TIventures

Haunted House

This is an adventure that will put you in a trance. Monsters and Magic lurk everywhere in this strange house. Only the brave will make it. Grab the ruby and get out. Not as easy as it sounds. *Now with sound effects.*

Difficulty: Intermediate
Ages: 12 to adult

Extended Basic Language
TI 99/4   TI 99/4A

AMERICAN SOFTWARE
DESIGN & DISTRIBUTION CO.

HAUNTED HOUSE

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INTRODUCTION

Welcome to the world of adventure! An adventure is a game of
imagination and problem solving mixed together with logic.
An adventure puts you in another place and time giving you a
chance to solve problems while trying to reach a specific
goal. To do this you must give the computer 1 or 2 word
commands. These commands are your course of action, (i. e.
" TAKE CARD "). This will be demonstrated in the section
entitled "SAMPLE GAME". Sound effects are used to enhance
the game.

OBJECTIVE

To complete this adventure you must find the ruby hidden in
this strange and scary house. Once you find the ruby, you
must try to escape.

ORDER OF PLAY

The game begins with a short title page. Press the space bar
to begin the adventure. Next the computer pauses a moment in
order to begin a new game.

The top of the screen will show your location, directions
you can travel ("N" for north, etc.), and objects you see
(such as a table).

Below that line is a line of asterisks, then the computers
response area. The flashing cursor is where you enter your
course of action. To play the adventure you enter an action
(such as "LOOK OCEAN") and then press "ENTER". Note the
computers response and then continue the game in this manner
until the adventure is done.

LOCATION

This tells you where you are located. A description of the
location might be given. Note this before you move to a new
location.

DIRECTIONS (FOR TRAVEL)

The directions you are allowed to travel include the four
compass directions ("N", "S", "E", "W") as well as "U" for
up and "O" for out. To move north just press "N" and then
press "ENTER" when you input your course of action. Also
note that you can travel by saying "GO" to an object such as
" GO CAR ".

Try this only when an object does not have an obvious
direction. Sometimes, you can move by operating something
such as pushing buttons when you are inside a car.

Y O U   S E E

These are objects that you can easily take. Usually they can
be taken. To examine an object closer you may say something
such as "LOOK SCREEN". To list the objects you are carrying
just say "INVENTORY" or "INV" for short.

I N P U T   A R E A

Only use one (1) or two (2) word commands. Look at section
" SAMPLE COMMANDS " for examples. Also, be sure that the
"ALPHA LOCK" is down when you are playing the game.

C O L O R

This command will allow you to alter the color of the screen.
Every time you enter "COLOR" the screen will "INVERSE" (i.e.
Black on White to White on Black.) This can be accessed at any
time in the adventure. The reason for this, is because people
like viewing the different colors, as it does not cause eye
strain.

S A V E   G A M E

Anytime during the adventure, you may use this. After entering
"SAVE GAME" you are given 3 options. Enter the preceeding
number before the option you desire.

Disk: You may leave in the disk that the TIVENTURE is on. Note
that whenever saving a game to disk, it erases over the last
saved game.

S A M P L E   G A M E

LOCATION: DARK TUNNEL
DIRECTIONS: N,S
YOU SEE:
DOOR
KEY

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WELCOME!   (Computers response area)

> **>_**   (Course of action input area)

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Sample Inputs   Computer Response

"TAKE KEY"   OK
"LOOK KEY"   NOTHING SPECIAL
"BLOOP"   I DON'T UNDERSTAND or WHAT?
"OPEN DOOR"   CAN'T IT'S LOCKED or WHAT?
"WITH KEY"   KEY DOSEN'T FIT
"S"   (Screen clears and you move
                                        to a new location)

                S A M P L E   C O M M A N D S

"TAKE _____"   "HELP" (AQUA BASE ONLY)
"INVENTORY"   "LOOK"
"GO _____"   "OPEN _____"
"N"   "D"
"UNLOCK _____"   "BREAK _____"
"KILL _____"   "PUSH _____"
"PULL _____"   "EAT _____"
"DIG _____"   "TIE _____"

. . .   The fun will be to discover other commands that are
needed to complete an adventure.

Good Luck!

NOTE:

Tape Versions: Should work fine. Before loading from tape,
if you have a disk system, either shut it off or enter "CALL
FILES(1)" before loading. If you are having trouble loading
this program, try turning up your tone or volume before
returning to ASD&D.

Disk Versions: Before loading enter "CALL FILES(1)", then "OLD
DSK1.GAME" and "RUN"!!!

W A R R A N T Y

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