

ADAMBOMB 2

By Steve Pitman Software

Here is a new game from a game software programmer with many previous games (Adam Bomb, Ghost Zapper, Mind over Adam, Roboheif, all still available) under his belt. 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 to get home. Along the way you will meet people who will give you clues or trade you valuable items to help you complete your mission.

Their world covers 180 screens and has many different types of 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 the mission. Some people will be well known Adamites! If an abductee gets out of control the aliens freeze them solid, and they must be carried to a place where they can be thawed out. Some people will talk to you. Envelopes will provide important information too.

Four boxes will collect the items you pick up and carry with you. Bombs will open the way for you. Bomb shields protect you from explosions. Some things can be blown up, others can't. Skeleton keys open treasure chests. Colored keys open doors of the same color. When you encounter arrows, you can only cross in the direction they point. There are dozens of items to find in the game that will help you solve the game, but avoid the snakes and spikes unless you are wearing the special boots.

Adambomb, the Rescue is played using the Coleco Hand Controller. The game may be saved and continued, or restarted. Hard drive users can play the game from their hard drive. The top of the screen shows the number of people rescued, diamonds collected, number of bombs, the item boxes, and a continue counter. Each time you die or continue, the counter goes up by one. You have unlimited lives.

To Play on the emulator:

F9 Key	Puts the emulator into joystick mode
Minus Key	Allows you to SAVE/LOAD the game
Put-down Items	Alt Key to the left of the space bar
Lay-Down/Blow-up Bombs	Ctrl Key to the left of the space bar
Pick-up Items	Simply walk over them
Arrow Keys	Used to move around around the map
Zero Key	Kills you immediately and resets you to A6
F10 Key	Allows you to exit the game back to the emulator

*Make sure you are running the patched copy of this game or you will be unable to finish it. The easy way to tell is to check the splash screens as the game loads. The page with the copyright info should say "V-1.2" next to the ship.

*You always start in room A6. This is also where your person appears when you die/blow yourself up

*Keep a notepad handy. You will want to keep track of where you are and/or where you drop things when you get so many you can no longer hold it all. It is also a good idea to write down where you were when you turn the game off.

*Save often. There will be times when you die that you wont be able to get back to here you were and can not continue without those items you had left behind. This is when you need to load your saved game to continue on.

*Use a map like the one provided to keep track of where you are. It will make comparing notes and helping each other much easier if we all are one the same map system.

*Once you start accumulating items you will not be able to carry it all at the same time. You never know what you may need so you may want most items with you. This can be done by moving ahead a few rooms ahead and then dropping them and going back for more until you have them all together again. This also helps in learning how the rooms connect.

*The Arrow Pin will let you pass over the arrows in whatever way you want. Until you have this pin, you may pass over arrows in any direction EXCEPT the opposite way the arrow is pointing.

*In order to aquire some of your items you may need to make several trades. For example: Trade a Baby for the ID Card, then trade the ID Card for a Key.

*There are some walls that are not what they appear. They will blow up and allow you through.

*In order to safely "pass over" snake and spikes you need to be wearing your boots.

*The frozen people need to thawed before you can rescue them.

*Try to keep your shield on you whenever possible. It is easy to blow yourself up or get locked in a corner you can't get out of.

Trade List

Room #	Person	Looking for....	Gifts....
A6	John Lauder	Strange Coin	Blue Key
E8	Dave Deliver	Comb	Red Rock
B7	Stanley Summers	Red Rose	Sheild
A8	Louise Reby	Glasses	Red Key
B4	Amelia Earhart	ID Card	White Key
E6	Jim Notini	Diamond Ring	Skelton Key
C6	Jesse Wayne	Eye Balls	Boots
H3	Adam Net	Umbrella	Treasure Chest
J3	Rich Clee	Skull Necklace	Diamond Ring
M4	MacGyver	Ships Key	Arrow Pin
H8	Fox Mulder	Purple Faceplant	Treasure Chest
A12	Howard Stren	Hammer	Purple Key
A9	Joe Alford	Maping Device/Green Crystal	Treasure Chest
H10	Sol Swift	Disk	Hammer
N12	Denise Sizemore	Mouse	Treasure Chest
K2	Jerry Vrancks	Colored Ant	Treasure Chest
H1	John Matin	Yellow Spider	Bomb

Free Items

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

Baby List

Color	From Room #	Goes to	In Room #	You Get A
Pink	J12	Don Coward	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 Goodsinger	E4	Skull Necklace
Blue	L9	Dana Scully	F9	ID Card

Room #	Announcement
K2	Envelope
G4	Envelope
K3	Envelope
I9	Envelope
D1	Envelope
C4	Envelope Welcome to Ice Land! This is a type of punishment the aliens use when humans get out of control. They lock them up and let them freeze for awhile... The really bad people get frozen solid! You must thaw the frozen ones... You can carry them...
B6	Envelope Welcome to AdamBomb 2! Durring the game you will find many envelopes. They may contain clues for this game. Some may contain tricks for other games... Be sure to read everything you find and pay attention to what people tell you. You don't want to miss anything important, Do you?
C10	Envelope
F6	Envelope
K3	Envelope
O6	Envelope
H12	Envelope
J11	Envelope
G1	Envelope
E12	Envelope