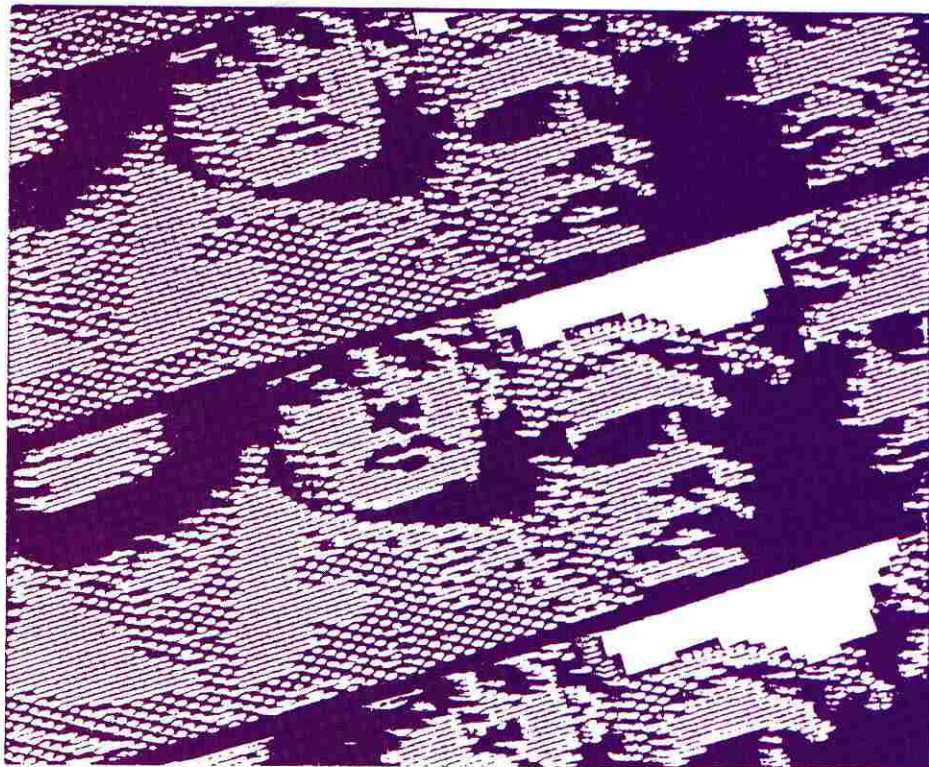


# USA *Adventure*™

**An Adventure in Education™**



## **USER'S GUIDE**



FIRST STAR SOFTWARE, INC. designs and publishes computer software in affiliation with Warner Software, Inc., a Warner Communications company.

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# U.S. Adventure™

## An Adventure in Education™

U.S. Adventure, by Jerry White, is a truly unique computer software program. Critically acclaimed by educators and game players alike, U.S. Adventure has been awarded the coveted **Consumer Electronics Software Showcase Award**. U.S. Adventure has also been named one of the years best educational games.

**First Star Software** is proud to present this innovative, quality program for use in schools and in the home.

Suggested reading, maps and worksheets are included. Teachers may request additional program aids for classroom use by writing to:

First Star Software, Classroom Activities/U.S. Adventure  
18 E 41st Street, NY, NY 10017.  
(available for \$2.50)

## REQUIREMENTS

### Atari

Atari 400/800, or 600/800/1200XL series home computer with a minimum of 48K RAM.  
Atari BASIC or BASIC XL.  
One Atari 810 or 1050 or compatible disk drive.  
Optional—One Atari or Atari compatible joystick.

### Commodore

Commodore 64,  
One Commodore 1541 disk drive.  
Optional—One Commodore or Commodore compatible joystick.

### I.B.M.

I.B.M. PC or PCjr with a minimum of 64K RAM, a color graphic card, and one disk drive.  
(with the IBM PCjr it is required to have a BASIC cartridge)  
Optional—One I.B.M. or I.B.M. compatible joystick.

### APPLE

Apple II or Apple II series compatible computers.  
One Apple II or Apple II compatible disk drive.  
Optional—One Apple II or Apple II compatible joystick.



## LOADING THE PROGRAM

### Atari

- (1) Turn on your disk drive. Wait for busy light to go off.
- (2) Insert the program diskette, and close the disk drive door.
- (3) Insert your Atari BASIC or BASIC XL cartridge. This is not necessary on Atari XL computers with built-in BASIC.
- (4) Turn on your computer.

### Commodore 64

- (1) Turn on your disk drive.
- (2) Turn on your computer.
- (3) Insert the program diskette, and close the disk drive door.
- (4) Type—LOAD "\*" ; 8,1—then press return.

### Apple II

- (1) Make sure computer is off.
- (2) Insert the program disk and close the disk drive door.
- (3) Turn computer on.

### I.B.M.

See page 18 for details on: "CREATING YOUR I.B.M. MASTER PROGRAM DISK".

## INTRODUCTION

**U.S. Adventure** combines the best of Adventure games with Educational software. As in other Adventure games, the player travels from place to place, takes items found in various locations, drops items, and hopes to achieve some goal. All of these concepts and more are incorporated into U.S. Adventure.

U.S. Adventure is a truly entertaining and educational software program. You will travel throughout the United States using your keyboard or joystick to indicate travel direction. When you locate the next state to enter the Union, you score points, and unlock any items or events within that state. As you travel, you will learn a great deal about U.S. geography, history, states and capitals, presidents and even some American trivia.

You can take events from states in the Union and then enter the Time Tunnel. Enjoy a fascinating screen display as you travel through time. Stop at a year that coincides with the date of one or more of the events in your inventory and your score will increase. Even if the year you selected is incorrect and does not increase your score, you will find valuable information concerning your inventory, as the time machine will identify each item as a past, current, or future event. You don't have to know the dates of these historical events, U.S. Adventure will help you discover them as you play.

## TROUBLES IN LOADING

If you do not see the TITLE SCREEN after a few moments try opening and closing the door of the disk drive. Often a disk may not be properly seated in the drive and this helps re-align it. If this doesn't work, shut off the computer and then turn it back on.

If the program still won't load, remove the disk and turn everything off for a minute or two and begin the loading procedure over again from step 1.

If you are still having problems you may have a faulty disk drive. Check it with a program other than U.S. ADVENTURE. If the system still doesn't work then you have a problem with your drive or computer or both. If another disk loads but the U.S. ADVENTURE disk still doesn't, you may have a defective program disk. See the enclosed warranty card for information.

## TITLE SCREEN OPTIONS

The first display you will see is Mount Rushmore being carved. After this is completed you may specify begin "NEW GAME", restart "OLD GAME" or view "DEMO GAME" by pressing function key 1 (**F1**) on the Commodore, the **A** key on the Apple or the **I.B.M.**, or the **OPTION** key on the Atari.

Your choice is displayed in the bottom half of the screen. If you have not previously played U.S. Adventure and saved game data on a diskette, you obviously cannot restart an old game. Also if you have never played U.S. Adventure, watching the DEMO GAME—is a great tutorial.

You may also select from the three levels of play "BEGINNER", "HIGH SCHOOL", or "TOURNAMENT" by pressing function key 3 (**F3**) on the Commodore, the **B** key on the Apple or the **I.B.M.** or the **SELECT** key on the Atari.

In the BEGINNER level, you have unlimited access to all U.S. Adventure "HELP" options at no cost. You also have access to "HELP" options in the HIGH SCHOOL level, but you must pay a price in points each time you request help. The scoring potential in the HIGH SCHOOL level is twice that of the BEGINNER level.

In the TOURNAMENT level, you have three times the scoring potential of the BEGINNER level, but no "HELP" options are available.

When the desired options are displayed, press function key 5 (F5) on the Commodore, the **SPACEBAR** on the Apple or the I.B.M., or the **START** key on the Atari to begin.

There will be a short delay at this time while the main U.S. Adventure program loads from the program diskette into your computer's memory.

**IMPORTANT: DO NOT** remove the program diskette from your disk drive unless the program instructs you to do so. The program disk is used constantly for accessing information throughout the game.

## QUICK START INSTRUCTIONS

1. Discover each state in the Union in the chronological order in which they were admitted.
2. Collect all the historically accurate events contained in many of the states.
3. Pinpoint in time the years in which the above mentioned events took place.

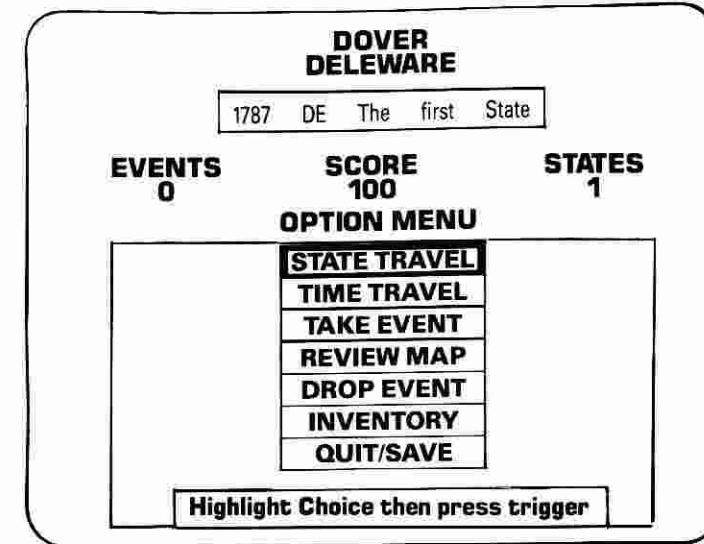
All game commands are entered by moving a highlighted cursor with the **JOYSTICK** or the < or > keys on the keyboard. Finalizing your selection is made by pressing the **JOYSTICK** button or the **SPACEBAR** on your keyboard.

## LET'S BEGIN

Load U.S. Adventure according to the instructions given previously in this booklet. Select NEW GAME and the BEGINNER level.

After the game loads you will hear your score counter ring and see your points increase. You have just discovered the first state to be admitted into the Union. Wasn't that easy?

Now the computer will show you a map of the United States (not quite united at this time in history). Midway on the East Coast you will see one state that is flashing. This is where you are, in Delaware.



## OBJECT

## GAMEPLAY

## KEYS AND FUNCTION CHART

When you're in:	And you want to enter the following modes:	Press these keys on the following computers:			
		APPLE	ATARI	C-64	IBM
<b>TITLE SCREEN</b>	OLD, NEW, DEMO GAME	A	OPTION	F1	A
	CHANGE LEVEL OF PLAY	B	SELECT	F3	B
	BEGIN GAME	SPACE BAR	START	F5	SPACE BAR
<b>MAP SCREEN</b>	SHOW NEXT STATE	H	H	H	H
	RETURN TO OPTIONS MENU	SPACE BAR	SPACE BAR	SPACE BAR	SPACE BAR
<b>OPTIONS MENU SCREEN</b>	SEE STATE DATA	H	H	H	H
<b>OTHER SCREENS</b>	RETURN TO OPTIONS MENU	ESC	ESC	F7	ESC

## TRAVELING

By looking at the map can you guess the next state to be admitted? To travel to that state you must give simple compass instructions North, North East, East, South East etc. These instructions must be given while you are in the Compass mode, so let's go there now. Press either the **SPACEBAR**, or, if you have a joystick, the **JOYSTICK** button. Voila the OPTIONS MENU. You can move to the selection of your choice by pressing the < or > keys on your keyboard, or, if you have a joystick, moving the stick forward or backward. Place the cursor on STATE TRAVEL and select this choice by pressing the **SPACEBAR** or **JOYSTICK** trigger.

Pressing the < or > keys or moving your **JOYSTICK** forward or back will move your compass needle to the various headings. Let's try going North. Once your needle is pointed north, make your selection, Do you remember how? That's right! Press the **SPACEBAR** or your **JOYSTICK** trigger. State travel is done one state at a time. Hey what's that? Pennsylvania is being admitted into the Union! This is the second state to be admitted.



## ASKING FOR HELP

Again the map screen will appear, showing your location. Let me think. What was the third state to be admitted? In the BEGINNER mode, you can ask for help by pressing the **H** key, and if you do so while you are reviewing the map, it will show you the location of the next state. Press the **H** key now. The next state should be east of your present location, but don't go there yet. Return to the OPTIONS MENU by pressing the **SPACEBAR** or **JOYSTICK TRIGGER** and select TAKE EVENT. You should now see a series of events that may or may not be true. By moving your cursor up or down you can choose which event you would like to take. Choose the 'DECLARATION OF INDEPENDENCE' and one or two other events. Then return to the OPTIONS MENU.

## COLLECTING EVENTS

Highlight the INVENTORY option and press either the **SPACEBAR** or the **JOYSTICK** button to choose this option. You will now see a list of all the EVENTS you have taken. These EVENTS have been listed in your INVENTORY, in the chronological order in which they occurred. Look at the top event. This should be the 'DECLARATION OF INDEPENDENCE'. Do you know what year this occurred in? Well let's find out. Return to the OPTIONS MENU by pressing the **SPACEBAR** or **JOYSTICK** button.

## TIME MACHINE

Let's hop into the time machine and TIME TRAVEL. Highlight TIME TRAVEL on the OPTIONS MENU and again press, you got it, the **SPACEBAR** or **JOYSTICK BUTTON**. Hold onto your keyboard 'cause here we go! By pressing the < or > keys, or moving the **JOYSTICK** backwards or forwards you can travel backwards or forwards in time in one year increments. By holding the SHIFT key down while you press the < or > keys, or moving the **JOYSTICK** to the left or right, you can travel backwards or forwards in time in ten year increments. Every year you travel costs you points. Let's travel to 1779. When your Chronometer (that's a fancy word for time meter) reads 1779 press the **SPACEBAR** or your **JOYSTICK** trigger. Your INVENTORY will now be listed with either **(P)** for Past, **(C)** for Current, or **(F)** for Future. As you can see, that is if you stopped at 1779, there should be a **(P)** in front of the 'DECLARATION OF INDEPENDENCE' and **(F)**'s in front of any other EVENTS you are carrying. This tells us that the 'DECLARATION OF INDEPENDENCE' happened before 1779 and the other EVENTS happened after 1779. Press the **SPACEBAR** or **JOYSTICK** trigger again to return to the OPTIONS MENU. Please note that the TIME TRAVEL option is still highlighted, so choose this option again and travel to the year 1776 and press the **SPACEBAR** or **JOYSTICK BUTTON**.

## YOUR INVENTORY

Bingo! As your INVENTORY is being listed, you should see a **(C)** in front of the 'DECLARATION OF INDEPENDENCE', signifying that you have pinpointed the current year for the 'DECLARATION OF INDEPENDENCE'.

Go back to the OPTIONS MENU and select INVENTORY. As you can see the DECLARATION OF INDEPENDENCE is no longer in your INVENTORY. Once an event in your INVENTORY is correctly pinpointed in time the following occurs:

1. Your EVENTS counter (on the left hand side of the screen in the OPTIONS MENU) is incremented for each event to be pinpointed.
2. Points are added to your score.
3. The EVENT pinpointed ceases to exist in your INVENTORY.

## TRIVIA

For every ten EVENTS you are able to pinpoint in time (you have to find them first), you will be rewarded with a TRIVIA BREAK.

## REVIEW

Before we try to find out which years the other EVENTS in our INVENTORY took place, let's do some more STATE TRAVELING.

Do you remember which direction the third state to be admitted was in? That's right. It was east. Now travel east. See if you can do it on your own. You can always go back to the REVIEW MAP option and press the **H** key if you need help.

Now that we are in New Jersey, let's take some events, but be careful. One of the EVENTS in New Jersey is a bogus EVENT. If you choose an EVENT that is not historically factual you will lose all EVENTS in your current inventory and you will not be able to reclaim them unless you start the game over.

So far we have covered many of the basic features of U.S. Adventure. Please read the complete documentation for this program so that you may take full advantage of the many features incorporated.

## COMPLETE PROGRAM OPTIONS

Communication between you and the computer is quite simple. When the program wants to tell you something, a message will appear at the the bottom of your screen. When you want to tell the program to do something, you may highlight your choice by pressing the < or > keys on your keyboard, or if you are using a joystick, move the stick up or down to highlight your choice, then press the **SPACEBAR** on the keyboard or the trigger on your **JOYSTICK** to continue. When ever you want to return to the main options menu, you may do so by pressing function key 7 **(F7)** on the Commodore or the **ESC** key on Apple, I.B.M. or Atari.

## PLAYING THE GAME



As the game begins you are in Delaware, America's first state. The year is 1787 and Delaware has just been admitted into the Union. Most states contain events, but Delaware does not. You may take events only from states which have been admitted into the Union. So your first task will be to find the next state to join the Union. Each time you enter the next correct new state, you add to your score, and have access to the events within that state.

You are automatically awarded points for the discovery of Delaware. Each time a new state is admitted, a colorful map display will appear on your screen. The new state will be flashing, which helps you to find your current location. Delaware is a very small state, but if you look closely, you should see it flashing along the middle Atlantic coastline on the right of your screen. Since your next task is to locate the next state, you may ask for help at this time (BEGINNER and HIGH SCHOOL levels only) by pressing the **H** key. But whenever you ask for help in HIGH SCHOOL level, you pay a price with points. If you press the **H** key, the next state will begin to flash, and 100 points will be deducted from your score. To exit the map display and continue the game, press your **SPACEBAR** or **JOYSTICK trigger button**.

When you exit the map display, you will see the **OPTIONS MENU**. Here you will select one of the seven options by pressing the **<** or **>** keys or moving your joystick up or down to highlight your choice. Once this has been done, pressing the **SPACEBAR** or **TRIGGER** tells the program to continue. Your options include **STATE TRAVEL**, **TIME TRAVEL**, **TAKE EVENT**, **REVIEW MAP**, **DROP EVENT**, **INVENTORY**, and **QUIT/SAVE** Game.

The top option lets you travel from state to state. When this option is selected, a compass-like display will appear on your screen. Use the **<** or **>** keys or your **JOYSTICK** to select your direction. Once you've highlighted the desired direction, press the **SPACEBAR** or your **JOYSTICK TRIGGER**. If you do not wish to travel at this time, press function key 7 (**F7**) on the **Commodore** or **ESC** key on the **Apple**, **I.B.M.**, or the **Atari** to return to the **OPTIONS MENU**.

You may also view the **MAP** by choosing the **REVIEW MAP** option from the **OPTIONS MENU** (BEGINNER or HIGH SCHOOL levels only). When the map appears on your screen, your current location will be flashing. Pressing the **H** key again will cause the next state to be admitted into the Union to begin flashing. You may then return to the **OPTIONS MENU** by pressing the **SPACEBAR** or **JOYSTICK** and selecting **STATE TRAVEL** from the **OPTIONS MENU**.

Each time you travel, and do **NOT** land in the next state to be admitted into the Union, you lose 10 points in the BEGINNER

level, 20 in the HIGH SCHOOL level, or 30 in TOURNAMENT level. If you have taken the shortest path to the next state without requesting help, your net gain will be 100 points in the BEGINNER level, 200 points in HIGH SCHOOL level, and 300 points in TOURNAMENT level for each new state discovered.

When you are located at a state currently in the Union, you will see the state name, the capital city, state abbreviation, year of admission and the state slogan displayed. If the state is not yet in the Union, you will see only the capital city name and the background will be black. If you don't recognize your location by the capital name, and you'd like the state name and other information to be displayed, you can ask for help by pressing the **H** key (BEGINNER and HIGH SCHOOL levels only). In the HIGH SCHOOL level there is a price to pay for this information. Each request for state information will cost you 20 points.

Travel is restricted to the United States. If you try to leave the country, you will be notified of this by a message at the bottom of your screen. To get to Alaska and Hawaii, please note the following exceptions:

<b>FROM</b>	<b>TO</b>	<b>DIRECTION</b>
Washington	Alaska	North or Northwest
Alaska	Washington	South or Southwest
California	Hawaii	West or Southwest
Hawaii	California	East or Northeast

**IMPORTANT:** Your Adventure will end when you travel to the 50th state under certain conditions. Be sure to read the **END OF ADVENTURE** section carefully.

State Travel should be minimized in order to achieve the best possible score. Selecting the best direction is very important. It can also be confusing unless you understand how the program's direction tables work. The following examples provide this information.

**Example 1:** You are in Pennsylvania and travel north into New York. From New York, you travel south, and find yourself in New Jersey. Why didn't you return to Pennsylvania? There are eight possible exit directions from each state. There can only be one immediate destination in each direction. So before you choose a direction, you must consider the placement of all bordering states. As a general rule, think of your position as at the state border in the direction of your choice, and not at the border you just crossed.

Take a close look at New York on the map. (p 16) If you were at the Southern most part of New York, traveling south would take you

## STATE TRAVEL



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into New Jersey. Southwest would take you back to Pennsylvania. Remember that there can only be one state in each direction, and apply the general rule accordingly.

Again, looking at New York, and knowing which states are in the Southwest and South, which direction would take you to Connecticut? Note the three states to the right or east of New York. Since Connecticut is the furthest south, it is in New York's southeast direction while Massachusetts is east and Vermont is northeast, North, northwest, and west of New York is Canada.

Since New Jersey does not border Connecticut, to travel from New Jersey to Connecticut, go north to New York then southeast to Connecticut. No Swimming!

**Example 2:** Once you get used to the border directions, you can use this information to your advantage. For example, you can get from Virginia to Mississippi in two moves. Find Virginia on the map. Southwest of Virginia is Tennessee. Southwest of Tennessee is Mississippi.

## TAKE EVENT

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You may take events from any state currently in the Union, unless the state contains no events. When this option is selected, a list of available events is displayed in chronological order. Most of the time these events will be historically true, but a few of them are not. If you pick an event that is not true you will lose **all** the events you are carrying and will not be able to use them again during that game. If only one event is displayed, and it is not a bogus event press the **SPACEBAR** or trigger to take the event. If more than one event appears, use your **JOYSTICK** to highlight your choice, then press the **SPACEBAR** or trigger. You may carry up to 12 events at any time. You may return to the **OPTIONS MENU** at any time by pressing function key 7 (**F7**) on the Commodore or the **ESC** key on Apple, I.B.M. or the Atari. You may also highlight the **RETURN TO OPTIONS MENU** message on the screen and press the **SPACEBAR** or **JOYSTICK**. This option will always be at the bottom of the list. When the upper most choice is highlighted, you can make use of the wrap-around feature to quickly select the bottom choice. Press the **>** or push forward or up on the **JOYSTICK** to go from the top to the bottom. Press **<** or pull back or down on the stick to go from bottom to top.

The **TAKE EVENT** option does not alter your score, unless you have selected an event that is historically incorrect. Most of the events displayed are historical facts, but some are simply figments of Jerry's imagination. **BEWARE!** If you choose to take one of these, your current inventory will be lost. Although this will not immediately decrease your score, it will limit your scoring potential.

## DROP EVENT

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Although this is the opposite of **TAKE EVENT**, the selection works exactly the same way. When you drop an event, it will remain in the state where you left it. Dropped events are not lost since they may be taken again later on. But when you drop an event, you should make a note of the event, and where you left it.

No state may contain more than 12 events. You cannot drop an event into a state which is not yet in the Union, or a state that already contains 12 events. The use of **DROP EVENT** does not alter your score.

## INVENTORY

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Use this option whenever you want to check the list of those events in your possession. This list will be displayed in chronological order. You may request this inventory display as often as you like since it does not affect your score at any level of play. After reading your inventory screen, press the **SPACEBAR** or **JOYSTICK** to return to the **OPTIONS MENU**.

## TIME TRAVEL

---

This option gets you to the Time Tunnel, and this is where you can really increase your score. You will see a year displayed in the center of the screen. You want to try to set this year so it matches the date of one of the events in your inventory. Press the **>** to move ahead in one year increments, or while holding down the **SHIFT** key and pressing the **>** you will move forward in 10 year increments. If you're using a joystick, move your **JOYSTICK** up to increase in one year increments or right to increase in 10 year increments. Press the **<** to decrease in one year increments and with the shift held down you will decrease in 10 year increments. With the **JOYSTICK** move it down to decrease in one year increments, or left to decrease 10 year increments. When the desired year appears on your screen, press the **SPACEBAR** or **JOYSTICK trigger**.

When you press the **SPACEBAR** or **JOYSTICK trigger**, the events in your inventory will be displayed in chronological order. If the event is the name of a president, the year of that event is the year in which that president took office for the first time. Within parenthesis, a code letter will appear to the left of each event. Based on the year you selected, the letter (**P**) indicates Past, (**C**) indicates Current, and (**F**) indicates Future. Your score will increase by 200 points in the **BEGINNER** level, 400 points in **HIGH SCHOOL**, and 600 points in **TOURNAMENT** level for each current event.

For each year traveled within the Time Tunnel, 1 point is deducted from your score at **BEGINNER** level, 2 points at **HIGH SCHOOL**, and 3 points in the **TOURNAMENT** level. At no time however, will your score drop below zero.



## STRATEGY AND SCORING

Here are some strategies of game play which will help you increase your score:

- (1) You should, of course, take the shortest route to the next state to be admitted.
- (2) Remember the rules of STATE TRAVEL and use them to your advantage.
- (3) You can review the map in the BEGINNER LEVEL without losing points and this helps.
- (4) Reviewing the map in the HIGH SCHOOL level costs you points, so use this option as little as possible.
- (5) Try to keep events in your INVENTORY which have occurred as close together in time as possible. This will cut down on the use of the TIME TUNNEL and cost you less penalty points.
- (6) The DROP EVENT option is useful for arranging your INVENTORY in this way. You will find that you often travel through states that are already in the union in order to get to the next state. You can strategically DROP events along this trail and pick them up again when they more closely fit in time with the other events of your INVENTORY.

## SCORING POINTS

The following table shows you how many points you either score or are penalized in each level of game play. A positive number means you gain points, a negative number represents points lost (penalty). Level 1 is BEGINNER, level 2 is HIGH SCHOOL, and level 3 is TOURNAMENT play.

OPTION	LEVEL 1	LEVEL 2	LEVEL 3
NEXT STATE HELP ON MAP SCREEN	0	- 100	NOT AVAILABLE
SEE STATE DATA ON OPTIONS SCREEN	0	- 10	NOT AVAILABLE
ADMIT NEXT STATE BY BEST PATH	+ 100	+ 200	+ 300
STATE TRAVEL PER STATE	- 10	- 20	- 30
GUESS DATE OF EVENT	+ 200	+ 400	+ 600
TIME TRAVEL PER YEAR	- 1	- 2	- 3

Using INVENTORY, TAKE EVENT or DROP EVENT options has no effect on your score. The one exception is if you TAKE a false "event". This will cause you to forfeit your entire INVENTORY.

## QUIT/SAVE

You may end the game at any time by selecting this option. As a safety measure, you will be asked to verify this selection. In case you selected this option by mistake, you may press the **SPACEBAR** or **JOYSTICK trigger** to continue playing.

If you do want to **QUIT** or **SAVE** the game in progress, press function key 7 (**F7**) on the Commodore, the **RETURN** key on the Apple or I.B.M., or the **OPTION** key on the Atari. At this time, a display of information will appear on the screen to provide final statistics. If you have not identified all states and events, you will now be able to save game data onto your own diskette. This will allow you to restart the game from where you left off at another time.

You will need a formatted diskette. In case you don't have a formatted diskette ready, you will have the option to format one at this time. Additional information will be requested here for saving the game data.

Once the restart game data has been saved on your diskette, label it and store it in a safe place. You will need it when you wish to continue from where you left off the next time you want to play.

## HONOR ROLL

If you have scored over 9000 points, at the time you have chosen to save your game, your name and high score will be added to the **HONOR ROLL** and you will see a fireworks display. The **HONOR ROLL** will hold the ten highest scores, updating them automatically so that you and your friends have records of your progress.

## RESTART GAME

If you have previously saved game data, you may restart that game by pressing the **OPTION** key when the Title screen is displayed. You will then be prompted to insert your data diskette, then press the **OPTION** or **START** keys. Once your data has been read by the program, you will be asked to put your program disk back into your disk drive, then press the **OPTION** or **START** keys to continue. The main program will then be loaded, and the game will continue exactly where you left off last.

## END GAME

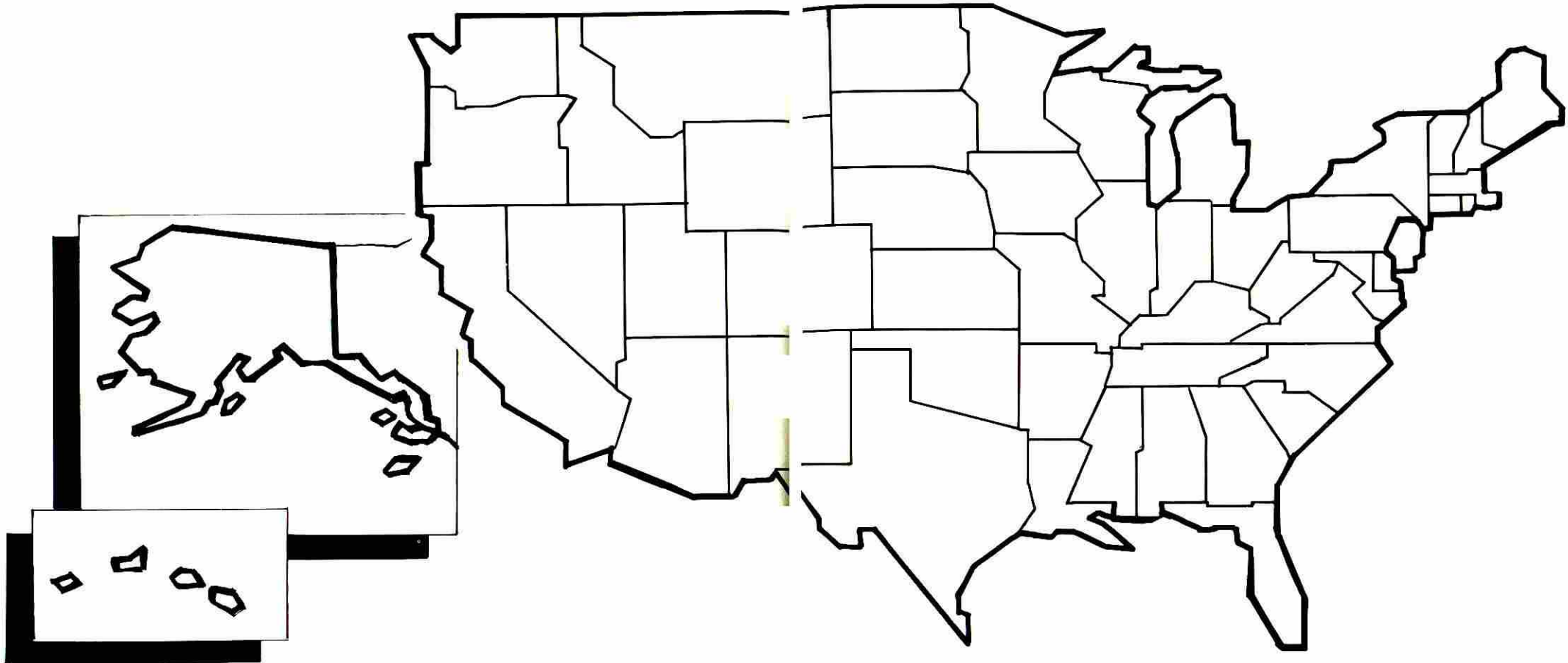
Your Adventure will end automatically when the 50th state is entered into the Union and you have nothing in your current inventory. If you have at least one event or more in your inventory at this time, the game will continue, but you will no longer be permitted to use the STATE TRAVEL option. Also at this time if your score is over 9000 points your name and score will be added to the **HONOR ROLL**.

To play it safe, do **not** enter the 50th state until you are sure you will not want to return to any other state. Make sure you have at least one event in your inventory before you enter this state, and when this state has been entered into the Union, be sure to take all events found within.



# WORKSHEET 1

Number each state (on the following maps) as it becomes part of the United States.



# WORKSHEET 2

Number each state (on the following List ) as it becomes part of

Alabama
Alaska
Arizona
Arkansas
California
Colorado
Connecticut
Delaware

Florida
Georgia
Hawaii
Idaho
Illinois
Indiana
Iowa
Kansas

Kentucky
Louisiana
Maine
Maryland
Massachusetts
Michigan
Minnesota
Mississippi

the United States.

Missouri
Montana
Nebraska
Nevada
New Hampshire
New Jersey
New Mexico
New York

North Carolina
North Dakota
Ohio
Oklahoma
Oregon
Pennsylvania
Rhode Island
South Carolina
South Dakota

Tennessee
Texas
Utah
Vermont
Virginia
Washington
West Virginia
Wisconsin
Wyoming

## CREATING YOUR I.B.M. MASTER PROGRAM DISK

Before you will be able to run U.S. Adventure on your IBM PC or PC Junior, you must copy the IBM system tracks (you will need the IBM DOS disk that came with your computer) to your MASTER PROGRAM DISKETTE. Follow the simple instructions given below:

### If you have a ONE DRIVE SYSTEM:

1. Make sure your computer is completely off.
2. Insert your IBM DOS diskette into the disk drive and close the door.
3. Turn your monitor on.
4. Turn your computer on.
5. You will then be prompted by the computer for the date and time, just press the return key twice.
6. You will now see the system prompt **A >**
7. Type the following: **SYS B:** Then press return.
8. The system will prompt you by saying: **INSERT NEW DISKETTE FOR DRIVE B: AND STRIKE ANY KEY WHEN READY**
9. Remove the IBM DOS diskette from the disk drive and insert your U.S. ADVENTURE MASTER PROGRAM DISKETTE. Close the disk drive door.
10. Now press any key and the system will be transferred to the MASTER PROGRAM DISK. Wait for the **A >** to reappear.
11. Remove the MASTER PROGRAM DISKETTE and insert the DOS diskette. Close the disk drive door.
12. Type the following: **Copy Command.Com B:** then press return.
13. The system will prompt you to insert the new diskette for Drive B. Remove the DOS diskette and insert the MASTER PROGRAM DISKETTE, then press **return**.
14. Remove the MASTER PROGRAM DISK and place a write protect tab on the write protect notch.

### TWO DRIVE SYSTEM:

1. Follow steps 1 through 5 from the above.
2. Leave the DOS disk in drive A, insert your MASTER PROGRAM DISK in drive B, close the disk drive door.
3. Type the following: **SYS B:**—then press **return**.
4. Wait for the—**A >** to reappear. Then type **Copy Command.Com B:** then press **return**.
5. Remove the MASTER PROGRAM DISK and place a write protect tab on the write protect notch.

YOUR MASTER PROGRAM DISKETTE IS NOW COMPLETE . . .

### CREATING YOUR DATA DISKETTE

1. Read your DOS manual on the use of the **FORMAT** command.
2. **FORMAT** a new or unneeded disk, and label it, U.S. ADVENTURE DATA DISK.

## PROGRAM SUBMISSIONS

*First Star welcomes your program submissions for our review. You may call us at (212) 532-4666 and request submission forms or you may send your program on disk, along with instructions, addressed to the Director of Software Development.*

*Material submitted will be returned ONLY if accompanied by a self-addressed, postage paid, envelope. Please remember to include your phone number.*

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## SUGGESTED READING

1. KNOW YOU AMERICA, Vol 1 and 2, Edited by Marion Patton and Mary Shewin (NY, Doubleday & Co., Inc., 1978).
2. AN AMERICAN HISTORY, Vol 1 and 2, R.B. Gruver (MA, Addison-Wesley Publishing Company, 1972).
3. THE ENCYCLOPEDIA AMERICANA, INT'L ED. (CT, Grolier, Inc., 1984).
4. THE AMERICAN NATIONAL, Vol 1 and 2, J.A. Garraty (NY, Harper and Row, 1966).