



Cassette Software

Model PHT 6051

Mystery Fun House

An Adventure game is designed to challenge your powers of logical reasoning while letting you experience an exciting and interesting adventure in the comfort of your own home.

Before exploring the Mystery Fun House, you must figure out how to get inside. Once inside, you'll see all the typical Fun House sights, concealing a valuable prize.

Requires the use of the Adventure Solid State Software™ Command Module and a cassette tape recorder (not included) for loading the program contents in the TI Home Computer memory.

ADVENTURE

Overview

Author: Adventure International

Language: TI BASIC

Hardware: TI Home Computer
TI Disk Drive Controller and Disk Memory Drive or
cassette tape recorder
Adventure Solid State SoftwareTM Command Module

Media: Diskette and Cassette

Have you ever wanted to discover the treasures hidden in an ancient pyramid, encounter ghosts in an Old West ghost town, or visit an ancient civilization on the edge of the galaxy? Developed for Texas Instruments Incorporated by Adventure International, the Adventure game series lets you experience these and many other adventures in the comfort of your own home.

To play any of the Adventure games, you need both the Adventure Command Module (sold separately) and a cassette- or diskette-based Adventure game. The module contains the general program instructions which are customized by the particular cassette tape or diskette game you use with it.

Each game in the series is designed to challenge your powers of logical reasoning and may take hours, days, or even weeks to complete. However, you can leave a game and continue it at another time by saving your current adventure on a cassette tape or diskette.

Copyright © 1981, Texas Instruments Incorporated.
Program and database contents copyright © 1981, Adventure International and Texas Instruments Incorporated.

ADVENTURE

Description

A variety of adventure games are available on cassette tape or diskette from your local dealer or Adventure International. To give you an idea of the exciting and interesting games you can play, a brief summary of the currently available adventures is included here.

Adventureland

The Adventureland game begins in the forest of an enchanted world. By exploring this world, you can locate 13 treasures, as well as the special place for storing them to score points. However, be careful not to wake the sleeping dragon!

Mission Impossible

Your impossible mission starts with a tape recorder in a briefing room. Can you find the mysterious person who just ran out of the room as you try to save the world's first nuclear reactor from destruction?

Voodoo Castle

When the Voodoo Castle adventure begins, you are in a chapel looking at a closed coffin. By exploring the castle, you try to find the information necessary to free Count Cristo from the fiendish curse placed on him by his enemies.

The Count

In The Count, you wake from a nap to find yourself in a strange bed holding a tent stake. Now it's up to you to discover who you are, what you are doing in Transylvania, and why the postman delivered a bottle of blood.

Strange Odyssey

Your Strange Odyssey begins as you realize that you are stranded on a small planetoid and must repair your ship before you can go home. As you search the planet for the necessary parts, you find the ruins of an ancient civilization. Try to discover the civilization's secrets, collecting treasures as you go.

Mystery Fun House

Before exploring the Mystery Fun House, you must figure out how to get inside. Once inside, you'll see all the typical Fun House sights, concealing a valuable prize.

ADVENTURE

Description

Pyramid of Doom

The Pyramid of Doom adventure starts in a desert near a pool of liquid, with a pole sticking out of the sand. As you investigate further, you find a pyramid only recently uncovered by the shifting sands. Find its entrance, collect the treasures, and then try to escape from the pyramid.

Ghost Town

All ghost towns are mysterious, but this one holds a particular fascination -- it contains both treasures and real ghosts. Explore all of the old buildings and the entire area thoroughly to see how many treasures you can locate.

Savage Island Series

You begin the two-part Savage Island Series on the edge of an impenetrable jungle. As you explore the island, you may meet some very unusual creatures. Upon the successful completion of Part 1, you receive the password that enables you to begin Part 2. If you complete the second part of the series, you become the world's greatest hero. However, if you fail, you go to a quick, horrible death.

The Golden Voyage

Before embarking on your Golden Voyage, you must locate the royal palace in the Persian city. In the palace, you meet an aging king who only has three days to live, unless you can restore his youth. Starting with only a bag of gold, you eventually set sail for the four corners of the globe on a quest for the mythical fountain of youth.

More to Come

Check with your local dealer or Adventure International for a list of other available Adventure games.

STEP 1: Be sure that the Adventure Command Module is inserted into the console and that the Disk Memory System or a cassette recorder is properly attached to the computer and turned on.

STEP 2: Turn on the computer, and press any key to pass the master title screen. Then press the appropriate number key to select ADVENTURE. The Adventure title screen appears next. Press any key to continue.

STEP 3: The program now asks WHERE IS THE DATA BASE? To load the game from a diskette, insert the diskette into Disk Drive 1, and type

DSK1.filename

where filename is the name of the file as shown on the diskette label. Then press ENTER.

To load the program from a cassette tape, select the tape for the game you want to play and insert that tape into the recorder. Next, type

OLD CS1

and press ENTER. The computer then displays directions for loading the program. Refer to the "Loading Cassettes" section of the Adventure Command Module owner's manual if you have difficulty loading the program from the cassette.

STEP 4: A brief introduction to the Adventure series now appears. When you finish reading the information, press ENTER to go on.

STEP 5: The next display asks if you want to restore a previously saved game. Press N for no or Y for yes.

If you press N, the game starts from the beginning.

If you press Y, you can continue a game from a previous session. First, remove the program diskette or cassette tape and then insert the diskette or tape on which you saved your previous game. Next, for a cassette tape, type CS1, press ENTER, and follow the directions on the display. With a diskette, type DSK1.filename where filename is the name you gave the file when you saved it. After the game is loaded from cassette or diskette, you are ready to continue play from the point where you stopped.

STEP 6: The game now begins. For detailed information on continuing your Adventure, refer to "Playing the Game" in the Adventure Command Module owner's manual.

STEP 7: When you finish playing a game or after you save a game for later completion, type QUIT, and press ENTER. The program then asks if you want to play the adventure again. If so, enter Y and the game starts from the beginning. To stop the game and return to the master title screen, enter N.

1. Be sure that the diskette or cassette you are using is the correct one. For a diskette, use the Catalog command on your Disk Manager Command Module to check for the correct program; for a cassette tape, check the label.
2. Be sure you have inserted the Adventure Command Module and have pressed the correct number for its selection.
3. Ensure that your cassette recorder or disk system is properly connected and turned on. Be certain that you have turned on all peripheral devices before you turn on the computer.
4. If your program does not appear to be working correctly, press QUIT and remove the diskette from the disk drive or cassette from the recorder. Reinsert the diskette or the cassette, and follow the "User Instructions" carefully. If the program still does not appear to be working properly, remove the cassette from the recorder or the diskette from the disk drive, turn the computer off, wait several seconds, and turn it on again. Then load the program again.
5. If you are having difficulty in operating your computer or are receiving error messages, refer to the "Maintenance and Service Information" and "Error Messages" appendices in your User's Reference Guide for additional help.
6. If you continue to have difficulty with your Texas Instruments computer or the Adventure game program, please contact the dealer from whom you purchased the unit or program for service directions.

THREE-MONTH LIMITED WARRANTY
HOME COMPUTER SOFTWARE MEDIA

Texas Instruments Incorporated extends this consumer warranty only to the original consumer purchaser.

WARRANTY COVERAGE

This warranty covers the case components of the software package. The components include all cassette tapes, diskettes, plastics, containers, and all other hardware contained in this software package ("the Hardware"). This limited warranty does not extend to the programs contained in the software media and in the accompanying book materials ("the Programs").

The Hardware is warranted against malfunction due to defective materials or construction. THIS WARRANTY IS VOID IF THE HARDWARE HAS BEEN DAMAGED BY ACCIDENT OR UNREASONABLE USE, NEGLIGENCE, IMPROPER SERVICE OR OTHER CAUSES NOT ARISING OUT OF DEFECTS IN MATERIAL OR CONSTRUCTION.

WARRANTY DURATION

The Hardware is warranted for a period of three months from the date of original purchase by the consumer.

WARRANTY DISCLAIMERS

ANY IMPLIED WARRANTIES ARISING OUT OF THIS SALE, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE ABOVE THREE-MONTH PERIOD. TEXAS INSTRUMENTS SHALL NOT BE LIABLE FOR LOSS OF USE OF THE HARDWARE OR OTHER INCIDENTAL OR CONSEQUENTIAL COSTS, EXPENSES, OR DAMAGES INCURRED BY THE CONSUMER OR ANY OTHER USER.

Some states do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you in those states.

LEGAL REMEDIES

This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

PERFORMANCE BY TI UNDER WARRANTY

During the three-month warranty period, defective Hardware will be replaced when it is returned postage prepaid to a Texas Instruments Service Facility listed below. The replacement Hardware will be warranted for a period of three months from date of replacement. TI strongly recommends that you insure the Hardware for value prior to mailing.

TEXAS INSTRUMENTS CONSUMER SERVICE FACILITIES

Texas Instruments Service Facility
P. O. Box 2500
Lubbock, Texas 79408

Geophysical Services Incorporated
41 Shelley Road
Richmond Hill, Ontario, Canada L4C5G4

Consumers in California and Oregon may contact the following Texas Instruments offices for additional assistance or information.

Texas Instruments Exchange Center
831 South Douglas Street
El Segundo, California 90245
(213) 973-1803

Texas Instruments Consumer Service
6700 Southwest 105th
Kristen Square, Suite 110
Beaverton, Oregon 97005
(503) 643-6758

IMPORTANT NOTICE OF DISCLAIMER REGARDING THE PROGRAMS

The following should be read and understood before purchasing and/or using the software media.

TI does not warrant the Programs will be free from error or will meet the specific requirements of the consumer. The consumer assumes complete responsibility for any decisions made or actions taken based on information obtained using the Programs. Any statements made concerning the utility of the Programs are not to be construed as express or implied warranties.

TEXAS INSTRUMENTS MAKES NO WARRANTY, EITHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, REGARDING THE PROGRAMS AND MAKES ALL PROGRAMS AVAILABLE SOLELY ON AN "AS IS" BASIS.

IN NO EVENT SHALL TEXAS INSTRUMENTS BE LIABLE TO ANYONE FOR SPECIAL, COLLATERAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES IN CONNECTION WITH OR ARISING OUT OF THE PURCHASE OR USE OF THE PROGRAMS AND THE SOLE AND EXCLUSIVE LIABILITY OF TEXAS INSTRUMENTS, REGARDLESS OF THE FORM OF ACTION, SHALL NOT EXCEED THE PURCHASE PRICE OF THE SOFTWARE MEDIA. MOREOVER, TEXAS INSTRUMENTS SHALL NOT BE LIABLE FOR ANY CLAIM OF ANY KIND WHATSOEVER BY ANY OTHER PARTY AGAINST THE USER OF THE PROGRAMS.

Some states do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you in those states.



*Texas Instruments invented the integrated circuit,
the microprocessor, and the microcomputer.
Being first is our tradition.*

TEXAS INSTRUMENTS
INCORPORATED