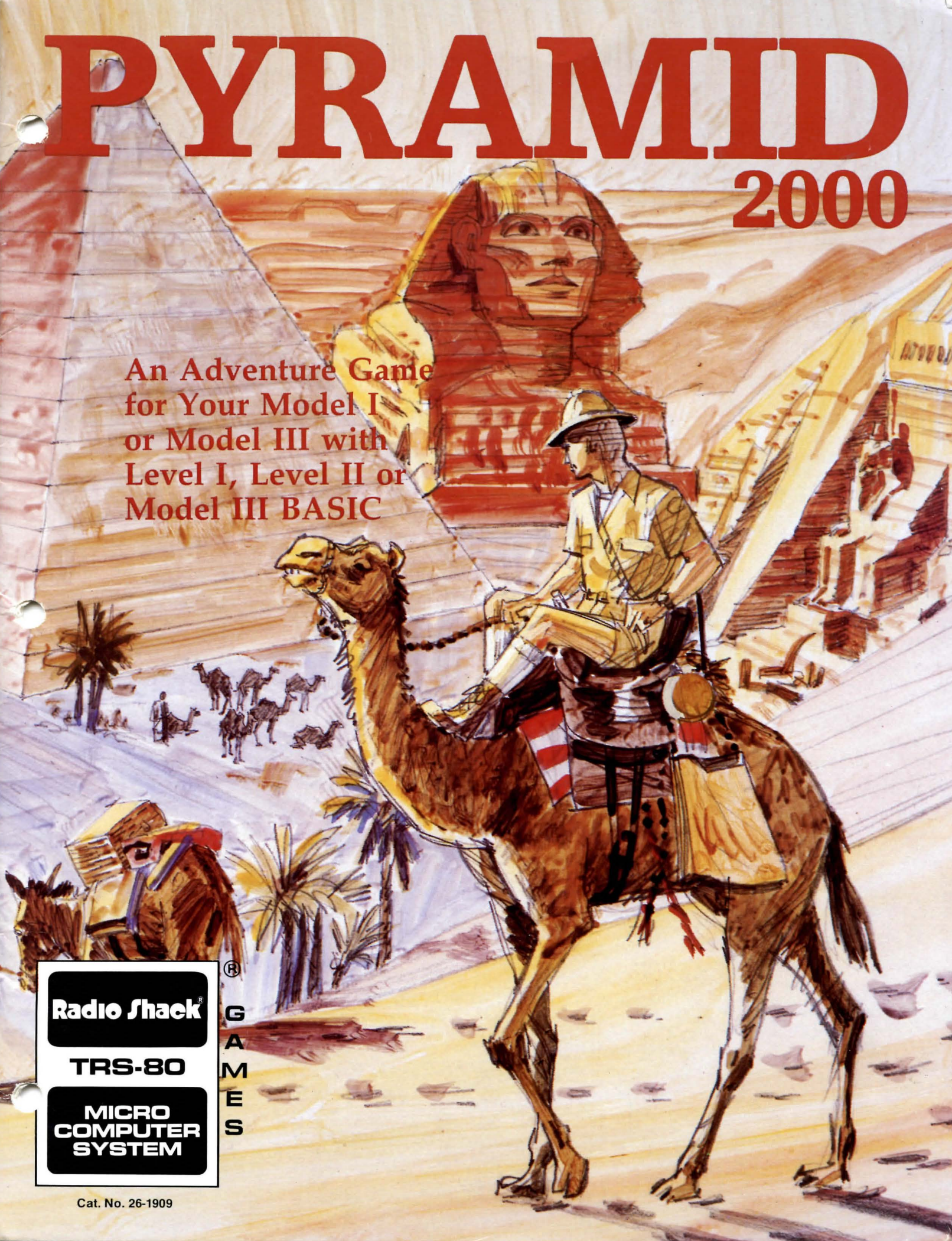
PYRAMID 2000

An Adventure Game for Your Model I or Model III with Level I, Level II or Model III BASIC



Radio Shack®

TRS-80

MICRO COMPUTER SYSTEM

GAMES

Cat. No. 26-1909

Pyramid 2000

Radio Shack®
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FORT WORTH, TEXAS 76102

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10 9 8 7 6 5 4 3 2

Loading Instructions

Pyramid is written in Machine Language, and the asterisks will flash at a much slower rate than normal. If you have a Model I, Level II Disk System, or a Model III Disk System, this program will not load into Disk Basic. You must use Model I BASIC2 or Model III BASIC to load this program. Follow the instructions for Level II as shown below.

Level I

1. Place the tape in the Cassette Recorder and press "PLAY".
2. Type [C][L][O][A][D] and press [ENTER].
3. When the program is loaded into the TRS-80, it will start playing automatically.
4. Press any key to start.
5. Press [ENTER] after every instruction you type.

Level II

1. Place the tape in the Cassette Recorder and press "PLAY".
2. Model III Users Only: When CASS? appears on the screen, type [L].
3. When MEMORY SIZE? appears, press [ENTER].
4. When READY appears, type [S][Y][S][T][E][M] and press [ENTER].
5. The screen will show *?. Type [P][Y][R][M][D] and press [ENTER].
6. When *? appears again, type [/] and press [ENTER].
7. Press any key to start.
8. Press [ENTER] after every instruction you type.

Introduction

Before you lies the tip of the Great Lost Pyramid, its giant body concealed beneath a mountain of dry, shifting desert sand. Only the erroded tip stands as a mute tribute to the ancient ones — the builders of old, who wrought this silent crypt, from stone dragged hundreds of miles under the ceaseless blazing heat of a contemptuous sun god.

The seal on the entrance is still unbroken — perhaps the tomb is still intact, untouched by the passage of time, impervious to the elements, still settled in quiet repose. There must be treasures. If even half of the stories about the Lost Pyramid are true, . . . But why dwell on that now — you are here, and adventure awaits just a step away.

What? You say you've never used a computer to explore a pyramid before? Really, how interesting. That means you probably are not familiar with the Astral Projection technique that is required for exploration. Well, you look like an adventurous sort of person, so I'll just briefly explain, and then you're on your own. The computer projects your Astral Image anywhere you wish, and you simply direct your image from the comfort of your keyboard. Of course you know that, during the Astral Projection period, your Astral body is solid, vulnerable, and limited in understanding.

Because this technique is still new, there are many difficulties in using the procedure. For example, your Astral image will only respond to one or two word commands, usually a verb and a noun (such as [G][E][T]␣[L][A][M][P]), or a verb and something else (such as [G][O]␣[U][P] or [G][O]␣[E][A][S][T]. You will have to experiment to see which word combinations work. Usually directions can be just a single letter, such as [N] for North, [U] for Up, [N][W] for Northwest, etc. You know, of course, that you must press [ENTER] after each complete command.

If you find treasures, you must return them to the entrance of the Pyramid in order to be credited with their discovery. Picking up a treasure within the Pyramid will earn you credits, but not as many as when you deposit the treasures at the entrance. To find the number of credits you have earned at any point, type SCORE and press ENTER. If you forget your location, simply type LOOK and press ENTER to find your present location. Type INVENTORY for a listing of the items you are currently holding.

There are certain key words that will help you on your great adventure. For instance, to pick something up, you might have to GET or TAKE IT. Or you may have to DROP, or THROW something. There is even a chance you might have to CLIMB once or twice, but where you do these things, you will have to figure out for yourself. Also, some things interact with others. For example, some objects cannot be caught because of something you might already be carrying — and some objects cannot be carried until you GET a box to hold the object.

It won't be easy, but it will be fascinating and interesting. You might consider making a map as you explore each of the rooms and corridors in the Pyramid. It will save you from retracing your steps — it can't hurt, and it may help.

How To Save An Expedition

If you have to interrupt your expedition, you may save your progress up to this point. When you start over, you will begin at the exact place you stopped, holding everything you had earlier. To save an expedition, you'll need a blank tape.

1. Remove the Pyramid Program tape.

2. Insert a blank, rewound tape in the cassette recorder.

3. Type [S][A][V][E] and press [ENTER] .

4. The screen will show: READY CASSETTE.

5. Press the "PLAY" and "RECORD" buttons on the recorder.

6. Press [ENTER] . The expedition (up to this point) will be stored on the blank tape. When the tape has finished storing where you are, what you're carrying, and where you've been, you can rewind the data tape for later use, and continue exploring if you choose. If you shut your computer off, you can always return to this point in the expedition by using the Data tape you have just recorded.

Returning To A Previous Expedition

If you want to continue an expedition (from where you left off), follow these instructions:

1. Load the Pyramid Program tape (as described in the Loading Instructions).

2. Remove the Program tape from the recorder, press any key to start the expedition.

3. Put the "Saved" Data tape in the recorder and make sure it is rewound.

4. Press the "PLAY" button on the recorder.

5. Type [L][O][A][D] and press [ENTER] .

When the Data tape has loaded, the expedition will resume (with everything (intact) at the point you left.

For The Truly Adventurous Only

Do you feel you're an exceptional explorer? Are you bored with games? Are you really daring at heart? The Ancient Ones have foreseen these possibilities and provided you with a "Secret Word" to enliven the expedition. The secret word is "PLUGH". Type the secret word and press [ENTER]. This feature is not recommended for the easily confused.

That is all I can tell you since I really must be going. If I've forgotten anything, I'm afraid you'll just have to figure it out for yourself. If you really get into serious trouble, try typing [H][E][L][P]. Oh dear, I've told you too much already. I must really go now. Goodbye, good luck, and beware of the m . . .

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NOTE: Good data processing procedure dictates that the user test the program, run and test sample sets of data, and run the system in parallel with the system previously in use for a period of time adequate to insure that results of operation of the computer or program are satisfactory.

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- ▲ **Defy the Pharoah's Curse**
- ▲ **Overcome Deadly Obstacles**
- ▲ **Avoid the Endless Maze**
- ▲ **Search for Secret Passages**

A game of mystery and adventure! Explore the wealth of Egypt's ancient tombs. PYRAMID takes you on a trip deep into the heart of a great pyramid. You will find twisting mazes, great royal chambers and priceless treasures!

The goal of the game is to collect all of the treasure without getting hopelessly lost, robbed, or killed (not to mention even stranger possibilities). You are on your own from beginning to end, but you may find that there is some magic at your disposal to help you along the way.

The game is easy to play. Each room and its contents are described on the screen. You act accordingly, using very simple commands. But beware of the perilous pits, endless mazes and the Curse of the Tomb!