

**Please do not upload this copyright pdf document to any other website. Breach of copyright may result in a criminal conviction.**

This Acrobat document was generated by me, Colin Hinson, from a document held by me. I requested permission to publish this from Texas Instruments (twice) but received no reply. It is presented here (for free) and this pdf version of the document is my copyright in much the same way as a photograph would be. If you believe the document to be under other copyright, please contact me.

The document should have been downloaded from my website <https://blunham.com/Radar>, or any mirror site named on that site. If you downloaded it from elsewhere, please let me know (particularly if you were charged for it). You can contact me via my Genuki email page: <https://www.genuki.org.uk/big/eng/YKS/various?recipient=colin>

**You may not copy the file for onward transmission of the data nor attempt to make monetary gain by the use of these files. If you want someone else to have a copy of the file, point them at the website. (<https://blunham.com/Radar>). Please do not point them at the file itself as it may move or the site may be updated.**

It should be noted that most of the pages are identifiable as having been processed by me.

---

I put a lot of time into producing these files which is why you are met with this page when you open the file.

In order to generate this file, I need to scan the pages, split the double pages and remove any edge marks such as punch holes, clean up the pages, set the relevant pages to be all the same size and alignment. I then run Omnipage (OCR) to generate the searchable text and then generate the pdf file.

Hopefully after all that, I end up with a presentable file. If you find missing pages, pages in the wrong order, anything else wrong with the file or simply want to make a comment, please drop me a line (see above).

It is my hope that you find the file of use to you personally – I know that I would have liked to have found some of these files years ago – they would have saved me a lot of time !

Colin Hinson

In the village of Blunham, Bedfordshire.



# Cassette Software

Model PHT 6046/EN

# Adventureland

An Adventure game is designed to challenge your powers of logical reasoning while letting you experience an exciting and interesting adventure in the comfort of your own home.

The Adventureland game begins in the forest of an enchanted world. By exploring this world, you can locate 13 treasures, as well as the special place for storing them to score points.

Requires the use of the Adventure Solid State Software™ Command Module and a cassette tape recorder (not included) for loading the program contents in the TI Home Computer memory.

As this manual was designed for the U.S. market, the warranty conditions described herein are not applicable in the U.K. The only valid Guarantee Conditions are those set forth in the "Users Reference Guide" accompanying the Home Computer.

Author: Adventure International

Language: TI BASIC

Hardware: TI Home Computer  
TI Disk Drive Controller and Disk Memory Drive or  
cassette tape recorder  
Adventure Solid State Software<sup>TM</sup> Command Module

Media: Diskette and Cassette

Have you ever wanted to discover the treasures hidden in an ancient pyramid, encounter ghosts in an Old West ghost town, or visit an ancient civilization on the edge of the galaxy? Developed for Texas Instruments Incorporated by Adventure International, the Adventure game series lets you experience these and many other adventures in the comfort of your own home.

To play any of the Adventure games, you need both the Adventure Command Module (sold separately) and a cassette- or diskette-based Adventure game. The module contains the general program instructions which are customized by the particular cassette tape or diskette game you use with it.

Each game in the series is designed to challenge your powers of logical reasoning and may take hours, days, or even weeks to complete. However, you can leave a game and continue it at another time by saving your current adventure on a cassette tape or diskette.

Copyright © 1981, Texas Instruments Incorporated.  
Program and database contents copyright © 1981, Adventure International and Texas Instruments Incorporated.

A variety of adventure games are available on cassette tape or diskette from your local dealer or Adventure International. To give you an idea of the exciting and interesting games you can play, a brief summary of the currently available adventures is included here.

#### Adventureland

The Adventureland game begins in the forest of an enchanted world. By exploring this world, you can locate 13 treasures, as well as the special place for storing them to score points. However, be careful not to wake the sleeping dragon!

#### Mission Impossible

Your impossible mission starts with a tape recorder in a briefing room. Can you find the mysterious person who just ran out of the room as you try to save the world's first nuclear reactor from destruction?

#### Voodoo Castle

When the Voodoo Castle adventure begins, you are in a chapel looking at a closed coffin. By exploring the castle, you try to find the information necessary to free Count Cristo from the fiendish curse placed on him by his enemies.

#### The Count

In The Count, you wake from a nap to find yourself in a strange bed holding a tent stake. Now 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.

#### Strange Odyssey

Your Strange Odyssey begins as you realize that you are stranded on a small planetoid and must repair your ship before you can go home. As you search the planet for the necessary parts, you find the ruins of an ancient civilization. Try to discover the civilization's secrets, collecting treasures as you go.

#### Mystery Fun House

Before exploring the Mystery Fun House, you must figure out how to get inside. Once inside, you'll see all the typical Fun House sights, concealing a valuable prize.

---

Pyramid of Doom

The Pyramid of Doom adventure starts in a desert near a pool of liquid, with a pole sticking out of the sand. As you investigate further, you find a pyramid only recently uncovered by the shifting sands. Find its entrance, collect the treasures, and then try to escape from the pyramid.

Ghost Town

All ghost towns are mysterious, but this one holds a particular fascination -- it contains both treasures and real ghosts. Explore all of the old buildings and the entire area thoroughly to see how many treasures you can locate.

Savage Island Series

You begin the two-part Savage Island Series on the edge of an impenetrable jungle. As you explore the island, you may meet some very unusual creatures. Upon the successful completion of Part 1, you receive the password that enables you to begin Part 2. If you complete the second part of the series, you become the world's greatest hero. However, if you fail, you go to a quick, horrible death.

The Golden Voyage

Before embarking on your Golden Voyage, you must locate the royal palace in the Persian city. In the palace, you meet an aging king who only has three days to live, unless you can restore his youth. Starting with only a bag of gold, you eventually set sail for the four corners of the globe on a quest for the mythical fountain of youth.

More to Come

Check with your local dealer or Adventure International for a list of other available Adventure games.