

ADVENTURE

DUNGEON

HOUSE

INTERGALACTIC

ACORNSOFT ADVENTURES



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ADVENTURE / DUNGEON
HOUSE / INTERGALACTIC

Commands:

The following commands are available when playing Adventure:

GO X

Move in direction X, where X is NORTH, SOUTH, EAST, WEST, UP, or DOWN. The GO is optional, and the direction may be shortened to the first letter.

If an exit is locked, a magic word may need to be said. You may also need a certain object to get through a portal.

KILL X

Try to kill person X, in self-defense, or to gain the treasure that they are carrying. You will be more effective if you are holding an appropriate weapon.

SAY X

Say a magic word.

LOOK

Search room for treasure.

TAKE X

Pick up object X. TAKE ALL will pick up all the objects. Beware of carrying too much, as your fighting ability might be impaired.

DROP X

Opposite of TAKE. DROP ALL to drop all the objects you are carrying.

INVENTORY

Gives you a list of all the objects you are currently carrying, together with their values.

EXITS

Print out room description and exits. This is done automatically on entering a new room.

VALUE

Give the total value of all the objects you are carrying. If you are in the correct room you will win the game.

QUIT

Leave the game.

Note that the above commands cannot be abbreviated, although descriptions of objects or people may be.

Adventure Games

Any one of the following three adventures can be played with ATOM Adventure:

DUNGEON

Go underground and search for treasure in a maze of interconnected caverns, tunnels, and caves, inhabited by friendly and unfriendly monsters. You must find at least 1100 tokens of treasure, and take it to the Throne Room.

HOUSE

You start on the doorstep of a haunted house, in whose rooms lurk the ghosts of some familiar people. Find treasure worth at least 900 tokens, and take it to the Grand Banqueting Hall to win the game.

INTERGALACTIC

You play the part of an intergalactic traveller in this mind-bogglingly wierd trip from Earth to the most distant parts of the galaxy. To win you must survive battles against the inhabitants of alien planets, and return home with at least 2175 tokens.

HAPPY ADVENTURING!!!

DUNGEON

```
THE HUGE SPIDER HAS ENTERED  
THE HUGE SPIDER HAS DROPPED SOME  
THING
```

```
COMMAND?EXITS
```

```
YOU ARE IN A NARROW DAMP TUNNEL  
WHOSE WALLS ARE FUNGI ENCRUSTED  
YOU CAN EXIT VIA:
```

```
A PASSAGE (NORTH)
```

```
A NARROW CRAWL (WEST)
```

```
THE HUGE SPIDER
```

```
THE WIZARD BAAL
```

```
ARE HERE
```

```
COMMAND?LOOK
```

```
YOU CAN SEE:
```

```
A SUIT OF MITHRIL MAIL
```

```
COMMAND?WEST
```

ATOM ADVENTURE lets you explore a fantasy world, with descriptions of the places you visit, the characters you encounter, and the objects you find in your quest for treasure. The pack consists of an Adventure program, and three different Adventure Games:

DUNGEON

Search for treasure in a maze of interconnected caverns, tunnels, and caves, inhabited by friendly and unfriendly monsters. Win by finding treasure, and taking it to the Throne Room.

HOUSE

You start on the doorstep of a haunted house, in whose rooms lurk the ghosts of some familiar people. Find treasure and take it to the Grand Banqueting Hall to win the game.

INTERGALACTIC

You play the part of an intergalactic traveller in this mind-bogglingly wierd trip from Earth to the most distant parts of the galaxy. To win you must survive battles against the inhabitants of alien planets, and return home with treasure.

Program 5K, graphics 6K.