_____

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.

TEXAS INSTRUMENTS
HOME COMPUTER

ADVENTURE INTERNATIONAL

ADVENTURE

ENTERTAINMENT

SOLID STATE CARTRIDGE & CASSETTE

Requires the TI Cassette Interface Cable and a cassette recorder (not included).

Includes Pirate's Adventure on cassette to challenge
your powers of logic as you explore a mysterious island.
(Other Adventure games also available on cassette and diskette.)

Quick Reference Guide

Note that the key sequences required to access special functions depend on the type of computer console you have. Important keystroke sequences are summarized here for your "quick reference."

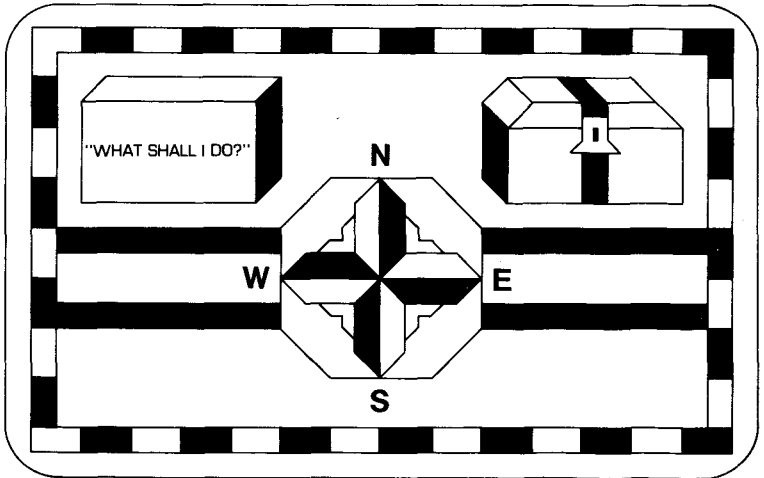| TI-99/4	TI-99/4A	
ENTER	**ENTER**	Instructs the computer to accept the commands you type.
SHIFT ⬅ (LEFT)	**FCTN** ⬅ (LEFT)	Moves the cursor one space to the left, erasing one character at a time, when you press it before pressing **ENTER**.
SHIFT T (ERASE)	**FCTN 3** (ERASE)	Erases an entire command when you press it before pressing **ENTER**.
SHIFT Q (QUIT)	**FCTN =** (QUIT)	Returns the display to the master title screen. *Note*: All data or program material is lost unless you have saved it previously on a cassette tape or diskette.

Adventure

This *Solid State Software*™ Command Module is designed
to be used with the Texas Instruments Home Computer.
Its preprogrammed solid-state memory expands the
power, versatility, and capability of your Home Computer.

TEXAS INSTRUMENTS
HOME COMPUTER

INTRODUCTION

You are standing on the edge of a high cliff. To your left, you see a hungry python slithering your way. To the right, a quicksand bog surrounded by bleached bones awaits unsuspecting travelers. Behind you a large grizzly bear blocks the only path into the forest. Suddenly, you notice a sturdy rope hanging over the edge of the cliff. But — there's a thick mist below so you can't see where the rope leads. Should you chance climbing down the rope, or should you try to kill the python or the bear?

With the Adventure *Solid State Software*™ Command Module and one of the many cassette- or diskette-based Adventure games developed by Adventure International, Incorporated, you can face challenges similar to this one. The program describes the situation and waits for you to decide the action you want to take. Based on your choices, you might find valuable treasures, free a count trapped by an evil spell, or save the world's first automated nuclear reactor — all without leaving the comfort of your own home.

To play Adventure, you need both the Adventure Command Module 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. For your convenience, one game, Pirate's Adventure, is included with the module. For a description of, and ordering information for, other Adventure games, see "Other Adventure Games" in this manual.

Before you begin playing, note that each Adventure game challenges your powers of logical reasoning and may require hours, or even weeks, to complete. To leave a game and continue it at another time, you can save your current adventure on a cassette tape or diskette.

Adventure

USING THE *SOLID STATE SOFTWARE*™ COMMAND MODULE

Before you use the Adventure game package, a cassette recorder or the TI Disk Memory System must be properly attached to the computer and turned on. (See the *User's Reference Guide* or the Disk Memory System owner's manual for complete set-up instructions.)

An automatic reset feature is built into the computer. When a module is inserted into the console, the computer returns to the master title screen. All data or program material you have entered will be erased.

Note: Be sure the module is free of static electricity before inserting it into the computer (see page 10).

TEXAS INSTRUMENTS
HOME COMPUTER
READY-PRESS ANY KEY TO BEGIN
© 1979 TEXAS INSTRUMENTS
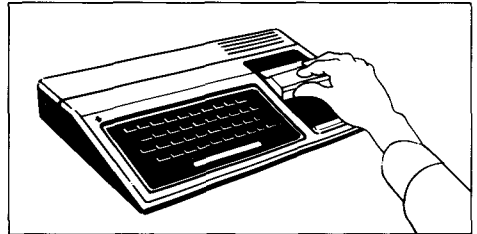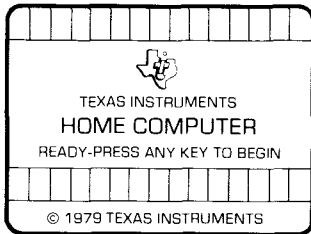
1. Turn the computer ON, and wait for the master title screen to appear. Then slide the module into the slot on the console.

2. Press any key to make the master selection list appear. To select the module, press the key corresponding to the number beside ADVENTURE.

Note: To remove the module, *first* return the computer to the master title screen by pressing **QUIT**. *Then* remove the module from the slot. If you have any problem inserting the module, or if it is accidentally removed from the slot while in use, please see "In Case of Difficulty" on page 11.

TEXAS INSTRUMENTS
HOME COMPUTER

BEGINNING AN ADVENTURE

When you select the module, the title screen appears. Press any key to continue. The program then asks you to answer a few preliminary questions before the game actually begins. First, the computer asks where the data base is.

To play a cassette-based Adventure game, insert the tape into your recorder and position it at the start of the game (see "Loading Cassettes"). Then type CS1 and press **ENTER**. Now follow the step-by-step instructions on the display to load the game into the computer's memory.

If the game is on diskette, insert the appropriate diskette into Disk Drive 1. Then enter the name of the data base as DSK1.*filename*, where *filename* is the name of the game on the diskette. For example, with a file name of A2, you would type
        DSK1.A2
and press **ENTER**. The game then automatically loads into the computer's memory.

Each game begins with a brief introduction to the Adventure series. When you finish reading this information, press **ENTER** to continue.

The program now explains the word or direction abbreviations that are allowable in the game and then asks, "Do you want to restore a previously saved game?" At this point, you choose to continue a previous game or begin a new game.

To continue a game from a previous session, remove the Adventure tape from the cassette recorder or the diskette from Disk Drive 1. Next, insert the tape or diskette which contains your previous game. (For a tape, be sure it's positioned properly as explained in "Loading Cassettes.") Now, type **Y** for "yes." The program then asks for the file name of the saved game. With a cassette tape, enter the name as CS1. For a diskette, enter DSK1.*filename*, where *filename* is the name you gave the game when you saved it. The computer then loads the program into memory, and the game continues from the point where you stopped.

If you are starting a new game or did not save your previous game, answer **N** for "no" to the question about restoring a previous game. The adventure then begins.

PLAYING THE GAME

You are now ready to start an adventure. If you are playing "Pirate's Adventure," the game included with the Adventure module, the following display appears next.

```
I'm in a flat in London. Visible
items are: Flight of stairs, Sign says:
'Bring *TREASURES* here, and say:
SCORE', Bottle of rum, rug, Safety
sneakers, Sack of crackers
I'm carrying: Nothing

WHAT SHALL I DO? __
*Welcome to Adventure number 2:
'Pirate Adventure' by Alexis & Scott
Adams, dedicated to Ted Heeren & Paul
Sharland. Remember, you can always ask
for 'HELP'.
```

In most Adventure games, the top of the display gives a brief description of your location, the visible items, the directions in which you can move, and the items you are carrying. Any additional background information needed for the game appears below the line and moves down to about the middle of the display. The question "WHAT SHALL I DO?" is then displayed below the line, followed by the cursor (a flashing underline).

Now it's your turn to give the computer instructions. Type a two-word command consisting of an action verb followed by a noun, and then press **ENTER**. For example, if one of the visible items is a bottle, you could enter LOOK BOTTLE or TAKE BOTTLE.

In some Adventure games, the display does not list the items you are carrying. As you play these games, enter the command TAKE INVENTORY to see a list of the items you are carrying. Note that this command can also be abbreviated as INVENTORY or I.

Since the direction commands are entered so often, you can simply enter the directions as N (North), S (South), E (East), W (West), U (Up), or D (Down), without a verb preceding the direction. In addition, as noted at the beginning of the game, the program only "reads" the first three or four letters of each word so that you can abbreviate any of the commands.

To correct typing errors, press the left-arrow key before you press **ENTER**. The cursor moves left, one space at a time, erasing the letters as it goes. To erase an entire command, press **ERASE** before you press **ENTER**.

If you enter a command that the program doesn't understand, it tells you so. First, check for spelling errors. If the spelling is correct, try rewording the command, or enter a completely different command.

Each time you enter an acceptable command, the computer responds. Check the top of the display for any changes the command may have caused. If no change occurs, try a different command.

Occasionally a message you receive from the program may be too long to fit on one display. If the message is a note, try taking it to another location to read it. If you cannot take the message to another location, simply remove some of the items from the room, and then reenter the command necessary to see the message. It should then appear on a single display. If so, you can read the message and then return the items to the room.

When certain events occur in the game, the display changes color. Most of the time, the display is green with black letters. To indicate darkness, the display turns blue with white letters. If you are "killed," the display turns red with white letters. When you win an Adventure game, the display turns yellow with black letters.

Common Verbs

To help you enter commands, some of the common acceptable verbs are listed here.

CLIMB	EXAMINE	LEAVE	MOVE	QUIT	SAY
DROP	GO	LIGHT	PULL	READ	TAKE
ENTER	HELP	LOOK	PUSH	SAVE	WEAR

The nouns or directions that you enter to complete your commands are taken from the list of visible items or directions shown at the top of the display. *Note*: Sometimes when you enter a command to TAKE an item, the program tells you that you are wearing it; at other times, you must enter WEAR *item* if you want to put the item on.

You now have the basic information needed to play the game. To keep up the spirit of adventure, you're on your own from here. Good luck!

SAVING AN ADVENTURE

As you play an Adventure game, you may decide that you want to continue the current game at another time. Or, you could be faced with the possibility of losing the game on your next move. If so, save the game before entering your next command. Then, if you lose, you can reload the game and try a different move.

To save an Adventure in progress, enter the command SAVE GAME when the program asks, "WHAT SHALL I DO?" Next, the program asks you to type the file name for saving the game. Remove the Adventure game cassette tape from the recorder or the diskette from Disk Drive 1. Then insert the tape or diskette on which you want to save the game. Now type the file name as explained here.

For a cassette tape, type CS1, and press **ENTER**. Then follow the instructions on the display. The game you save replaces any other information on the tape.

With a diskette, type DSK1.*filename* (the name you give the game), and press **ENTER**. Be sure that a file with the name you choose is not already on the diskette. Otherwise, the game replaces that file.

After you save the game, the computer asks again, "WHAT SHALL I DO?" To continue the game, enter a command. To stop the program, enter the **QUIT** command. If you are playing "Pirate's Adventure" and enter **QUIT**, you see the number of stored treasures and the corresponding score. The program then asks if you want to try this Adventure again. To leave the program and return to the master title screen, type **N** and press **ENTER**. To play the same game again, enter **Y**. You are then asked if you want to reload a previously saved game. Press either **Y** or **N**, and continue as you did at the beginning of the game.

Note: The module allows you to save a game played with one Adventure program and then load it back into the computer with a different Adventure program. However, if you do this, you can get unusual results as you play the game, unless you are playing a multi-part Adventure game.

ENDING THE GAME

If you enter the command **QUIT** or lose the game in some way, such as being eaten by a dragon or getting trapped in a tunnel, the program asks, "Want to try the adventure again?" To start the same game again without reloading it, type **Y** and press **ENTER**. To stop the program and return to the master title screen, type **N** and press **ENTER**.

Note: If you enter the **QUIT** command, all data stored in the computer's memory is lost. To continue a game at another time, save it on a cassette tape or diskette before entering **QUIT**.

OTHER ADVENTURE GAMES

In addition to the "Pirate's Adventure" game which comes with the Adventure module, the following games are available on either cassette tape or diskette from Adventure International, Incorporated.

Adventureland — Explore an enchanted world and try to find all 13 treasures.

Mission Impossible Adventure — Decide whether to accept the mission to save the world's first automated nuclear reactor.

Voodoo Castle — Save Count Cristo from the fiendish curse placed on him by his enemies.

The Count — Discover who you are, what you are doing in Transylvania, and why the postman delivered a bottle of blood.

Strange Odyssey — Collect treasures from an ancient alien civilization on the edge of the galaxy. Also, try to repair your ship so that you can return home.

Mystery Fun House — Attempt to enter the fun house and discover its mysteries.

Pyramid of Doom — Explore a pyramid recently uncovered by the shifting sands, and try to collect its treasures and then escape.

Ghost Town — Search for treasures among the ghosts in a deserted western mining town.

Savage Island — Discover the awesome secret of a small island in a remote ocean in this first installment of a multi-part adventure.

And More — Check with Adventure International, Incorporated or your local dealer for a list of other available Adventure games.

To order an Adventure game, write to:
       Adventure International, Incorporated
       P.O. Box 3435
       Longwood, Florida 32750
or call, toll free, 1-800-327-7172.

TEXAS INSTRUMENTS
HOME COMPUTER

LOADING CASSETTES

A copy of the program is located on both sides of the tape. If for any reason you experience trouble loading or accidentally erase the program, another copy is available on the other side of the tape.

To attach and operate your cassette recorder, refer to the *User's Reference Guide*. Follow these instructions carefully, and the program should load easily.

However, if your recorder does not respond when you press **ENTER** while loading the package, the cassette recorder's drive motor may not be compatible with the computer's circuitry. Although the computer may not be able to operate the recorder automatically, you may be able to operate your recorder manually. Connect the red and white plugs to the recorder as described in the *User's Reference Guide*, but do not connect the black plug. Follow the procedure for loading data as described. When the message "PRESS CASSETTE PLAY" is displayed, press the **ENTER** key immediately after pressing the recorder's PLAY keys. If the data is loaded successfully, you may continue to operate the recorder manually.

To locate the position of a program on a cassette, follow these steps:
1. Rewind your tape and reset the counter to zero.
2. Disconnect the computer-to-cassette cable from the cassette player. You now will be able to hear the high-pitched "noise" that signifies program data.
3. Press PLAY.
4. A blank section of tape precedes the game program. When you hear program data, note the position of the counter. You may wish to subtract 1 or 2 from the counter reading to ensure that, when you load the program, the beginning of your program loads properly.
5. Use these counter settings in the future to quickly load cassette tape programs.

Note: This process can be speeded by alternating between PLAY and FAST FORWARD as you listen.

CARING FOR THE MODULE

These modules are durable devices, but they should be handled with the same care you would give any other piece of electronic equipment. Keep the module clean and dry, and don't touch the recessed contacts.

Adventure

CAUTION:
The contents of a Command Module can be damaged by static electricity.

Static electricity build-ups are more likely to occur when the natural humidity of the air is low (during winter or in areas with dry climates). To avoid damaging the module, just touch any metal object (a doorknob, a desklamp, etc.) before handling the module.

If static electricity is a problem where you live, you may want to buy a special carpet treatment that reduces static build-up. These commercial preparations are usually available from local hardware and office supply stores.

IN CASE OF DIFFICULTY

If the module activities do not appear to be operating properly, return to the master title screen by pressing **QUIT**. Withdraw the module, and remove the diskette from the disk drive or the cassette from the recorder. Next, align the module with the module opening, and reinsert it carefully. Then reinsert the diskette or the cassette. Now press any key to make the master selection list appear. Repeat the selection process. (*Note*: In some instances, it may be necessary to turn the computer off, wait several seconds, and then turn it on again.)

If the module is accidentally removed from the slot while the module contents are being used, the computer may behave erratically. To restore the computer to normal operation, turn the computer console off, and wait a few seconds. Then, reinsert the module, and turn the computer on again.

Be sure that the diskette or cassette you are using is the correct one. For a diskette, use the Catalog command in the Disk Manager Command Module to check for the correct program. With a cassette tape, check the label. Also, ensure that your cassette recorder or Disk Memory System and all accessory devices are properly connected and turned on before you turn on the computer.

If you have any difficulty with your computer or the ADVENTURE module, please contact the dealer from whom you purchased the unit and/or module for service directions. Additional information concerning use and service can be found in your *User's Reference Guide*.

Texas Instruments invented the integrated circuit,
the microprocessor, and the microcomputer.
Being first is our tradition.

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