

SCAVENGER HUNT

Student's Guide

First published 1984 by
JACARANDA SOFTWARE
65 Park Road, Milton, Qld 4064
140A Victoria Road, Gladesville, N.S.W. 2111
90 Drmond Road, Elwood, Vic. 3184
159 Halifax Street, Adelaide, S.A. 5000
4 Kirk Street, Grey Lynn, Auckland 2, N.Z.

Typeset in 10/11 pt Triumvirate Light

Printed in Australia by
Jon the Printer, Gold Coast, Qld

Reprinted in Australia 1985

© Jacaranda Wiley Ltd 1984

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording, or otherwise, without the prior permission of the publisher, unless in the circumstances noted hereunder.

This booklet may be copied for pupil use only within the educational institution for which it has been purchased; in these circumstances no payment for copying is required by the copyright holder.

A product of Jacaranda Software

Program designers: Rosanne Gare and David L. Smith
Production editor: Wynne Webber

Apple version programmed by
the Department of Computer Science, La Trobe University
BBC version programmed by David L. Smith
Commodore 64 versions programmed by Philip O'Carroll
Microbee versions programmed by Tony Zadavec

About the game

Scavenger Hunt is a game you play with others where everyone has a list of five things to find. Each person has a different list and things on each list are located all over the place. To find the things, you have to hunt for them.

To play this game you need to understand compass directions and how to use them. The compass directions you will be using are

(N) north,	(NE) north-east,
(S) south,	(NW) north-west,
(E) east,	(SE) south-east,
(W) west,	(SW) south-west.

In this game you take turns, one after the other. Each time it is your turn, you have to decide whether you will move or collect something.

To collect something you must be in the place where that particular thing is.

To get to the right place to collect a thing, you must move.

If you have trouble deciding which way to move, or how far to travel, you can ask the computer to give you some help. The computer will also help you to discover where all the things on your list can be found.

There is a race to see who can collect all the things on their list in the least number of moves. The computer keeps all the scores, which are worked out like this:

- *Each time you move*, 5 points are added to your score.
- *If you try to collect something when you aren't close enough to it*, 5 points are added to your score.

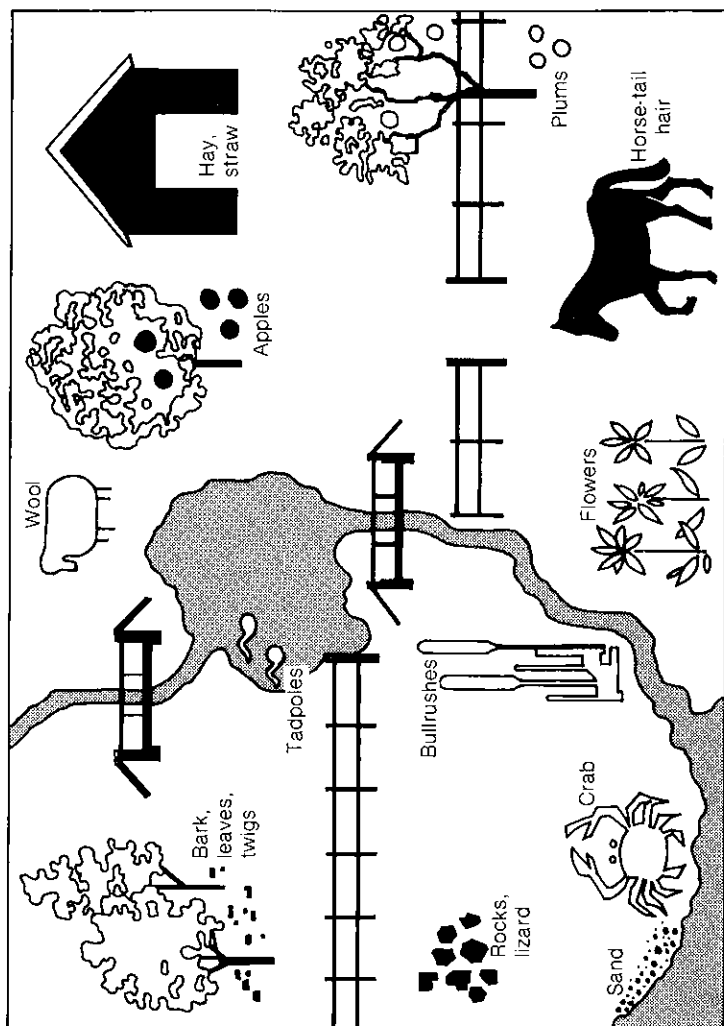
The winner is the player who has collected all five things on his or her list and has the *lowest* score. You can find out how your scores are going by asking the computer for help.

Let's have a look at the things you need to know when you play *Scavenger Hunt*.

Finding your way around

To find the things on your list, you must plan a route around the display on the computer screen.

The computer will draw you a plan of the area in which the scavenger hunt will be held — it will look like this:

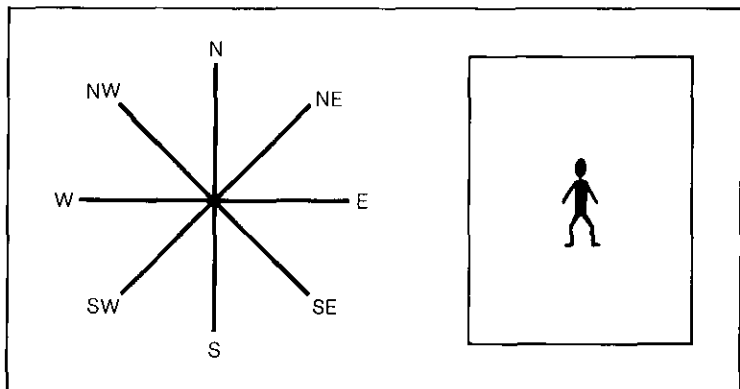


There are no labels on the computer screen, so you must remember where things are.

When the game starts, each player will have a little stick figure that will be standing near the gate. But you can't stay there for long! You must set off to find things.

If you get really stuck and don't know which way or how far to go, you can ask the computer to help you with direction and distance.

If you do, the computer will draw you a picture like this:



By experimenting with the little figure and getting it to travel for certain distances, in certain directions, you can find out the best way to go.

Really important things!

1. When the computer tells you what you have on your list (right at the beginning when you have told the computer who is playing),

write your list down!

The computer will always remember what's on your list, and you can ask it to tell you. But the game can get so exciting that you forget what you are looking for, so it's very handy to have your own list.


2. Ask the computer for HELP if you have a problem with direction, distance, things on your list, working out your score.

There are two places you can get help:


- You can get help when it is your turn.
- You can get help when you are choosing a direction.
Getting help does not use up your turn.

3. Whenever it is your turn, you have to let the computer know what your decisions are, and therefore you must type your answer carefully. *But* the computer does not know if you have finished typing your answer unless you tell it so.

To tell the computer you have finished your answer, you must press the RETURN key.

- On most computers the key has RETURN written on it.
- If you have an Apple IIe, the key has  on it.

You will know that the computer is going to wait for you to press the RETURN (or the ) key if you see an arrow on the screen.

For example, the first time that you have to give the computer a sign that you have finished typing your answer is when you tell the computer the name of each person playing. When you have finished typing your name, press the RETURN (or the ) key.

4. If nothing seems to be happening, the computer may be waiting for you to press the SPACE BAR — the computer will always tell you to press the SPACE BAR when you have to.

Sometimes the computer may ask you to
PLEASE WAIT!

You never have to wait for long, so don't worry — just keep your fingers off the keys until the computer asks you to do something else.

5. You must think hard about the route you will take in order to collect all the things on your list. If you make your little

stick figure run around all over the place, you will get a really huge score at the end.

Remember — lowest score wins.

Have fun!

Getting started on the Apple

1. Insert the *Scavenger Hunt* disk (label side up) in the disk drive. (Do not shut the door of the drive yet.)
2. Switch on the monitor.
3. Switch on the computer.
4. When the red light on the disk drive is glowing, shut the door of the drive.
5. The Jacaranda Software logo will appear on the screen. Pressing any key will cause the *Scavenger Hunt* title screen to appear; otherwise, if no key has been pressed, the title screen will load automatically after a short pause.
6. Once the title screen has appeared, press the SPACE BAR to start the program.

Getting started on the BBC

1. Switch on the monitor.
2. Switch on the computer.
3. Insert the *Scavenger Hunt* disk (label side up) in the disk drive and shut the drive door.
4. Hold down the SHIFT key and press the BREAK key, then release the BREAK key *before* taking your finger off the SHIFT key.
5. The Jacaranda Software logo will appear on the screen. Pressing any key will cause the *Scavenger Hunt* title screen to appear; otherwise, if no key is pressed, the title screen will load automatically after a short pause.
6. Once the title screen has appeared, press the SPACE BAR to start the program.

Getting started on the Commodore 64 Cassette:

1. Switch on the computer.

2. Switch on the monitor.
3. Put the tape into the cassette drive (label up).
4. Rewind the tape, then stop.
5. Hold down the computer's SHIFT key and tap the RUN/STOP key.
6. Press play on the cassette drive.
7. The screen will go blank for several minutes.
8. When the program is loaded, the Jacaranda Software logo will appear. Soon after, the title screen will appear. Press the SPACE BAR to start the program.

Disk:

1. Switch on the computer.
2. Switch on the monitor.
3. Switch on the disk drive.
4. After the light goes out, insert the disk (label side up) and shut the door of the disk drive.
5. Type LOAD "SCAV*",8: (Don't forget the colon.)
6. Hold down the SHIFT key and tap the RUN/STOP key.
7. Wait for the program to load. When it has loaded, the Jacaranda Software logo will appear. Soon after, the title screen will appear. Press the SPACE BAR to start the program.

Getting started on the Microbee Cassette:

Important: The cassette has the program recorded on both sides, but at different speeds. Side A is at 1200 baud, which is the normal speed. Side B is at 300 baud, or four times slower. The program should normally load from side A; however, some cassette recorders do not work reliably at 1200 baud. If you have any difficulty loading from side A, try loading at 300 baud from side B.

1. Turn on the monitor.
2. Turn on the computer.
3. Type NEW and then press the RETURN key.
4. Type LOAD and then press the RETURN key.
5. Start the tape.

6. The program loads in two parts. Shortly the title screen will appear and the computer will beep. The letter "M" will appear, followed by a flashing "*", while the main part of the program is loading. Wait until the computer beeps to indicate it has loaded the program (2-3 minutes at 1200 baud).
7. Turn off the cassette and rewind the tape.

Disk:

1. Turn on the monitor.
2. Turn on the computer.
3. Put the MASTER disk into the disk drive (label side up). If you have a dual disk drive, put it into the one with the light on.
4. Type BASIC and then press the RETURN key. Wait until the computer beeps.
5. Take out the MASTER disk and insert the *Scavenger Hunt* disk in the same drive, label side up.
6. Type RUN "SCAV" and press the RETURN key.

