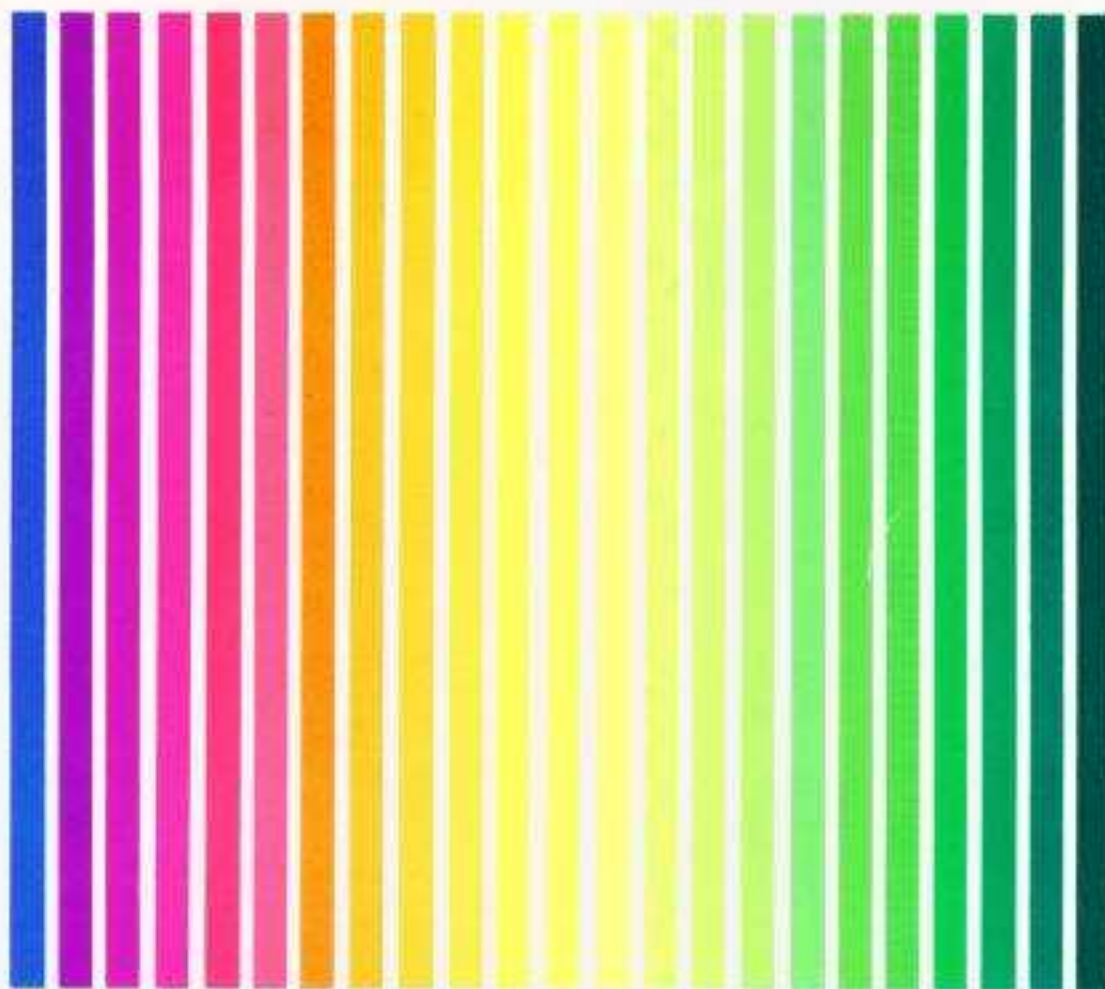# APX

ATARI® PROGRAM EXCHANGE

BOB SMITH   MARCH 1982

SLEAZY ADVENTURE

DISKETTE (APX-20021)
REQUIRES: 32K RAM

User-Written Software for ATARI Home Computers

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SLEAZY ADVENTURE

by

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Program and Manual Contents © 1982 ATARI, Inc.

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GAME OVERVIEW

You're really into sailing. Not only do you spend all your spare time sanding and painting the hull of your thirty-foot sloop, but you've taken out three mortgages on your home (and on your mother-in-law's as well) to pay for your dream boat. You suspect you might be going under when your bank starts foreclosing on your home and all your creditors are asking to be invited for a sail. A rich sailing buddy has recently purchased a sixty-foot cutter, currently moored in Thailand. Desperate to make a quick haul and also keen for the once-in-a-lifetme chance to sail a cutter, you volunteer to sail it home for her, thinking you can bring back a little contraband while you're at it. She agrees that you're just right for the job and pays your way to the Bangkok International Airport. From there on, you're on your own. Before you attempt to find the ship, hoist the sails, and head out to sea, you need to explore the town to discover what's worth taking along. The problem is, Bangkok is known for being a contraband capital. The more you try to take, the greater risks you face, customs officials being just one of them. You're probably in deeper than you bargained for, but just think about all your creditors if you need a little motivation. Good luck!

SLEAZY ADVENTURE belongs to the family of games called Adventure. These are maze games in which descriptions of your current surroundings display on your video screen. This game uses text only—no sound, motion, color, or graphics.

REQUIRED ACCESSORIES

24K RAM
ATARI BASIC Language Cartridge
ATARI 810 Disk Drive

GETTING STARTED

1. Turn on your first (or only) disk drive and insert the game diskette.

2. Power up your computer and turn on your video screen.

3. At the READY prompt, type RUN "DiSLEAZY" and press RETURN. The program will load into RAM and begin.

The first display screen

You'll see the message WELCOME TO ADVENTURE, followed by a description of your locale and your task and a summary of game instructions. Once you press the RETURN key, your adventure begins!

PLAYING THE GAME

So you're determined to get through this trip alive AND come out richer! You'd better start by looking around town for lucrative contraband before locating the boat. Move around on shore by entering any of these one-letter commands:

U for up
D for down
N for north
E for east
S for south
W for west

Once you're on board the boat, you these land-oriented commands get you nowhere. Instead use these one-letter commands:

F for forward
A for aft
P for port
S for starboard
U for up
D for down

Try drawing a map of your surroundings if you become too confused.

You'll encounter objects like flashlights and maps as you wander around. It's often wise to take these along with you, for you'll find them useful in other locations to help you escape or to protect you from unexpected dangers. Take and use these objects by entering two-word commands, such as TAKE FLASHLIGHT and READ MAP. Some players prefer to discover for themselves the verbs used in these commands, while others are impatient with this aspect of Adventure games. For these latter players, there's a list of the verbs used in SLEAZY ADVENTURE at the end of these instructions.

If you're stumped, ask for a clue by typing HINT. To redisplay the description of your immediate surroundings, type L for "look around", and to request a list of all the objects you currently have with you, type I for "inventory". You can also request a summary of these instructions at any time by typing HELP.

One more thing. SLEAZY ADVENTURE has some secret words, which, when used at the right time and in the right place, can effect wondrous results!

SCORING

There's only one way you can win at playing SLEAZY ADVENTURE—by successfully sailing back into San Francisco Bay!

RESTARTING AND REPLAYING THE GAME

You can interrupt the game at any time and start over by first pressing the BREAK key and then typing RUN. If you manage to succeed in your mission but are so foolish as to want to relive your adventure, simply type RUN.

VERB LIST

CONTRACT
DROP
EAT
GRAB
HOIST
HUMOR
MOVE
READ
SAY
SELL
STEAL
STOW
STRIKE
TAKE
TURNOFF
TURNON
WRAP

MOVEMENT COMMANDS

ON LAND		ABOARD SHIP	
U	(up)	U	(up)
D	(down)	D	(down)
N	(north)	F	(forward)
E	(east)	A	(aft)
S	(south)	S	(starboard)
W	(west)	P	(port)

OTHER COMMANDS

HINT for some helpful information
HELP for the game instructions
L for a description of your immediate surroundings
I for your list of objects

LIMITED WARRANTY ON MEDIA AND HARDWARE ACCESSORIES.

We, Atari, Inc., guarantee to you, the original retail purchaser, that the medium on which the APX program is recorded and any hardware accessories sold by APX are free from defects for thirty days from the date of purchase. Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are also limited to thirty days from the date of purchase. Some states don't allow limitations on a warranty's period, so this limitation might not apply to you. If you discover such a defect within the thirty-day period, call APX for a Return Authorization Number, and then return the product along with proof of purchase date to APX. We will repair or replace the product at our option.

You void this warranty if the APX product: (1) has been misused or shows signs of excessive wear; (2) has been damaged by use with non-ATARI products; or (3) has been serviced or modified by anyone other than an Authorized ATARI Service Center. Incidental and consequential damages are not covered by this warranty or by any implied warranty. Some states don't allow exclusion of incidental or consequential damages, so this exclusion might not apply to you.

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1. Name and APX number of program _____

2. If you have problems using the program, please describe them here.

_____

_____

_____

3. What do you especially like about this program?

_____

_____

_____

4. What do you think the program's weaknesses are?

_____

_____

_____

5. How can the catalog description be more accurate and/or comprehensive?

_____

_____

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program?

_____ Easy to use
_____ User-oriented (e.g., menus, prompts, clear language)
_____ Enjoyable
_____ Self-instructive
_____ Useful (non-game software)
_____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

_____

_____

_____

8. What did you especially like about the user instructions?

_____

_____

_____

9. What revisions or additions would improve these instructions?

_____

_____

_____

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

_____

_____

11. Other comments about the software or user instructions:

_____

_____

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