
WELCOME TO MADAM FIFI'S WHORE-HOUSE ADVENTURE	GARY TAYLOR	X/B*MODULE	TEXT-N-DA4	PS034
WELCOME TO SHERLOCK'S HOME.	SOURCE UNKNOWN	X/B*MODULE	TEXT-N-BB3	PS037
WILL 'O THE WISP!	MARK CAPELLA	X/B*MODULE	TEXT-G-DM3	CM344

INFOCOM ADVENTURE GAMES

PROGRAM NAME	AUTHOR/SOURCE	LANGUAGE	RATING KEY	CODES
CUTTHROATS	INFOCOM	X/B*MODULE	TEXT-N-DM4	CM642
DEADLINE	INFOCOM	X/B*MODULE	TEXT-N-DA5	CM626
ENCHANTER	INFOCOM	X/B*MODULE	TEXT-N-DM4	CM630
THE HITCHHIKER'S GUIDE TO THE GALAXY	INFOCOM	X/B*MODULE	TEXT-N-DM5	CM646
INFIDEL	INFOCOM	X/B*MODULE	TEXT-N-DA4	CM568
INFOCOM DEMO DISK	INFOCOM	X/B*MODULE	TEXT-N-DB3	CM642
PLANETFALL	INFOCOM	X/B*MODULE	TEXT-N-DM4	CM628
SORCERER	INFOCOM	X/B*MODULE	TEXT-N-DA4	CM630
STARCROSS	INFOCOM	X/B*MODULE	TEXT-N-DA4	CM530
SUSPENDED	INFOCOM	X/B*MODULE	TEXT-N-DA4	CM616
WITNESS	INFOCOM	X/B*MODULE	TEXT-N-DM4	CM612
ZORK I	INFOCOM	X/B*MODULE	TEXT-N-DM5	CM534
ZORK II	INFOCOM	X/B*MODULE	TEXT-N-DA5	CM522
ZORK III	INFOCOM	X/B*MODULE	TEXT-N-DA5	CM522

ADVENTURE MODULE GAMES

PROGRAM NAME	AUTHOR/SOURCE	LANGUAGE	RATING KEY	CODES
AN ADULT ADVENTURE V.2.0	STEPHEN PEACOCK	ADV*MODULE	TEXT-N-BM3	FS050
ADVENTURE OF BIGFOOT	CURTIS BORDERS	ADV*MODULE	TEXT-N-BM2	FS034
AMUSEMENT PARK	LUCILLE ROCK	ADV*MODULE	TEXT-N-BM4	CS049
CINDERELLA	LUCILLE ROCK	ADV*MODULE	TEXT-N-BB4	CS052
THE COLOSSAL CAVE PART 1 AND PART 2	CIS 72257,3722	ADV*MODULE	TEXT-N-BA5	PM107
COMPUTORAMA	RUSTY	ADV*MODULE	TEXT-N-BB1	PS021
THE COUNT'S REVENGE	MAXWARE CREATIONS	ADV*MODULE	TEXT-N-BM3	CS052
DISASTER	GERRY	ADV*MODULE	TEXT-N-BM2	PS031
DISCOVERY AT JUNE LAKE	KURT BROWNING	ADV*MODULE	TEXT-N-BM3	PS048
THE DOORS TO EDEN PART 1 AND FIRST DAYS IN EDEN PART 2	DELETHUM COMPANY	ADV*MODULE	TEXT-N-BA3	FM105
GERRY'S PLACE	GERRY	ADV*MODULE	TEXT-N-BB2	PS038
THE GREAT AVOCADO ADVENTURE V.1.2	G & T SOFTWARE	ADV*MODULE	TEXT-N-BM3	PS049
INVESTIGATOR	LUCILLE ROCK	ADV*MODULE	TEXT-N-BM4	CS047
KNIGHT IRONHEART	TEX-COMP	ADV*MODULE	TEXT-N-BM4	CS053
LOST GOLD REVISION A	RAY'S KOMPUTAR WORKS	ADV*MODULE	TEXT-N-BM4	FS042
MATILDA'S DILEMMA (ALIAS "BONDO")	BUFFALOCHIP SOFTWARE	ADV*MODULE	TEXT-N-BM4	PS053
OLIVER'S TWIST	ASGARD SOFTWARE	ADV*MODULE	TEXT-N-BA5	CS052
ON THE LOOSE	LUCILLE ROCK	ADV*MODULE	TEXT-N-BM4	CS048
RATTLESNAKE BEND	ASGARD SOFTWARE	ADV*MODULE	TEXT-N-BA5	CS052
RIDGEMONT HIGH	SABOTAGE SOFTWARE	ADV*MODULE	TEXT-N-BM3	PS042
TOMB OF THE GRAY ELF	JOHN STEPHENS	ADV*MODULE	TEXT-N-BM2	FS040
ZOOM FLUME	ASGARD SOFTWARE	ADV*MODULE	TEXT-N-BM4	CS052

SCOTT ADAMS ADVENTURE GAMES

PROGRAM NAME	AUTHOR/SOURCE	LANGUAGE	RATING KEY	CODES
ADVENTURELAND	SCOTT ADAMS	ADV*MODULE	TEXT-N-BM3	TS043
BUCKAROO BANZAI	SCOTT ADAMS	ADV*MODULE	TEXT-N-BM3	CS039
THE COUNT	SCOTT ADAMS	ADV*MODULE	TEXT-N-BM3	TS041
GHOST TOWN	SCOTT ADAMS	ADV*MODULE	TEXT-N-BA5	TS041
THE GOLDEN VOYAGE	SCOTT ADAMS	ADV*MODULE	TEXT-N-BA3	TS052
THE HULK	SCOTT ADAMS	ADV*MODULE	TEXT-N-BM3	CS043
MISSION IMPOSSIBLE	SCOTT ADAMS	ADV*MODULE	TEXT-N-BA3	TS042
MYSTERY FUN HOUSE	SCOTT ADAMS	ADV*MODULE	TEXT-N-BM5	TS042
PIRATE ADVENTURE	SCOTT ADAMS	ADV*MODULE	TEXT-N-BB5	TS042
PYRAMID OF DOOM	SCOTT ADAMS	ADV*MODULE	TEXT-N-BM4	TS041
RETURN TO PIRATE'S ISLE COMMAND MODULE	SCOTT ADAMS	RPI*MODULE	TEXT-G-BA5	TS001
SAVAGE ISLAND PART 1 AND PART 2	SCOTT ADAMS	ADV*MODULE	TEXT-N-BA5	TM093
THE SORCERER OF CLAYMORGUE CASTLE	SCOTT ADAMS	ADV*MODULE	TEXT-N-BA3	CS040
SPIDER-MAN	SCOTT ADAMS	ADV*MODULE	TEXT-N-BM3	CS042
STRANGE ODYSSEY	SCOTT ADAMS	ADV*MODULE	TEXT-N-BM4	TS041
VOODOO CASTLE	SCOTT ADAMS	ADV*MODULE	TEXT-N-BM4	TS042

ROLE-PLAYING ADVENTURE GAMES

PROGRAM NAME	AUTHOR/SOURCE	LANGUAGE	RATING KEY	CODES
ADVENTURE	SOURCE 10-2-84	X/B*MODULE	ROLE-G-BB1	PS044
THE AFTERMATH OF THE ASIMOVIAN DISASTER	CREATING ADVENTURE GAMES ON YOUR COMPUTER	X/B*MODULE	ROLE-N-BM3	CS__

Role Playing Adventures, Cont.

PROGRAM NAME	AUTHOR/SOURCE	LANGUAGE	RATING KEY	CODES
THE ANCIENT CHATEAU	CREATING ADVENTURE GAMES ON YOUR COMPUTER	X/B*MODULE	ROLE-N-BM3	CS__
THE BANNOCHBURN LEGACY	GIANT BOOK OF COMPUTER GAMES	X/B*MODULE	ROLE-N-BB2	CS067
THE BOOLEAN BRAIN	HOME COMPUTER MAGAZINE VOLUME 4 NUMBER 4	X/B*MODULE	ROLE-G-BB2	CS037
CAMEL	MORE BASIC COMPUTER GAMES	X/B*MODULE	ROLE-G-BB2	CS044
CARFAX ABBEY	DAVID VINCENT	X/B*MODULE	ROLE-G-DM5	FM248
CASTLE DAVID	SOURCE UNKNOWN	X/B*MODULE	ROLE-G-DM3	PM257
CASTLE HALLWAYS	PATRICK CROSBIE	X/B*MODULE	ROLE-G-BB2	PS029
CATACOMBS	WERNER BROTHERS	T.I. BASIC	ROLE-G-DA5	PM119
THE CITADEL OF PERSHU	CREATING ADVENTURE GAMES ON YOUR COMPUTER	X/B*MODULE	ROLE-N-BM3	CS__
DEVIL'S DUNGEON	RALPH NEWKOLD	T.I. BASIC	ROLE-N-BB3	PS029
DOOM OF MONDULAR COPY 1	SYMBIOTECH, INC.	X/B*MODULE	ROLE-G-DA5	CM219
DOOM OF MONDULAR COPY 2	SYMBIOTECH, INC.	X/B*MODULE	ROLE-G-DA5	CM266
DOOMCASTLE	DATA SYSTEMS	X/B*MODULE	ROLE-G-BM2	CS041
THE DRAGON'S LAIR	SOURCE UNKNOWN	X/B*MODULE	ROLE-G-BB2	PS031
DUNGEON	SOURCE UNKNOWN	X/B*MODULE	ROLE-N-BM3	PS040
DUNGEONS COPY 1	SOURCE UNKNOWN	X/B*MODULE	ROLE-N-BB3	PS041
DUNGEONS COPY 2 * CALL FILES (1)	SOURCE UNKNOWN	X/B*MODULE	ROLE-G-BB3	PS050
ESCAPE FROM WIZARD'S KEEP INCLUDING DOCS AND GAME SOLUTION	99'ER HOME COMPUTER MAGAZINE OCTOBER 1983	X/B*MODULE	ROLE-G-BM2	CS041
GET THE GOLD!	SOURCE UNKNOWN	X/B*MODULE	ROLE-N-BB3	PM059

Role Playing Adventures, Cont.

PROGRAM NAME	AUTHOR/SOURCE	LANGUAGE	RATING KEY	CODES
GOLD RUSH	99'ER HOME COMPUTER MAGAZINE VOLUME 2 ISSUE 2	X/B*MODULE	ROLE-G-BB2	CS040
IT'S A JUNGLE OUT THERE	ALBERT L. ALLEN	T.I. BASIC	ROLE-N-BB2	PS024
KUNG FU	BRICE HADLOCK	X/B*MODULE	ROLE-G-BM3	CS068
LEGENDS V.1.1	ASGARD SOFTWARE	X/B*MODULE	ROLE-G-DA5	CM697
LEGENDS II: THE SEQUEL	ASGARD SOFTWARE	X/B*MODULE	ROLE-G-DA5	CM__
A MEDIEVAL GRAPHICAL ADVENTURE	WALTER J. DOLLARD	X/B*MODULE	ROLE-G-BM2	CS053
MONSTER COMBAT COPY 1	LEE CHAPEL	T.I. BASIC	ROLE-G-BB2	PS018
MONSTER COMBAT COPY 2	SOURCE UNKNOWN	T.I. BASIC	ROLE-G-DB3	PS038
MOON SURVIVAL ADVENTURE	SOURCE UNKNOWN	X/B*MODULE	ROLE-N-BB1	PS036
NEW QUEST	SOURCE UNKNOWN	X/B*MODULE	ROLE-G-BB1	PS044
NINJA	JIM BECK	X/B*MODULE	ROLE-G-DM4	FM114
OLD DARK CAVES I	DONN GRANROS	X/B*MODULE	ROLE-G-DA5	CM328
OLD DARK CAVES II	DONN GRANROS	X/B*MODULE	ROLE-G-DA5	CM583
POLAR TREK	RICK KELLOGG	X/B*MODULE	ROLE-G-BB2	FS051
THE QUEST	JIM BECK	X/B*MODULE	ROLE-N-DA4	FM226
QUEST 99/4 (SEE TREASURE QUEST)	SOURCE UNKNOWN	X/B*MODULE	ROLE-G-BB4	PS039
QUEST INTO MYSTERY	J. GULICK	X/B*MODULE	ROLE-N-BB2	CS031
RINGWRAITHS LAIR	FANTASY COMPUTING	X/B*MODULE	ROLE-N-DM4	CM201
SECRET CHAMBERS	STEVE PATTERSON M. C. WALTERS	X/B*MODULE	ROLE-G-BB2	PS041
STELLAR EXPLORER	DAN FARROW IV	X/B*MODULE	ROLE-G-BM4	PS044
SUPERMAN	SOURCE UNKNOWN	T.I. BASIC	ROLE-N-BB2	PS041

Role Playing Adventures, Cont.

PROGRAM NAME	AUTHOR/SOURCE	LANGUAGE	RATING KEY	CODES
SWORDS AND SORCERY	SAM MOORE JR.	X/B*MODULE	ROLE-N-BB1	PS046
3-D MAZE V.2.0	AMERICAN SOFTWARE DESIGN AND DISTRIBUTION	X/B*MODULE	ROLE-G-BB2	CS033
TREASURE ISLAND	99'ER HOME COMPUTER MAGAZINE VOLUME 2 ISSUE 9	X/B*MODULE	ROLE-G-BB1	CS031
TREASURE QUEST (SEE QUEST 99/4)	CHRIS BOBBITT	X/B*MODULE	ROLE-G-BB4	PS048
12 DUNGEONS ON REMZAK!	RAY KAZMER	X/B*MODULE	ROLE-G-BM4	FS068
THE VALLEY	SOURCE UNKNOWN	X/B*MODULE	ROLE-G-BM3	PS078
WEREWOLVES AND WANDERER	CREATING ADVENTURE GAMES ON YOUR COMPUTER	X/B*MODULE	ROLE-N-BM3	CS__
WIZARD'S DOMINION	AMERICAN SOFTWARE DESIGN AND DISTRIBUTION	X/B*MODULE	ROLE-G-BM3	CS041
WIZARD'S LAIR	RAINBOW SOFTWARE	X/B*MODULE	ROLE-G-BM2	CS059

TUNNELS OF DOOM GAMES

PROGRAM NAME	AUTHOR/SOURCE	LANGUAGE	RATING KEY	CODES
ASSAULT THE CITY	ASGARD SOFTWARE	TOD*MODULE	ROLE-G-BM3	CS052
COMPUTER NIGHTMARE	ASGARD SOFTWARE	TOD*MODULE	ROLE-G-BM4	CS052
COMPUTER QUEST	ASGARD SOFTWARE	TOD*MODULE	ROLE-G-BM2	CS052
DARING ADVENTURES IN K-MART	ASGARD SOFTWARE	TOD*MODULE	ROLE-G-BM5	CS052
THE DARK TOWER	ASGARD SOFTWARE	TOD*MODULE	ROLE-G-BM3	CS052
DOCTOR WHO	ASGARD SOFTWARE	TOD*MODULE	ROLE-G-BA2	CS052
THE DRAGON ORBS	ASGARD SOFTWARE	TOD*MODULE	ROLE-G-BM3	CS052
THE EVIL DUNGEON	ASGARD SOFTWARE	TOD*MODULE	ROLE-G-BM2	CS052
GAME OF THE IMMORTALS	ASGARD SOFTWARE	TOD*MODULE	ROLE-G-BM3	CS052
MAGIC RINGS OF THE GNOMES	RANDY COHEN	TOD*MODULE	ROLE-G-BM3	PS052
NERDS PERSECUTED AGAIN!	ASGARD SOFTWARE	TOD*MODULE	ROLE-G-BM4	CS052
PENNIES AND PRIZES	TEXAS INSTRUMENTS	TOD*MODULE	ROLE-G-BB5	TS052
QUEST FOR THE KING AND HIS PARTY	WALTER J. DOLLARD	TOD*MODULE	ROLE-G-BA4	FS052
QUEST FOR THE "MAGIC MAKER" DIAMOND	ASGARD SOFTWARE	TOD*MODULE	ROLE-G-BM3	CS052
QUEST OF THE KING	TEXAS INSTRUMENTS	TOD*MODULE	ROLE-G-BM5	TS052
SPACE MINE	ASGARD SOFTWARE	TOD*MODULE	ROLE-G-BM3	CS052
A STAR TREK ADVENTURE	SOURCE UNKNOWN	TOD*MODULE	ROLE-G-BA4	PS052
THE TOMB OF DEATH	ASGARD SOFTWARE	TOD*MODULE	ROLE-G-BM3	CS052
THE VOLCANO FORTRESS	ASGARD SOFTWARE	TOD*MODULE	ROLE-G-BM3	CS052

Section V

REVIEWS OF SELECTED ADVENTURE GAMES

AN ADULT ADVENTURE

DESCRIPTION: AN ADULT ADVENTURE, THE FIRST ADVENTURE MODULE GAME WRITTEN BY STEPHEN PEACOCK, BEGINS MUCH LIKE A TYPICAL ADVENTURE MODULE GAME, WHERE YOU FIND YOURSELF WAKING UP IN A BEDROOM. HOWEVER, THIS GAME IS ANYTHING BUT TYPICAL AND IT IS DEFINITELY NOT SUITED FOR A YOUNG AUDIENCE OR EVEN ADULTS THAT MAY TAKE OFFENSE TO SOME OF THE VERY EXPLICIT LANGUAGE THAT IS USED THROUGHOUT THE GAME.

GOAL: YOU HAVE BEEN GIVEN A DRUG TO MAKE YOU FORGET WHO YOU ARE, AND NOW YOU MUST FIND THE ACCOUNT NUMBER OF THE SAFETY DEPOSIT BOX WHICH HOLDS THE ANTIDOTE. THERE ARE 9 NUMBERS TO THE ACCOUNT NUMBER AND YOU MUST FIGURE OUT THEIR CORRECT ORDER IN ORDER TO OPEN UP THE SAFETY DEPOSIT BOX.

ADDITIONAL COMMENTS: PERSONALLY, I FOUND THIS GAME TO BE A MUCH HARDER GAME TO SOLVE THAN I HAD ORIGINALLY EXPECTED. IF YOU PREFER TO PLAY AN ADVENTURE GAME THAT IS QUITE A CHALLENGE TO SOLVE, AND A TWO-FOLD ONE AT THAT, THEN THIS IS THE GAME FOR YOU. PERSONALLY, I COULD NOT HAVE WRITTEN SUCH A GAME, LET ALONE HAVE INCLUDED MY NAME AND ADDRESS. HOWEVER, I MUST GIVE THE AUTHOR CREDIT FOR BEING UPFRONT AND HONEST WITH HIS GAME AND FOR GIVING THE PLAYER FAIR WARNING CONCERNING THE CONTENT OF THE GAME ON THE ENTRY SCREEN.

ADVENTURELAND

DESCRIPTION: ADVENTURELAND, THE FIRST GAME IN THE SCOTT ADAMS ADVENTURE MODULE SERIES, BEGINS IN THE FOREST OF AN ENCHANTED WORLD.

GOAL: YOU MUST LOCATE ALL 13 TREASURES, AS WELL AS THE SPECIAL PLACE FOR STORING THEM, IN ORDER TO SCORE POINTS.

ADDITIONAL COMMENTS: PERSONALLY, I FOUND THIS GAME TO BE A MUCH EASIER GAME TO SOLVE THAN PIRATE ADVENTURE, THE SECOND GAME IN THE SCOTT ADAMS ADVENTURE MODULE SERIES FOR THE TEXAS INSTRUMENTS HOME COMPUTER, WHICH IS INCLUDED AS PART OF THE ADVENTURE MODULE PACKAGE, AND RATED FOR THE BEGINNER PLAYER. IF YOU PREFER TO PLAY AN ADVENTURE GAME THAT IS FAST-MOVING, AND WHICH GIVES YOU THE OPPORTUNITY TO START COLLECTING YOUR TREASURES QUICKLY, THEN THIS IS THE GAME FOR YOU.

BUCKAROO BANZAI

DESCRIPTION: BUCKAROO BANZAI, THE FIFTEENTH GAME IN THE SCOTT ADAMS ADVENTURE MODULE SERIES, BEGINS IN A SMALL, DESERTED TOWN, WHERE YOU FIND YOURSELF STEPPING INTO THE ROLE OF BUCKAROO BANZAI HIMSELF, THAT WORLD-FAMOUS NEURO-SURGEON, PHYSICIST, ROCK MUSICIAN, AND COMIC BOOK HERO. ONCE AGAIN, THE TASK OF SAVING THE WORLD HAS FALLEN ON YOUR SHOULDERS.

GOAL: YOU MUST FIND AND DISARM A NUCLEAR BOMB THAT WAS LEFT BEHIND BY THE EVIL LECTROIDS.

COMPUTORAMA

DESCRIPTION: COMPUTORAMA, THE FIRST ADVENTURE MODULE ADVENTURE GAME WRITTEN BY RUSTY, BEGINS MUCH LIKE A TYPICAL ADVENTURE MODULE GAME, WHERE YOU FIND YOURSELF IN THE LIVING ROOM OF A TYPICAL COMPUTER-CRAZED FAMILY.

GOAL: YOU MUST FIND THE SAFE, OPEN IT, AND TAKE OUT THE MILLION DOLLAR\$ WHICH YOU WILL FIND IN THE SAFE.

ADDITIONAL COMMENTS: PERSONALLY, I FOUND THIS GAME TO BE A MUCH EASIER GAME TO SOLVE THAN I HAD EXPECTED. HOWEVER, IF YOU ARE A BEGINNER ADVENTURE PLAYER OR EVEN NEW TO THE WORLD OF THE ADVENTURE MODULE GAME, I WOULD HIGHLY RECOMMEND PLAYING THIS ADVENTURE GAME. ALTHOUGH YOU MIGHT FIND RUSTY'S GAME TO BE QUITE SMALL AND VERY STRAIGHTFORWARD, RUSTY DID A VERY GOOD JOB IN WRITING AN ADVENTURE GAME THAT COULD BE SOLVED BY SOMEONE WHO IS JUST BEGINNING TO GET A TASTE OF THE ADVENTURE MODULE WORLD.

THE COUNT

DESCRIPTION: THE COUNT, THE FIFTH GAME IN THE SCOTT ADAMS ADVENTURE MODULE SERIES, BEGINS IN A CASTLE, WHERE YOU AWAKEN IN THE AFTERNOON TO FIND YOURSELF IN A LARGE BRASS BED, HOLDING ONTO A TENT STAKE.

GOAL: IT'S UP TO YOU TO DISCOVER WHO YOU ARE, WHAT YOU ARE DOING IN TRANSYLVANIA, AND WHY THE POSTMAN DELIVERED A BOTTLE OF BLOOD, NOT TO MENTION THE FACT THAT YOU MUST ALSO FIND DRACULA AND KILL HIM BEFORE YOU END UP TURNING INTO A VAMPIRE YOURSELF!

ADDITIONAL COMMENTS: IN THIS ADVENTURE GAME, YOU WILL FIND A NEW ELEMENT - THAT OF TIME - BEING INTRODUCED. IN ORDER FOR YOU TO SUCCESSFULLY COMPLETE THIS ADVENTURE, YOU MUST PROPERLY TIME YOUR ACTIVITIES OVER THREE DAYS AND NIGHTS. THIS GAME IS UNIQUE IN THE FACT THAT THINGS CHANGE BETWEEN NIGHT AND DAY, AND EVEN BETWEEN TWO CONSECUTIVE DAYS. ARE YOU UP TO THE CHALLENGE?

CUTTHROATS

DESCRIPTION: CUTTHROATS, AN UNDERWATER ADVENTURE GAME FROM INFOCOM, INCORPORATED, BEGINS IN YOUR SPARSELY FURNISHED ROOM AT THE RED BOAR INN ON HARDSCRABBLE ISLAND, AND IT IS FROM HERE THAT YOU WILL MEET AND TEAM UP WITH SOME VERY UNUSUAL CHARACTERS.

GOAL: YOU MUST FIND THE SUNKEN TREASURE, WHICH LIES ON ONE OF THE TWO WRECKS OFF HARDSCRABBLE ISLAND. A PERFECT SCORE IN THIS ADVENTURE GAME WILL EARN YOU 250 POINTS.

DEADLINE

DESCRIPTION: DEADLINE, A WHO-DUN-IT MYSTERY ADVENTURE GAME FROM INFOCOM, INCORPORATED, BEGINS ON A WIDE LAWN JUST NORTH OF THE ENTRANCE TO THE ROBNER ESTATE. AS THE DETECTIVE IN THIS GAME, YOU HAVE BEEN CALLED UPON TO INVESTIGATE THE APPARENT SUICIDE OF A WEALTHY AND PHILANTHROPIC INDUSTRIALIST.

GOAL: YOU HAVE 12 HOURS IN WHICH TO SOLVE THIS MYSTERY, BY BEING ABLE TO PROVE MOTIVE, MEANS, AND OPPORTUNITY.

ADDITIONAL COMMENTS: THE VARIETY OF POSSIBLE OUTCOMES IN THIS ADVENTURE GAME IS QUITE IMPRESSIVE, AS THERE ARE TWENTY-FIVE POSSIBLE ENDINGS TO THIS GAME, RANGING FROM A DISMISSAL BY THE GRAND JURY TO A CONVICTION BY THE TRIAL JURY. DEFINITELY ONE OF MY PERSONAL FAVORITES. I HIGHLY RECOMMEND IT!

ENCHANTER

DESCRIPTION: ENCHANTER, A FANTASY ADVENTURE GAME FROM INFOCOM, INCORPORATED, RETURNS TO THE MAGICAL WORLD OF ZORK, WHERE BELBOZ AND THE CIRCLE OF ENCHANTERS HAVE JUST CHOSEN YOU, A NOVICE ENCHANTER, TO DESTROY THE EVIL WARLOCK, KRILL.

GOAL: ARMED WITH ONLY A FEW SIMPLE SPELLS IN YOUR BOOK, YOU SET OUT TO FIND KRILL, EXPLORE THE CASTLE HE HAS OVERTHROWN, AND LEARN OF HIS SECRETS. ONLY THEN MAY HIS VAST EVIL BE LESSENERED OR, WITH GOOD FORTUNE, DESTROYED. A PERFECT SCORE IN THIS ADVENTURE GAME WILL EARN YOU 400 POINTS.

GHOST TOWN

DESCRIPTION: GHOST TOWN, THE NINTH GAME IN THE SCOTT ADAMS ADVENTURE MODULE SERIES, BEGINS IN A GHOST TOWN, COMPLETE WITH EVERYTHING YOU'D EXPECT TO FIND IN A TYPICAL GHOST TOWN, INCLUDING A FEW GHOSTS!

GOAL: YOU MUST LOCATE ALL 13 TREASURES, AS WELL AS THE SPECIAL PLACE FOR STORING THEM, IN ORDER TO SCORE POINTS.

ADDITIONAL COMMENTS: SCOTT ADAMS TOOK HIS USUAL SCORING CONCEPT ONE STEP FURTHER IN THIS GAME, BY GIVING YOU THE OPPORTUNITY TO SCORE BONUS POINTS. THIS MEANS THAT, EVEN AFTER YOU HAVE SUCCESSFULLY SOLVED THIS ADVENTURE, YOU CAN STILL TRY TO PERFECT YOUR ADVENTURE ABILITIES BY TRYING TO SOLVE THIS GAME IN THE FEWEST POSSIBLE NUMBER OF MOVES.

THE GOLDEN VOYAGE

DESCRIPTION: THE GOLDEN VOYAGE, THE TWELFTH GAME IN THE SCOTT ADAMS ADVENTURE MODULE SERIES, BEGINS IN A PERSIAN CITY, AND IT IS FROM HERE THAT YOU MUST FIND A SHIP AND SET SAIL FOR UNKNOWN PORTS OF CALL.

GOAL: YOU HAVE THREE DAYS IN WHICH TO FIND THE FOUNTAIN OF YOUTH, IN ORDER TO SAVE A DYING KING.

THE HITCHHIKER'S GUIDE TO THE GALAXY

DESCRIPTION: THE HITCHHIKER'S GUIDE TO THE GALAXY, A SCIENCE FICTION ADVENTURE GAME FROM INFOCOM, INCORPORATED, BEGINS IN YOUR BEDROOM, WHERE YOU FEEL THE ROOM SPINNING VERY GENTLY ROUND YOUR HEAD, OR AT LEAST IT WOULD BE IF YOU COULD SEE IT, WHICH YOU CANT.

GOAL: WHO KNOWS? WHO CARES? JUST SIT BACK AND ENJOY ONE OF THE BEST TEXT ADVENTURES EVER WRITTEN FOR THE TI-99/4A COMPUTER, WHERE EVEN THE MOST IMPROBABLE EVENTS BECOME VERY PROBABLE! A PERFECT SCORE IN THIS ADVENTURE GAME WILL EARN YOU 400 POINTS.

ADDITIONAL COMMENTS: THIS ADVENTURE GAME IS BASED ON DOUGLAS ADAMS' BOOK OF THE SAME NAME, AND IS EVERY BIT AS GOOD AS THE BOOK. HOWEVER, IF YOU ARE UNFAMILIAR WITH THE HITCHHIKER'S GUIDE TO THE GALAXY, I WOULD HIGHLY RECOMMEND THAT YOU GET A COPY OF THIS BOOK AND READ IT BEFORE ATTEMPTING TO PLAY THIS GAME. FOR THOSE OF YOU WHO ARE ALREADY FAMILIAR WITH DOUGLAS ADAMS AND HIS WORKS, YOU WILL NOT BE DISAPPOINTED. THIS IS TRULY A WHOLLY REMARKABLE GAME.

THE HULK

DESCRIPTION: THE HULK, THE SIXTEENTH GAME IN THE SCOTT ADAMS ADVENTURE MODULE SERIES, BEGINS WITH YOU STEPPING INTO THE ROLE OF THE HULK HIMSELF OR, RATHER, STEPPING INTO THE ROLE OF BRUCE BANNER, WHERE YOU FIND YOURSELF TIED HAND AND FOOT TO A CHAIR.

GOAL: YOU MUST LOCATE ALL 17 GEMS, AS WELL AS THE SPECIAL PLACE FOR STORING THEM, IN ORDER TO SCORE POINTS.

INFIDEL

DESCRIPTION: INFIDEL, AN EGYPTIAN ADVENTURE GAME FROM INFOCOM, INCORPORATED, BEGINS IN THE MIDDLE OF A DESERT, WHERE YOU AWAKEN IN YOUR TENT, ONLY TO FIND THAT ALL IS TOO QUIET OUTSIDE. ADMITTEDLY, THIS CAN ONLY MEAN ONE THING - YOUR ENTIRE CREW HAS DESERTED YOU!

GOAL: IT'S ALL LEFT UP TO YOU. CAN YOU FIND THE EGYPTIAN QUEEN'S PYRAMID AND THE VAST TREASURES THAT LIE WITHIN? A PERFECT SCORE IN THIS ADVENTURE GAME WILL EARN YOU 400 POINTS.

INFOCOM DEMO DISK

DESCRIPTION: THE INFOCOM DEMO DISK FROM INFOCOM, INCORPORATED, PROVIDES A TUTORIAL TO INFOCOM'S PARTICULAR STYLE OF INTERACTIVE ADVENTURE GAMES, AND SERVES AS AN EXCELLENT INTRODUCTION TO ZORK I, PLANETFALL, INFIDEL, AND WITNESS, AS ACTUAL PARTS OF THESE PARTICULAR ADVENTURE GAMES ARE USED AS EXAMPLES IN THE TUTORIAL.

GOAL: AFTER COMPLETING THIS TUTORIAL, YOU SHOULD HAVE A VERY GOOD UNDERSTANDING OF INFOCOM'S STYLE AND CAPABILITIES, AND BE READY TO PLAY ONE OF THE MANY INTERACTIVE ADVENTURES AVAILABLE FROM INFOCOM. A PERFECT SCORE IN THIS TUTORIAL WILL EARN YOU 50 POINTS.

ADDITIONAL COMMENTS: ALTHOUGH THIS DISK WAS RELEASED COMMERCIALY, YOU WILL MOST LIKELY BE UNABLE TO ACQUIRE IT, IF YOU DON'T ALREADY HAVE IT, SINCE IT WAS USED PRIMARILY AS A PROMOTIONAL TOOL BY INFOCOM IN 1984.

LEGENDS

DESCRIPTION: LEGENDS, A FOUR-PLAYER FANTASY ROLE PLAYING ADVENTURE GAME, WRITTEN BY DONN GRANROS AND ED JOHNSON, BEGINS AT WIZARDS ROCK, WHERE YOU HAVE THE OPTIONS OF VISITING THE ADVENTURERS GUILD, THE LEGENDS INN, THE ALCHEMIST, OR LEAVING WIZARDS ROCK TO BEGIN YOUR QUEST. YOUR JOURNEY WILL TAKE YOU TO SIX SEPARATE DUNGEONS, INNS, MOUNTAINS, LAKES, FORESTS, GRAVEYARDS, A MONASTARY, AN ABANDONED SUBWAY, AND EVEN A DINER, AS YOU SEARCH FOR CLUES, TALK TO THE INHABITANTS, AND DO A GOOD DEED OR TWO. FIGHTING MONSTERS IS FAST AND FURIOUS, AS YOU FLING POWERFUL SPELLS AND HIT THEM WITH MIGHTY HEAVES OF YOUR WEAPON. ALTHOUGH THIS ADVENTURE AUTOMATICALLY LOADS IN A PARTY OF FOUR CHARACTERS, EACH WITH THEIR OWN PARTICULAR ATTRIBUTES, YOU CAN CHANGE ANY OR ALL OF THE MEMBERS OF THE PARTY TO SUIT YOUR OWN DESIRES.

GOAL: YOU MUST STOP ASHTAR CREEL, WHO HAS STOLEN THE AZURE AMULET AND THE MAGIC BOOK OF SPELLS.

ADDITIONAL COMMENTS: THIS ADVENTURE GAME, WHICH WAS RATED "A" BY MICROPENDIUM, IS CONSIDERED BY MOST REVIEWERS TO BE THE BEST GRAPHICS ADVENTURE GAME EVER WRITTEN FOR THE TI-99/4A COMPUTER.

MISSION IMPOSSIBLE

DESCRIPTION: MISSION IMPOSSIBLE, THE THIRD GAME IN THE SCOTT ADAMS ADVENTURE MODULE SERIES, BEGINS IN A BRIEFING ROOM, WITH A TAPE RECORDER.

GOAL: YOUR MISSION, SHOULD YOU DECIDE TO ACCEPT IT, IS TO STOP A SABOTEUR FROM BLOWING UP THE WORLD'S FIRST NUCLEAR REACTOR.

ADDITIONAL COMMENTS: CHOOSE YOUR COMMANDS CAREFULLY WHEN PLAYING THIS ADVENTURE GAME, AS TIME IS OF THE ESSENCE!

THE MYSTERY AT RAVEN MOUNTAIN

DESCRIPTION: THE MYSTERY AT RAVEN MOUNTAIN, THE FIRST SPEECH ADVENTURE GAME WRITTEN BY KEITH BAJURA, BEGINS IN THE PARLOR OF THE CRANE ESTATE, AND IT IS FROM HERE THAT YOU BEGIN TO RECEIVE TESTIMONY FROM THE VARIOUS SUSPECTS AND MUST ANALYZE THE VARIOUS CLUES WHICH YOU RECEIVE AS YOU MOVE THROUGH THE VARIOUS ROOMS.

GOAL: YOU WILL HAVE 12 HOURS IN WHICH TO SOLVE THIS WHO-DUN-IT (SPEECH) ADVENTURE AND TO REPORT YOUR FINDINGS TO THE POLICE.

ADDITIONAL COMMENTS: PERSONALLY, I FOUND THIS GAME TO BE A MUCH EASIER GAME TO SOLVE THAN I HAD ORIGINALLY EXPECTED. IT WOULD HAVE BEEN MORE OF A CHALLENGE TO SOLVE, HAD THE GAME ITSELF BEEN MORE INVOLVED AND THE SPEECH BEEN A LITTLE EASIER TO UNDERSTAND. IT ALSO WOULD HAVE BEEN NICE IF THE TEXT WOULD HAVE APPEARED ON THE SCREEN AS YOU WERE PLAYING THE GAME. HOWEVER, ONE MUST NOT LOSE SIGHT OF THE AUTHOR'S PRIMARY OBJECTIVE IN BRINGING SPEECH INTO THE ADVENTURE GAME, AND FOR MAKING IT POSSIBLE FOR THE BLIND ADVENTURE FAN TO TAKE PART IN THE WORLD OF THE ADVENTURE GAME.

MYSTERY FUN HOUSE

DESCRIPTION: MYSTERY FUN HOUSE, THE SEVENTH GAME IN THE SCOTT ADAMS ADVENTURE MODULE SERIES, BEGINS IN FRONT OF A FUN HOUSE.

GOAL: YOU MUST FIND THE HIDDEN SECRET WHICH LIES WITHIN THE FUN HOUSE.

ADDITIONAL COMMENTS: PART OF THE FUN IN PLAYING THIS GAME IS TRYING TO GET INSIDE THE FUN HOUSE, AND STAYING THERE, WITHOUT BEING THROWN OUT, ONCE YOU DO GET INSIDE. ARE YOU UP TO THE CHALLENGE?

OLIVER'S TWIST

DESCRIPTION: OLIVER'S TWIST, THE FIRST ADVENTURE MODULE GAME WRITTEN BY MICKEY SCHMITT AND LYNN GARDNER, BEGINS MUCH LIKE A TYPICAL ADVENTURE MODULE GAME, WHERE YOU FIND YOURSELF STANDING OUTSIDE A CASTLE BELONGING TO YOUR LATE ANCESTOR, KING OLIVER IV. HOWEVER, DON'T LET THE FAMILIAR SURROUNDING OF A CASTLE SETTING FOOL YOU, AS THIS ADVENTURE MODULE GAME HAS A VERY DIFFERENT TWIST TO IT.

GOAL: UPON ENTERING THE CASTLE, YOU WILL FIND 15 TREASURES. IN ORDER TO INHERIT THE CASTLE AND SUCCESSFULLY COMPLETE THIS TWISTED ADVENTURE, YOU MUST RETURN ALL OF THE TREASURES TO THEIR PROPER LOCATION, IN ORDER TO SCORE POINTS.

ADDITIONAL COMMENTS: PERSONALLY, I BELIEVE THIS GAME IS MUCH HARDER TO SOLVE THAN MOST SCOTT ADAMS ADVENTURES. IF YOU PREFER TO PLAY AN ADVENTURE GAME WHICH OFFERS YOU A FRESH AND CHALLENGING APPROACH, AND WHICH PLAYS EVERY BIT AS WELL AS AN ORIGINAL SCOTT ADAMS ADVENTURE GAME (OR EVEN BETTER) THEN THIS GAME IS FOR YOU.

PARTS OF SPEECH ADVENTURE

DESCRIPTION: PARTS OF SPEECH ADVENTURE, WRITTEN BY JACK SUGHRUE, IS AN EDUCATIONAL ADVENTURE, CREATED ESPECIALLY FOR ENGLISH STUDENTS, AND IS DEFINITELY IN A CATEGORY ALL BY ITSELF. YOUR ADVENTURE BEGINS IN A DUNGEON, WITH LOBELIA, AN ENCHANTRESS, AND ALOYSIUS, A LEPRECHAUN.

GOAL: THE ONLY WAY THAT YOU CAN ESCAPE THE DUNGEON IS TO CORRECTLY IDENTIFY THE UNDERLINED PARTS OF SPEECH AS THEY APPEAR IN THE GAME'S SENTENCES.

ADDITIONAL COMMENTS: YOU MAY CHOOSE TO ANSWER ANY NUMBER OF QUESTIONS IN THIS ADVENTURE GAME, FROM 1 TO 99. HOWEVER, SPELLING MUST BE CORRECT, AND WRONG ANSWERS WILL RESULT WITH A POOR LETTER GRADE AT THE END OF THE GAME. THIS GAME IS HARDER THAN YOU MIGHT EXPECT, ESPECIALLY IF YOU CHOOSE TO ANSWER ALL 99 QUESTIONS. JUST IN CASE YOU MIGHT BE A LITTLE RUSTY, AND HAVE FORGOTTEN THE EIGHT PARTS OF SPEECH, DON'T WORRY, AS YOU WILL FIND THEM LISTED WITHIN THE GAME'S INSTRUCTIONS.

PLANETFALL

DESCRIPTION: PLANETFALL, A SCIENCE FICTION ADVENTURE GAME FROM INFOCOM, INCORPORATED, BEGINS ON BOARD THE STELLAR PATROL SHIP, FEINSTEIN, WHERE THIS MORNING'S ASSIGNMENT FOR A LOWLY ENSIGN SEVENTH CLASS IS TO SCRUB THE FILTHY METAL DECK AT THE PORT END OF LEVEL NINE WITH HIS PATROL-ISSUE, SELF-CONTAINED, MULTI-PURPOSE, ALL-WEATHER SCRUB-BRUSH. WHAT FUN. BUT FEAR NOT. EXCITEMENT LIES JUST AROUND THE BEND!

GOAL: THE GOAL OF THIS ADVENTURE GAME DOES NOT BECOME CLEAR UNTIL YOU ARE WELL INTO IT. THUS, IN THE SPIRIT OF A "TRUE ADVENTURE," YOU'RE ON YOUR OWN IN THIS GAME. ENJOY! A PERFECT SCORE IN THIS ADVENTURE GAME WILL EARN YOU 80 POINTS.

PYRAMID OF DOOM

DESCRIPTION: PYRAMID OF DOOM, THE EIGHTH GAME IN THE SCOTT ADAMS ADVENTURE MODULE SERIES, BEGINS IN A DESERT.

GOAL: YOU MUST LOCATE ALL 13 TREASURES, AS WELL AS THE SPECIAL PLACE FOR STORING THEM, IN ORDER TO SCORE POINTS.

ADDITIONAL COMMENTS: PART OF THE CHALLENGE OF THIS GAME IS FINDING THE ENTRANCE TO THE PYRAMID, AND DISCOVERING WHAT YOU NEED TO DO IN ORDER TO GET CREDIT FOR THE TREASURES.

QUEST OF THE KING

DESCRIPTION: QUEST OF THE KING, THE SECOND AND FINAL TUNNELS OF DOOM GAME FROM TEXAS INSTRUMENTS, WAS CREATED FOR THOSE WHO HAVE SOME BACKGROUND AND EXPERIENCE PLAYING DUNGEONS AND DRAGONS TYPE GAMES. UNLIKE PENNIES AND PRIZES, YOU CAN NOW CONSTRUCT YOUR DUNGEON UP TO A MAXIMUM OF TEN FLOORS, AND CAN CONTROL A PARTY, UP TO A MAXIMUM OF FOUR PLAYERS, EACH HAVING THEIR OWN SPECIAL CHARACTER ATTRIBUTES.

GOAL: YOU MUST RESCUE THE KING, WHO IS BEING HELD CAPTIVE BY MONSTERS IN THE DARK UNKNOWNNS OF THE DUNGEON, BEFORE HE CAN BE ELIMINATED. YOU MUST ALSO RETRIEVE THE KING'S RAINBOW ORB OF POWER BEFORE IT IS DESTROYED. HOWEVER, KEEP IN MIND THAT YOUR TIME IS LIMITED.

ADDITIONAL COMMENTS: IF YOU ARE UNFAMILIAR WITH THE TUNNELS OF DOOM TYPE GAMES, I SUGGEST THAT YOU FIRST START OFF BY PLAYING PENNIES AND PRIZES. ONCE YOU BECOME FAMILIAR WITH THIS GAME, YOU CAN MOVE ON TO THE SAMPLE VERSION OF QUEST OF THE KING, AS DESCRIBED IN THE TUNNELS OF DOOM COMMAND MODULE BOOKLET, ON PAGES 14 - 18. ONLY AFTER YOU HAVE MASTERED THE SAMPLE GAME, WOULD I SUGGEST PLAYING THE ADVANCED VERSION OF QUEST OF THE KING.

RETURN TO PIRATE'S ISLE

DESCRIPTION: RETURN TO PIRATE'S ISLE, THE FOURTEENTH GAME IN THE SCOTT ADAMS ADVENTURE MODULE SERIES, IS ALSO OUR FIRST AND ONLY SCOTT ADAMS GRAPHICS ADVENTURE, WHICH OPERATES OUT OF ITS OWN SPECIAL MODULE, WITHOUT ANY ADDITIONAL DISK OR CASSETTE. THIS GAME, WHICH IS THE SEQUEL TO PIRATE'S ADVENTURE, BEGINS IN A BOTTOM BUNK ON A SHIP, ALTHOUGH YOU MIGHT NOT BELIEVE THIS WHEN YOU FIRST LAY EYES ON THE GAME'S GRAPHICS.

GOAL: YOU MUST LOCATE ALL 13 TREASURES, AS WELL AS THE SPECIAL PLACE FOR STORING THEM, IN ORDER TO SCORE POINTS.

ADDITIONAL COMMENTS: THIS GAME IS UNIQUE IN THAT YOU ALSO HAVE THE OPTION OF PLAYING THE GAME WITH OR WITHOUT THE GRAPHICS, NOT TO MENTION THE FACT THAT, FOR THE VERY FIRST TIME, YOU ALSO HAVE THE OPTION OF USING YOUR PRINTER TO GIVE YOU A COMPLETE PRINTOUT OF ALL YOUR ACTIVITIES.

SAVAGE ISLAND SERIES

DESCRIPTION: THE SAVAGE ISLAND SERIES, CONSISTING OF BOTH THE TENTH AND ELEVENTH GAMES IN THE SCOTT ADAMS ADVENTURE MODULE SERIES, BEGINS ON A BEACH BY THE OCEAN, AND IT IS FROM HERE THAT YOU EMBARK ON YOUR WILDERNESS SURVIVAL ADVENTURE.

GOAL: YOU MUST TRY TO BECOME THE WORLD'S GREATEST HERO.

ADDITIONAL COMMENTS: AS A WORD OF WARNING, DON'T BE SURPRISED IF YOU FIND IT IMPOSSIBLE TO SAVE YOUR GAME DURING A VERY CRUCIAL STRETCH OF THIS ADVENTURE, AS SCOTT ADAMS DISABLED THE PROCEDURE FOR SAVING A GAME DURING THIS VITAL PERIOD. OH WELL, "LIVE AND LEARN," OR SHOULD I SAY, "DIE AND LEARN."

SORCERER

DESCRIPTION: SORCERER, A FANTASY ADVENTURE GAME FROM INFOCOM, INCORPORATED, RETURNS TO THE MAGICAL WORLD FOUND IN ENCHANTER, WHERE BELBOZ HAS GONE OFF ON A SECRET MISSION TO RID THE WORLD OF AN EVIL FORCE, ONE SO SINISTER THAT HE DARED NOT REVEAL IT TO ANY IN THE CIRCLE OF ENCHANTERS.

GOAL: ARMED WITH ONLY A FEW SIMPLE SPELLS IN YOUR BOOK, AND ANYTHING ELSE THAT YOU CAN MANAGE TO TAKE, YOU SET OUT TO FIND BELBOZ AND RESCUE HIM FROM THE EVIL FORCE, KNOWN AS JEEARR. A PERFECT SCORE IN THIS ADVENTURE GAME WILL EARN YOU 400 POINTS.

THE SORCERER OF CLAYMORGUE CASTLE

DESCRIPTION: THE SORCERER OF CLAYMORGUE CASTLE, THE THIRTEENTH GAME IN THE SCOTT ADAMS ADVENTURE MODULE SERIES, BEGINS IN A FIELD, OUTSIDE A CASTLE.

GOAL: YOU MUST LOCATE ALL 13 STARS OF POWER, AS WELL AS THE SPECIAL PLACE FOR STORING THEM, IN ORDER TO SCORE POINTS.

ADDITIONAL COMMENTS: IF YOU ARE A DUNGEONS AND DRAGONS OR A TUNNELS OF DOOM ADVENTURE FAN, YOU WILL FIND THIS GAME TO BE QUITE ENJOYABLE, AS SPELLS PLAY A VERY BIG PART IN THIS ADVENTURE GAME.

SPIDER-MAN

DESCRIPTION: SPIDER-MAN, THE SEVENTEENTH AND FINAL GAME IN THE SCOTT ADAMS ADVENTURE MODULE SERIES, BEGINS IN THE HALLWAY OF A FOUR-STORY HOUSE, WHERE YOU FIND YOURSELF STEPPING INTO THE ROLE OF THAT INFAMOUS MARVEL COMIC HERO, SPIDER-MAN HIMSELF.

GOAL: YOU MUST LOCATE ALL 18 GEMS, AS WELL AS THE SPECIAL PLACE FOR STORING THEM, IN ORDER TO SCORE POINTS.

STARCROSS

DESCRIPTION: STARCROSS, A SCIENCE FICTION ADVENTURE GAME FROM INFOCOM, INCORPORATED, BEGINS WITH YOU SOUND ASLEEP IN YOUR BUNK ON BOARD THE PROSPECTING SHIP, STARCROSS, WHEN SUDDENLY AN ALARM BEGINS TO SOUND. COULD THIS BE THE BIG BREAK YOU'VE BEEN WAITING FOR?

GOAL: IT'S ALL LEFT UP TO YOU. ARE YOU CURIOUS ENOUGH TO DETERMINE WHY THE SHIP'S ALARM HAS SOUNDED AND EVEN MORE CURIOUS TO EXPLORE THE UNKNOWN THAT LIES AHEAD? YOUR ADVENTURE AWAITS. A PERFECT SCORE IN THIS ADVENTURE GAME WILL EARN YOU 400 POINTS.

STRANGE ODYSSEY

DESCRIPTION: STRANGE ODYSSEY, THE SIXTH GAME IN THE SCOTT ADAMS ADVENTURE MODULE SERIES, BEGINS IN A ONE-MAN SCOUTSHIP, WHERE YOU FIND YOURSELF STRANDED ON A SMALL PLANETOID.

GOAL: BEFORE YOU CAN MAKE THE JOURNEY BACK TO YOUR HOME PLANET, YOU MUST FIRST REPAIR YOUR SPACESHIP. AS YOU SEARCH THE PLANET FOR ALL THE NECESSARY PARTS, YOU WILL DISCOVER THE SECRETS OF AN ANCIENT CIVILIZATION. YOU MUST LOCATE ALL 5 TREASURES, AS WELL AS THE SPECIAL PLACE FOR STORING THEM, IN ORDER TO SCORE POINTS.

SUSPENDED

DESCRIPTION: SUSPENDED, A SCIENCE FICTION ADVENTURE GAME FROM INFOCOM, INCORPORATED, BEGINS WITH YOU AS THE MASTER OF A COMPLEX THAT CONTROLS ALL OF THE MONITORING SYSTEMS NECESSARY TO THE WORLD'S SURVIVAL. HOWEVER, SINCE YOU ARE IN SUSPENDED ANIMATION, YOU HAVE NO POWER TO DO ANYTHING YOURSELF.

GOAL: YOU MUST SAVE THE WORLD, WITH THE FEWEST NUMBER OF CASUALTIES, BY ISSUING COMMANDS THROUGH THE FILTERING COMPUTERS TO EACH OF YOUR SIX OBEDIENT ROBOTS, ALL OF WHICH POSSESS DIFFERENT AND UNIQUE CAPABILITIES.

ADDITIONAL COMMENTS: AFTER SOLVING THIS ADVENTURE, YOU MAY CHOOSE TO CONTINUE REFINING YOUR STRATEGY IN ORDER TO ACHIEVE THE BEST POSSIBLE SCORE. ONCE YOU'VE MASTERED THIS, TRY SOLVING THE ADVANCED SCENARIO, WHERE PROBLEMS HIT YOU MORE QUICKLY. SHOULD YOU BE ABLE TO MASTER THE ADVANCED SCENARIO, I CHALLENGE YOU TO SOLVE THE IMPOSSIBLE SCENARIO, AND I DO MEAN IMPOSSIBLE! ARE YOU UP TO THE CHALLENGE?

TOMB OF THE GRAY ELF

DESCRIPTION: TOMB OF THE GRAY ELF, THE FIRST ADVENTURE MODULE GAME WRITTEN BY JOHN STEPHENS, BEGINS MUCH LIKE A TYPICAL ADVENTURE GAME, WHERE YOU FIND YOURSELF IN AN ENCHANTED FOREST. HOWEVER, THIS GAME IS ANYTHING BUT TYPICAL, AS YOU WILL READILY NOTICE, ONCE YOU SET EYES ON THIS ADVENTURE.

GOAL: YOU HAVE BEEN HIRED BY THE GRAY ELVES TO FIND DROWN, THEIR LEADER, AND HIS STAFF OF DROW WINDS, WHO WERE CAPTURED BY THE DARK ELVES. NOTHING ELSE IS KNOWN ABOUT YOUR QUEST, EXCEPT THAT THE ENTRANCE TO THE DARK ELVES' CAVE LIES WITHIN THE FOREST.

ADDITIONAL COMMENTS: PERSONALLY, I FOUND THE SPELLING TO BE QUITE ATROCIOUS IN THIS ADVENTURE GAME, AND AT TIMES, I EVEN NOTICED THAT SOME OF THE WORDS WERE MISSING FROM SOME OF THE GAME'S SENTENCES. HOWEVER, ONE MUST NOT LOSE SIGHT OF THE AUTHOR'S PRIMARY OBJECTIVE, IN BRINGING A LITTLE OF INFOCOM'S STYLE OF DESCRIPTIVENESS TO THE ADVENTURE MODULE ADVENTURE GAMES. WE HAVE MUCH TO LEARN FROM JOHN'S ADVENTURE GAME, AND FOR THIS REASON, I HIGHLY RECOMMEND THIS GAME, AND WOULD ENCOURAGE JOHN AND OTHER ADVENTURE PROGRAMMERS TO CONTINUE WHERE TOMB OF THE GRAY ELF LEFT OFF.

VOODOO CASTLE

DESCRIPTION: VODOO CASTLE, THE FOURTH GAME IN THE SCOTT ADAMS ADVENTURE MODULE SERIES, BEGINS IN A CHAPEL, WHERE YOU FIND YOURSELF IN FRONT OF A CLOSED COFFIN.

GOAL: BY EXPLORING THE CASTLE, YOU WILL DISCOVER THE NECESSARY INFORMATION NEEDED, IN ORDER TO FREE COUNT CRISTO FROM THE FIENDISH CURSE WHICH WAS PLACED ON HIM BY HIS ENEMIES.

WITNESS

DESCRIPTION: WITNESS, A WHO-DUN-IT MYSTERY ADVENTURE GAME FROM INFOCOM, INCORPORATED, BEGINS IN THE 1930'S SOMEWHERE NEAR LOS ANGELES, WHERE YOU, THE DETECTIVE, HAVE BEEN SUMMONED BY FREEMAN LINDER, WHO'S LIFE HAS BEEN THREATENED; AND BEFORE LONG, HE IS KILLED BEFORE YOUR VERY EYES!

GOAL: YOU MUST SOLVE THIS WHO-DUN-IT MYSTERY FROM A LIST OF THREE POSSIBLE SUSPECTS, BUT BEFORE YOU CAN MAKE A SUCCESSFUL ARREST, YOU MUST FIRST BE ABLE TO COME UP WITH THE EVIDENCE.

ZOOM FLUME

DESCRIPTION: ZOOM FLUME, THE FIRST ADVENTURE MODULE GAME WRITTEN ENTIRELY BY LYNN GARDNER, BEGINS IN A WATER PARK, WHERE YOU WILL FIND A WAVE POOL, A WATER SLIDE, WHITEWATER RAFTING, AND, OF COURSE, A ZOOM FLUME.

GOAL: UPON ENTERING THE WATER PARK, YOU WILL FIND VARIOUS COINS, AS WELL AS THE SPECIAL PLACE FOR STORING THEM, IN ORDER TO SCORE POINTS.

ADDITIONAL COMMENTS: PERSONALLY, I FOUND THIS GAME TO BE A MUCH HARDER GAME TO SOLVE THAN I HAD ORIGINALLY EXPECTED. THE POSSESSION OF AN ALLOTTED AMOUNT OF MONEY, WHICH MUST BE SPENT WISELY, GIVES THIS ADVENTURE GAME A NEW DIMENSION NOT SEEN BEFORE IN A TEXT ADVENTURE GAME. ALTHOUGH THIS IS LYNN GARDNER'S FIRST ATTEMPT AT WRITING AN ADVENTURE MODULE GAME ENTIRELY BY HERSELF, YOU WILL NOT BE DISAPPOINTED IN THE QUALITY OF THE GAME, SINCE LYNN GARDNER IS ALSO THE CO-AUTHOR OF "OLIVER'S TWIST," ANOTHER PROFESSIONALLY WRITTEN ADVENTURE GAME WRITTEN FOR THE ADVENTURE MODULE.

ZORK I

DESCRIPTION: ZORK I, A FANTASY ADVENTURE GAME FROM INFOCOM, INCORPORATED, AND REFERRED TO AS THE GREAT UNDERGROUND EMPIRE, BEGINS IN AN OPEN FIELD JUST WEST OF A SMALL WHITE COLONIAL HOUSE, AND IT IS FROM HERE THAT YOUR ADVENTURE AWAITS.

GOAL: YOU MUST LOCATE ALL 19 TREASURES, AS WELL AS THE SPECIAL PLACE FOR STORING THEM, IN ORDER TO SCORE POINTS. A PERFECT SCORE IN THIS ADVENTURE GAME WILL EARN YOU 350 POINTS.

ADDITIONAL COMMENTS: THIS IS THE ADVENTURE GAME THAT STARTED IT ALL FOR INFOCOM, AND IS STILL CONSIDERED BY MOST TO BE THE BEST TEXT ADVENTURE GAME EVER WRITTEN. JUDGE IT FOR YOURSELF, BUT IN ALL HONESTY, NO ADVENTURE LIBRARY CAN BE COMPLETE WITHOUT THIS GAME.

ZORK II

DESCRIPTION: ZORK II, A FANTASY ADVENTURE GAME FROM INFOCOM, INCORPORATED, AND REFERRED TO AS THE WIZARD OF FROBOZZ, BEGINS INSIDE AN ANCIENT BARROW, HIDDEN DEEP WITHIN A DARK FOREST, WITH SUCH FAMILIAR OBJECTS AS AN ELFISH SWORD, AND A BRASS LAMP.

GOAL: YOU MUST LOCATE ALL 10 TREASURES, AS WELL AS THE SPECIAL PLACE FOR STORING THEM, IN ORDER TO SCORE POINTS. A PERFECT SCORE IN THIS ADVENTURE GAME WILL EARN YOU 400 POINTS.

ADDITIONAL COMMENTS: THIS ADVENTURE GAME IS THE SEQUEL TO ZORK I, AND ONCE AGAIN, NO ADVENTURE LIBRARY CAN BE COMPLETE WITHOUT THIS GAME.

ZORK III

DESCRIPTION: ZORK III, A FANTASY ADVENTURE GAME FROM INFOCOM, INCORPORATED, AND REFERRED TO AS THE DUNGEON MASTER, BEGINS AT THE BOTTOM OF AN ENDLESS STAIR, AND IT IS FROM HERE THAT YOUR ADVENTURE BEGINS TO UNRAVEL.

GOAL: YOUR GOAL IS NOT TO ACQUIRE TREASURES THIS TIME, BUT TO GAIN ENTRY INTO THE INNER SANCTUM OF THE DUNGEON MASTER HIMSELF. A PERFECT SCORE IN THIS ADVENTURE GAME WILL EARN YOU A RATING OF 7.

ADDITIONAL COMMENTS: THIS ADVENTURE GAME IS THE SEQUEL TO ZORK II, AND ONCE AGAIN, NO ADVENTURE LIBRARY CAN BE COMPLETE WITHOUT THIS GAME. HOWEVER, DON'T TRY PLAYING THIS GAME THE WAY YOU PLAYED ZORK I AND ZORK II, OR YOU'LL NEVER GET ANYWHERE!

Section VI

YOUR PERSONAL CHECKLIST AND COMMENTS ON ALL ADVENTURE GAMES

PROGRAM NAME	OWN	SOLVED	YOUR PERSONAL COMMENTS
AN ADULT ADVENTURE...			
ADVENTURE			
ADVENTURE IN OZ			
ADVENTURE OF BIGFOOT			
ADVENTURELAND			
THE AFTERMATH OF...			
ALIEN SEARCH			
AMUSEMENT PARK			
THE ANCIENT CHATEAU			
007: AQUA BASE V.2.0			
ASSAULT THE CITY			
THE BANNOCHBURN...			
THE BIG TEXAS SPY ADV...			
THE BOOLEAN BRAIN			
BUCKAROO BANZAI			
CAMEL			
CARFAX ABBEY			
CASTLE DAVID			
CASTLE HALLWAYS			
CASTLE MYGLOUG			
CATACOMBS			
CAVE MAZE			
CINDERELLA			
THE CITADEL OF PERSHU			
CLASSIC ADVENTURE			
CLUELESS			
THE COLOSSAL CAVE...			
COMPUTER NIGHTMARE			
COMPUTER QUEST			
COMPUTORAMA			
THE COUNT			
THE COUNT'S REVENGE			
THE CRYSTAL CAVERN			
CUTTHROATS			
DARING ADVENTURES...			
THE DARK TOWER			
DEADLINE			
DEATHSHIP, COPY 1			
DEATHSHIP, COPY 2			
DELIVER THE CAKE!			
DESERT DILEMMA			
DEVIL'S DUNGEON			
DIAMOND THIEF, COPY 1			
DIAMOND THIEF, COPY 2			
DISASTER			
DISCOVERY AT JUNE...			
DOCTOR WHO			
DOG STAR ADVENTURE			
DOOM OF MONDULAR, #1			

PROGRAM NAME	OWN	SOLVED	YOUR PERSONAL COMMENTS
DOOM OF MONDULAR, #2			
DOOMCASTLE			
THE DOORS TO EDEN...			
THE DRAGON ORBS			
THE DRAGON'S LAIR			
DUNGEON			
DUNGEONS, COPY 1			
DUNGEONS, COPY 2			
ENCHANTER			
ESCAPADE			
ESCAPE FROM MARS, #1			
ESCAPE FROM MARS, #2			
ESCAPE FROM WIZARD'S...			
THE EVIL DUNGEON			
FUNHOUSE V.2.0			
GAME OF THE...			
GERRY'S PLACE			
GET THE GOLD!			
GHOST TOWN			
GNOME			
GOLD RUSH			
THE GOLDEN VOYAGE			
THE GREAT AVOCADO...			
HAUNTED HOUSE V.2.0			
HIGH ADVENTURE			
THE HITCHHIKER'S...			
HOBBIT, CALL FILES (1)			
THE HOUSE ON MISTY...			
THE HULK			
THE ICE CAVERNS OF XEN			
IN SEARCH OF THE 4...			
INFIDEL			
INFOCOM DEMO DISK			
INVESTIGATOR			
I.T. - INTRA TERRESTRIAL			
IT'S A JUNGLE OUT...			
JACK AND THE...			
KNIGHT IRONHEART			
KUNG FU			
LEGENDS V.1.1			
LEGENDS II: THE SEQUEL			
LOST GOLD, REVISION A			
LOST TREASURE			
LOST TREASURE OF THE...			
MAD SCIENTIST ADV...			
MAGIC RINGS OF THE...			
MATILDA'S DILEMMA...			
A MEDIEVAL GRAPHICAL...			
MINER 49'ER V.2.0			
MISSION IMPOSSIBLE			
MONSTER COMBAT, #1			
MONSTER COMBAT, #2			
MOON SURVIVAL ADV...			
THE MS-ADVENTURE...			

PROGRAM NAME	OWN	SOLVED	YOUR PERSONAL COMMENTS
MUNSTER FAMILY ADV...			
MURDER			
MURDER IN THE...			
MURDER MYSTERY!			
THE MYSTERY AT...			
MYSTERY FUN HOUSE			
NERDS PERSECUTED...			
NEW QUEST			
NINJA			
NOMAD, COPY 1			
NOMAD, COPY 2			
OLD DARK CAVES I			
OLD DARK CAVES II			
OLIVER'S TWIST			
ON THE LOOSE			
OPERATION: SABOTAGE			
PARTS OF SPEECH ADV...			
PENNIES AND PRIZES			
THE PHANTOM OF...			
PIRATE ADVENTURE			
PLANETFALL			
POLAR TREK			
PYRAMID			
PYRAMID OF DOOM			
QUEST			
QUEST			
THE QUEST			
QUEST 99/4...			
QUEST FOR THE KING...			
QUEST FOR THE "MAGIC..."			
QUEST INTO MYSTERY			
QUEST OF THE KING			
QUESTSWORD...			
RAISEQUEST			
RATTLESNAKE BEND			
RETURN TO PIRATE'S...			
RIDGEMONT HIGH			
RINGWRAITHS LAIR			
SAVAGE ISLAND, PT 1&2			
SAXSAAN			
THE SEARCH FOR THE...			
SECRET CHAMBERS			
SHIPWRECKED			
THE SMURF ADVENTURE			
SORCERER			
THE SORCERER OF...			
SPACE AND BEYOND,V.4.5			
SPACE MINE			
SPIDER-MAN			
SPIDER MOUNTAIN ADV...			
SPY ADVENTURE			
A STAR TREK...			
STARCROSS			
STELLAR EXPLORER			

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SPECIAL THANKS TO LYNN GARDNER, SCOTT SADUSKY, MIKE SEALY, AND JACK SUGHRUE FOR THEIR TIRELESS EFFORTS AND UNENDING ASSISTANCE IN COMPARING NOTES ON ALL OF THE ADVENTURE GAMES LISTED IN THE ADVENTURE REFERENCE GUIDE. I WOULD ALSO LIKE TO THANK AUDREY BUCHER, JOHN DRENNEN, GENE KELLY, CHUCK PERCHERKE, CHRIS PRATT, DAVE RATCLIFFE, MIKE SEALY, JACK SUGHRUE, GARY TAYLOR, AND FRANK ZIC FOR THEIR ASSISTANCE IN PROVIDING ME WITH VARIOUS INFORMATION, AND FOR HELPING ME TRACK DOWN ALL OF THESE ADVENTURE GAMES. SPECIAL THANKS TO JOHN WILLFORTH, WHO PUT THE FIRST DRAFT OF THE ADVENTURE REFERENCE GUIDE TOGETHER, AND TO CHRIS BOBBITT, OF ASGARD SOFTWARE, FOR MAKING THIS DREAM POSSIBLE AND AVAILABLE TO THE REST OF THE T.I. ADVENTURE WORLD. LAST, BUT CERTAINLY NOT LEAST, I WOULD LIKE TO PERSONALLY THANK ALL OF THE ADVENTURE PROGRAMMERS, WHO HAVE WRITTEN ALL OF THE DIFFERENT TYPES OF ADVENTURE PROGRAMS. I KNOW THAT I SPEAK ON BEHALF OF THE ENTIRE T.I. ADVENTURE WORLD, WHEN I SAY THAT YOUR EFFORTS ARE VERY MUCH APPRECIATED.

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TOD MODULE _____ ROLE-PLAYING ADVENTURE _____
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