

**INSTANT SOFTWARE**

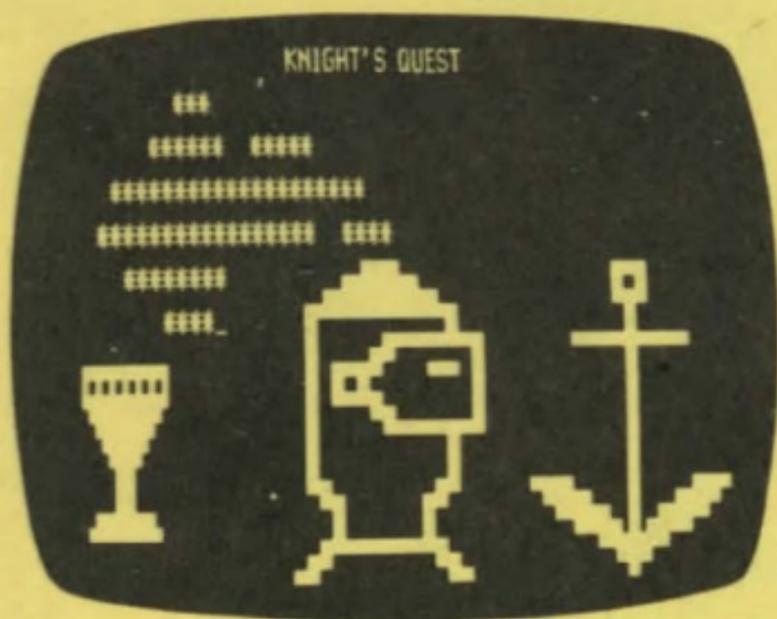
**TRS-80**

**16K  
LEVEL I**

# **Knight's Quest**

## **Robot Chase**

## **Horse Race**



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Peterborough, NH 03458 USA

0003R

## KNIGHT'S QUEST

Here's one of the most interesting programs we've ever produced. You are a would be knight errant who, before attaining full knighthood, must prove yourself in a quest. You've got either a sea demon or a mountain demon to fight, you can be injured and even killed. But if you do survive and achieve your quest then you'll be made a knight.

## ROBOT CHASE

You're placed in a high voltage enclosure marked by X's. There are also some X's inside. Touching any X during the course of the game will result in your electrocution. There are robot guards in the enclosure trying to electrocute you. Good luck.

## HORSE RACE

There are five horses which you can bet on. The horses race according to a random number generator in the program. But as each race progresses the odds begin to differ; it becomes a choice between betting on the favorite or trying to win big on a longshot.

## 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 Kilobaud. You are supposed to read Kilobaud anyway.

Wayne Green

## TRS-80 LOADING

Unless otherwise indicated on the labels, Level I will be on one side of the cassette and Level II on the other. Recorder plugged in? Tape rewound? System on? Cassette tabs punched out to prevent accidental erasure? Okay, put the cassette in your recorder and zero the counter.

Press PLAY on the recorder, type NEW and hit ENTER(E). Now check your memory with P.M.(E) for Level I or PRINTMEM(E) for Level II. Note this number. Now type CLOAD(E) and wait. In about ten seconds two asterisks should turn up on your screen, with the right-hand one blinking. If it doesn't blink, you are not loading. The TRS-80 is very sensitive to the audio level so adjust the recorder volume control. You can check this by ear with a little experience. Restart by rewinding the cassette and turning the TRS-80 off and then on again. Level II requires a finger on BREAK when you turn it on.

The first program segment is very short. This makes sure your system is working without wasting a lot of time. After each load, run a memory check and note the figure. This will assure you that the load is right next time.

Should you be unable to load, check the cassette with another system. If still no go, return it to: Instant Software Miseries, Peterborough NH 03458, and we'll see whether it was the cassette or your system which was awry . . . and get you a replacement. Things can go wrong . . . go wrong . . . go wrong.

## 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 monitor, 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.

## COPYRIGHT

This program is protected by copyright. This means that it is illegal to make a copy of the tape 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 friend and bosom buddy asks you to run off a copy for him, you have, at that moment, to decide whether he wants the program or 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 cassette of their own. It could be cheaper in 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.

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## KNIGHT'S QUEST

### The Story

You were born and raised in the small kingdom of Norsax. Half of Norsax is surrounded by sea and half by mountains; you don't know in which direction are the mountains or the sea. All your life has been spent in training to become a knight. The day has now arrived when the king of Norsax is sending you on your first knight's quest. The king will request that you obtain either the gold chalice from the mountain demon or the gold anchor from the sea demon. If you succeed you will become a full fledged knight.

### The Conditions of the Quest

1. You may move anywhere in the kingdom as long as you stay on the roads.

2. Your quest will be over when you return to the castle or are killed.

3. It takes one day to go from one place to another on the map.

4. You may elect to spend more than one day in the same place only if you have silver coins.

5. If you do not engage in combat at a place, you will heal from previous wounds (to a maximum of 100% of strength) at a daily rate of:

A. 6% of your strength (or 15% if at a health spring), if you have silver coins to pay for it at the rate of one coin per day.

B. 3% of your strength (or 8% if at a health spring), if you have no silver coins.

6. As you leave one of the monasteries, you will be given a magic dagger. You may use this dagger one time in a combat you are losing. You will win that combat, but the dagger will vanish and there is no other.

7. If you meet with a foe, you can challenge the foe.

8. The foe, if challenged, can decline and there is no combat.

9. If you do not challenge a foe, it may challenge you and you must engage in combat.

10. If combat is engaged in, the combat will be settled by chance based on the danger of the foe pitted against you, your strength, and the reputation you have built since your last defeat.

11. If you win the combat and kill the foe, the place will be safe from then on. You will win three or more silver coins, your reputation will increase, you will be wounded a small amount in proportion to the danger of the foe, and you will win any treasure there. You will also be given a clue as to the location of either the mountains or the sea.

12. If you lose to the foe, you lose all reputation accumulated, any treasure you have won (except for the magic dagger), and you will be severely wounded.

13. If your wounds take you to zero or less strength, you are dead and the quest is over.

14. After you have won the treasure requested by the king, you can return to the castle and become a full-fledged knight. You should try to do this in under 30 days.

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## ROBOT CHASE

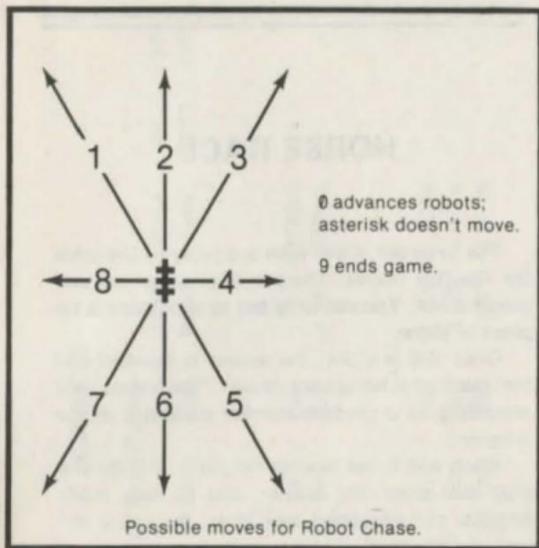
The Robot Chase Program begins by placing you in a high voltage enclosure marked by X's. There are also some X's inside. Touching any X during the course of the game will result in your electrocution and thus end the game.

Also in the enclosure are robot guards who will try to electrocute you. They are marked by +s. You can choose, at the beginning of the game, how many you want in the enclosure. The robots will automatically move towards you, one space at a time.

Your position is marked by the \*. You move your \* across the enclosure by choosing a number from the directional grid on the right side of the screen.

The object of the game is to make the robots destroy themselves on the X's by maneuvering your \* across the screen.

Start with one robot to familiarize yourself with the game. As you become more confident, increase the number of robots. Our programmers have had up to 100 robots in the enclosure at one time, but the odds against you are too high to let you win such a game. Although, it does make for a very exciting but short game.



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## ROBOT CHASE

## HORSE RACE

The program starts with a display of the odds for the five horses. The player chooses one and places a bet. You can only bet to win; there is no place or show.

Once this is done, the screen is blanked and the track and horses are drawn. The horses race according to a random number generator in the program.

When one horse reaches the finish line the display will show the winner, and by how many lengths, the simulated race time, the track record, and the total winnings or losses.

The new odds, based on the previous race, are then shown and you can place your bet and pick another horse.

At the start of the first race, the odds are even for all the horses. But after a few races the odds begin to differ; it becomes a choice between betting on the favorite or trying to win big on a longshot.

To stop the game, hit the BREAK key.

### STATISTICS

Segment Level	Level	Start	End	MEM Used	Load Time	4K	16K
CTR-41 Counter							
Side A:	I	010	038	1,352	1/10ns	x	
Title Page	I	048	294	14,291	7/05ns		x
Knight's Quest							
Side B:	I	010	040	1,439	/45ns		
Title Page	I	050	108	3,146	1/40ns		
Robot Chase	I	118	160	2,093	1/5 ns		
Horse Race							

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YAGI DESIGN

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This Space Trek game will challenge the most skillful and careful player. As commander of the Enterprise, you must defend the galaxy against enemy Klingon warships using your arsenal of phasers and photon torpedoes to best advantage. The Enterprise is also equipped with impulse power for moving within the quadrant, and warp power for jumping from quadrant to quadrant.

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## 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 for: "Selling Your Software The Easy Way."

Instant Software is looking for programs to publish and distribute - business programs, games, home programs, educational programs, scientific programs, etc. For more information please write to Instant Software, Peterborough NH 03458.

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The crew putting out Kilobaud Microcomputing are the ones who originated Byte and are the leaders in the field. Only Kilobaud Microcomputing has a complete microcomputer laboratory for checking both hardware and software.

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