CP/M
CS-9004

creative computing software

BI-LINGUAL ADVENTURE

Adventure and LaGrande Adventure

Special Information about starting up the game:
Normally the game should be started by merely typing

A>ad

If this fails to properly start up then do the following

A>sam76(cr)

&os,%is//= SAM76 has properly loaded

&cws/= You type this to crunch work space
%ex/%bf,advent.sam/%A/= You type this in to prime SAM76

A>save 56 ad.com You create new com file

Now the game should start up properly on typing ad(cr)

This game will run in a 31 K CP/M system -
"AD.COM" is a special version of SAM76 from which functions not used by ADVENTURE have been purged -

***** WARNING ***** "PG" RATED MATERIAL

If Bawdy material of an erotic nature offends you or your controller and you do not wish to be offended:

1. DO NOT ERASE THIS FILE
2. DO NOT SPECIFY AN ODD NUMBER AS A DISPLAY WIDTH
3. DO NOT USE OFFENSIVE LANGUAGE IN PLAYING THE GAME.

Thank you - the WIZARD

P.S. Some disk controllers (such as Thinkertoy) offend easily and the only solution is to rename this WARNING.DOC file to some other name and then all will be O.K., except that the P.G. material will not appear.



The SAM76 Language

The SAM76 language was designed by people for people - not by programmers for programmers. It follows a well defined syntax which is easy to learn and to read. The notation avoids the use of pseudo "English" words which are a frequent source of confusion and ambiguity in many of the other computer languages.

The SAM76 language can be used in as large a variety of tasks as one is able to imagine - this on personal computers without requiring computer specialists or programmers to intercede.

There are more than 150 functions - or instructions - available making the SAM76 language the most powerful available today, and it fits in approximately eight thousand bytes of memory; this can be ram or rom as the user desires.

The SAM76 language can be viewed as a real language which follows the user's stream of consciousness in much the same manner as spoken language. This permits the language in its written form as used by the computer and the user to serve as documentation.

The SAM76 language provides the user with the capability of requiring the computer to perform complex operations in many areas; a few of these are: Control, Text manipulation and editing, Simulation, Arithmetic with any desired precision.

The SAM76 language is interactive and reactive. As one task is accomplished the user continues and in effect the SAM76 language processor carries on a conversation , reacting to expressed desires.

The SAM76 language provides a uniquely flexible means to control facilities or to derive data from sources other than the user's keyboard.

The SAM76 language is a "string processor". This means that the units of information are not confined to any fixed length, but may be made up of any number of characters, or even no characters, as determined by the user. Entire strings may be manipulated by single commands.

The SAM76 language is interpretive. This means that when a string is evaluated and an expression found to contain an instruction or command, then the specified action is immediately performed and the resulting value, if any, replaces that expression in the string.

The SAM76 language facilitates the use of pre-defined procedures. This means that the user's procedures or scripts may be stored for potential use and later called by name and immediately acted upon, with variables supplied to specified arguments as part of the process.

The SAM76 language makes no distinction, except in the user's own use of information, between data and procedures. Procedures tell the processor what to do; data is the information acted upon by the procedures. Procedures may be modified when other procedures treat them as data.

The SAM76 language is most powerful in providing man-machine interaction permitting the user to modify his work and to intervene when desired. The language provides facilities to define and save scripts for subsequent use; this in effect can behave or operate as if they themselves were inherent functions of the language.

A 200-page SAM76 manual is available for $12 from SAM76, R.R.1 Box 257, Pennington, NJ 08534.

ADVENTURE and La grande AVENTURE

Copyright 1979 by SAM76 INC., Pennington, N.J. U.S.A.

NOTE THAT ALL OF THE SAM76 SCRIPT AND THE TEXTS IN THE FRENCH LANGUAGE ARE PROTECTED BY STATUTORY COPYRIGHT - THAT INCLUDES ALL OF THE FOLLOWING FILES: ADVENT.SAM, *.PRO AND *.AVE.
Permission is herewith granted for copies of this system of programs to be made for bona-fide owners of the SAM76 Language Manual available from dealers or from SAM76 Inc.

Creative Computing offers a complete selection of CP/M disk software including two other Adventures (Adventureland and Pirate Adventure) CS-9003, $24.95. Four disks are available containing all the 185 games found in "Basic Computer Games" and "More Basic Computer Games." $17.95 each or all four for $64.95 (Order No. CS-9010). Order from Creative Computing Software, P.O. Box 789-M, Morristown, NJ 07960.

INTRODUCTION TO BI-LINGUAL ADVENTURE

ENGLISH

```
A>ad

E (english) / F (francais) ?- E
Width of your page or display (two digits)?- 60
Welcome to Adventure. If you need directions type "help"
then hit the return key. Otherwise type "onwards" and
return.

          ?? help

Somewhere nearby is Colossal cave, where others have
found fortunes in treasure and gold, though it is
rumored that some who enter are never seen again. Magic
is said to work in the cave. I will be your eyes and
hands. Direct me with commands of 1 or 2 words. I should
warn you that I look at only the first five letters of
each word, so you'll have to enter "northeast" as "ne"
to distinguish it from "north".

Type a (return) when ready for more -

There are 6 special words that you should know about.
First the word "quit" ends the game at any point you
wish. Next is the word help which is the way you got
here but it may be used at other times if you get stuck.
If I can I will give you hints when you enter "help".
Another important word is "inventory". If you enter
inventory I will tell you everything that you are
carrying. "look" will cause a repeat of the current
location description. "preserve" allows you to save the
game as it stands and continue later. Finally is "score"
At any point in the game I will tell you how many points
you have.

Type a (return) when ready for more -

With respect to your keyboard input: 1. input is
expected in lower case characters. 2. Deletion of
characters is done with the "DEL" key. 3. Line delete
is done with the "control X". 4. Control C returns you
to the system monitor. There is a possibility of your
falling out of the SAM76 program, this is evidenced by
inaction regardless of your commands. Try recovering by
typing the following: %**/ followed by a return.

Type a (return) when ready for more -

If this version is multilingual you may switch by
demanding the desired language thus: francais for
french, deutsch for german &c.  - - - This program was
originally developed by Willie Crowther. Most of the
features of the current program were added by Don Woods
(Don @ Su-Ai). This SAM76 implementation was done in
major part by Jim Manning. More features were added by
Ancelme Roichel et al. Harley Licht proof tested and
verified this version for reasonable authenticity.

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

          ?? enter

You are inside the building. It is a well house for a
large spring.

There are some keys lying here.
There is a shiny brass lamp nearby.
There is food here.
There is a small bottle here.
          ?? take the bottle
  Done    ?? eat the food

Thanks it was delicious.
          ?? fill the bottle

Your bottle is now full of water.
          ?? inventory

You are carrying the following items
bottle
Your bottle is now full of water.
You are inside the building. It is a well house for a
large spring.

There are some keys lying here.
There is a shiny brass lamp nearby.
          ??
A>
```

FRENCH

```
A>ad

E (english) / F (francais) ?- F
Largeur de page ou d'ecran (deux chiffres)?- 60
Bienvenu a la grande Aventure. Si vous avez besoin de
conseils ecrivez "aidez" suivi de la touche "retour".
Si vous etes pret ecrivez "continuez" suivi de la touche
de retour.

          ?? aidez

Pres d'ici se trouve la caverne Colossale ou, j'entends
dire, il y a des tresors et de l'or en quantite
inimaginable. On entend dire aussi que beaucoup
d'aventuriers se sont perdu dans cette caverne et n'ont
jamais ete revu. Je ferai pour vous le role de mains et
d'yeux. Dirigez moi avec des ordres de plusieurs mots.
En general j'ignore les articles et je m'interesse
seulement au premieres cinq lettres des mots. Certaines
abbreviations sont permises tel que no pour n/o ou
nord/ouest.

Touchez la touche "retour" pour avoir plus-

Il y a six mots qui ont des effets particuliers. Le
premier est "fini" qui termine l'aventure a n'importe
quel moment. Le second est le mot "aidez" qui vous amene
ici et qui peut vous aider de temps en temps. Un autre
mot important est "inventaire" qui me commande de vous
donner une liste des choses que vous avez sur vous. Le
mot "regardez" peut permettre de revoir le present
local. Il est possible de "preserver" le jeu ou il en
est, et de le reprendre au meme endroit plus tard. En
fin de compte est le mot "compte" qui me commande de
vous dire combien de points vous avez pu accumuler.

Touchez la touche "retour" pour avoir plus-

Notice sur l'entree de votre clavier: 1. Vos ordres
doivent etre ecrits en lettres minuscules. 2. Servez
vous de la touche "DEL" pour effacer. 3. Le "controle
X" efface une ligne d'entree. 4. Le "controle C" vous
ramene au systeme de controle.  Il pourrait y avoir une
occasion ou le jeu semble mourir. Cette condition est
indiquee par le manque d'action. Essayez de demarrer de
nouveau en ecrivant l'expression suivante: %**/ suivi de
la touche de retour.

Touchez la touche "retour" pour avoir plus-

Si cette version est multilingue vous pouvez changer en
exigeant la langue voulue - english pour anglais,
deutsch pour allemand &c.  - - - Ce programme fut
develope a l'origine par Willie Crowther en Fortran.
Beaucoup des specialites furent ajoutee plus tard par
Don Woods &c. La presente formulation fut ecrite en
langue SAM76 par Jim Manning. Certaines additions et
corrections furent faite par Ancelme Roichel. Harley
Licht a examine et verifie le texte pour un raisonable
degre d'authenticite.

Vous etes au bout d'une route, en face d'une petite
maison. Un ruisseau semble avoir sa source dans la
maison et coule vers un fosse.

          ?? j'entre

Vous etes dans la maison. C'est une maison "sourciere"
qui protege une grande source.

Il y a plusieurs clefs ici.
Une lampe en cuivre brillant est ici.
De la nourriture est ici.
Il y a une petite bouteille ici.
          ?? je prend la bouteille
  Accompli ?? manghe la nourriture
Je ne pige pas.
          ?? mange la nourriture

Merci beaucoup - j'avais tres faim.
          ?? remplissez la bouteille

Votre bouteille est maintenant pleine d'eau
          ?? inventaire

Vous portez les choses suivantes
bouteille
Votre bouteille est maintenant pleine d'eau
Vous etes dans la maison. C'est une maison "sourciere"
qui protege une grande source.

Il y a plusieurs clefs ici.
Une lampe en cuivre brillant est ici.
          ??
A>
```