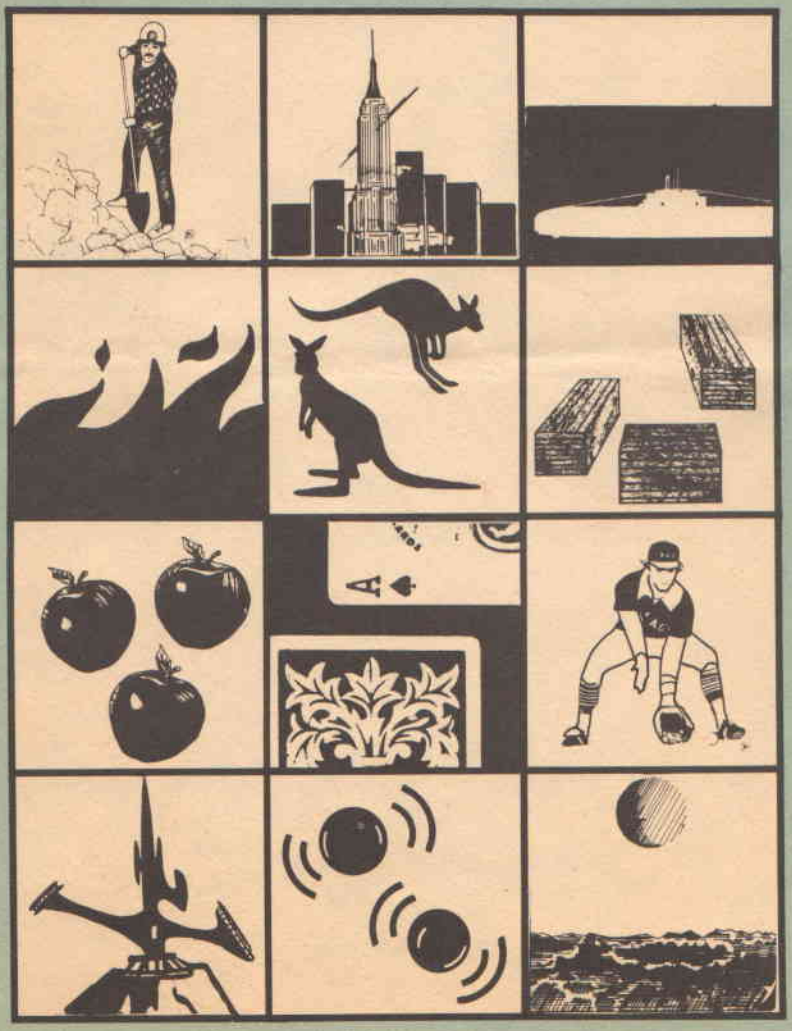
SoftSide® Selections

Instructions for SoftSide Disk and Cassette Versions — Issue #46
For Apple®, Atari®, IBM® PC and TRS-80® Microcomputers.



A product of **SoftSide** Publications, Inc.
10 Northern Blvd., Amherst, NH 03031

SoftSide® Selections

Index

APPLE® /SIDE

CRISIS by Lyle Grant 3
A ruthless race of aliens has taken possession of the Empire State Building. Your goal is to rescue the hostages.

DV Bonus: APPLEANCHE by Michael Hansen 4
Catch the apples as they fall in this challenging strategy game.

SKY FIRE by Geoffrey Gordon 5
Earth's last lunar outpost, consisting of six cities and a missile launch base, is under siege by hostile aliens. Here is your chance to direct the defense of this critical base.

Apple® is a registered trademark of The Apple Computer Company.

ATARI® /SIDE

REBOUND by Steven Kuehne 7
Fire the moving ball into the colored goal in the center of your screen, but count the barriers you erect with each press of the joystick. They block or bounce your ball in the right direction — and lower your score as they accumulate.

DV Bonus: CAVERN KING by Steven Oliver II 8
Mine the riches of this mother-load. Each miner tries to dump as much ore into the bin as possible, while repulsing attacking cavern monsters.

BASEBALL by David Bohlk 11
Modifications and enhancements by Rick Groszkiewicz
The national pastime goes binary with this high-action arcade game. Your pitching, fielding and hitting skills will be tested to the limit, even when it's snowing outside, and the rest of the world is watching football.

ATARI® is a registered trademark of Warner Communications.

TRS-80® /SIDE

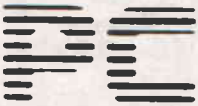
FIRE RESCUE by Thomas V. Mastrangelo..... **14**
You are a captain of the fire rescue team rushing to save panicked residents leaping from a blazing skyscraper.

SUB ATTACK by Mark Durand..... **15**
Navigate your American destroyer through dangerous ocean waters, and destroy enemy submarines, in this fast-moving WWII action game.

WAREHOUSE by Robert Neve..... **16**
As a forklift operator on the night shift at a chemical plant, your job is to load crates of diamond dust for the morning pick up. Thieves hidden inside a crate will try to eliminate you and steal your cargo. You'll have to be quick.

TRS-80® is a trademark of the Tandy Corporation.

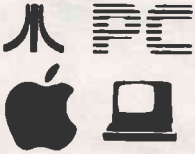
PC/SIDE



KANGARILLA by Oscar Bascara **18**
IBM® PC version by Kerry Shetline
Your baby kangaroo has wandered to the top of a four-level maze, and you must rescue him before he falls.

BLACKJACK by Kerry Shetline..... **19**
Now you can play your favorite game of chance. This Blackjack game is user-friendly, but your IBM makes a formidable and worthy opponent.

IBM® is a registered trademark of International Business Machines Corporation.



SoftSide Adventure Series:
DEATH WORLD by Peter Kirsch **22**
In this adventure, all the aliens are enemies except Nikki, a cross-breed mix of monkey, dingo and kangaroo. Without him you cannot hope to rescue your friends, who ventured forth to mine this planet a few years ago and have not been heard from since.

General Information and System Requirements **24**

This booklet prepared by the staff of SoftSide Publications, Inc.
Entire contents copyright © 1983 by SoftSide Publications, Inc., 10 Northern Blvd., Northwood Executive Park, Amherst, NH 03031

Apple®, Atari®, IBM®, and TRS-80® are registered trademarks of The Apple Computer Company, Warner Communications, International Business Machines Corporation and The Tandy Corporation, respectively.

APPLE® /SIDE

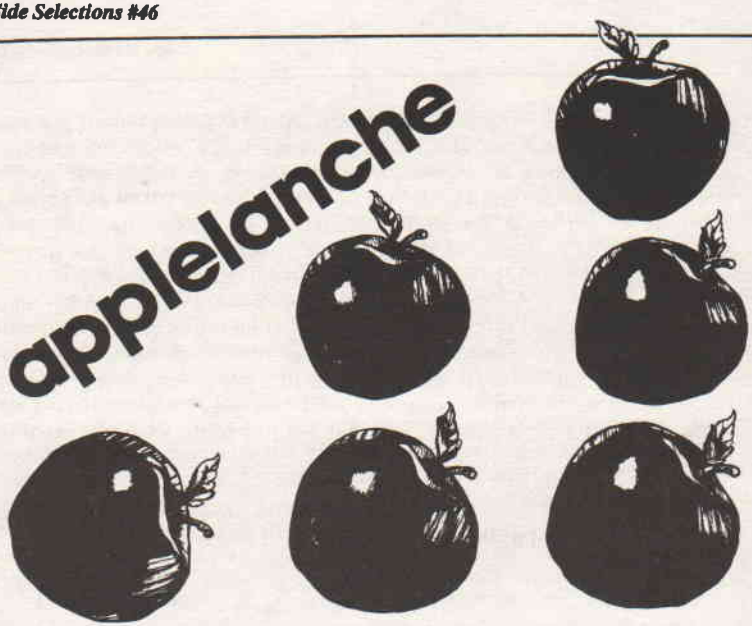
CRISIS

by Lyle Grant

Crisis is an arcade-style color graphics game for an Apple® II, II + or IIe with one disk drive and 48K RAM.

A ruthless race of aliens has captured the Empire State Building, and holds the people inside as hostages. Your task is to rescue as many of the hostages as you can. You have three "men" to perform this feat of daring and bravery. The aliens have taken measures to prevent such a rescue. On each floor of the building, you encounter a poison cloud, an electric beam, and walls that suddenly appear in your path.

To free a hostage, you must touch him as you move about the floor. Use the I, J, K and M keys to move up, left, right and down. If you take too long to free a prisoner, he moves to another spot on the floor. Each time you free a hostage, you earn 100 points. If you save eight hostages without being killed, a door opens up on the left side of the screen. Going through the door gets you bonus points and a ride to the next floor. There you must rescue another eight, but the game gets progressively faster and harder.



by Michael Hansen

Applelanche is an arcade style game for an Apple II, II+ or IIe with one disk drive and 48K RAM.

Welcome to *Applelanche,* a challenging strategy game where you try to catch as many apples as you can without letting one get by your paddle. There are eighteen apples in each of the five rows. The first row of apples is worth ten points, the second 20 points, the third 30 points and so on bringing the total points for each round to 2700 points.

After a round is cleared, you receive an extra paddle, and the difficulty is increased. If you should happen to let an apple fall to the ground, you lose a paddle. The game is over when zero paddles remain.

When in keyboard mode, move the paddle by pressing:

← — Left
→ — Right

Once one of the arrow keys is pushed, the paddle will continue to move until it reaches either edge of the play field. In order to stop the paddle underneath an apple to catch it, you must press the Space Bar (or any other key besides the arrows). This is difficult to do at first, but after playing a few times you will get the hang of it. When in paddle mode, move the paddle by rotating game paddle 0.

To select paddle control mode, press "P" for paddle or "K" for keyboard when the title page is displayed.

Special function keys are:

RETURN — Enter BASIC
ESC — Start game over

Sky Fire

by Geoffrey Gordon

Sky Fire requires an Apple IIe or Apple II with 48K, a disk drive, and a joystick.

You are defending the Earth's last lunar outpost against hostile aliens. This outpost consists of six cities and a missile launch base, with the launcher at the bottom center of the screen, three cities on each side. You must use the missile launch base to defend the cities from the IPBMs (Inter-Planetary Ballistic Missiles) and smart bombs that beseige your outpost.

You have thirty ABMs (Anti-Ballistic Missiles) in stock. These ABMs will be replenished after each wave of bombing. No more than four ABMs may be active at any one time. If you try to fire with no ABMs left, or with four already on the screen, nothing will happen. The number of ABMs remaining at any moment is displayed under the base. A hit by an IPBM or a smart bomb destroys a city, or prematurely detonates seven ABMs from the base's stock.

An IPBM is always directed at either a city, a destroyed city site or your missile base. IPBMs may, during their flight, split into two or more missiles, headed for different targets. A smart bomb is always directed at a live city or at your missile base. The base will not be attacked by a smart bomb.

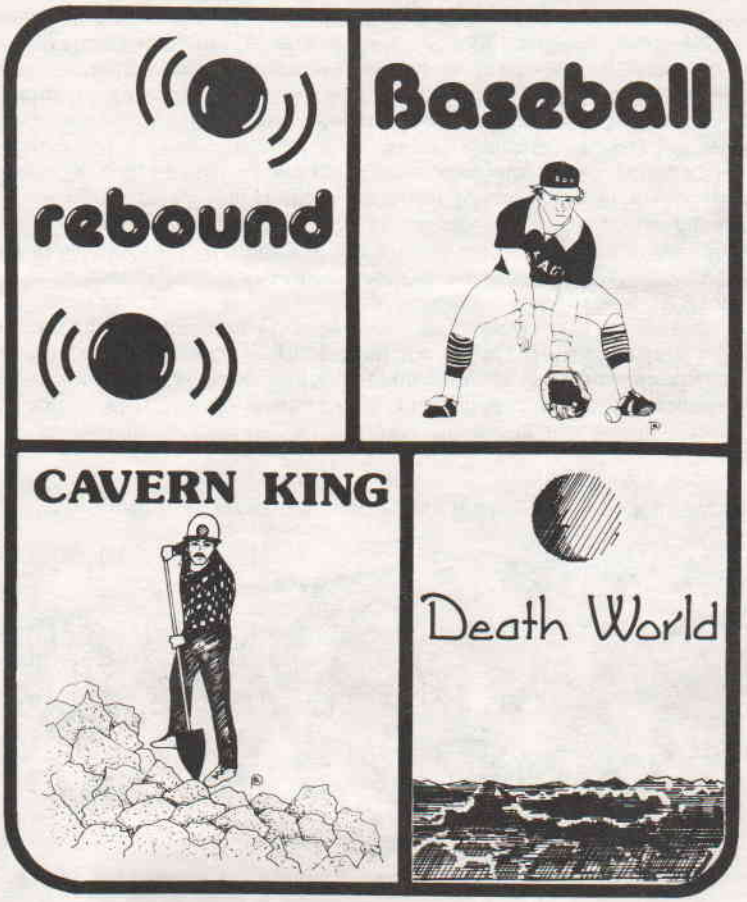
You aim your missles by using the target marker, which is shaped like a plus sign. There are two control modes: absolute and relative. In absolute mode the position of the joystick relates directly to the position of the target marker; this mode is best used with a joystick that does not automatically center. In relative mode the position of the joystick relates to the direction of the target marker; relative mode is best used with a self-centering joystick. You may choose fast or slow maneuvering in the relative mode to set the speed at which the target marker moves.

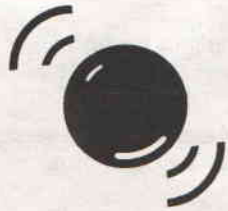
Points are rewarded as follows: An IPBM is worth 50 points, a smart bomb 150, an alien satellite 300, each city 300, and each unused ABM is worth ten points.

An extra city is gained for each 5000 points, and they are added at the beginning of the next wave of bombing. A new city will be placed in the leftmost destroyed city site, or awarded later if you already have six cities.

When all six cities have been destroyed, the lunar outpost goes into self-destruct mode, blowing up the moon and ending the game.

ATARI® /SIDE





rebound

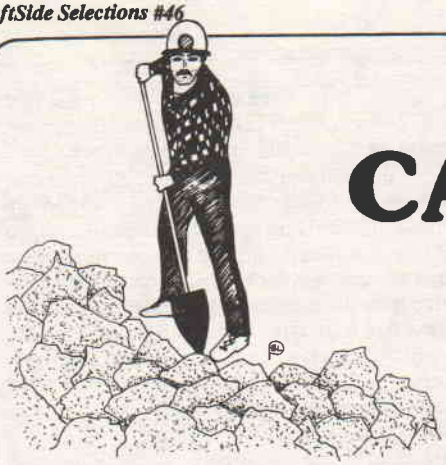
by Stephen Kuehne

Rebound is a two-player, abstract, arcade-style game for an Atari® with 16K RAM (24K with disk) and one or two joysticks.

Your joystick controls everything in *Rebound* — no need for the keyboard. If you have one joystick, plug it into port one; plug a second stick into port two. Use the joystick button to move past the instructions after you've read them. Then, move the stick up and down to select your responses to the set-up questions (one or two joysticks, skill levels, number of rounds to play). The button tells the Atari that you've made your choice.

The object of *Rebound* is to direct the moving ball into the colored goal at the center of the screen by placing diagonal barriers in the ball's path. You start play in each round by pressing the joystick button after the word "Serve" appears at the top of the screen. When you move your joystick left or right, a barrier appears. The type of barrier depends on the direction you move the stick. If you construct more than fifteen barriers, you can't receive any points, and if you use all your time, your opponent gets 25 bonus points. The amount of time you have depends on your skill level. A beeper warns when your time is almost up. If the ball goes into the goal and you've placed no barriers, it's a lucky serve, and you have to go again.

The game gets more complex as play progresses, because the barriers stay on the screen. Don't get too frustrated when you can't get the ball to go where you want — it's only a game.



CAVERN KING

by Steven Oliver II

Cavern King is a two-player strategy/arcade game for an Atari® with 16K RAM (24K RAM with disk), and a pair of joysticks.

The object for each miner is to collect and dump as many rocks as possible. Rocks are scooped from the mine cavern as well as from the opposing miner. Shovels can be picked up to scoop faster. Miners must cooperate at times, however, as the appearance of cavern monsters complicates the game. When all the rocks in the cavern have been scooped, the miners advance to the next level, where fewer shovels and more monsters await.

Getting Started

The first display to appear on the screen will be

CAVERN
KING

REV 0.2

on an orange background. A short musical intro will sound to prove further that everything is in order. Then nothing will happen for about one minute as the program is initializing.

Starting a Round

The screen will change and the program will ask for Player One's initial. Press any letter on the keyboard. Then it will ask for the level of difficulty Player One wants. The levels are:

WIMP
DIGGER
MINER
KING

To increment the level selection, hit OPTION. When you have the level you want, hit SELECT.

The purpose of the difficulty levels is to compensate for the differences in the players' ability levels. Thus, a player who is familiar and good at the game should select a higher level than his opponent (who is not so good). However,

the levels are relative; that is, if both players select "KING", for instance, it would be as if both had chosen "WIMP" because the level selection only affects monster behavior. When both players have selected levels and initials, press START to begin the first game of the round.

NOTE: Neither the BREAK nor the SYSTEM RESET keys have been disabled. If they are hit, the program will stop.

Player One starts the game in the upper left-hand corner of the board. Player Two starts in the lower right-hand corner.

Board Symbols

- **Mountain.** Neither player can enter this type of square. However, monsters can.
- **Rock.** When a miner enters this square, he scoops a rock. One is added to his carrying score.
- **Bin.** To dump the rocks you are carrying, you must enter a bin square. Press the trigger as you enter it. The rocks you are carrying will be added to your dumped score, and your carrying score is reset to zero.
- **Shovel.** When you enter this square, you pick up a shovel. A shovel symbol appears next to your initial on the scoreboard. You can't enter if you already have a shovel, however. Having a shovel allows you to scoop rocks faster. It does not help you to move faster through an empty cavern.
- **Monster.** The monsters appear randomly throughout the game. Any contact with one and you:

a. Lose all the rocks you are now carrying (*not* rocks you have dumped; they are yours for good).
b. Lose one life. When you have no more lives left, you are out of the game and the opposing miner is on his own.
c. You are put back in your starting position.

If you are killed on a bin, it disappears.

Moving

To move your miner, position the joystick in any of the eight directions (up, down, left, right, diagonal). Remember that you can't enter shovel square if you have a shovel, and you can never enter mountain squares.

Attacks

When one miner tries to enter the other's square, this is an attack. The miner with the most carrying points wins and gets all of the loser's carrying points and his square. If both have the same number of carrying points, then the attacker wins.

Scoring

A miner receives one carrying point for each rock scooped. When a miner enters a bin, he dumps all the rocks he is carrying; they are added to his dumped score, and his carrying score is set to zero. Dumped rocks win the game, not carried rocks.

The scoreboard at the top of the screen looks like this:

Cavern King	M	X
Carrying	14	20
Dumped	106	0
Lives	2	3

In the example above, miner M has a shovel, a score of 106, two lives left, and is carrying fourteen rocks.

Miner X has no points or shovel, but all three of his lives are left, and he carries 20 rocks.

If M were to attack X, he would lose all his carrying points (because fourteen is less than 20); and he would not be able to enter X's square. If X were to attack M, all of M's carrying points would be added to his carrying score and he would get M's square.

Levels

When all the rocks have been scooped, the miners advance to the next level. Any carrying points at this time are lost. Miners return to their starting positions, all rocks are replaced, and new shovels are placed. Also, the monsters disappear. One less shovel (to a minimum of one) and one extra monster (to a maximum of five) are added to each level. Notice that the dumped score and lives left carry over to each new level.

Pausing Game

The game can be paused any time during play by pressing the spacebar. To continue, press it again.

Strategy

- Keep an eye on your carrying score, and also your opponent's. This is what determines who wins attacks.
- If you think you are about to be attacked by your opponent or killed by a monster, then dump your rocks in the nearest bin to save as many as possible.
- Your opponent is most vulnerable when he is escaping monsters.
- Use diagonal movement for fastest moving. Don't use it when trying to pick up as many rocks as possible.
- Shovels only help you to move faster when you are scooping rocks. Remember this when trying to escape from monsters.

Problems

- Loading: If you can't load the program, refer to the Operator's Manual and keep trying.
- Movement: Remember that you can move in all eight directions, but only if it's a legal move. Also, you can move diagonally between mountain squares. Sometimes the joysticks can be somewhat touchy, so you'll have to keep trying.

Contacting the Author

I encourage and welcome any comments and suggestions from users regarding *Cavern King*. Address letters to:

Steve Oliver II
3510 Halfmoon Lane
Concord, CA 94518

Baseball

by David Bohlke with modifications and enhancements by Rick Groszkiewicz

Baseball is a two-player game for an Atari® with 16K RAM and two joysticks (in ports 2 and 3).

Here's a game that offers plenty of excitement on sleepy winter (or TV football) days. Both players need quick reflexes and cool concentration to master this simulation of the "national pastime."

Before you start, put one joystick in port 2 and another in port 3. The left-hand stick is for the visiting Red Team; the right-hand stick belongs to the hometown Blue Team. Red bats first.

Batting is the easy part of this game. After the ball is pitched, the batter just has to push his joystick in any direction to take a cut at the ball. You'll discover an element of luck in hitting the ball, and you'll need split-second reactions for pitches on the corner of the plate and tricky curves. The best time to swing is when the ball is just in front of the plate.

The defensive player has the tough job. First, he has to pitch. The speed of the pitch depends on the direction the pitcher pushes his joystick. In the diagram below, the directions are numbered one through eight. One is the slowest pitch, and eight is the fastest.

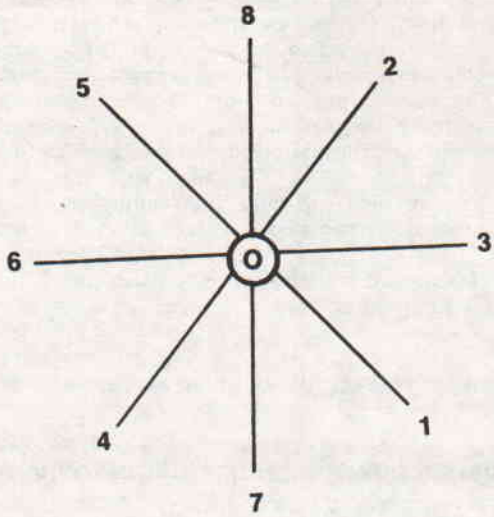


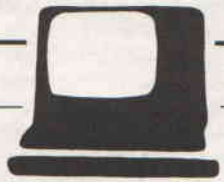
Figure 1

Once the ball is on the way to the plate, you can make it curve by pushing your joystick left or right. Your best pitches should curve just off the edge of the plate, forcing the batter to swing at a ball he can't hit. If you curve too far, it's a ball, just as in the real game.

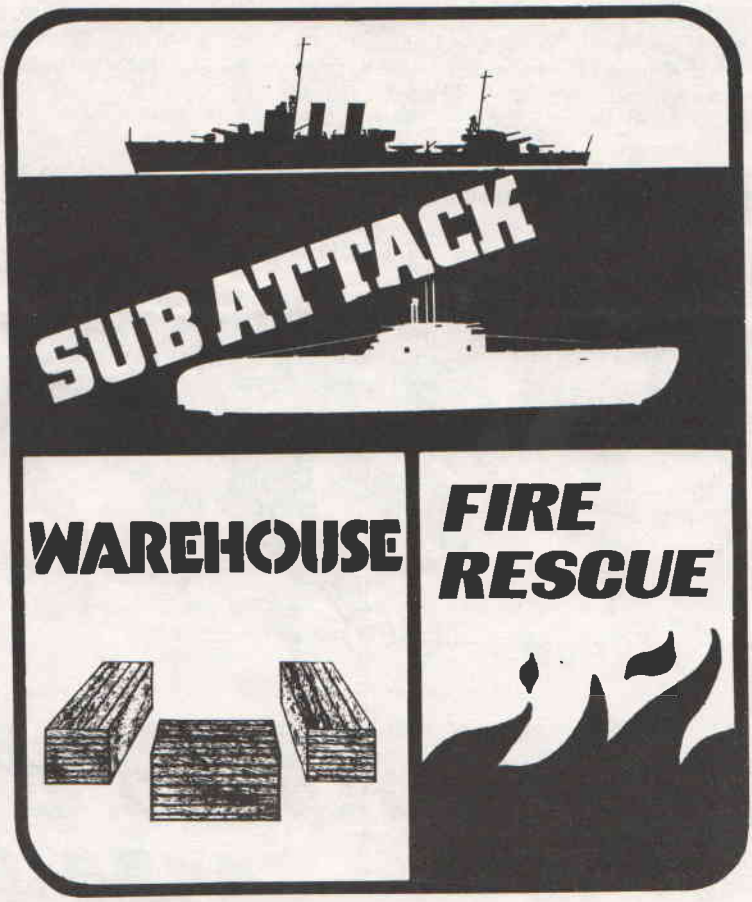
If the batter hits the ball, the fielding player must push his stick left or right to get his man's glove on the ball. The glove is always on the same side of the man as the direction he is moving, so don't overshoot the ball. If you can't get to the ball in time, you can make a last-ditch effort by having your man make a final leap at the ball. Do this by pushing the stick left or right and pressing the fire button. The man will leap in the stick's direction, and stretch out his glove. For fly balls, just press the fire button without moving the stick. This makes the man leap into the air. If you time it just right, you can even steal a home run from your opponent.

In addition to the real-time situations, the computer also can generate some other plays. These include double plays, sacrifice-fly scoring, and fielding errors. After each half-inning, a scoreboard appears on the screen. Press a fire button to continue the game.

After a few practice games, the hitting, pitching and fielding should become second nature for most players. The first few games may be high scoring affairs, but with two experienced players at the controls, the game's outcome usually depends on a key hit, or perhaps one fielding error that starts a rally for the team at bat. So load up *Baseball,* and get ready to feel all the tensions and pressures of the real game, even if it's snowing or raining.



TRS-80® /SIDE



FIRE RESCUE

by Thomas V. Mastrangelo

Fire Rescue is an arcade-style game for the TRS-80® with at least 16K RAM.

You are the commander of a fire rescue team exhaustively trying to catch each and every panicked victim that leaps from a high-rise inferno and carry them to the waiting ambulance. You must be quick, for the falling victims will bounce off your net, and you must successfully bounce each person three times before he is safe in the ambulance. At first it is easy, as only one jumps at a time. But then, as the fire grows worse and panic really sets in, two start jumping at one time. Soon you are desparately trying to juggle three, four, five, and finally six of these evacuees at once. If you fail to catch a victim, he falls to his death upon the pavement. For each dead evacuee, the image of an angel looking down upon you appears at the top of the screen. Once there are three angels, the ambulance drives away and the game ends.

The game begins at Level 1, meaning one evacuee will jump at a time. As the number saved progressively reaches six, eighteen, 36, 60 and 90, the level is incremented. Also, when the number saved reaches 135, and at every successive 135, the current level will drop back to 1 or 2 and you must work your way back to Level 6.

You control the movement of the net using the up arrow key or left arrow key to move left, and the right arrow key to move right.

Scoring is as follows: one point for every evacuee safely left in the ambulance, and ten points for every evacuee killed.

by Mark Durand

Sub Attack is an arcade-style game for the TRS-80® Model I or III with at least 16K.

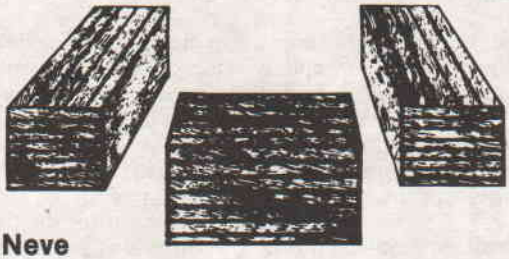
You are the captain of an American destroyer in World War II. You must destroy as many enemy submarines as possible before your time runs out. The enemy has two sizes of submarines. You will get more points for destroying the larger ones than for the smaller ones.

Your destroyer has the ability to drop one depth charge from each end of the ship at one time. To fire a charge on the right side of the ship, press the " >†" key, and to fire a charge on the left side, press the " < " key. Move your ship left or right by holding down the respective arrow key.

This may seem easy, but beware, for the submarines fire torpedoes back at you. If your destroyer is hit, you will explode and sink to the bottom. If you destroy a torpedo with one of your depth charges, you are rewarded with some extra time.

To see a short sample game, wait when the initial cover is displayed on the screen instead of pressing "I" or "ENTER". In addition, the game has a "High Score" routine, so you may enter your name or initials (under ten characters).

WAREHOUSE



by Robert Neve

Warehouse is an arcade-style game for one player for the TRS-80® with at least 16K.

You are a fork-lift operator working the night shift at a chemical warehouse. Your job: Move the three crates of diamond dust together for the morning pick-up. However, your forklift is malfunctioning and is unable to lift anything, so you'll be forced to push the crates to rearrange them.

While you are working you discover that some thieves have snuck into the warehouse. Not expecting to find you working there, they try to kill you by pushing crates at you. You soon discover that your only means of survival is to squish them with crates — before they squish you!

During your battle with the thieves you realize that they must have had some inside help. Sure enough, as soon as you squish a thief, another one appears from inside one of the crates! The number of hiding thieves depends on the level the player has advanced into the game. For each level, there will be three thieves plus the same number of hiding thieves.

The various playing pieces you will see on the screen are your forklift, which appears as a square with a notch in the forward side, an ordinary crate, which appears as a block with rounded corners, a diamond dust crate which appears as a block with a hole in the center, and a thief, which appears roughly human-shaped.

The operation of the forklift is straightforward. To move, use the four arrow keys. No diagonal movement is allowed. To push a crate, position yourself next to it and press the space bar. If the crate you are attempting to push has a barrier behind it, you will crush the crate you are trying to push. This can be advantageous at times and is a normal part of the play of the game. Diamond dust crates cannot be crushed.

When either you or a thief pushes a crate, the action of the crate moving will be completed before the game action continues. If you crush a crate with a thief hiding in it, he will be killed.

The scoring is as follows: A crushed hiding thief is worth 75 points, a thief that is walking around is worth 100 points when squished, and if you get all three diamond dust crates together you get 5000 points. (This will happen only once per level.)

You have three fork lifts at the beginning of the game and you receive another one at every 15000 points...if you survive that long! When all the thieves are destroyed, the player moves to the next level.

KANGARILLA
Black Jack

KANGARILLA

by Oscar Bascara
Translation by Kerry Shetline

Kangarilla is an arcade-style game for an IBM® PC with disk drive, 64K RAM and color graphics adapter. A joystick controller is optional.

In *Kangarilla,* you control a distraught mother kangaroo whose baby is stranded at the top of the four-level maze. To reach the upper levels, you must make the kangaroo leap through holes in the ceiling.

The program asks whether you wish to use the keyboard or a joystick. If you choose joystick control, move the joystick to control her direction, and use either button to make her jump. Be sure to press the button when the kangaroo's foot is on the ground. On the keyboard, use the cursor keypad: left-arrow for left, down-arrow to stop, right-arrow for right, and up-arrow to jump.

When you make the kangaroo leap, be careful not to make her bump into the ceiling, and watch out for the rolling ball that tries to trip her up. If she hits the ceiling or ball, the round is over, and you move to your next kangaroo.

If the kangaroo reaches her baby, the baby is suddenly transported away, but if you succeed six times, mother and baby live happily ever after. You will need good timing and a bit of strategy to accomplish this. Are you up to the *Kangarilla* challenge?

by Edmund R. Malinowski
translated by Kerry Shetline

Blackjack is a card game for one to five players, and requires an IBM PC with 64K RAM, joystick and a color graphics adapter.

Rules

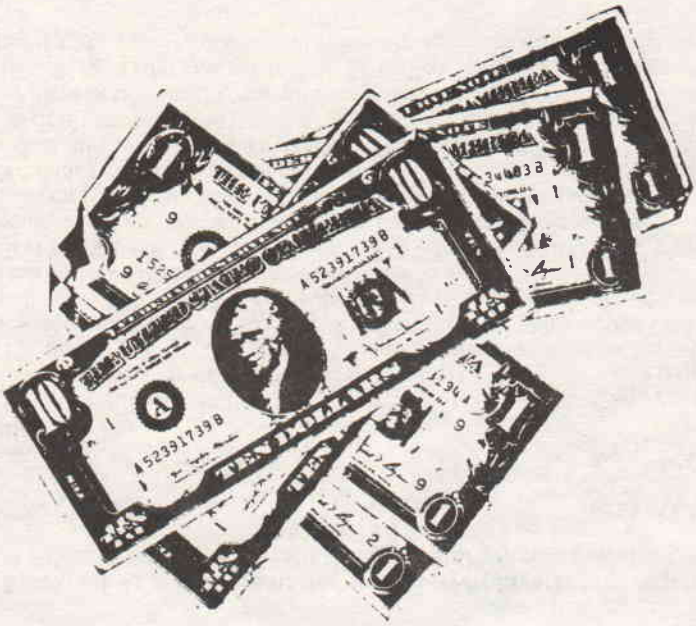
Blackjack is based on the rules of the Atlantic City casinos. In this version, as many as five players can challenge the dealer.

The dealer shuffles four decks of cards together and deals each player two cards, face up. The dealer's first card is dealt face up but his second card, called the "hole" card, is dealt face down. The dealer exposes his "hole" card only after all players finish drawing their cards.

To win the hand, your cards must total as close as possible to 21 without exceeding 21. Face cards count as ten and an ace counts as one or eleven, whichever is the best move. All other cards count according to their face value.

You may "stand" (draw no more cards) or "hit" (draw a card) until satisfied, or until your total exceeds 21. This is a "bust." It loses automatically, even if the dealer also draws a "bust." You win if your total is closer to 21 than the dealer's total. If the totals are the same, neither wins.

If a player's first two cards total 21 (called Blackjack) the dealer pays 1.5 times the bet, unless the dealer also has Blackjack, in which case neither wins.



Betting

- Insurance. If the dealer's face-up card is an ace, you can take "insurance" by placing a side bet equal to one-half the original bet. You win your insurance bet at odds of two to one if the dealer's "hole" card yields Blackjack; otherwise, you lose your insurance bet.
- Surrender. After receiving your first two cards, you may opt to "surrender" your hand, automatically losing half of your bet and ending your play.
- Doubling down. After receiving your first two cards, you may opt to "double down;" that is, double your bet and draw only one additional card.
- Split. If the first two cards are identical, you can "split" the pair into two hands. The bet on each hand is the same as the original bet. Each hand receives another face-up card. If the split pair consists of aces, no further play is allowed. Play on the first split pair must be completed before play on the second pair begins. Further splitting of split pairs is not permitted.

The dealer must "hit" on sixteen or less, and "stand" on seventeen or more.

Use joystick A and pushbutton A1 to place bets and make selections. By moving the joystick left or right after the "PLACE BETS" prompt, you can scan from a $2 minimum to a $50 maximum. (To avoid handling small change, the game allows only even dollar bets.) Pressing and releasing the game button enters the bet.

Similar joystick routines are used to scan and enter players' options (stand, hit, surrender one half, double down or split) and place insurance bets.

Like **SoftSide**? Wait 'til you've seen our **BEST!**

The Best of SoftSide!

For the past four years, **SoftSide** Magazine has been bringing Apple®, Atari®, and TRS-80® owners the best in BASIC software. But now you can do even better...**The Best of SoftSide.** From all our back issues, we've selected the most useful...the most entertaining...the most fun programs **SoftSide** has ever published.

The Best of SoftSide is available in three versions...one for Apple, Atari, and TRS-80. Each contains page after page of BASIC code for adventures, simulations, practical applications, and much more.

To order your copy of **The Best of SoftSide,** fill out the coupon, and mail it along with $14.95 to **SoftSide,** 10 Northern Blvd., Northwood Executive park, Amherst, New Hampshire 03031.

The Best of SoftSide

☐ **YES...**I want to enjoy the best programs — Games, Utilities, Adventures — from SoftSide Magazine's past. Please rush my copies of The Best of SoftSide to:

NEW LOW PRICE!

Name _____

Address _____

City _____ State ____ Zip ____

Here's my order For The Best of SoftSide

Computer	Quantity Book Only $14.95 ea.	Quantity Disk Only $35.00 ea.	Quantity Book plus Disk $49.95 ea.
Apple®			
Atari®			
TRS-80® Mod I			
TRS-80® Mod III			
TOTAL COPIES	@$14.95	@$35.00	@$49.95

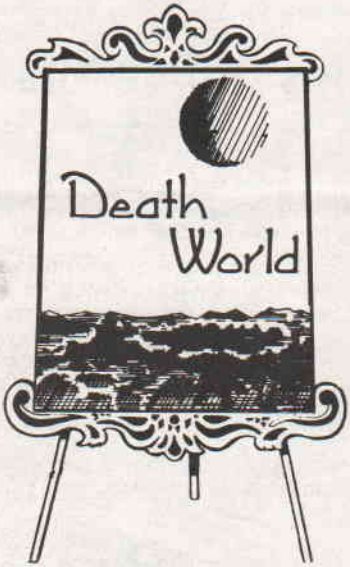
I'm paying by:
☐ Check # _____
☐ Money Order # _____
☐ VISA
☐ MasterCard
Total Enclosed $ _____
(Foreign order please include $5 postage P/
IN USA FUNDS ONLY.)

VISA/MasterCard # _____ Exp. Date _____

Name of Cardholder _____

Signature _____

SoftSide® ADVENTURE SERIES



Issue 46 Adventure: Death World

A band of mercenary miners has lost contact with the rest of the galaxy, and you must find and rescue them with the help of an alien animal sidekick named Nikki.

SoftSide Adventure Series CV DV

What would you say to a program that asks, "What do you want to do?" Well, you might say, "GET APPLE" or "KILL SPIDER", because that's how the *SoftSide Adventure Series* works.

Each issue, the latest Adventure takes you to another world of fantasy, puzzles and thrills. Your first task — survival — can be daunting until you figure out the *right* way to do it. Each adventure sets a fundamental goal before you. You might have to rescue a princess, or depose a wicked ruler. Along the way, dozens of subsidiary tasks beset you. You'll have to be ingenious and persevering, and your rewards will be great.

To "win" a fantasy/adventure game, you must solve the author's devious puzzles, and overcome the obstacles that confront you — whether they be dragons or desperadoes. Death, should it come, is transitory — just re-run the program to live again!

Express your wishes with one- or two-word commands, like "LOOK", "NE" (for northeast), or "GET FROG". Use "I" to get an inventory of your possessions. The introduction to each Adventure explains this more fully.

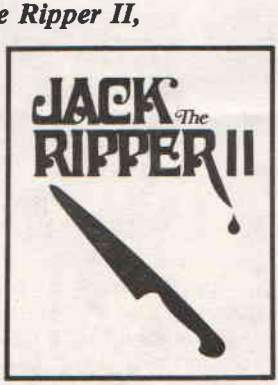
Winning an Adventure is hard enough without the additional requirement that you do it all at once. In recognition of this, the Disk Version of the *Soft-Side Adventure Series* now features two new commands: "SAVE GAME" and "LOAD GAME".

To start up the Adventure, just run the program called "INTRO", "INTRO/BAS", or "INTRO.BAS" on your disk, or select the Adventure from the DV menu. On cassette, the INTRO program is the one just before the Adventure.

Memory requirements for all Adventures — Apple: 48K; Atari: 32K tape, 40K disk; IBM PC: 64K; TRS-80: 16K tape, 32K disk.

The Adventure runs in any Apple with at least 48K RAM.
The Adventure runs in any Atari with at least 32K RAM (40K disk).
The Adventure runs in an IBM PC with at least 64K RAM.
The Adventure runs in any TRS-80 with at least 16K RAM (32K disk).

Here are the encrypted hints for *Jack the Ripper II*, the Adventure in issue 45.



To find a weapon:
LKVM WIVHHVI WIZDVI

Jack the Ripper likes to appear:
A. ZG MRTSG
B. RM ZOOVBH
C. RM HVDVIH

To pass time:
FHV GSV DZRG XLNNZMW

To get two cents:
TVG WVKLHRG UILN VNKGB YLGGOV

To produce a fly:
SRG Z UOBYZOO DRGS YZG ZMW YZHVYZOO

To disable a dog:
A. TREV SRN Z YLMV
B. WLT NFHG YV ZG LIRTRLMZO OLXZGRLM
C. WL MLG XILHH SRH KZGS

Get dog-disabler by:
WRHIFKGRMT HPVOVGLM RM ILLN RM HVDVI

To find needed key:
VMGVI YZPVIB ZG MRTSG ZUGVI HZN VMGVIH HVDVI

To enter above:
YIVZP DRMWLD DRGS YZHVYZOO

General Information

These are the standard procedures for the programs published by **SoftSide** Publications, Inc. Sometimes, a particular program does not lend itself to these procedures. Always read the specific instructions accompanying a program. They will instruct you if there are any variances from the following procedures. Also, back issues of **SoftSide** Magazine may differ in some details.

STOMP TABLE

STOMP Tables

At the conclusion of each **SoftSide** listing, we include a **STOMP** Table. **STOMP** for the Atari appeared in Issue #45. **STOMP** supersedes **SWAT** as **SoftSide's** standard debugging tool to help those who type BASIC programs from the pages of **SoftSide Selections.** If you don't have **STOMP,** we'll send you a free reprint. Send a business-sized, self-addressed, stamped envelope to:

SoftSide Publications, Inc.
Department **STOMP**
10 Northern Blvd.
Northwood Executive Park
Amherst, NH 03031

Be sure to tell us what kind of computer you have.

Line Listings

IBM® PC USERS

The line listings in this booklet appear in a 40-column format. If you type LIST when your computer is displaying 40-column text (WIDTH 40), your screen should display exactly what appears in the printed listing. Be sure to use **STOMP** on your program, and get the free reprint if you don't have **STOMP.**

APPLE® USERS

The line listings in this booklet are in standard Applesoft® format, and they appear exactly as they should on your screen when you type LIST. Beginning with Issue #45, Applesoft listings in **SoftSide Selections** may have lower-case characters in them. If you have an Apple IIe or an Apple II with a lower-case adapter, you may type these listings exactly as they appear. If you have an Apple II without lower case, simply type the lower-case characters as capitals. **STOMP, SoftSide's** debugging utility, ignores the case of characters, so both ways of typing programs result in the same **STOMP** Table.

Things to watch out for when typing are:

- Lower-case characters: The Apple IIe and some Apple II's have

lower case. Many programs we publish contain lower case. Since, **STOMP, SoftSide's** debugging utility, ignores the case of characters, you may use capital letters if you so desire or if your Apple doesn't have lower case.

- REM and DATA statements: **STOMP,** like Applesoft, ignores REM statements. You do not have to type the text of REMs. **STOMP** also ignores the space or spaces between the keyword DATA and the first data element. Type numbers and strings in DATA statements exactly as they appear in the published listing.
- Spaces between quotes: Applesoft is a bit eccentric about how it shows these. Just list the line after you type it, and compare it to the printed listing.

Also, be sure to use **STOMP** on your program, and get the free reprint if you don't have **STOMP.**

ATARI® USERS

- The line listings in this booklet are in standard 38-column format, with special conventions for representing unprintable characters:
- You must type underlined characters, including blank spaces, in inverse video.
- When graphics or control characters are included in a string (between quotation marks), a nearby REM statement will make note of it; in such cases, graphics characters appear as the corresponding lower-case letters, and control characters appear as the corresponding unshifted key symbols. For example: The lower-case letter **s** represents a graphic cross, which you type by pressing the S key while holding down the CTRL key; the = sign represents CTRL-down-arrow, which you type by pressing and releasing the ESC key, then pressing the = key while holding down CTRL. For more information about entering control characters, refer to Appendix F and the back cover of your **Atari Reference Manual.**

There are two exceptions to our above convention: A clear-screen character (ESC SHIFT-CLEAR) appears in our listings as a right-hand brace, which looks like this: } . The other exception is that a shifted = sign appears as a broken, vertical line: ¦.

Occasionally, a program will demand that we vary from these conventions. In such a case, a nearby REM statement or the program's introductory article will clearly note the special instructions.

TRS-80® USERS

The line listings in this booklet are in standard 64-column format, and they appear exactly as they should on your screen when you type LIST. Because **STOMP** ignores spaces between keywords, you may add them to enhance the legibility of the program you are typing. You should note, however, that each additional space occupies one more byte of valuable memory. If you are not sure about the availability of memory, add no additional spaces.

Copyright © 1983 SoftSide Publications, Inc.

These programs are for your personal use only. Please resist the urge to give away copies of copyrighted material.

SoftSide® Selections

This Booklet contains the instructions for the following programs, which are available on SoftSide issue #46 disk or cassette:

APPLE® /SIDE
CRISIS
APPLEANCHE
SKY FIRE

TRS-80® /SIDE
FIRE RESCUE
SUB ATTACK
WAREHOUSE

ATARI® /SIDE
REBOUND
CAVERN KING
BASEBALL

IBM® PC/SIDE
KANGARILLA
BLACKJACK

FOR ALL FOUR SYSTEMS
SoftSide Adventure Series:
DEATH WORLD

SOFTSIDE PUBLICATIONS, INC.
Amherst, New Hampshire