

# The QuestProbe™ Fantastic Four™

## Chapter 1 – Adventure #3! By Scott Adams

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### HOW AN ADVENTURE WORKS

You are in charge of the main character(s) . . . Any action, response, or behaviour that the character performs comes from you.

Everything that happens in the adventure affects your character!

In a normal adventure, your character has all of the strengths and weaknesses of a normal human being, he can eat, drink, fight, and get killed just like a normal person would in the same situation. In the **QuestProbe** series, your character is one of the characters in the **Marvel Comics**. Your character will have all of the special powers normally associated with that character in the comic book. Human Torch, for example, has the ability to throw flame and fly, while Spider-Man can cast webs and climb walls (or even the ceiling!)

You may move through the many locales described in the adventure (limited, of course, by the barriers and obstacles imposed upon you by the "environment"). You control what to do in any given situation, using your wits to succeed.

To command your character, you complete the sentence that the computer started with "I WANT YOU TO". You finish this sentence with first a verb (an action word like 'CLIMB', 'GET', 'GO', etc.) and then a noun phrase in correctly structured English (like 'THE HILL', 'THE RED GEM', or 'DOWN').

A typical adventure (as if there were such a thing!) might start like this;

**I'M IN A ROOM. VISIBLE OBJECTS ARE A RUBY-ENCRUSTED BOX AND A CLOSED DOOR. TELL ME WHAT TO DO.**

You might want to begin by going in a direction (north, south, east, west, up, or down) to see if you can leave the room. Chances are, though, you will have to find a way to get through the closed door. Try something simple like typing;

**OPEN THE DOOR**  
... but the computer informs you, in no uncertain terms that;  
**SORRY, IT'S LOCKED. TELL ME WHAT TO DO.**

Since the ruby encrusted box seems to be the only additional object in the room, you can take a closer look at it by typing;  
**PICK UP THE RUBY-ENCRUSTED BOX**

The computer will then respond with;  
**OK, I'VE GOT A RUBY-ENCRUSTED BOX.**

By the computer saying 'OK', the computer is telling you that your command was understood and carried out – you have picked up the box. Now that you are carrying the box, you can attempt to examine it in more detail with a command like;

**EXAMINE THE BOX**  
The computer will then tell you about anything special it finds. Sometimes, you can give the computer a command that makes sense to you, but the computer doesn't quite catch your meaning. If, in the previous example, you had typed instead:

**PERUSE THE BOX**  
The computer could have responded with;  
**SORRY, I DIDN'T UNDERSTAND WHAT YOU MEAN!**

or even possibly;  
**SORRY, I DON'T KNOW HOW TO "PERUSE" SOMETHING!**

In either case, you should take these messages to mean that you have used a word not in the computers (over 700 word) vocabulary. The problem could also be that you have not spelled a word correctly.

Each game in the **QuestProbe** series has a slightly different vocabulary to suit the individual adventures. A summary of the common words used in this adventure is given in appendix 'A'.

Try changing the last command to;  
**PLEASE OPEN THE BOX AND LOOK INSIDE IT**

This time the computer understands, and replies with;  
**OK. INSIDE, THERE IS A KEY AND A RARE POSTAGE STAMP.**

Since you are still trying to get out of the room, you could type;  
**TAKE THE KEY FROM THE BOX**  
And the computer would respond;  
**OK.**

You could then try to get out of the room by typing;  
**UNLOCK THE DOOR WITH THE KEY THEN OPEN IT PLEASE**

This time the computer might respond with;  
**SLOWLY THE DOOR SWINGS OPEN ON SQUEAKY, RUSTED, HINGES REVEALING A DARK PASSAGEWAY TO THE WEST.**

You would then type something like;  
**ENTER THE PASSAGEWAY AND GO WEST**

To continue exploring the unknown land of your adventure!  
Your computer is able to understand long, complex sentences such as "CLIMB ALL THE WAY UP THE SHAFT" or "GO TO THE NORTH AND THEN LOOK AROUND".

### COMMANDS

A complete list of the game vocabulary is at the end of this document in appendix 'A'. You can use the following 'shorthand' commands to speed your typing and to make the tempo of play faster;

LETTER MEANING	
Z	Turn the graphics OFF or back ON again. (Disk versions only).
N, S, E, W, U, D	Go North, South, East, West, Up, or Down.
I	Display or list the inventory of items that you are currently carrying.
L	Look

### GRAPHICS MODE

Most adventures have exciting graphics that are displayed on your screen along with the text of the adventure. On disk versions only you can turn the graphics off and on by using the (Z) command listed above. To turn the graphics off (they are on initially), you would press:

<Z>, <RETURN>  
where <Z> is the letter 'z' key and <RETURN> is your computers 'RETURN' or 'ENTER' key. You can turn the graphics back on again in the same way.

### SAVING YOUR ADVENTURE FOR LATER PLAY

(See Loading Instructions for cassette versions)  
Quite often your adventure will last longer than the time you have to play in

After a game has been saved, you can either continue to play the current game, or you can quit the game and turn off your computer, confident that you will be able to pick up where you left off later.

### RESTORING A SAVED GAME

One of the first questions you may be asked when you initially start your adventure is whether you wish to restore a previously saved game. If you want to restore a saved game, you will then be asked which of the lettered games should be re-started.

On most versions, you may restore a game at any time by typing;

#### RESTORE GAME

After you have re-started a game, you will find that you are at the exact point in the adventure that you are at when you saved the game.



one sitting. Also, during particularly difficult sections of your adventure, you may wish to save the game so that you can return to that point without having to re-play the entire game. You can save your game for future use by typing;

#### SAVE GAME

The computer will respond with instructions for saving the game that are tailored to the specific computer you are using. Since the instructions vary from computer to computer, we cannot give you detailed instructions here. Just be sure to follow the instructions listed on your screen when you save the game and you will have no trouble at all.

Most of the adventures have provisions for saving more than one game. Each game is saved into a different lettered area (usually 'A' – 'D'). When you save the game, the computer will ask you which of the lettered areas to use. Later, when you restore the game, you will be asked which of the lettered areas should be re-started. Be sure to specify the same letter to restart as you originally saved the game as.

Some systems require you to have an already formatted disk available to save the game on. See the instructions that came with your specific computer for details on the type of disks to use and how to format them.

Marital Status: Single  
Known Relatives: Daniel (father, deceased), Elsi (mother, deceased), Daniel Jr. (brother, deceased)  
Group Affiliation: Fantastic Four  
Height/Weight: 6'0"/500 lbs.  
Eyes/Hair: Blue/None

### UNUSUAL FEATURES:

The Thing's body is covered with an orange, flexible, rocky-textured hide. The Thing has no apparent neck and has four toes and fingers. The increase in volume of his fingers has not decreased his dexterity. His skin is apparently susceptible to "drying" or what in a normal human would be loss of skin oil, for his skin can be "chipped" under certain circumstances. The Thing has no outer ear structure.

### POWERS:

The Thing possesses superhuman strength, endurance, and durability. The mutagenic, specific-frequency cosmic ray bombardment caused his musculature, bone structure, internal organ composition, soft tissue structure, and skin to greatly increase in toughness and density. The Thing is strong enough to lift (press) 85 tons in peak condition. He can exert himself at high levels for about an hour until the build-up of fatigue-poisons in his blood impairs his strength. His reflexes have remained at their above average human levels despite his greater mass. The Thing's lungs are of greater volume and efficiency than human, enabling him to hold his breath underwater for up to 9 minutes. The Thing's five senses can withstand greater amounts of sensory stimuli than he could while human, with no reduced sensitivity. The Thing's body is able to withstand extremes of temperature from –75 to 800 degrees Fahrenheit for up to an hour before exposure or heat prostration occurs. He can withstand the explosive effects of armour-piercing bazooka shells (15 pounds of high explosives) against his skin with no injury. He is still susceptible to colds, disease, and emotional stress. The mutations to the Thing's body have continued to slowly progress, changing the composition of his epidermis from an abnormally dense, relatively smooth hide to a flexible, interlocking network of rock-like muscle lumps. Reed Richards has attempted to return the Thing to his normal human form on numerous occasions, but those attempts ultimately met with failure. The Thing's appearance has stabilized during recent years. The Thing's intelligence seems to have been completely unaffected by his transformation. He has had a great deal of experience at hand-to-hand combat.

### HUMAN TORCH™

Real Name: John "Johnny" Storm  
Occupation: Adventurer  
Identity: Publicly known  
Legal Status: American citizen with no criminal record.  
Former Aliases: None  
Place of Birth: Glenville, Long Island, New York  
Marital Status: Single  
Known Relatives: Franklin Storm (father, deceased), Mary Storm (mother, deceased), Susan Storm Richards (sister), Reed Richards (brother-in-law), Franklin Richards (nephew)  
Group Affiliation: Fantastic Four  
Height/Weight: 5'10"/170 lbs.  
Eyes/Hair: Blue/Blond

### POWERS:

The Human Torch possesses the mental ability to control ambient heat energy and the physical ability to transform his entire body, or portions of his body, into a fire, plasma-like state at will. The cells of a normal human body convert energy from foodstuffs into a form of energy usable by the body, adenosine triphosphate (ATP). Among other mutagenic changes, the cosmic ray bombardment triggered a specific genetic-code/rearrangement that caused the Human Torch's ATP production sites to generate a new form of energy-containing molecule. (Reed Richards has dubbed this molecule adenine ribo-heptaphosphene, AR-HP). This complex

molecule not only provides ordinary bodily energy, but contains large stores of latent chemical-bonding energies. Another favourable mutagenic change are his cells ability to utilize this extra energy by converting it into moderate-density, plasma-like state that is regulated by a sub-conscious mental field and can be modified by an act of will. When sufficient quantities of energy are consumed, the Torch unavoidably reverts to his solid state.

When aflame, the Human Torch is enveloped by a low-intensity flame (reddish, approximately 780 degrees Fahrenheit), which ranges from 1 to 5 inches from his body. The energy used to support this low-level plasma is small; only when the Human Torch wills his flame to a higher level does the majority of surplus energy within the AR-HP complex become involved. In its plasma state, the Torch's body is no longer solid; projectiles that are not melted pass harmlessly through his body.

The Human Torch can generate shapes composed of fire from any point on his body (he usually employs his hands to "sculpt" the flames). He can form fire into long streams, spheres, or even more complex shapes like sky-writing. These flame-objects will only retain their shape as long as he concentrates upon them. The objects will only burn for about 3 minutes before expiring unless the Torch continues to infuse it with energy. The temperature of these fiery projections is generally around 2,800 degrees (near the melting point of iron).

The Human Torch's plasma has a high hydrogen content, and is surrounded by an exuded cloud of mono-atomic hydrogen atoms. This hot cloud provides sufficient positive buoyancy for him to float. With mental stimulation of his flame, he can provide enough lift to carry around 180 pounds. By forming a jet from his feet, directed behind him, he can achieve speeds of up to 140 miles per hour.

The Human Torch is able to release all of his body's stored energy in one intense, omni-directional "nova-burst" (about 1,000,000 degrees Fahrenheit), which is similar to the heat-pulse of a nuclear warhead detonation, with an area of total devastation of about 900 feet in diameter. This violent discharge uses his entire reserve of energy at once, and causes him to immediately revert to his solid state afterwards. He generally requires at least 12 hours to recover from this energy-exhausting feat.

At an average rate of expenditure of energy, the Torch can maintain his plasma state for about 16.8 hours before he is forced to revert to his solid state. The Human Torch's physical condition (health, injury, or exhaustion) also limits his flame's duration.

The Human Torch has the ability to mentally control the ambient heat energy within his immediate environment even when not in his plasma state. He can reduce objects temperatures to about 30 degrees Fahrenheit, raise them to several hundred degrees, or extinguish open flames. His radius of influence is about 80 feet. The heat-energy he takes from the environment is absorbed into his own body and if he takes in a critical amount he will uncontrollably phase-change into his plasma state.

The Human Torch's flame is supported by the presence of oxygen, and thus is extinguished in low air-pressure or vacuum. The Torch's flame can be inundated with smothering materials, such as water, sand, fire-fighting foam, and heat-resistant blankets. If hit with small amounts of water, up to about 5 gallons, the Torch can sublimate it to steam. More water than that would extinguish his flame, and he would have to wait until he could evaporate the residual moisture before re-ignition. The Torch's light output is mostly in the infra-red and far infra-red region of the spectrum and is invisible to the unaided eye. Less than 10% of the total power output is in the visible portion of the spectrum. Thus the torch is dimmer than one would expect of so powerful an energy source.

The Human Torch is unaffected by heat and flames including his own, even when part of him is plasma and the rest is not. His flesh cannot be scalded or burned by any heat source whose level is below that of his maximum output.



BLOB

Real Name:	Fred J. Dukes
Occupation:	Ex-circus performer, now a professional criminal
Legal Status:	American citizen with a criminal record
Identity:	Publicly known
Place of Birth:	Lubbock Texas
Marital Status:	Single
Known Relatives:	None
Group Affiliation:	Member of both the original and new Brotherhood of Evil Mutants, former member of Factor Three.
Height/Weight:	5'8"/510 lbs
Eyes/Hair:	Brown/Brown

POWERS:

The Blob's mutant powers relate to the mass, strength, resilience and indestructibility of his obese body. His primary ability is to become virtually immovable at will so long as he is in contact with the ground. He does this by bonding himself to the earth beneath him by force of will, which in effect creates a uni-directional increase of gravity beneath him. This gravity field extends about ten feet in radius from the centre of balance. Thus if there is sufficient power to uproot him, it would also uproot the ground beneath his feet in an area corresponding to the radius of the field. Through intense concentration, the Blob is able to extend the gravity field beneath him farther than ten feet.

The Blob's body has several unusual properties in itself. The first is that it's overall invulnerability. The fat-tissues that comprise the Blob's epidermis are able to absorb the impact of rifle bullets, cannonballs, bazooka shells, and even torpedoes.

The larger of the projectiles recoil from his body at one half the force of impact. The smaller ones imbed themselves in his layers of fat-tissue, enabling him to eject them by merely flexing his muscles. The Blob's nerve endings do not relay any tactile perceptions which are near the threshold of pain to his brain. The fat-tissue of his epidermis is resilient enough to revert to it's normal shape within seconds after deformation caused by impact. It is virtually impervious to physical injury. The Blob's skin cannot be punctured, lacerated, burned, frost-bitten, or ravaged by any skin disease, due in part to the skin's great elasticity and toughness and in part to the highly accelerated rate at which skin cells grow and replace themselves. It is not yet known if there is an upper limit to the Blob's ability to absorb impact. While he could easily survive a head-on collision with a bus travelling at a hundred miles an hour, and even a highly ferrous meteorite fifty feet in diameter falling on top of him at terminal velocity, it is not known whether he could survive a collision with an object travelling at near-light speeds. Further, it is not known whether his skin's imperviousness to heat could survive the 11 000,000 degree heat at ground zero of a multimegaton atomic blast. Although the Blob's skin is virtually invulnerable, his eyes, nose, mouth, and ears are probably not.

CHIEF EXAMINER™

Real Name:	Unknown, (possibly Durgan)
Occupation:	Appears to be a composite computer simulation of all Marvel Super Hero characters passing through the "Black Doorway" since the instigation of the "QuestProbe Project".
Legal Status:	Unknown to public at large.
Identity:	Unknown to public at large. Overseer or possibly only a servant of the "QuestProbe Project"
Place of Birth:	Durgan's planet (actual name unknown)
Marital Status:	Unknown
Known Relatives:	Related to all Marvel Super Heroes that he has met (exact relationship is unknown at this time)
Height/Weight:	6'1"/Varies, appears to be increasing over time
Eyes/Hair:	Appears to have neither.

POWERS:

Appears to have no natural powers, but is always attended by a singularity matrix, of only two dimensions (commonly known as the "Black Doorway"). The Chief Examiner appears to be a foreground, real-time, high priority task running on an unattended Master Computer located somewhere in an ancient, forbidden, museum of science on Durgan's planet. This museum of science appears to have one of the few remaining captive "Bio-Gems". Please see QuestProbe comics #1, 2 and 3 for further details.

DOCTOR DOOM™

Real Name:	Victor von Doom
Occupation:	Monarch
Legal Status:	Ruler of Latveria, Latverian ambassador to the United States with full diplomatic immunity
Identity:	Publicly known
Former Aliases:	None
Place of Birth:	Gypsy camp outside Haasenstadt (now Doomstadt) Latveria
Marital Status:	Single
Known Relatives:	Werner von Doom (father, deceased), Cynthia von Doom (mother, deceased)
Group Affiliation:	None
Height/Weight:	6'2"/225lbs (420 lbs with armour)
Eyes/Hair:	Brown/Brown

POWERS:

Victor von Doom possesses no superhuman powers, but is one of the most brilliant scientists on earth. He has made unique contributions in the fields of robotics and trans-Einsteinian physics, as well as important accomplishments in genetic engineering, weapons technology, and many other areas.

Among his many accomplishments include the independent development of the first practical time machine (capable of sending up to a ton of matter forward, backward, and sideways through time), and the development of the molecular-level shrinking device (utilizing the Pym particle which he independently discovered). His experiments in bionics have produced such cyborgs as Darkoth (the "Death Demon") and the Dreadknight. He has not yet explored the potential of his maternal heritage, the arts of magic.

WEAPONS:

Doctor Doom's most important weapon is his nuclear-powered, micro-computer enhanced suit of iron armour. The armour, weighing 190 pounds, is fully insulated and pressure regulated, maintaining an environment of standard atmospheric pressure (14.7 pounds per square inch) at 76 degrees (skin temperature). The suit contains its own internal liquified-air supply of 4 hours duration. The suit contains an electrically powered endo-skeleton, utilizing highly efficient, folded-path linear motors that enable the suit to lift (press) a maximum of 2,200 pounds (the weight of a compact car). His facemask has a built-in communications system which, among other things, has a megaphone device, a multi-band radio transceiver and the input/output port of a powerful micro-computer translation machine. The power supply of the armour, a twin, mini-nuclear thermo-electric generator, needs to be refuelled once every 3.6 years.

Doctor Doom's armour is able to generate an invisible, kinetic energy/dimensional-shunt force field capable of withstanding projectiles of any man-made kind, temperatures from 1,400,000+ degrees Fahrenheit (which exists only in the heart of a nuclear weapon detonation) to -410 degrees Fahrenheit. (50 degrees above "absolute zero", the theoretical point at which molecules almost come to rest), and all frequencies of radiation within the electromagnetic spectrum. The only form of energy that might penetrate the field is psionic. The force field is not able to totally shunt inertia into a "waste" dimension, and therefore renders von Doom affected by a maximum of about 5% of any impact to the field. The residual energies of falling several building storeys, or being hit by a vehicle at 60 miles per hour is still considerable, and injury is still a possibility. (A nuclear weapon would send Doctor Doom flying at an unpredictable speed). The force field, which can be activated cybernetically by mental command, extends approximately 5 feet from all

points of his armour, and can be extended to a maximum of 8 feet in radius at slightly reduced effectiveness. Because the force field is invisible, visible light can penetrate it. The force field can generate a quarter-wave-out-of-phase counterpart to itself which can refract the visible spectrum into the 'waste' dimension, rendering it harmless.

RINGMASTER™ and the CIRCUS of CRIME™

Real Name:	Maynard Tiboldt
Occupation:	Professional criminal; manager, director, and ringmaster of a small travelling circus
Identity:	Publicly known
Legal Status:	Naturalized American citizen with a criminal record, former Australian citizen
Former Aliases:	Mr. Thraller (The Ringmaster uses various aliases and continually changes the name of his circus to prevent potential customers/victims from realizing his true identity)
Place of Birth:	Vienna, Austria
Marital Status:	Single
Known Relatives:	Fritz (father, alias Ringmaster I, deceased), Lola (mother, deceased)
Group Affiliation:	Leader of the Circus of Crime
Height/Weight:	6'1"/190 lbs
Eyes/Hair:	Green/Grey-black

POWERS:

The Ringmaster has no superhuman powers, but has considerable skill with electronic devices, most of which he taught himself. Thanks to his study of the workings of the nullatron and his own experimentation, he is an expert in using electronic devices to magnify latent human psionic abilities for projecting mental commands and projecting and amplifying the force of one's will.

The Ringmaster has been trained since childhood in various athletic skills required of circus performers, such as acrobatics, although he is by no means a master of any of these skills. He has only a rudimentary knowledge of hand-to-hand combat.

WEAPONS:

The Ringmaster's principal weapon is the powerful portable mind-control device which he adapted from the design of the nullatron and which he carries concealed in his ringmaster's top hat. The mechanism creates a field of electrical energy which, through as yet unknown means, magnifies the psionic energy of the person wearing or holding the hat so as to allow him or her to project mental commands into the minds of one or more people and simultaneously compel the victim to carry those commands out.

Usually the Ringmaster uses the hat device to cast his victims into a hypnotic trance. In a deep trance the victims are physically paralyzed and are unaware of what is hapening. When they awake from the trance they have no memory of what happened to them. In a medium trance the victims are unable to act independently of the Ringmaster's commands; their reaction time is slowed and they cannot think creatively. In order to ensure complete control over a victim, the Ringmaster must put him or her in a trance. The Ringmaster can will the trance to last for a certain period of time, as measured by the victim's own subconscious sense of time, or he can induce a trance that will last indefinitely until the victim is awakened by an external force, such as another person or a loud noise.

The Ringmaster can also use his hypnotic device to affect people's minds while allowing them to retain their independent wills. For example he can hypnotically create illusions, causing people to see and hear something that is not happening. In escaping the police he has hypnotically induced them to miss him every time that they fire their guns towards him. The Ringmaster usually gives specific commands to his victims verbally, but he can also project them mentally through the hat device without saying them aloud. He almost never verbally commands a victim to become entranced but instead transmits the command mentally.

The hat is also equipped with projectors that transmit bright lights through a spinning disc mounted on the front of the hat. The projectors cause everyone, in the vast auditorium, who is looking in the Ringmaster's direction to see a nearly blinding, everchanging pattern of light in the shapes of spinning, spiralling circles.

The Ringmaster activates the disc and light projectors by mental commands picked up by the hypnotic device. The lights do not themselves hypnotize the victims, but they do daze and disorient potential victims, usually making them feel too dizzy to resist the mind-control mechanism's power. The stars on the Ringmaster's costume are made of a highly reflective material which increases the light's effect on spectators. People with sufficiently strong wills can resist the Ringmaster's power if they do not watch the lights.

Travelling along with Ringmaster in his circus of crime are the following nefarious characters;

CANNONBALL™

(Jack Pulver) American acrobat who specializes in being shot out of a cannon.

THE CLOWN™

(Eliot "Crafty" Franklin) An American who uses a number of gimmicks such as a trick can, unicycle and jugglers balls.

FIRE EATER™

(Timas Ramirez) Spaniard who swallows flames and exhales them through his mouth without injury.

THE GREAT GAMBONNOS™

(Ernesto Gambonno, Luigi Gambonno) Italian acrobats and aerialists.

LIVE WIRE™

(Rance Preston) American who does fancy rope tricks with an electrified lariat.

PRINCESS PYTHON™

(Zelda DuBois) French woman who performs with a twenty-five foot boa constrictor.

XANDU™

Real Name: Unknown, as are all other details about him.

POWERS:

Casts spells of mind control through the "Ruby of Domination" normally he can control only one mind slave at a time. He can also project a "Mystical Cage" to keep his captives in.

APPENDIX 'A' – VOCABULARY

1 10 15 5 50 A ABOUT ABOVE ABSORB ADVENTURE AIM AIR AIRBORNE ALCOVE ALICIA ALL ALONG AM AMOUNT AN AND ANYMORE APART APPROACH AREA AROUND AS ASK AT ATTACK AUTO AVOID AWAKEN AWAY AWHILE BACK BECOME BEGIN BEHIND BELOW BELT BEN BEND BENEATH BESIDES BEYOND BIG BIO BIOGEM BITE BLOB BLOW BOTTOM BOULDER BOUNCE BREAK BREATH BREATHE BRIGHT BRIGHTER BRIGHTEST BRIGHTLY BURN BURNING BY BYE CALL CAN CANDLE CANNON CANNONBALL CAREFULLY CARRY CAST CASTLE CATCH CAVE CAVERN CEILING CHANGE CHASE CHECK CHIEF CIRCUS CLEAN CLIMB CLOBBER CLOSE CLOSELY CLOUD CLOWN CLUTCH COURSE COVER CRAWL CRIME CRY D DANCE DEAL DEATH DEATHRAY DEEP DEEPLY DENSE DESCRIBE DESK DESTROY DIG DIRECT DISABLE DIVE DO DOC DOCTOR DODGE DOING DOMINATION DON DONT DOOM DOOR DOWN DR DRAIN DRAWBRIDGE DRINK DROP DUCK E EACH EAR EAST EAT EATER EGG EMPTY ENERGY ENTER ENTIRE ENTRANCE ESCAPE EVADE EVERYONE EVERYTHING EXAMINE EXAMINER EXIT EXPLAIN EXPLORE EXTINGUISH EYES FACE FAR FAST FEEL FEET FIELD FIFTEEN FIFTY FIGHT FILL FIND FINGER FINGERS FIRE FIREBALL FIST FIVE FLAME FLAMES FLAMING FLI FLOOR FLY FLYING FOOT FOR FORCE FORCEFULLY FOREWARD FORWARD FREE FRISK FROM FRY FUSE GAMBONNOS GAME GAS GEM GENTLY GET GIANT GIVE GO GOODBYE GOT GRAB GREAT GRIMM GROPE GROUND GUN GUNPOWDER HAND HANDS

HARD HAVE HE HEAD HEAR HEAT HELLO HELP HERE HI HIGH HILL HILLS HINT HIT HOLD HOLE HOLES HOT HOTTER HOTTEST HOUSE HOUSES HOW HUMAN HYPERVENTILATE I IDENTITY IF IGNITE IN INSIDE INTENTLY INTO INV INVEN INVENTORY IS IT ITEM ITEMS JET JOHNNY JUMP KICK KILL KISS KNEES KNOCK L LAND LATVERIA LAUGH LEAP LEAVE LEFT LET LEVER LICK LIFT LIGHT LIP LISTEN LITTLE LIVE LOAD LOCATION LOCK LOOK LOUDLY LOW LOWER MACHINERY MAN MASTERS ME MELT MINUTE MORE MOUTH MOVE MOVES MURDER MY MYSELF N NATTER NEAR NECK NEW NEXT NOISE NONE NORTH NOSE NOT NOVA OBJECT OBJECTS OF OFF OFFICE ON ONCE ONE ONTO OPEN OUT OVER PANIC PAST PEBBLE PER PICK PICKUP PIT PLACE PLAY PLAYING PLEASE PLUG POINT POSSIBLE POUR POWDER PRESS PRINCESS PULL PUNCH PURPLE PUSH PUT PYTHON QUESTION QUESTPROBE QUICKLY QUIT RAISE RAPIDLY RAY REACH READ READY REED RELAX RELEASE REMOVE RESCUE REST RESTORE RICHARDS RID RIGHT RINGMASTER RIP ROCK ROLL ROOM RUB RUBY RUN S SAVE SAY SAYS SCREAM SEARCH SEE SEEK SELF SET SHACK SHAFT SHAKE SHOOT SHOP SHOPS SHORE SHOVE SHOW SHUT SIDE SIDES SIGN SING SIP SKY SLAUGHTER SLIDE SLOWLY SLUB SMALL SMASH SMELL SMOKE SNAP SNIFF SNUFF SOFT SOFTLY SOME SOMETHING SOUND SOUTH SPEAK SPILL STAND START STATUE STONE STOP STORE STRONGLY SURFACE SURROUNDINGS SWALLOW SWIM SWITCH TAKE TALK TAP TAR TARPIT TASTE TEETH TELL TEN TENT TERRAIN THAT THE THEN THING THINGS THIS THOSE THROUGH THROW THRU TO TOP TORCH TOSS TOUCH TOWARD TOWARDS TREE TUG TUNNEL TURN TURNS TWIST U UNCOVER UNDER UNDERNEATH UNFOLD UNLIGHT UNLOCK UP UPSIDE US USE USING VALE VALLEY VIEW VILLAGE W WAIST WAIT WAKE WALK WALL WALLS WASH WATCH WATER WAY WEST WHAT WHERE WHILE WHISPER WHOLE WIND WINDOW WIPE WIRE WITH WORM XANDU YANK YELL YOHO YOU YOURSELF

LOADING INSTRUCTIONS

APPLE DISK

- Place the disk into drive 1
- Turn your computer off and then back on again
- After a short delay, additional instructions will appear on your screen. Follow these instructions exactly.

ATARI 48K DISK

- Turn off the computer and remove all cartridges (BASIC, RALLY SPEEDWAY, etc.)
- Place the disk into drive 1
- Press and hold both the <START> and <OPTION> key and turn the computer on
- After a short delay, additional instructions will appear on your screen. Follow these instructions exactly.

COMMODORE 64 DISK

- Place the disk into drive 1
- Type: LOAD "\*"\*,8,1
- Press the <RETURN> key
- After the word 'READY' appears, type: RUN
- Again press the <RETURN> key

COMMODORE CASSETTE

- Place the cassette into the player and rewind to the beginning
- Press and hold the <SHIFT> key and then at the same time press <RUN/STOP>.
- Press the 'PLAY' button on the tape drive, the program will load and if you wish to continue a game at a later time, insert a blank tape into your cassette recorder then press PLAY & RECORD. Type SAVE GAME and press RETURN then follow the screen prompts which tell you to ready your cassette and press RETURN – Do so and your current position will be saved. Please note that, as per the instructions above, it is essential to load the program before attempting to load a Saved game.

B.B.C.

To load a Scott Adams Adventure for the BBC computer, ensure that your cassette recorder is correctly connected, insert the cassette, ensuring it is fully rewound and switch on your computer. Ensure that your machine is in the correct loading mode by typing \*TAPE then press RETURN and if you have a filing system other than Tape installed, type PAGE = &EOO then press RETURN (if you are uncertain as to whether this applies then do it anyway). Type CHAIN " " then RETURN followed by PLAY on the cassette recorder at which point the screen will display Searching then when the program is found Loading. Shortly after a title page will appear whilst the main program is loaded.

When a load is complete a message will appear asking if you wish to start a new game or load a saved game. To commence play simply answer the prompt for a new game and you will be at the start of one of the most fascinating computer experiences available. If you wish to continue a Saved game, respond appropriately to the prompt and insert the cassette of your saved game (fully rewound) into your cassette recorder, press PLAY and then press RETURN as instructed on the screen.

If you wish to save a game to continue at a later time, simply insert a blank tape into your cassette recorder then press PLAY & RECORD Type SAVE GAME and press RETURN and follow the instructions on the screen which will prompt you to ready your cassette and press RETURN – Do so and your current position will be saved. Please note that, as per the instructions above, it is essential to load the program first before loading a Saved game.

ELECTRON

As for BBC.

SPECTRUM

When loading a Scott Adams Adventure into your Spectrum ensure that your cassette recorder is correctly connected, put the tape in your recorder and check that it is fully rewound. Type LOAD " " then press PLAY on your cassette recorder and ENTER on your Spectrum. If you have any loading problems check that your recorder is correctly connected, that any tone control is on maximum treble, the tape is fully rewound and, if necessary, experiment with the recorder's volume. See Chapter 20 of your Spectrum manual. When the load is completed you will be asked if you wish to start a new game or reload a Saved game. To commence play simply answer the prompt for a new game and your computer will open the doors on a new world for you. If you wish to continue a Saved game, respond appropriately to the prompt and insert the cassette of your Saved game (fully rewound) into your recorder. Press PLAY and then press RETURN as instructed on the screen. If you have any problems loading a Saved game, bear in mind that your recordings are probably at a different level to commercial tapes and you may need to adjust the recorder's volume level in compensation.

If you wish to save a game to continue at a later date, insert a blank tape into your cassette recorder and type SAVE GAME and RETURN on your Spectrum. Follow the instructions on the screen to ready your cassette, press PLAY & RECORD, then press RETURN. Your current position will now be saved but please note that, as per the instructions above, it is essential to load the program first before attempting to reload a Saved game.

AMSTRAD

When loading a Scott Adams Adventure on an Amstrad computer use the command RUN " " and follow the instructions on page F1.10 of your user manual.

Save game instructions as for Commodore 64.

