

# DEATH PLANET

## The Dog Star Adventure

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### DEATH PLANET

#### The Dog Star Adventure

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TRS-80(tm) Color Computer  
conversion by  
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### DON'T BE A PIRATE!

This program is sold to you with the understanding that it will be used solely for entertainment purposes on a single TRS-80(tm) computer system. You have every right to make backup copies of this program to protect your investment. Please don't use that right to infringe upon the rights of others who receive their fair royalty only when a sale is made. By all means, invite your friends over to play this game on your computer, but don't let them borrow your copy to take home. If they like it enough to want to take it home, encourage them, instead, to buy a copy from their software dealer.

### INSTRUCTIONS

The first side of the tape contains both the TRS-80 Model I/III version and the Color Computer version. The different versions are also recorded, in opposite order, on the second side of the tape.

Welcome to the world of Adventure! Most instruction booklets tell you how to play the game. This instruction book won't. The object of the game is to figure out how to play it. There are clues almost everywhere you look, so use your imagination!

There are a few things which should be explained before you begin. One of the first things you'll have to know how to do is load the program into your computer.

## I. 16K COLOR COMPUTERS WITH EXTENDED COLOR BASIC ONLY.

In order to get this very large program to fit, you're going to have to cheat a little so that you can regain all of the memory you have. Extended Color BASIC does not allow for zero graphic pages. In spite of this, there is a way to do it. Here's how:

1. Turn the power off on your computer for several seconds and then turn it back on. This is to make sure you are in the power-up state.

2. Type the following command WITHOUT a line number:

```
FOR I= 25 TO 29 STEP 2:POKE I,6:NEXT I:ENTER
```

3. After a second or two the OK prompt will reappear. Respond by typing **RUN**, and pressing **ENTER**.

4. Now check to see if it worked by typing **PRINT MEM:ENTER**. The computer should display a number **LARGER** than 14300. If it does, you're in business.

## II. ALL COLOR COMPUTERS

Put your program tape into your tape recorder, rewind it to the beginning, and press **PLAY** on the recorder. Type **LOAD** on the Color Computer. The tape will now load like any other BASIC program. If the computer displays the message **I/O ERROR**, rewind the tape to the beginning and try adjusting the volume level slightly.

**DO NOT REWIND THE TAPE AFTER THE PROGRAM IS LOADED.** Leave the recorder in the **PLAY** mode, just as it is.

After the program is loaded, type **RUN**. The screen will clear and the computer will ask you to press **ENTER**. Press **ENTER**, and the computer will read the program data which immediately follows the program itself on the tape. After the data is loaded, you are ready to begin **DEATH PLANET**, The Dog Star Adventure.

### Tape Loading Instructions For TRS-80 Model I And Model III

1. Turn your computer on. Place the program cassette into the cassette player and rewind the tape, if necessary. Cue the tape to the beginning of the audible sound. Set the volume level between 5 and 6.
2. If you have a Mod III, the screen will display the prompt, **CASS?** Type **I** and press **ENTER**.
3. In response to the prompt, **MEMORY SIZE?**, press **ENTER**.
4. Connect the black plug to the **EAR** jack of your cassette player, the small grey plug to the **REMOTE** jack and the larger grey plug to the **AUX** jack.
5. Press the **PLAY** button on your cassette player.
6. Type **LOAD ON YOUR TRS-80** keyboard and press **ENTER**. The program will now begin to load. Two asterisks (\*\*) will appear in the top right-hand screen area. The one on the right will flash on and off if the program is loading properly. If a "C" appears, try adjusting the volume a bit lower, if the right asterisk doesn't flash, adjust the volume higher. When the program has loaded the screen will display the prompt, **READY**.

7. If you encounter loading problems, reset your cassette player's volume level and rewind the tape. Press **RESET** on your computer and repeat the loading procedure. If you continue having loading difficulties, clean and align the heads of the cassette player and try again.

## HOW TO PLAY

I am your computer puppet, hidden in the cockpit of Princess Leya's shuttle craft. I will be your eyes and ears. You will tell me what to do in plain English. If I can understand your commands and can do them, then I'll do exactly what you asked and will tell you the results.

The shuttle craft I am hiding in is inside General Doom's Battle Platform, which is almost like an aircraft carrier in outer space. The shuttle craft is located on the flight deck and is held in place by a tractor beam.

The evil General Doom and his Roche Soldiers are ready to launch an attack against the Forces of Freedom, led by Princess Leya. Enroute to a secret command center on the planet Harris Seven, Princess Leya's shuttle craft — the ship I'm in right now — was attacked by a fleet of General Doom's Rat Tail Fighters. The princess was taken prisoner, brought here, and now I don't know where she is.

To make matters worse, on board Princess Leya's ship was the entire treasury of her Freedom Fighting Force in a chest containing Melidium Crystals, the currency in this part of the galaxy. The Princess is also wearing a necklace made of Shonestones. Encoded in one of the stones is the location and strength of her Freedom Fighting Force. Hopefully, Doom has not yet discovered the secret of the necklace.

Although it would be very difficult, it is possible for us to save the day by rescuing Princess Leya, her necklace, and the treasury. Even if we don't, anything you and I can do to foil General Doom's plans may help win a victory for peace and freedom in the galaxy.

We must be very careful of the guards who are all over the ship. We could easily be caught and imprisoned. Sometimes you may only have enough time to give me one command which, if it's not the appropriate action to take, could easily mean the end for both of us.

Remember, I understand ordinary English in one- or two-word commands. If you want me to go somewhere, just give me the direction — like **SOUTH**. You can abbreviate directions if you like by just typing the first two letters — like **SO**. I can **GET** or **DROP** something if you type one of those words followed by the name of the object you want me to manipulate. Other words I understand include **HELP**, **INVEN** (for an **INVENTORY** of what I'm carrying), **LOOK**, **SCORE**, and **QUIT**. Of course, there are many other words in my vocabulary but you'll have to figure them out for yourself as you play.

## SAVE AND RELOAD GAME

If you have to stop playing in the middle of a game, you can save your current game on tape so you can continue it later. To do this, first put a blank tape into your tape recorder. (Make certain that, when you start recording, you will not be recording on the tape leader.) Instead of typing your next move, type **SAVE GAME**. The computer will then ask you to press **ENTER** when you are ready to record on the tape.

To reload a previously-saved game, begin by loading the program and then the data tape as if you were going to play from the beginning. Once the game has started, put the tape that contains the previously-saved game into your tape recorder and get the recorder ready to play back the tape. Instead of entering a move, type **LOAD GAME**. The computer will tell you to press **ENTER** when you're ready to play back the tape. After pressing **ENTER**, the tape will load and you can pick up the game exactly where you left off.

## HISTORY OF THE GAME

**DEATH PLANET:** The Dog Star Adventure is just one of many adventure-type games which have been written over the years. Adventure-type games have their roots in a game called Dungeons and Dragons (D&D) which you can buy at almost any hobby store.

D&D is a role-playing game that requires several players. Each player creates a character and the group of players together explores a fantasy world. The game is controlled by one player, called the Dungeon Master, who makes up the fantasy world and acts as the referee.

The Artificial Intelligence Laboratory at Stanford University created the first adventure game called simply "Adventure." Like D&D, the players explored a fantasy world, but this time the world was inside the computer instead of on a playing board. Rather than having several players, "Adventure" had only one player — the computer's character controlled by the human. The computer also played the role of Dungeon Master.

The problem with the original "Adventure" was that it required a very large computer system to play on. In recent years, a large number of programmers have been able to use the adventure format to create new fantasy worlds using programs that could run on the average-sized microcomputer.

In playing the game, it is easy to get discouraged. Adventure-type games are basically a puzzle with a finite solution. It's not only a matter of knowing what to do, but it is also a matter of figuring out how to explain it to the computer. Once you know all the secrets, you can play **DEATH PLANET The Dog Star Adventure** in ten minutes and get a perfect score. Good luck, and enjoy!