

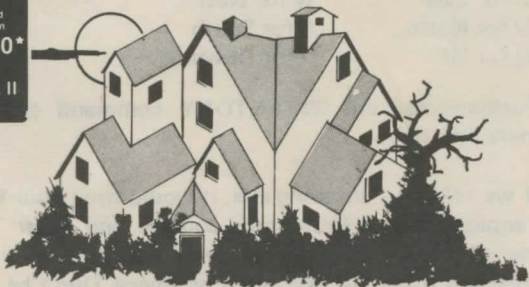
Instant Software™ Inc.

Peterborough, N.H. 03458 603-924-7296

PROGRAM DOCUMENTATION

House of Thirty Gables

Designed
for use on
TRS-80*
16K
LEVEL II



* A trademark of Tandy Corporation

0219R

Disclaimer

Nothing in this world is completely perfect, including this program. I say this despite the yeoman efforts of the programmer who originally wrote and debugged it and the people in the Instant Software lab who worked far into the New Hampshire nights, all toward providing you with the best possible program.

Please enjoy it. If you come up with any improvements, you should let me know so I can pass along your ideas to other users.

Please note that there is no warranty expressed or implied that this program is going to do anything other than load and work. We don't guarantee that you will enjoy the game programs, that you will make or save money with business programs, or learn anything from educational programs. We don't guarantee that you will lose weight with a dieting program or avoid disasters with a biorhythm program. But if any program causes suffering (other than acute aggravation) or misfortune, we want to hear about it by mail, not through your lawyer. You are entirely on your own in using the programs.

If you run into problems while using a program, you can communicate with us . . . preferably by mail, and we'll try to help out. If a problem turns out to be commonplace, we'll put the update information in *80 MICROCOMPUTING*. You are supposed to read *80 MICROCOMPUTING* anyway.

Wayne Green

Copyright

This program is protected by copyright. This means that is illegal to make a copy of the cassette or of a listing of the program. *Any* copy. We feel strongly enough about this to offer a \$10,000 reward for the conviction of anyone copying this program. This means that when your life-long bosom buddy asks you to run off a copy for him, you have, at that moment, to decide whether he wants the program of the ten thou. If you do decide to make the copy, you'd better be very nice to said friend from then on.

Better, if someone is insistent, is to give them the money to buy a program of their own. It could be cheaper on the long run.

Why the fuss? We want to make sure that programmers are paid for their programs and paid well. The more money we can pay in royalties, the better programs you'll have.

IMPROVEMENTS

There are very few programs which cannot be improved. If you work out some improvements to this program, it could be worth your while to send them in for possible use in an updated version of the program. Those who contribute to an updated program will share in the royalties which result. Instant Software Inc., Peterborough NH 03458.

House of Thirty Gables

HOUSE OF THIRTY GABLES

BY

Bill Miller

Enter the House of Thirty Gables. But come prepared -- for fun! Inside, you will encounter all sorts of weird goings on. Serpents, dragons, wild bears and sulking trolls are just a few of the strange creatures you may run into on your adventure through this House. There are treasures to be found amid the foreboding surroundings, but it's going to take some real thought to figure out how to gather them.... and stay alive!

LOADING THE PROGRAM

1. Place the tape in the cassette recorder and press the PLAY button.
2. When MEMORY SIZE appears, press (ENTER).
3. When READY appears, type SYSTEM and press (ENTER).
4. When *? appears, type ADVENT and press

(ENTER). (The tape will take approximately four minutes to load).

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The program is self-initializing. Ignore instruction 5 under Loading the program.

The object of The House of Thirty Gables is to score as many points as possible. Points are awarded for taking treasures that may be strewn about its dank interior. It is up to you to figure out exactly how this can be done.

You must tell the computer what you intend to do by using simple, two-word commands. These commands must consist of a verb, followed by an object, such as:

GO EAST	GO DOWN	TAKE SWORD
READ SIGN	SLAY DRAGON	DISCARD SWORD

Again, it is up to the player to figure out what is possible and what isn't. If the computer doesn't under-

stand a particular request, it will tell you so. The back arrow (←) key allows you to erase typing errors.

In addition to the normal two-word commands, there are five one-word commands that may prove helpful in exploring the House. The commands and their actions are:

HELP Lists some of the most useful verbs that the computer understands.

INVENTORY Lists all objects currently in your possession.

LOOK Displays what you can see about you.

SCORE Displays your current score.

QUIT Ends the current game, with the option to play another game.

SPECIAL INSTRUCTIONS

The QUIT command allows you to begin a new expedition. The program will ask, DO YOU WISH TO PLAY AGAIN? If you type NO, the computer will revert to BASIC. From BASIC, The House of Thirty Gables may be restarted by typing SYSTEM (ENTER) and then typing /20480 (ENTER).

If you wish to save a game already in progress, prepare your cassette tape for recording (i.e., tape in

position and PLAY and RECORD keys depressed), then give the one-word command, CSAVE and press the ENTER key. This will record a "status file" to tape; this process will take about 15 seconds. To restart the game where you left off, first load the game as before. Then, once the game has begun, prepare to input the taped "status file" by positioning the tape and depressing the PLAY key. Next, type the command CLOAD and press (ENTER). In about 15 seconds, the game will start where you previously left it.

TIME SAVERS

Note that all direction commands can be abbreviated to the first letter of the word, and need not be preceded with the word GO. For example:

E for East	W for West
N for North	S for South
U for UP	D for Down

Furthermore, the INVENTORY command can be shortened to INV.

If we told you anything else, it would spoil your fun. So, enough said... Grab your courage and enter The House of Thirty Gables. We wish you luck in your venture and offer this one piece of advice. Don't be too hasty in your explorations--but do not dawdle, it can be fatal!

NOTES

Software Opportunities

Anyone interested in writing software for fun and profit should send for our instruction sheet: "Dear Programmer." This describes, step by step, the process used by Instant Software for producing these programs. In addition to being able to make rather remarkable money as an author of a program, there are also opportunities to work on a freelance basis (at home) evaluating programs or converting them from one microcomputer system to another.

If you are thinking in terms of distributing your own programs, you can do worse than find out the benefits of having Instant Software do this job for you. Write to: "Selling Your Software The Easy Way."

Instant Software is looking for programs to publish and distribute—business programs, games, home programs, educational and scientific programs, etc. For more information, please write to:

Instant Software, Peterborough NH 03458.

Accidental Erasing

Until you've tried it, you won't believe how easy it is to screw up a data cassette. For instance, the magnet in any loudspeaker can do a fantastic job of removing part of the data . . . and you'll find loudspeakers in portable radios, cassette recorders, TV sets, etc. Power supplies will do even better. No one can even estimate how many tapes have been wiped out by these little TRS-80 power units . . . or by putting cassettes on top of the monitors, where its electromagnetic field can weave its subtle work.

Do not treat your cassettes casually. Give them extra care and attention. Keep them away from anything electrical, magnetic or dusty at all times.

Well, accidents can happen, even to the most careful of us. One of your kids can try out a data cassette and push the record button . . . etc. You should ward this off by punching out the tabs on the back of the cassette to prevent recording. If things do go awry, we'll redo your cassette for you for a nominal service charge of \$2. Just send back the original cassette, a note as to what went wrong (we like to keep statistics) and the \$2. We'll fix it up for you and get it back as quickly as we can. Try not to get worried if it takes three weeks . . . one week each way for the post office (when they are up to that rigorous a schedule) and a week for us to horse around.