

# Microsoft Adventure



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Continued on inside back cover



**Personal Computer  
Entertainment Series**

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# Microsoft Adventure

Produced by Microsoft  
Implemented by Gordon Letwin

## Program Instructions

### First Edition (June 1981)

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## The Challenge of Microsoft Adventure

Prepare yourself for the Adventure of your life as this classic fantasy/logic game takes you into the world of the Colossal Cave with your computer as your guide. Inside you will search for treasures, solve puzzles, avoid dangerous hazards and fight deadly adversaries.

Your object is to explore the entire cave and find all its hidden treasures without falling prey to the dangers that lurk within.

Adventure was originally written in FORTRAN at the Massachusetts Institute of Technology and serves as a demonstration in artificial intelligence. The program acts as an "aware" companion for you; you can ask simple questions and type simple commands which your computer will "understand" and react to accordingly.

As you will notice, very few explicit instructions for the game are given either in this manual or in the program itself. The challenge is for you, the explorer, with the help of your computer, to discover how the cave can be explored and the treasures retrieved.

With Microsoft Adventure, you have the complete version of the original Adventure. Nothing has been left out of the original MIT version. It will run on any IBM Personal Computer with a minimum of 32K memory and a single diskette drive.

## Your Goal

Microsoft Adventure has over 130 rooms, 15 treasures, 40 useful objects and 12 obstacles of varying difficulty. Your goal, as adventurer, is to find the cave, explore it completely, locate all of the treasures and return them to the building before you run out of lamp light (or get killed!).

Obstacles that must be overcome include a fierce green snake, a giant oyster and deep chasms, to name just a few. To make things even more difficult, a troupe of dwarves constantly pursues you. If they catch up with you they will almost certainly attack. However, a skilled player can beat the dwarves in combat or avoid them with magic.

There are four areas of exploration in the game: above ground, beginning cave, mid cave, and advanced cave. The regions above ground and in the beginning of the cave present little difficulty. As you get deeper into the cave, though, puzzles become harder to solve and obstacles become more dangerous. Some rooms are so hazardous even the dwarves won't venture inside!

You may want to spend your initial excursions into the cave exploring the area and locating treasures. Then, in later visits, figure out how to get the treasures to the surface. And finally, when you feel you are ready, try to get all the treasures to the surface in a minimum amount of time.

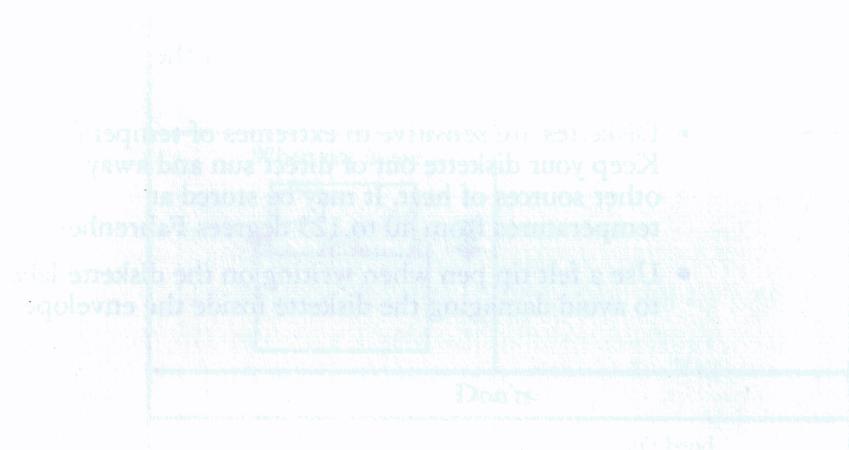
If you locate all of the treasures and still have sufficient lamp time left, you will be offered a chance at the Grand Master game. It is signalled by the message:

A sepulchral voice reverberating through the cave says, "Cave closing soon. All adventurers exit immediately through main office."

To earn the title of Grand Master, you have one more puzzle to solve, the most difficult yet. Be patient, though. You can expect to make many adventures into Colossal Cave before you will be offered a chance at the Grand Master game.

## The Right Hardware

Microsoft Adventure requires an IBM Personal Computer with 32K of user's memory, a video monitor and a single diskette drive. It is written in assembly language and contains its own disk operating system. Consequently, it requires no additional operating systems, language interpreters or system software.

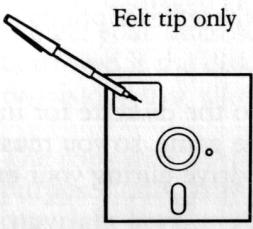
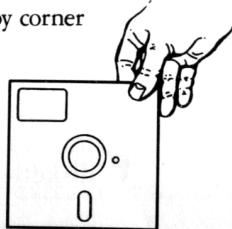
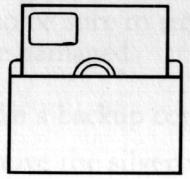
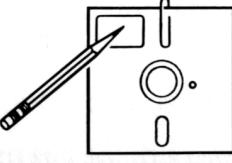
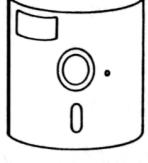
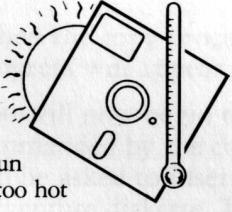
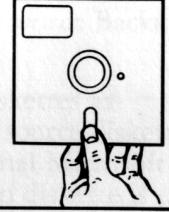
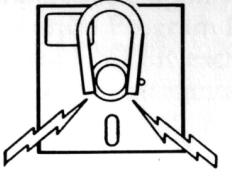
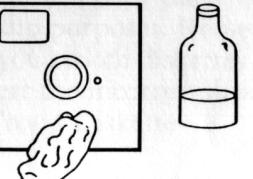


# Caring for Your Microsoft Adventure Diskette

To keep your Microsoft Adventure diskette in good operating condition, observe the following precautions:

- Always place the diskette back into the protective jacket after use.
- NEVER touch the diskette through the window slots. They expose the magnetic surface of the diskette.
- Diskettes are sensitive to extremes of temperature. Keep your diskette out of direct sun and away from other sources of heat. It may be stored at temperatures from 40 to 125 degrees Fahrenheit.
- Use a felt tip pen when writing on the diskette label to avoid damaging the diskette inside the envelope.

Please refer to the following before continuing.  
DO's and DON'Ts for handling diskettes.

Do's	
Felt tip only	Grasp by corner
	
When not in use	
	
Don'ts	
No pencils No clips No ballpoints	Don't bend
	
No sun Not too hot	Don't touch disk
	
No magnets	No cleaning
	

## Diskette Access during Your Adventure

Microsoft Adventure is an extremely sophisticated game which includes more than 64K of cave descriptions and user messages. To bring you the full, uncut Adventure, it was necessary to store these descriptions and messages on the diskette.

The computer will go to the diskette for information at intervals throughout the game, so you must leave the diskette in the diskette drive during your exploration.

NEVER remove the diskette from the drive while the red "in use" light is on. This can permanently damage your diskette.

## To Backup Your Microsoft Adventure Diskette

No matter how careful you are, diskettes sometimes become damaged and the programs on them ruined. To protect your Microsoft Adventure program from being destroyed if the diskette is damaged, we have made provisions that allow you to make a single backup copy.

The copy may be used for your personal backup purposes only. Any other use of the extra copy violates copyright laws.

The program will allow one backup copy only to be made so be sure to store the backup where it will not become damaged.

To make a backup copy, follow these instructions:

1. Remove the silver write protect tab from the Microsoft Adventure diskette. Insert the diskette into diskette drive A and load the program as usual, according to the instructions on page 13. When the program is loaded the introductory screen will appear on your monitor. The introduction ends with the question:

Which Cave Image (press ENTER to restart)?

2. When you see this question type \*Backup and press ENTER.
3. When the copy process begins, the words **Backup In Progress** will appear on the screen.
4. You will now begin to alternate diskettes as commanded by the computer. The source diskette you will be asked to insert is your original Microsoft Adventure diskette. The destination diskette is the blank diskette upon which you will copy the Adventure Program for backup purposes. Remember to press ENTER each time you switch diskettes in the drive. If you accidentally insert the incorrect diskette, the computer will display **Wrong Diskette**.

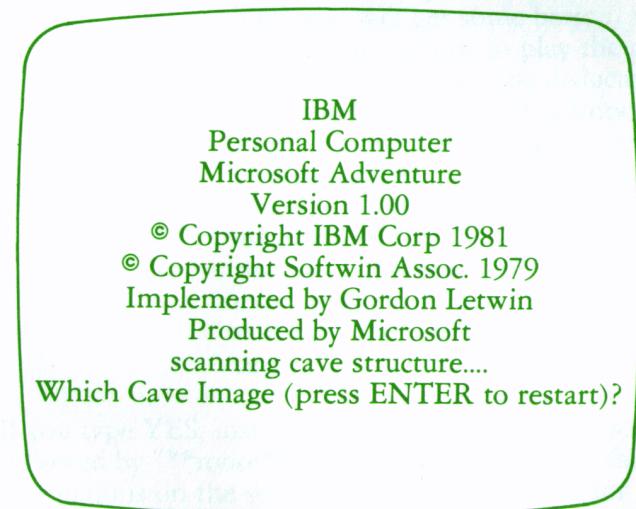
5. When the backup is complete, the screen will indicate **Backup Complete**. You now have a copy of your Microsoft Adventure program that has been verified by the computer to be a good copy. In the event your original Microsoft Adventure diskette becomes damaged, you will have immediate access to the backup diskette.
6. If for any reason that backup attempt was unsuccessful, the computer will indicate **Backup Failed**. Repeat the backup process. If you have repeated difficulty, try a different blank diskette.
7. When one verified good copy has been completed, no additional copies of either may be made. If a second backup is attempted, the computer will respond with **Backup Has Already Been Performed**.

## How to Load Microsoft Adventure

To load the Microsoft Adventure program into your computer, proceed as follows:

1. Position the System Unit Switch to OFF.
2. Remove the diskette from the protective jacket. Lift the load lever of diskette drive A.
3. Holding the Microsoft Adventure diskette on the end with the label on it, label facing up, insert it into the drive until rear stop is felt. Push down the load lever.
4. Position the System Unit Switch to ON.
5. After the system has emitted one beep, the light on your diskette drive will come on to indicate that the program is loading. Loading may take up to one minute, so be patient.

When the program has completely loaded the following will appear on your screen:



You are now ready to begin the game, but our advice is to read all of the instructions contained in this book before you start to play, since instructions contained here are generally not contained in the program.

If the program does not appear, repeat the loading process. If you continue to have difficulties after several attempts, refer to the *IBM Personal Computer Guide to Operation*, Section 4, and follow the Problem Determination Procedure to make sure your computer is functioning properly. If your computer is functioning properly, you may have a problem with the diskette. Consult your authorized IBM Personal Computer dealer if this is the case.

## Getting Started

Once the program is loaded, the computer will say:

**Which Cave Image (press ENTER to restart)?**

If this is the first time you are using your diskette, you will probably want to make a backup copy at this point. Refer to page 11 for backup instructions.

Press ENTER to begin a new game. (See To Return to Your Saved Adventure, page 23, if you want to start a previously interrupted game.)

Next, the computer will say:

**Welcome to Adventure!!**

**Would you like instructions?**

Respond with a YES or NO and press ENTER.

**IMPORTANT:** The answer you give here will affect the rest of the game. If you answer YES, you will get some basic instructions in how to play the game. However, points will be deducted from your final score. It is impossible to get a perfect score if you accept instructions. But on the other hand, you will get additional "lamp time" by asking for instructions. This means that the lamp you use to light your exploration will burn longer, so you will have more time to explore the cave.

If you type YES, instructions will appear on the screen followed by "**\*\*more\*\*** (press ENTER)". Read the instructions on the screen, then press ENTER for more information.

If you answer NO there is no effect on your score but the lamp time is limited considerably.

Our advice: If you are a novice, accept the instructions so you will have more time to explore the cave. It's the rare person who can explore the entire cave without many sessions. When you feel ready to take a stab at becoming a Grand Master, bypass the instructions and make your best effort to find all the treasures as fast as you can.

### Special Features

If you have a color monitor or color TV, note that your IBM Personal Computer allows you to designate both background and foreground colors to increase your enjoyment of the game.

The Function keys, F1 through F8, on the left side of your keyboard control color. Each Function key governs one color only, as shown in the following list:

Key	Color
F1	Black
F2	Blue
F3	Green
F4	Cyan
F5	Red
F6	Magenta
F7	Brown
F8	Light Grey

To choose a foreground color, simply press the function key which governs the color of your choice. To choose a background color, press both the Shift and appropriate Function key simultaneously.

Note, however, that due to characteristics of the color spectrum used in color TVs, you may find that some combinations are not legible on your TV screen.

## The Game Proper

After you read the instructions, the computer will announce:

You are standing at the end of a road before a small brick building. Around you is a forest. A small stream flows out of the building and down a gully.

You are now ready to begin your exploration. By entering a series of commands, you will explore the area, find the entrance to the cave and venture inside.

### Commands

The computer can be commanded by one or two word phrases. It recognizes actions, places and some objects, but most of its commands are places or directions. The best way to get started is to try some commands and see what happens. Always press ENTER after entering a command.

Because the computer recognizes only the first four letters of each word, you will have to modify longer words. For example, type NE for Northeast.

A few examples of command words are:

- FOREST
- BUILDING
- DNSTREAM
- ENTER
- EAST
- SOUTH
- UP
- DOWN
- GET (object)

If you misspell a command or use a command the program doesn't recognize it will respond with a statement like **I don't know that word.** or **I don't recognize that word here.** Try a different word for the same idea or try a different tack.

## Special Function Commands

There are some commands that provide special information. You can use them at any time during the game. They are:

- HELP Gives you general hints about the nature of the game. Asking for help costs you points.
- INFO Explains how to use special commands.
- QUIT As you would expect, QUIT ends the game. There is no way to reenter the game from your previous position if you quit. When you quit, the computer gives you your final score and ranks you by one of nine categories ranging from rank amateur to Grand Master.
- SAVE Allows you to save the game at your current position so you may resume it at a later date. (See To Save Your Microsoft Adventure, page 22 )
- LOOK The first time you arrive at any location, you will get a detailed description of the area. On subsequent visits, however, you get only a brief identification of the place. If you wish to review the complete description, type LOOK and it will be displayed for you.
- SCORE Lists your current score.
- INVENTORY Gives you an inventory of all the objects you are carrying.

## Hints

If you are having difficulty in a certain part of the game, the computer may offer you a hint. It will ask:

I'm prepared to offer you a hint, but it will cost you points.

Do you want the hint?

If you respond by typing YES and pressing ENTER, you will get assistance with the problem but you will also lose points. By typing NO and pressing ENTER, you will be left to your own devices.

## As A Last Resort

The challenge of Microsoft Adventure is for you, the player, to figure out how to explore the cave and find the treasures. The game provides enough clues and hints to allow you to explore the entire cave and obtain Grand Master rating without external help. However, the game is extremely complex and it is possible to become "stuck" on one particular problem. When this happens, give up on the problem for a while and explore other areas of the cave. You may find some way around the problem or some magic that will help you.

If, after repeated efforts, you still cannot solve the problem you can send for one of four pamphlets available from Softwin Associates, implementors of the game. These pamphlets will help you through certain parts of the cave. They are:

1. Map of the "Maze All Alike" and "Maze All Different". Includes the location of the pirate's chest and the battery vending machine.
2. Tips on puzzles and magic in the beginning and intermediate cave areas. Covers all areas from the building to the Twopit room.
3. Tips on puzzles and magic in the advanced cave area. Covers the area from the Twopit room to the Adventure Repository.
4. Tips on getting a perfect score. Specifies the tasks to be performed and the treasures to be retrieved to achieve a perfect score.

To obtain any of these pamphlets, indicate by number which you wish to receive and send \$1.00 per pamphlet (or \$3.00 for all four) and a self-addressed stamped envelope to:

SOFTWIN  
545 108th N.E., Suite 6  
Bellevue, WA 98004

**Note:** The information available in the pamphlets was intentionally omitted from this manual so you would not be tempted to get outside help unless absolutely necessary. To get maximum satisfaction from the game, tackle a problem as many ways as possible before giving up!

## Scoring

A perfect Microsoft Adventure score is 350. Points are accumulated for the following:

- Getting into the cave
- Exploring each part of the cave  
(you may have to leave an object to prove you've been there)
- Locating treasures
- Transporting treasures back to the building

Points are subtracted for:

- Asking for help
- Quitting
- Getting killed
- Accepting hints

To check your score at any point, simply type SCORE and press ENTER. The computer will display your score and ask if you wish to quit. Respond with YES or NO and press ENTER.

If you quit, the computer will automatically give you an update on your score.

## To Save Your Microsoft Adventure

A single exploration of Colossal Cave routinely takes several hours, which may be more time than you have at one sitting. For this reason, Microsoft Adventure includes the SAVE command to allow you to spread one game over two or more sessions.

To save your game, perform the following:

1. Remove the diskette from the diskette drive, and then remove the write protect label (the small silver tab that wraps over the edge of the diskette). Simply lift up one edge and peel off the label.
2. Reinsert the diskette into the diskette drive.
3. Type SAVE and press ENTER. The computer will respond with SAVE CAVE IMAGE 1 OR 2.
4. Type 1 or 2 and press ENTER. It makes no difference which number you pick unless someone else has already stored their partial game on one of the numbers. If you store on top of another game, the previously stored game will be destroyed.
5. Once you have typed in 1 or 2, the computer will store your session on diskette and respond with Ok. You can now return at any time and resume the game where you left it.
6. After you have finished saving your Microsoft Adventure game, remove the diskette from the diskette drive and replace the write protect tab over the notched edge of the diskette.

## To Return to Your Saved Adventure

Load the program as usual. (See page 13 for loading instructions.) When the computer says Which Cave Image? , type in the number 1 or 2 to indicate which cave image you saved on, then press ENTER. The computer will reload your game into memory. You are now ready to continue the game.

If after the second session you are still not finished and want to save the program once again, repeat the SAVE process to update the saved information. Failure to do so will cause the program to come up at the point where you began your second session when you reload for the third session.

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course, continue to use the information you supply.

Comments:

5. Type SAVE and press ENTER. The computer will respond with SAVE CAVEMAN.MAGIC 16R 2.

6. Type R or Z and press ENTER. To make no difference which number you pick unless someone else has already stored their saved game on one of the numbers. If you store on top of another number, the previously stored game will be destroyed.

7. Press F10 and CANCEL. The computer will then begin to boot up. It is now strong with its own new memory and ready to resume the game where you left off.

8. After you have finished saving your new adventure game, remove the diskette from the diskette drive and replace the write protect tab over the mounted edge of the diskette.

If you wish a reply, provide your name and address in this space.

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_

Zip Code \_\_\_\_\_

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The Personal Computer  
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