TIMEX **sinclair** **1000**

A 16K adventure game

THE TRIDENT

© George Green 1983

LOADING TIME: 6 minutes 30 seconds

The great god Poseidon, lord of all the seas, has forgotten where he left his powerful triple-tonged trident (say *that* ten times fast), and is willing to pay a pretty penny for its return. See if you can discover where it is, and how to retreive it. Horrors too fierce to imagine await you at every turn. But, if you're careful, and keep a cool clear head, you will succeed.

TO LOAD: Type LOAD "TRIDENT" and start your cassette player, then press ENTER. The game will load in 6 minutes 30 seconds, and start automatically. Stop the tape when THE TRIDENT title screen appears.

TO PLAY: Press ENTER as the title screen instructs. As the adventure begins, you are in a sandy cover by the ocean. Poseidon's voice booms out over the waves, promising to "make you rich beyond your wildest dreams" if you will return his TRIDENT to him. All you have to do is find it, bring it back to Poseidon, and hand it over. Sound simple enough?

Throughout the game, you will be given important information at the top of the screen – your location, "visible exits" (or directions you can go), objects you've discovered, and other helpful information. At the top of the screen is printed the last command you entered. Be alert, if you miss a piece of information, you'll probably pay for it (heh).

To accomplish your mission, you have only to tell the TS1000 what you want to do. You do this with simple single-letter, and one- and two-word commands.

Well? Don't just stand there, *do something!* The ▯ cursor at the bottom of the screen is waiting for your first command. Type it in and press ENTER.

SINGLE-LETTER COMMANDS
You can move in any direction using single-letter commands

Type N and ENTER to go north

S	ENTER	south
E	ENTER	east
W	ENTER	west
U	ENTER	up
D	ENTER	down

NOTE: Always remember to press ENTER after typing any command.

As you go along your way, you will pick up objects that you will later use to accomplish different tasks in your mission. You are allowed to have seven objects in your possession at any given time. If you have seven, and want to pick up another, you will need to get rid of one of the ones you have. At any time, you can

type I to see an inventory of the objects
your possession

This makes a total of seven single-letter commands you have at your service. Any other moves, or actions, will require typing a word or two.

ONE- AND TWO-WORD COMMANDS
To interact with the places and objects you run across in your search, use one- or two-word commands, such as

"DIG"
"ENTER SHACK"

However, since the program will only look at the first three letters in a word, you can save time by typing just those letters – for example, type "ENT SHA" instead of "ENTER SHACK."

Commands should be of the form VERB-NOUN, or just VERB. The more common words used in the game are –

"GET", "TAKE", or "GRAB" — used to pick up an object, for example, "GET TRIDENT" (or "TAK TRI")

"DROP", "LEAVE" — used to discard an object, for example "DROP TRIDENT" (or "DRO TRI")

"GO", "ENTER" — used to enter or go to places that don't have a compass direction, for example, "ENTER BOAT", or "GO OCEAN"

"LOOK", "EXAMINE" Some things in the game bear closer inspection. "LOO TRE" or "EXA TRE" will tell you more about the tree. You can sometimes pick up a helpful hint by LOOKing at an object – even an unlikely object. It can never hurt, while you're spinning your wheels trying to decide what to do, to LOO at something.

These are not all the verbs you can use in the game, just the more common ones. You will accomplish much with them. You have to deduce what the other verbs are (some are obvious, others

not so) according to the situations that arise, and the objects involved.

The program assumes that if you possess an object, you will use it. For example, if you have picked up a SCUBA tank ("TAK SCU") and you are underwater, the program assumes you are using it (you don't have to put it on, lace it up, check the dials, turn it on and inhale).

If you enter an invalid command, the TS1000 will respond with "THAT DOES NOT COMPUTE", "THAT DOES NOT WORK", or a similar statement. Try something else, or rephrase your command (refer to our list of commands above.)

SPECIAL COMMANDS
Since there are several ways you can be wiped out during your adventure, we have included a couple of commands that allow you to mark your place. If you think (or know) you are getting into an especially dangerous situation, you can type

TS1 (Take Snapshot #1) or

TS2 (Take Snapshot #2)

Then, if a shark bites your head off, you don't have to go back to the beginning of the game and start over. Instead, the computer gives you the option of typing

GS1 (Get Snapshot #1) or

GS2 (Get Snapshot #2)

to return automatically to the spot that you marked. Or, if you haven't taken a snapshot, type

RESET
to start the game from the beginning.

MODEL/STYLE NO. 330-034019

Another benefit of TS1 and TS2 is that it allows two people to play the game at the same time – one player using TS1 and GS1, the other player using TS2 and GS2. You could then make a move (or set of moves), save your place by "taking a snapshot," let the other player have a turn, then get your snapshot back by typing GS1. The other player will do the same with the other set of commands.

SAVING THE GAME
Unless you've packed an awfully large lunch, you won't be solving the game in one sitting. Instead, you'll need to "SAVE" the game in progress, so that you can later LOAD the saved program and pick up where you left off.

Type "SAVE" (you have to type it out a letter at a time – you can't use the SAVE command above the S key), and press ENTER. You are asked DO YOU WANT TO SAVE THIS GAME? (This is merely a precaution to make sure you really want to save the program, and aren't just screaming, "SAVE ME! SAVE ME! A SHARK IS EATING MY ARM OFF") Press N to return to the game, or press Y if you really want to save. Make sure that the MIC port on the TS1000 is connected to the MIC port on your tape recorder, and that the tape is set to the beginning, if a new tape, or to any other location where you will be sure not to record over something else you wish to keep. Then press the ENTER key to begin the save. Later, you will be able to load the saved version of the program by typing LOAD "TRIDENT", the same as you did the original program.

When you save the program, you are saving it not only with your current position, but also with any snapshots you have taken.

If the program should stop for any reason, you can restart it by typing GOTO 1. Do not use RUN as you

will erase all the variables. Notice that there are quotation marks on either side of the ⌷ cursor. If you should accidentally erase one of these, you will have to replace it – type SHIFT P.

Happy hunting!

LOADING INSTRUCTIONS:
1. First listen to the tape so you will be familiar with its distinct sections. The tape has a period of silence at the beginning followed by a high-pitched screechy noise. This is the computer program. The program is recorded twice on the cassette in case one does not load.
2. Set the volume control on the cassette deck to about ¾ of the maximum. If you have tone controls, set the bass to minimum and treble to maximum.
3. Rewind the tape to the beginning. Connect the ear jack, but not the mic jack, to the computer and the cassette deck. Make sure the plugs are clean and securely in place.
4. To instruct the computer to accept the program you must press the LOAD command and type the name of the program in quotation marks. See the instructions or cassette for the correct loading name.
5. Start the cassette deck, allow a few seconds for it to get up to speed, then press ENTER during the silence before the program begins.
6. The television screen should display black and white flickering horizontal lines while the program is loading. A 2K program usually loads in less than one minute while a 16K program can take ten minutes or longer.
   When the program is loaded the screen should stabilize and display 0/0. Stop the recorder. You have succeeded and should refer to the operating instructions.

SOME SUGGESTIONS
1. The volume at which the program is loaded is very important. Usually ¾ maximum volume works best but recorders vary and may require experimentation with the volume setting. If you have a technical background you can check the output level of your recorder's EAR/SPKR jack. It must be at least 4-volts peak-to-peak although 5 to 6-volts peak-to-peak is best.

2. Clean and demagnetize the heads of the tape recorder. Your ears may not pick up the signal fluctuations due to magnetic flux on the tape heads but the computer has a much more sensitive "ear."
3. The computer is very susceptible to outside interference. Working on a metal table or near electrical appliances should be avoided.
4. If you are loading 2K programs you should disconnect your 16K RAM.
5. Occasionally, once a program has loaded, the video display will show instability. This can be corrected by adjusting the vertical hold on the television.

WARRANTY