ADVENTURE IN TIME
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Starting Off

It's a matter of simply booting the diskette by typing in PR#6. If there's any problem, consult your DOS Manual. The program is written in Machine Language and will work with either DOS 3.2 or 3.3.

The diskette cannot be copied. If your diskette fails for any reason at any time, return it to:

PHOENIX SOFTWARE, INC.
64 Lake Zurich Drive
Lake Zurich, IL 60047

We will turn it around within two days.

Commanding The Computer

"Adventure in Time" recognizes two word commands to be input as a verb followed by a noun; "Get Plants." Except as noted below, you must type in the full words, no abbreviations.

Movements are controlled by typing in direction such as "Go North" or "Go Northeast," "Up" or "Down." Directions may be abbreviated by inputting one letter "N" for "Go North," "U" for "Up."

To see what items you are carrying, type in the word "Inventory." The computer will understand the abbreviation "I."

When you enter the various locations of the adventure, you will get a complete description of that location. If you enter the location again, you will not get this elaboration. If you would like to see the long description again, type in "Look."

Saving The Game

Unfortunately, you may get killed (figuratively), as you go through the "Adventure in Time." You may also get tired and want to turn the computer off.

The "Save" feature requires a blank diskette to be placed in the drive. The diskette will be initialized automatically after typing "Save Game." It will take about two minutes, so be patient. The next time you save to that diskette, it will not have to reinitialize and will complete the save routine in a few seconds.

You can save only one version of the game on each diskette. You might want to have several diskettes saved at various stages of the adventure.

To recall the adventure, boot up the game diskette and enter the first location. Type in "Restore" and put the diskette with the saved game into the disk drive.

Good Luck

Hints

It will be necessary for you to map out this adventure. It's big and easy for you to get lost. Although there are no mazes as such in "Adventure in Time," there is a section that will require extremely careful mapping.

You can carry up to 6 objects at one time.

We encourage you to examine all objects you find as this will help you determine their use. Almost everything you find has a purpose.

The only other help you have available is from your robot. Be sure to consult it as you enter each location as it can (if it is so inclined) help save your life.

If you are really desperate, drop a line to:

PHOENIX SOFTWARE, INC.
HINT DEPARTMENT
64 Lake Zurich Drive
Lake Zurich, IL 60047

We will supply you with whatever help we deem necessary. You need not include a stamped, self-addressed envelope.

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