

ADAMBOMB 2

## WANT TO PLAY ADAM BOMB 2 ON YOUR LAPTOP ???

You must have either ADAMem or Virtual ADAM and a copy of ADAM BOMB2

Special keys you will need to use:

**F9 key** press for 3 seconds as the 1<sup>st</sup> screens load - this selects the laptop keyboard for you to use with ADAM BOMB 2. Use the ALT & CNTRL keys for

**Minus Key** use to LOAD and SAVE the game you are playing as your fire buttons to pick up items, lay them down and blow up bombs

**Set item down** left ALT key

**Drop bomb** left CNTRL key

**Blow bomb** left CNTRL key

**Pick up item** walk over it

**Arrow keys** move you around the screens

**Zero key** kills you immediately and resets you to the start

**F10 key** immediately exits to the ADAM emulator you are using.

**Minus Key** will save or load an existing game

## BABY LIST

<u>Baby Color</u>	<u>Room</u>	<u>Goes To</u>	<u>Room</u>	<u>You Get</u>
Pink	J12	Don Conard	F10	Treasure Chest
Blue	J12	Beverly Hill	E7	Treasure Chest
Pink	K11	Debbie Brown	K6	Umbrella
Blue	K11	Alannah Currie	A1	Treasure Chest
Pink	K10	Juliana Hatfield	F2	Treasure Chest
Blue	K10	Tabby Frances	G2	Treasure Chest
Pink	M12	Cyndi Good singer	E4	Skull Necklace
Blue	L9	Dane Scully	F9	ID Card

## ANNOUNCEMENTS

<u>Room #</u>	<u>Announcement</u>	<u>Room #</u>	<u>Announcement</u>
K2	Clue Envelope	G4	Clue Envelope
K3	Clue Envelope	I9	Clue Envelope
D1	Clue Envelope	C4	Clue Envelope
B6	Clue Envelope	C10	Clue Envelope
F6	Clue Envelope	K3	Clue Envelope
O6	Clue Envelope	H12	Clue Envelope
J11	Clue Envelope	G1	Clue Envelope
E12	Clue Envelope		

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### ***Your mission; "should you decide to accept it" ....***

...is to collect crystals, collect people stranded in the maze, find keys to unlock doors; find and use your boots and shield to find frozen people and take them to the thaw chamber, find an arrow key to let you go thru arrow boxes either way. Find items you need - a bug; a flower; some eyeballs; a floppy disk; a coin; a comb; eyeglasses; various keys -green, yellow, red, blue, white, skeleton, & a special shaped key; a mouse; a red rose; 1 green crystal; an id card; a purple face plant; a hammer; multiple babies; a yellow spider; and possibly a few more.

Minimum of a 64k memory expander is required if you play ADAM BOMB 2 on your ADAM computer system.

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# ADAM BOMB 2 - The Rescue

By Steve Pitman Software

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Here is a great 3<sup>rd</sup> party software programmer with many previous games to his credit - ADAM Bomb, Ghost Zapper, Mind Over ADAM, and Robo Thief. This sequel to ADAM Bomb is based on being abducted by aliens and taken to their home planet. Your mission is to rescue 400 other abductees which you must find, and collect 1800 power crystals in order for you to return home. On your journey, you will meet people who will give you clues and/or trade you valuable items you need in order to complete your mission.

The world you are thrust into covers 180 game screens and has many different areas to explore: dungeons, forests, ice lands, the alien prison, etc. As you move along in each screen, you will expose the hidden areas and come across the hints and help you need to complete your mission. Some people will be well known ADAMites from earlier days! If an abductee gets out of control, the aliens freeze the abductee solid, and they must then be found and carried to the thaw chamber to be thawed out. Envelopes you encounter along your route will also yield clues.

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## FREE ITEMS

<u>Room #</u>	<u>Item</u>	<u>Room #</u>	<u>Item</u>
K11	Colored Ant	O1	Exit Sign
J7	Spider	H7	Mouse
H6	Comb	B10	Pair Glasses
C11	Green Crystal	A7	Yellow Key
F5	Red Rose	A3	Gold Coin
D10	Eyeballs	F3	Green Key
B2	Disk	N6	Thaw Chamber

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## TRADE LIST

Room #	Person	Looking For	Gifts
A6	John Lander	Strange Coin	Blue Key
E8	Dave Deliver	Comb	Red Rock
B7	Stanley Summers	Red Rose	Shield
A8	Louise Robey	Glasses	Red Key
B4	Amelia Earhart	ID Card	White Key
E6	Jim Notini	Diamond Ring	Skeleton Key
C6	Jesse Wayne	Eyeballs	Boots
H3	Adam Net	Umbrella	Treasure Chest
A12	Howard Stern	Hammer	Purple Key
A9	Joe Alford	Mapping Device or Green Crystal	Treasure Chest
H10	Sol Swift	Disk	Hammer
K2	Jerry Vrancks	Colored Ant	Treasure Chest
H1	John Main	Yellow Spider	Bomb
M4	MacGyver	Ships Key	Arrow Pin
J3	Richard Clee	Skull Necklace	Diamond Ring
H8	Fox Mulder	Purple Faceplant	Treasure Chest
N12	Denise Sizemore	Mouse	Treasure Chest

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Four boxes will collect the items you pick up and carry along with you in the game. You may, for instance, move over bombs and crystals to pick them up; while others items are picked up and laid down using the fire buttons. You are only allowed to carry 4 items at any one time. Bombs will blow up things in your way - but BE CAREFUL! - you must move off a safe distance to avoid blowing yourself up too! The shield will protect you from blowing yourself up. Some items along your path can be blown up; others cannot. Skeleton keys open treasure chests. Colored keys open doors of the same color so you may pass through. When you encounter arrow boxes, you can only cross them in the direction of the arrow; UNLESS you have the special arrow key allowing travel in both directions. There are dozens of items to find in the game to help you solve the maze, but avoid snakes and spikes UNLESS you are wearing your boots!

ADAM BOMB 2 is played with the game controllers. The game may be saved, continued, or restarted by pressing the star key. To save or load a game, press 1 or 2 on the joystick as applicable. There is a table at the top of the screen to show you a running total of people rescued, diamond crystals collected, number of bombs available, items you are carrying or have set down, and a counter of how many lives you have lost (you DO have an unlimited number of lives).

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Some things to remember as you play the game. **The final version of the game is marked copyright V-1.2 Use ONLY this version!**

- The game ALWAYS starts in room A6; this is also where your player starts after getting blown up.
- Keep a notepad handy for jotting down where you are and where you have been. It is also a good idea to write down your position when you end and save the game, so that you know where you are after you reload your saved game.
- SAVE often, there are times when you your character dies that you won't be able to return to your previous spot without the items you left behind and could not carry with you. This is when you need to load up our saved game to continue playing.
- Use the map like to one provided on this instruction booklet and on the disk itself to keep track of your location. It will make comparing notes and helping others much easier is everyone is on the same map.

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- Once you start accumulating items, you will not be able to carry them all at once. You never know what you may need ahead, so you want most items within arm's reach. This can be done by moving ahead a few rooms and then dropping some items; then going back to retrieve your other items until you have all your items on hand where you are.
- The ARROW PIN will let you pass over the arrow boxes in any direction. Until you possess this pin, you may go in the any direction over the arrow EXCEPT the opposite way of the arrow.
- In order to acquire some of your needed items, you will have to trade some of the game characters for them. IE: trade a BABY for the ID card and then trade the ID card for a Key.
- There are some walls that at not what the appear, you CAN blow them up and gain entrance to the area behind them.
- To walk over snakes and spikes, you need to be wearing your boots. Frozen people must be thawed before you can rescue them.
- Try to keep your shield whenever possible. It is easy to blow yourself up OR get locked into a corner you can't get out of without blowing yourself up

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