

THE HUMAN ADVENTURE



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TRS-80 MODEL I LEVEL II 16K

TRS-80 MODEL III LEVEL II 16K

MED SYSTEMS SOFTWARE

The Human Adventure
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Our tapes are left open for user inspection and modification. Therefore, we highly recommend the making of a back-up copy.

Several reasons tapes won't load are:

- (1) Dirty tape heads—clean.
- (2) Tape drag—tap cassette on both sides.
- (3) Magnetization—demagnetize heads frequently.

Please check these before unnecessarily returning a cassette. Also, remember to set the volume level between 4 and 6 on the cassette recorder, or as recommended in your TRS-80 instruction manual.

Several lines are machine language structures which LIST as garbage. If you can read line 30000, then no gross loading errors occurred. To save on disk, SAVE immediately after a successful CLOAD. RUNNING the program resets certain pointers which in turn will cause an internal error after a BREAK from program execution. This is NOT serious. Simply return to DOS with CMD" S", then reload DISK BASIC, and RUN or LOAD the program as desired. If you do not operate a disk system, ignore the above paragraph. No errors will occur.

This program will operate under Radio Shack's TRS-DOS. Because of differing assumptions in the program and operating system, compatibility with other systems, such as NEWDOS, is **not** assured.

The Human Adventure allows movement through a human body's cardiovascular system. Only movement in the direction of blood flow is legal. Access to all major organs is possible by making the correct decisions. A CAT-scan like patient scan graphically displays player and disease locations.

One word commands are issued by the user for movement, defense, reports, and other functions. Most movement commands may be abbreviated to one letter. All commands may be abbreviated to three letters.

Movement is made relative to the patient scan on the screen. Right is the patient's right, **not** the vehicle's right. The six available directions are left, right, head, feet, front, and back. Front refers to the patient's chest side, back to his back side.

Three modes are available. Exploration mode involves no disease or white cell attacks and unlimited energy is assumed. This mode allows the user to gain familiarity with the body's layout.

The game mode involves a patient with cancer. Initially there are two afflicted sites, each growing at an average but not identical rate determined by the level of difficulty chosen. At certain points in their growth, they will infect other sites if they have not been destroyed. Also, as the player moves through the body, antibodies will attach to the hull of his craft. As this number increases, the probability of a white cell attack increases. Periodic electrification of the hull to burn off these proteins is necessary.

Energy is electrical and replenished through field induction. Lasers and hull electrification cost more energy than movement. Interferon charges cost no energy, but only 20 are allowed per game. For reports and arterial/venous traces, type the command REPORT.

The third mode is an attention mode.

To load The Human Adventure, use CLOAD.

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