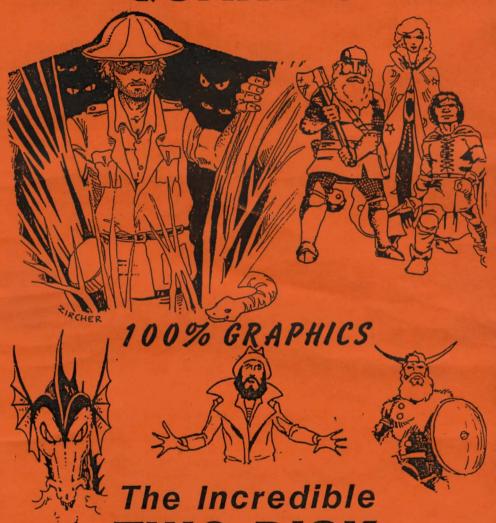# TO PRESERVE QUANDIC

ZIRCHER

100% GRAPHICS

The Incredible
TWO DISK
Adventure For The
TRS-80 Color Computer
Requires 32K & 1 Disk Drive

Instructions

BEFORE YOU DO ANYTHING ELSE, MAKE BACKUP COPIES OF BOTH DISKS IN THIS SET, PUT THE ORIGINALS AWAY IN A SAFE PLACE, AND USE THE BACKUPS.

To load the program, first do a cold start. That means turn the computer off and then turn it back on. Then type LOADM"QUANDIC":EXEC. The program will load and start, and a color check screen will appear. After the color is set, a title page and music will begin, and the story of Quandic will be told with accompanying graphics. The pictures will automatically change until you hit a key to start the game.

You will be asked if you want to load a saved game. If you have no saved game, answer "N", and the game will begin.

The year is 481 A.D., and a race known as QUANDIC lives a parallel but secret existence to that of earth's emerging civilizations. Quandic is already an advanced civilization dedicated to pure science. Their aims include elimination of disease, space discovery, time travel, and the creation of a wise government. Their scientists have done well, and the great discovery of the year is the TIME MACHINE.

But, unfortunatly for Quandic and the world, one of Quandic's foremost scientists, Cerdric, while working on a breakthrough of human disease, succumbed to the disease himself. He has gone berserk, and his deviousness and sickness make him a fugitive. No one can help him.

He has stolen the time machine, dismantled it, and sent the pieces into the future. Most were recovered, but one, the key piece (of course), is somewhere in the present time. The future of the Quandic depends upon locating this critical part. The object of this adventure is to locate this item for the good of all times and peoples. You have been sent to the general vicinity, and are ready to begin your search.

The screen contains several elements at the same time.

TIMER: Shows the elapsed real time since you started.

DESCRIPTION: A brief description of your current location.

INVENTORY: Shows the objects now in your possession.

PICTURE: A graphic representation of your current location. Openings and objects of interest are shown.

TEXT WINDOW: This is where all input and output of words is desplayed. The cursor and prompt, along with room descriptions and the computer's responses, appear here.

When the adventure has started, a picture will be drawn and then a room description will be given. When the printing is completed, a prompt and cursor will be displayed. (A colon and a flashing red and blue block.) It is at this prompt that you respond. For example:

: Look in the mirror

This will instruct the computer to look in the mirror, and after this is done, the computer will reply with an appropriate response, such as "You see your reflection in the mirror. The letters DEK have been scratched on the gold frame."

Another command that will be used often is:

: Look   (shift right arrow can be used instead)

The description of the room will be redisplayed. This description will always tell what doors in the room are open, and the picture will show the doors. Please remember that you do not see the doors to the south, because you are facing north (unless told otherwise).

To move in a direction, type:

: Go North   or type:

: North   or even just:

:N

This format can be used for the six directions: North, South, East, West, Up, and Down.

Your people have given you the ability to stop time when in need. This is called "saving the game in progress". This procedure can only be used when you are in an open space and relaxed. Therefore, the only time you can use this ability is when you are in a forest or in a cave deep under the earth. To save the game, you need a blank, initialized disk. (Make one before you start play.) To save, type at the prompt:

: SAVE

Your people have equiped you with a remote control, self destruct device. If the time machine is found and traced back to Quandic, the device will be activated. When this happens, the screen will shake and then you will black out. When you recover, you will find yourself and all the people of Quandic in the land of DISK EXTENDED BASIC by MICROSOFT. NOTE: If you wish to manually activate this device and abort your mission, just press the RESET button.

- ➤➤ *FILLS 2 DISKS TOTALLY (OVER 300K LONG)*
- ➤➤ *WORKS WITH 1 DRIVE*
- ➤➤ *UNIQUE WINDOWS SCREEN DISPLAY FOR EASIER PLAY*
- ➤➤ *SAVE THE GAME FEATURE*
- ➤➤ *FULL COLOR DETAILED HIGHEST-RES GRAPHICS*

The BEST Graphics Adventure Ever Written For The Color Computer!

WARRANTY

This program is guaranteed to load for as long as you own it. If it ever fails to load for any reason (even if your dog chewed it), simply return it to us for a prompt, free replacement. There is no time limit, and there is no other warranty, expressed or implied.