

IBM

*Personal Computer
Entertainment Series*

Adventure in Serenia

by On-Line Systems



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Notes:

Introduction

Welcome to Adventure in Serenia, the first of On-Line Systems' pictorial adventures for the IBM Personal Computer.

When you load this game on your computer, you are magically transported to the land of Serenia, where the evil Wizard Harlin has made off with the beautiful Princess Priscilla. It has been rumored that the Wizard has taken the Princess to his castle beyond the mountains to the North. It is your task in this game to rescue Princess Priscilla and return her safely to the village where you originally began your adventure. As you journey through the land of Serenia searching for the Princess and the means of saving her, the upper portion of your screen displays a picture of your current surroundings and the bottom four lines contain text describing what is happening.

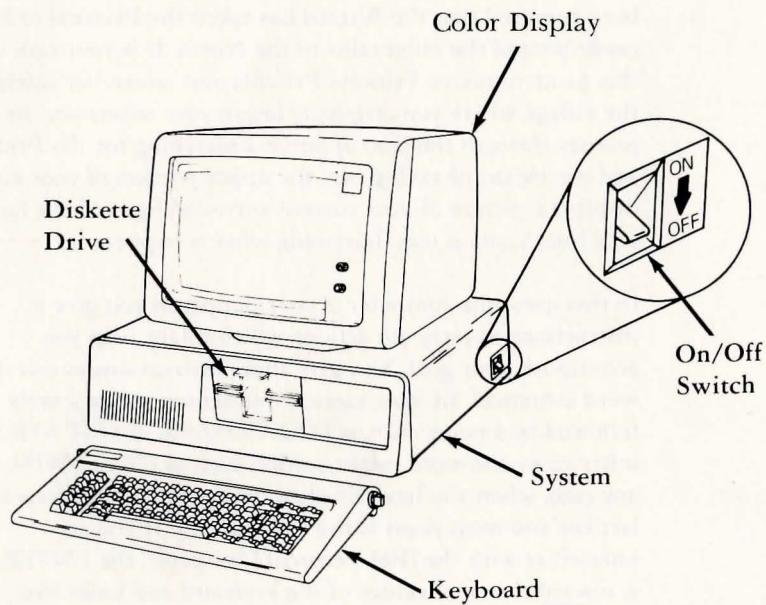
In this quest the computer is your puppet as you give it instructions to carry out actions which might help you accomplish your goal. You give these instructions as one or two word sentences. In most cases, these sentences are a verb followed by a noun, such as **LOOK CHASM** or **GET STICK**. In other cases one word might suffice, such as **UP** or **SWIM**. In any case, when you have finished typing the instructions the last key you must press is the ENTER key. If you are unfamiliar with the IBM Personal Computer, the ENTER key is toward the right center of the keyboard and looks like this . You may type the instructions with capital or lower case letters whichever you prefer. If you should make a typing error, there are two special keys  (Backspace) and **ESC** (Escape) which allow you to correct the error. See the Special Function Keys section of this manual for more information.

When you begin the Adventure in Serenia game, the first picture you see is a village located somewhere in a vast desert. If you check your belongings you will find that you are carrying a flask of water, a small knife, a loaf of bread, and a blanket.

Be sure to read the section of this manual titled "Saving a Game" before you get too far into the Adventure in Serenia game.

The Right Hardware

To play Adventure in Serenia, you need an IBM Personal Computer with 48K of user memory, a Color/Graphics Monitor adapter, and one diskette drive. No additional operating system or software is needed. Saving and restoring games is a bit more convenient if you have two diskette drives.



Caring for Your Adventure in Serenia Diskette

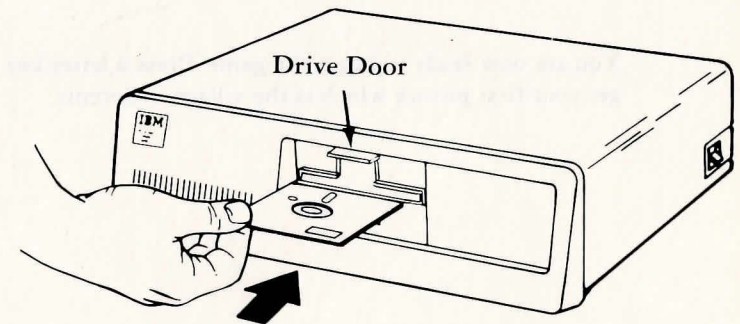
To keep your Adventure in Serenia diskette in good operating condition, observe the following precautions:

- ALWAYS place the diskette back into the protective jacket after use.
- NEVER touch the diskette through the window slots. They expose the magnetic surface of the diskette.
- Diskettes are sensitive to temperature extremes. Keep your diskette out of direct sunlight and away from other sources of heat. It may be stored at temperatures from 40 to 125 degrees Fahrenheit.
- Use a felt tip pen when writing on the diskette label to avoid damaging the diskette inside the envelope.

How to Load Adventure in Serenia

To load the Adventure in Serenia program into your computer, proceed as follows:

1. Make sure that your computer is turned off.
2. Remove the diskette from the protective envelope. Lift the load lever of diskette drive A.
3. Holding the Adventure in Serenia diskette on the end with the label on it, label facing up, insert it into the drive until the rear stop is felt. Push down on the load lever.
4. Make sure that your monitor is switched on, and then switch on your computer.
5. If your IBM Personal Computer is already on, press the Del **DEL** key while holding down the Ctrl **CTRL** and the Alt **ALT** keys.



Do's	
Felt tip only	Grasp by corner
When not in use	
Don'ts	
No pencils No clips No ballpoints	Don't bend
No sun Not too hot	Don't touch disk
No magnets	No cleaning

When the program has been loaded into memory, the following will appear on your screen:

On-Line Systems and IBM

Present

ADVENTURE IN SERENIA

by

Ken and Roberta Williams

(c) Copyright IBM Corp. 1982

(c) Copyright On-Line Systems 1980

Implemented by Jeff Stephenson
On-Line Systems

Press any key to begin...

You are now ready to begin the game. Press a letter key to get your first picture which is the village in Serenia.

Moving from Place to Place

You may move about in the land of Serenia by telling the computer the direction in which you wish to go. Instead of typing **NORTH**, **SOUTH**, **EAST**, **WEST**, **UP**, and **DOWN**, you can type in the first letter of those words. For example, instead of typing **NORTH** you can type **N** and press the ENTER  key. It is important to remember that you must press the ENTER  key after every command that you give the computer. At times these directions are not enough to tell the computer where you want to go. In such cases, try moving toward something by saying **GO TREE**, **GO CAVE**, or whatever. During your journey you will find places that may call for flying, jumping, climbing, etc.

The World Around You

As you travel, you may find objects which might help you in your search — for example, a bow might be useful in battling dwarves (who knows? - many strange beasts have been seen around Serenia!). You may command the computer to get these things. Objects may have magical side effects, and some may even have been left by the evil wizard to delay your approach. To find what you're carrying at any time, type **INVENTORY** or **INV**. If there are many objects in one place and you want to avoid having to get each one individually, simply type **GET ALL** or **GET EVERYTHING**.

Incidentally, **GET ALL** is useful for picking up objects that you don't recognize. You may have been carrying an object for a long time and drop it. Later, you come across the object you dropped and want to pick it up but don't remember what the name of the object is, or you don't recognize the picture of the object. Don't despair, type **GET ALL** then type **INVENTORY** to see what it is named.

At times you may see something in a picture and will want a better view of it. For example, you might find a box and want to see if there is anything inside of it. To look inside, type **LOOK BOX**. If there is anything which you might need in the box, you will see a closer view. Otherwise, you will be told that there is nothing special about it.

What the Beep Sound Means

Since there are only four lines of text at the bottom of the screen, there will be times when there will not be enough room to show all of a message or description. If this is the case, the computer displays the first four lines of text and then stops and beeps. To see the next four lines, press the **SCR LOCK** key at the top right of your keyboard. If you hear a beep and type some letters without pressing the **SCR LOCK** key the letters will not show on the screen until you press the Scroll Lock key.

There may be times when you want to see some text which has already scrolled off the screen. When you press the **F1** key at the top left of your keyboard, you see the last 25 lines of commands and descriptions on the screen. When you want to go back to the picture, simply press the **F1** key again and the screen returns to normal (picture and text).

If you find the text hard to read (every monitor is slightly different) try pressing the **F2** key. This changes the color set of the pictures and text, and you may find that the other color set is better for your particular monitor.

Saving a Game

Adventure in Serenia is not a game that you will solve in one sitting. Further, the dangers which are all around you in Serenia make it unlikely that you will get very far without first getting yourself killed. The **SAVE GAME** command lets you save your progress in the game, so that you don't have to restart the game each time you get killed or need to turn the computer off. We recommend that you use the save game procedures when you first begin playing so you will have a save game diskette ready to use.

To save a game, you must make a save game diskette. To create such a diskette, type **FORMAT DISK** when you see **ENTER COMMAND:** at the bottom of your screen.

Please note that the save game diskette must be formatted by the Adventure in Serenia program, and not by DOS (Disk Operating System).

If you have only one drive, you will see the message:

Put a blank diskette in drive A:
and press Y <enter> to continue.

Warning: the diskette in this drive will be erased!

If you have two drives, you will see the message:

Put a blank diskette in drive B:
and press Y <enter> to continue.

Warning: the diskette in this drive will be erased!!

Use a blank diskette if you have one; or any diskette with data on it that you no longer need. Insert the diskette into the drive, type **Y** and press the Enter  key to format the diskette. If you do not have a blank diskette available or are not ready for this step then type **N** and press Enter  to return to the game without formatting.

If you have only one drive, you will see the following message when formatting is complete:

Please insert your game diskette
and press <enter>.

Once you format a diskette to use as a save game diskette, you may save up to twenty games on it. To save a game at any stage in playing it, type **SAVE GAME** when you see **ENTER COMMAND:**.

You will see the message:

Games can only be saved on diskettes formatted
by this game.
Continue (Y/N)?

If you do not have a formatted save game diskette or are not ready for this step, type **N** for **NO** and refer to the formatting instructions at the beginning of this section of the manual.

If you have a properly formatted save game diskette, type **Y** and press the Enter  key.

If you have only one drive, you will see the message:

Put your Save Game diskette in drive A: and type a
letter between 'A' and 'S' under which you wish to
save your game or 'X' to exit.

If you have two drives you see the message:

Put your Save Game diskette in drive B: and type a
letter between 'A' and 'S' under which you wish to
save your game or 'X' to exit.

Follow the instructions on the screen and type any letter from **A** to **S** for which you have previously saved a game and press the Enter  key. The diskette drive red light will come on for a moment, then go out.

If you only have one drive you will see the message:

Please insert your game diskette and press
<enter>.

The current state of the game is now saved on your save game diskette for future use. You may now continue with the game in progress or take the diskette out of the computer and switch it off.

Note: If you should accidentally type a letter outside the range of A and S you won't see the letter you typed show on the screen. Don't panic, the computer did not die.....it is waiting for you to type a proper letter.

The letter **X** should be typed if you decide you don't really want to save a game. Typing the **X** will return you to the game in progress.

If you already have a game saved under a given letter and you use the same letter again at a later time, the save game diskette will contain the status of the latest saved game.

Starting Over

There are two ways of starting the game over again — starting from the beginning of the game or starting from a game you have saved on your save game diskette.

If you are in the middle of a game and for some reason, you wish to start the game from the beginning, type **QUIT** in response to the **ENTER COMMAND:** prompt. You will see the message:

Would you like to play again? (Y/N)

If you do, type **Y** and press the Enter  key. You will once more find yourself in the village (the beginning of the game). If you type **N** and press the Enter  key, the game ends.

If you want to go back to a game which you have saved on your save game diskette, type **RESTORE GAME** when you see **ENTER COMMAND:** on your screen.

If you have only one drive, you will see this message:

Put you save game diskette in drive A: and type the letter of the game which you wish to restore or 'X' to exit.

If you have two drives, you will see this message:

Put your save game diskette in drive B: and type the letter of the game which you wish to restore or 'X' to exit.

Type the letter of the game which you wish to restore. The diskette drive red light will come on briefly, then go out.

If you have only one drive, you will see this message:

Please insert your game diskette and press <enter>.

The game diskette drive red light will come on briefly and you can now continue with play at the restored game point.

The Special Function Keys

Adventure in Serenia uses some special function keys to make the game easier to play. The function keys are the two columns of keys on the far left side of the keyboard and are labeled F1 through F10. We have already talked about two of these, the

F1 and **F2** keys:

F1 Switches from the normal screen - a picture and 4 lines of text - to a full screen of text and back again. The full screen of text is useful when you are carrying many objects and want to take inventory without having to use the **SCR LOCK** key for every four items listed to the screen.

F2 Switches between the two color sets for the game.

There are also several function keys which will save you typing by putting certain phrases on the command line. You only need to press one of these keys and press ENTER to give a command:

- F3** Save game
- F4** Restore game
- F5** Inventory (get a list of the objects you are carrying).
- F6** Look room (useful if you've just looked at a note you're carrying and would like to see where you're standing again).

There are three other keys which are used:

- SCR LOCK** Displays the next four lines of messages from the computer if there is not room for all the lines on the screen. It is located in the upper right corner of the keyboard.
- ESC** Erases what you have typed in response to the **ENTER COMMAND:** prompt. This saves you from having to delete each character with a backspace. The **ESC** key is located toward the upper left corner of the keyboard and to the right of the **F2** function key.
-  The backspace key erases the last letter or several letters typed. This key is above the Enter  key on the keyboard.

One Little Hint

Are you having trouble getting by the coiled snake north of the village? If you are, then you might want to decode the hint below.

We have put the hint in code so you will not read it by accident. The numbers in the hint correspond to letters in the alphabet where: A is a 1, B is a 2 and so on to Z, which is a 26. Each word is enclosed in brackets [].

[20 8 5 18 5] [9 19] [1] [18 15 3 11]
[19 15 13 5 23 8 5 18 5] [9 14] [20 8 5]
[4 5 19 5 18 20] [19 15 21 20 8] [15 6]
[20 15 23 14] [20 8 1 20] [4 15 5 19]
[14 15 20] [8 1 22 5] [1]
[19 3 15 18 16 9 15 14] [21 14 4 5 18] [9 20].
[19 1 25] "[12 15 15 11] [18 15 3 11]."

You may find that a problem in the Adventure in Serenia quest is seemingly impossible to solve. When this happens, it might be a good idea to set the game aside for awhile, the next time you play you will probably think of some new approach to the problem. Advice from other members of the family or friends may help also.

If all else fails and you're totally stuck and about to burn the Adventure in Serenia diskette, check with your computer store for a hint (they might know) or call Online Systems, Inc. at 209-683-6858 during reasonable west coast hours.

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