

# Interactive Fiction Reference Card for the

# TRS-80<sup>®</sup> Model III

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## I. What You Need

### Required

- TRS-80 Model III
- One TRS-80 Disk Drive
- 32K bytes of RAM

### Optional

- One or more **blank**, formatted diskettes (for SAVES)
- TRS-80 Line Printer capable of printing 80 columns per line and a Printer Cable (for SCRIPT)
- A blank diskette (for BACKUP)

## II. Making a Backup Copy

You are allowed to make one BACKUP copy of each game diskette.

1. Remove the write-protect tab from the original game diskette and select an unused diskette for the BACKUP copy.
2. Make the BACKUP copy of the game diskette using the BACKUP command in TRSDOS. Instructions for the entire procedure are included in your Disk System Owner's Manual. The "SOURCE Disk Master Password" for all INTERLOGIC games is "PASSWORD".
3. When the BACKUP process is complete, the screen will read:

**\*\*Backup Complete\*\***

Once you have made your BACKUP copy, you will not be allowed to make another. If you try, the program will respond:

```
Maximum Backup Count Exceeded  
Protected Files NOT Backed Up  
TRSDOS Ready
```

## III. Loading the Game

1. Turn the power switch on and open the disk drive door(s).
2. Insert the game diskette in Drive 0 with the oval cutout going in first and the label facing up. Close the drive door.
3. Your TRS-80 will ask you for the date. Enter the date in the proper format and press the ENTER key. Next, you will see a prompt for the time. Simply press the ENTER key, since the clock display should be off for INTERLOGIC games.
4. You will see the message:

```
TRSDOS Ready
```

followed by a flashing cursor prompt. Type in the name of the game (e.g., "ZORK2") and press the ENTER key.

Note: For a game with a name longer than eight characters (e.g., STARCROSS™), type only the first eight (e.g., STARCROS).

After several seconds, the copyright notice and serial number will appear, followed by the opening description of the game. If nothing appears, see the Troubleshooting section.

#### IV. Talking to the Game

Whenever you see the prompt (>), the game is waiting for you to type in your instructions. When you have finished typing in your instructions, press the ENTER key. The game will respond and then the prompt (>) will reappear.

If a description will not fit on the screen all at once, "--MORE--" will appear at the bottom of the screen. After reading the part on the screen, you will need to press the space bar to see the rest of the description.

#### V. The Status Line

At the top of the screen, you will see a status line. This line is updated after every move to show your current whereabouts in the game. Depending upon the type of game, it may also show other information:

##### Score

In games that keep a score, such as the ZORK® underground adventures, the right side of the status line will show something like this:

Temple Score: 245 Moves: 920

This shows your location, current number of points, and the total number of moves you have made.

##### Time

In games that keep track of the time (e.g., the mystery thriller DEADLINE™), the status line will look something like the following:

Foyer TIME: 9:22 a.m.

This shows your location and the current time of day in the game.

#### VI. Scripting

The SCRIPT function is an optional feature which is not necessary to play the game and may not be available with certain hardware.

If the SCRIPT command works with your hardware configuration, you may make a transcript of the game as you play it:

1. Connect the printer to your TRS-80 and turn the printer on.
2. Load the game as described above.
3. To begin the transcript at any time, use the SCRIPT command.
4. To stop the transcript, use the UNSCRIPT command.
5. SCRIPT and UNSCRIPT may be used as often as desired, as long as the printer is left on-line.

#### VII. Saving a Game Position

To save your current game position, use the SAVE command. You may SAVE about ten different game positions on each storage diskette and RESTORE them in any order. To keep track of these different positions, each is stored in a TRSDOS disk file. The initial default filename for SAVE and RESTORE is game/SAV on Drive 0, where "game" is the name of the one you are playing. These defaults are updated to reflect the filename last selected.

To save your game position, type "SAVE" and press the ENTER key. The game will respond:

Load SAVE disk, then enter file name, <ENTER> for default.

1. If you have a single-drive system, remove the game diskette from Drive 0 and insert an initialized SAVE diskette. If you have a multi-drive system, insert the SAVE diskette in Drive 1.

2. If you want the game to assign the default filename to your SAVE, press the ENTER key. If you want to give the file a name of your own, type the name and press the ENTER key. (You must do this if you plan to save more than one game position.) Filenames can be up to eight characters long and can have up to a three character extension. If you have a multi-drive system, you can add ":n" after a filename, where "n" is 1, 2, or 3.

3. The selected disk will spin and the game will respond:

Load DATA disk, type <ENTER> to continue >

If you have a single-drive system, you should remove the SAVE diskette at this point and insert the game diskette back into Drive 0.

4. Press the ENTER key. If all is well, the game will respond:

OK

If the game responds:

Failed

consult the Troubleshooting section.

You may now continue playing. To return to this game position at any time, you can use the SAVE diskette and the RESTORE command.

#### VIII. Restoring a Saved Game Position

To return to a previously saved position, type "RESTORE" and press the ENTER key. Then follow the steps for SAVE in the previous section.

#### IX. Initializing SAVE Diskettes

In order to use a diskette for SAVES, it must first be "formatted" or "initialized." (Note that when you make a BACKUP copy, the disk is automatically formatted for you.) To initialize your SAVE diskette, use the BACKUP command in TRSDOS as described in your Disk System User's Manual. Use "PASSWORD" as the "Master Password".

#### X. Troubleshooting

If the game fails to load properly, or if SAVE/RESTORE do not work properly, check each of the following items. If none of these offers a solution, call your Radio Shack dealer for assistance.

1. Check to see that the diskette(s) was inserted properly and that the drive door(s) is closed.

2. Inspect the diskette(s) carefully for any visible damage.

3. If you have more than one drive, make sure that the game diskette is in Drive 0 and that the SAVE diskette is in the proper drive (generally Drive 1).

4. For SAVE, make sure that you have given a legal TRSDOS file specification and that there is room on the diskette for the SAVE file. Also, insure that the storage diskette is not write-protected (i.e., there is nothing covering the notch on the side of the diskette) and that the diskette has been previously initialized. As a last resort, try another diskette.

5. For RESTORE, make sure that you have specified the name of the SAVE file correctly.

6. If you have turned off your TRS-80, or have pressed the RESET button, follow the instruction for Loading the Game.

7. Try again: the problem may be only momentary.

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