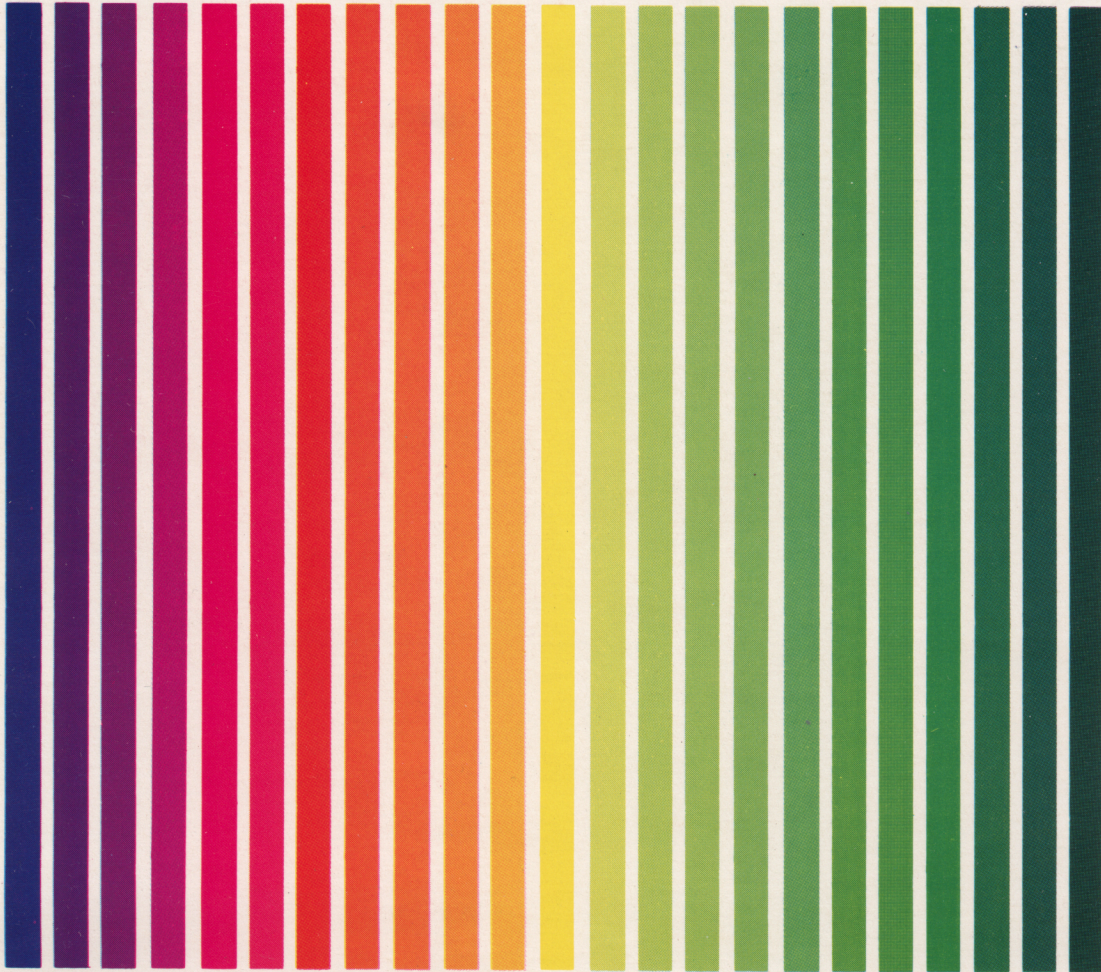


**APX** ATARI® PROGRAM EXCHANGE



Dennis Koble

**CHINESE PUZZLE**

Escape a maze of colored rooms  
a text adventure game (preteens and up)

Diskette: 24K (APX-20023)

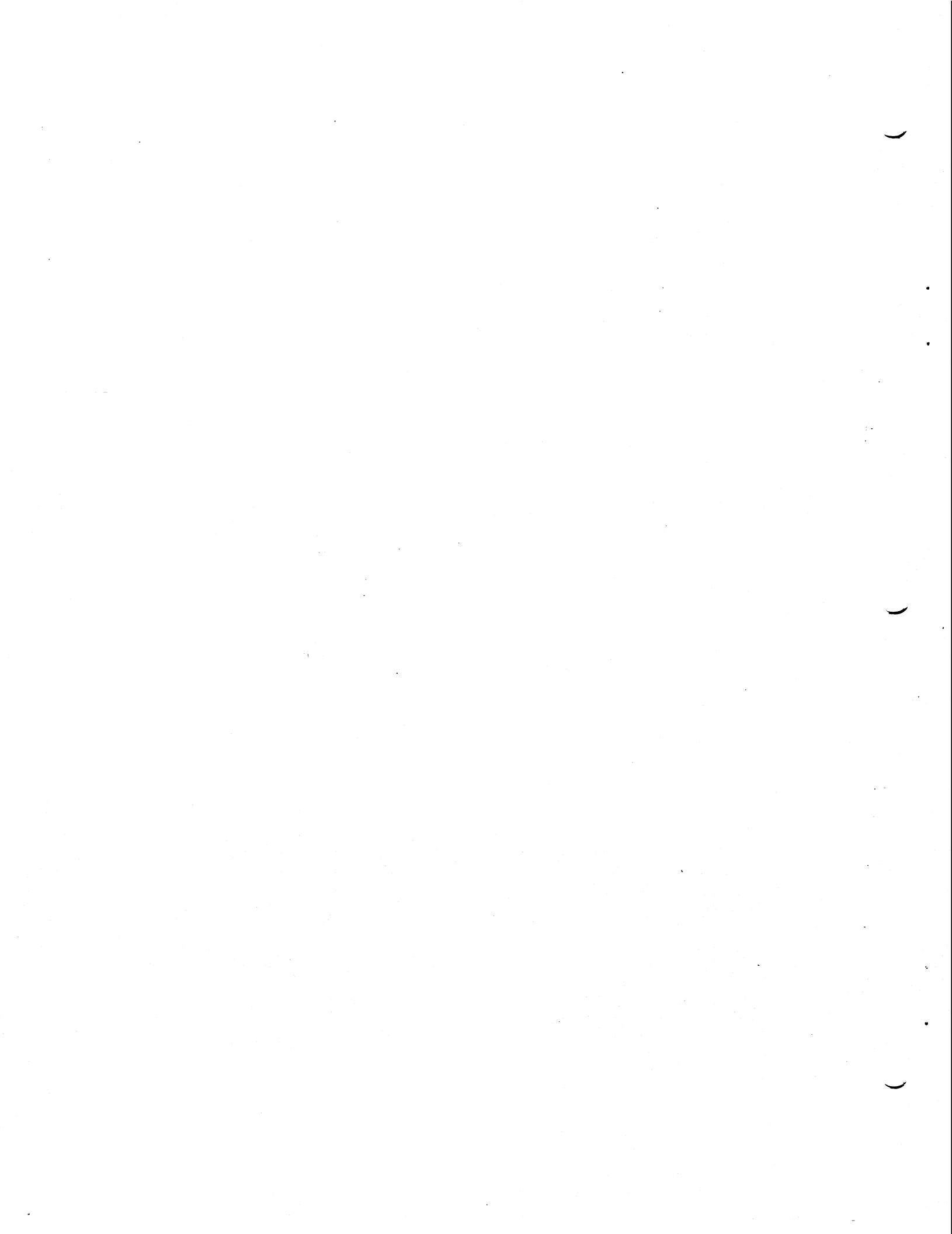
User-Written Software for ATARI Home Computers

Dennis Koble

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# CHINESE PUZZLE

by

Dennis Koble

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Printed in U.S.A.

## GAME OVERVIEW

You've just spent the last five days competing as a finalist in the World Cup Pro/Am Jigsaw Puzzle Championships. You've devoted all your waking hours for the past year to working puzzles. But your discipline has paid off. You walk away with the grand prize--an all-expense paid trip to the Orient. You're grateful your plan worked, but you hope never to see another maze or puzzle again! After landing in the Orient, you hail a rickshaw to take you into town. The driver offers you some light refreshment during the short journey. Gratefully, you gulp down the golden liquid, and that's the last thing you remember before you awake in a dimly lit, paneled room. It turns out the rickshaw driver was hired by the first runner-up, who's very sore at losing to you and wants a little revenge. Your head pounds from the drugged beverage you so innocently drank. "I gotta get some air," you groan. Thus you begin your journey through this incredible maze. And here you thought you'd already solved the world's most complicated jigsaw puzzle!

CHINESE PUZZLE 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 "D:CHINA" 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 trapped in a featureless room. Move around 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

Drawing a map of your meanderings is almost mandatory if you ever expect to see daylight again.

You'll encounter an occasional object. It's often wise to take these along with you, for you might find them useful in other locations. Take and use these objects by entering two-word commands, such as **READ IDEOGRAM**. 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 **CHINESE PUZZLE** at the end of these instructions.

If you're stumped, a few of the rooms hold clues. Try typing **HINT** to find these. To redisplay the description of your immediate surroundings (dull though they may be), type **L** for "look around", and lest you forget the objects you currently have, type **I** for "inventory". You can also request a summary of these instructions at any time by typing **HELP**.

One more thing, **CHINESE PUZZLE** has a few secret words, which can help you maintain your sanity by giving you a wisp of hope.

## SCORING

There's only one way you can win at playing **CHINESE PUZZLE**--by finding your way out of the maze!

## 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 escape but are so foolish as to want to relive your adventure, simply type **RUN**.

## VERB LIST

DROP  
LIFT  
OPEN  
READ  
SAY  
TAKE  
TURNOVER

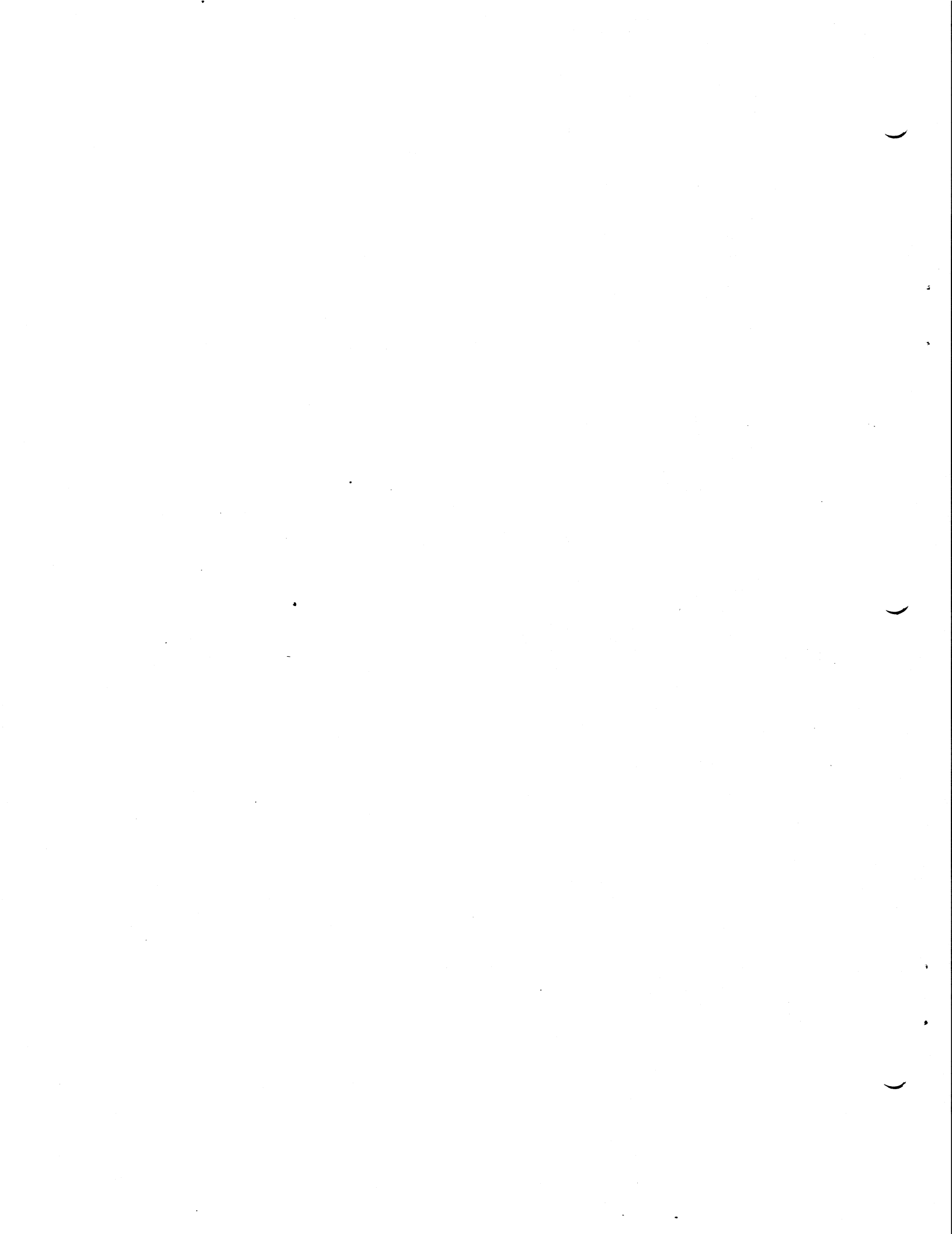
## MOVEMENT COMMANDS

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

## 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





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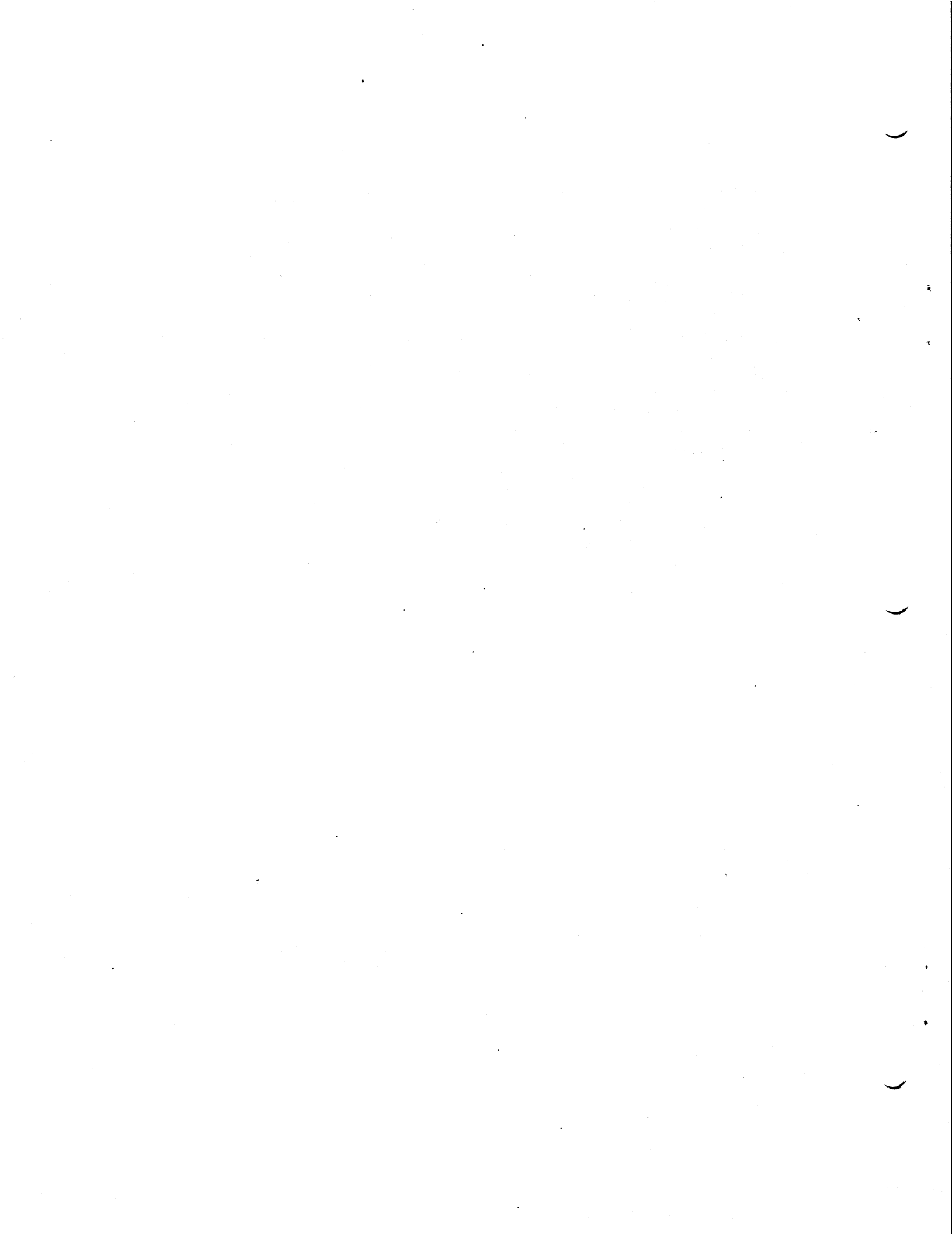
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## Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our

instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

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

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3. What do you especially like about this program?

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

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

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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 programs)
- \_\_\_\_\_ Imaginative graphics and sound

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

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

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9. What revisions or additions would improve these instructions?

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

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11. Other comments about the program or user instructions:

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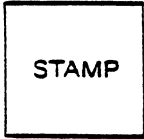
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