

Sword of Roshon

Introduction

Have you ever watched a movie or read a book and thought to yourself, "If I were the hero, I would have done that differently?" Wouldn't the stories turn out better if you could be the hero? Well, now you can be!

The Sword of Roshon is a very special kind of story called Interactive Fiction. Now you can do more than just pretend to be the hero, you can even make decisions yourself. But beware — if you make the wrong decision the hero may suffer the consequences!

You can read the story over and over again, each time making a different choice at different points. The story and the ending will be different each time, depending on how you choose. Your decision can make the story turn out to be happy or tragic. It's your decision that makes the difference. Good Luck!

System Requirements

To run the Sword of Roshon, you will need the following equipment:

- A Radio Shack 16K TRS-80° Model III Microcomputer
- · A Radio Shack Recorder and Cable

Loading Instructions

* * * Important Notice * * *

The tape included in this package is recorded at the High 1500 Baud rate, which will only load on a Model III. (See Loading Instructions in the Model III Owner's Manual.) Do not try to use this program on a Model I.

It is assumed that you have reviewed the general operational procedures for your equipment as explained in the Model III Owner's Manual and are now aware of how to power on your computer, load tapes, etc.

If you are using a system with a disk drive, hold the BREAK key down while powering up the system. Make sure your cassette program tape is fully rewound, and the PLAY key is down on the recorder.

Turn on the system. If you are not familiar with the equipment, please refer to your Model III Owner's Manual.

The screen shows:

You type:

Cass?	Type (H) and press (ENTER).
Memory Size?	Press (ENTER).
READY >	SYSTEM and press
	(ENTER).
*?	IF and press ENTER.
*?	/ and press (ENTER).

Extreme caution should be exercised when executing the slash //ENTER. Failure to release the ENTER key quickly will result in turning the cassette on and the program will not function. If the program does not function, repeat the loading instructions.

Note: If C* or D* appears in the upper right corner of the screen, turn the computer off, then repeat the loading instructions. Turn the cassette volume up a little.

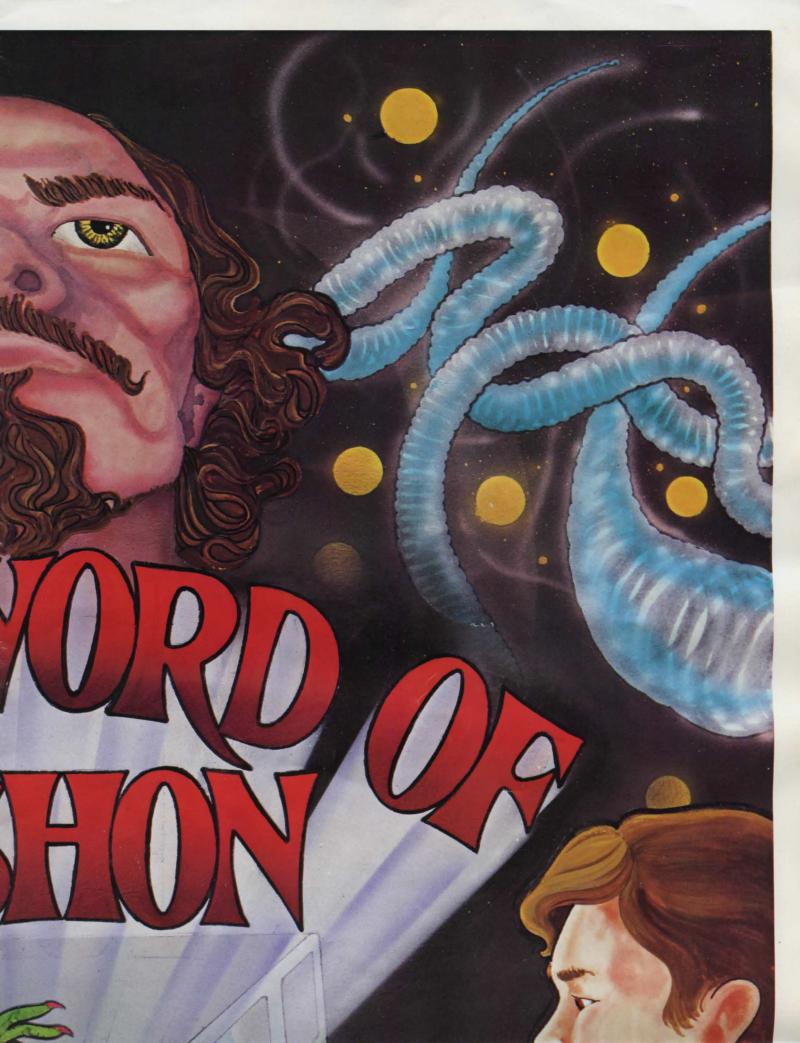
Leave the tape in the recorder with the PLAY button depressed for the entire duration of the story.

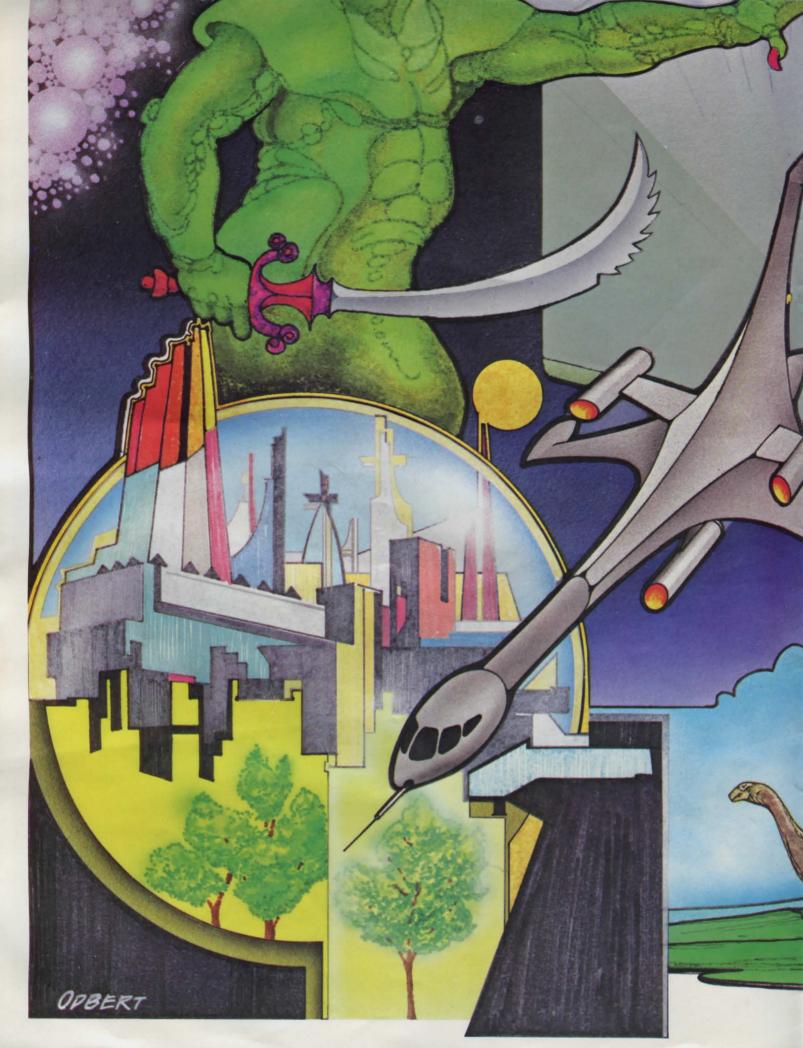
The Story

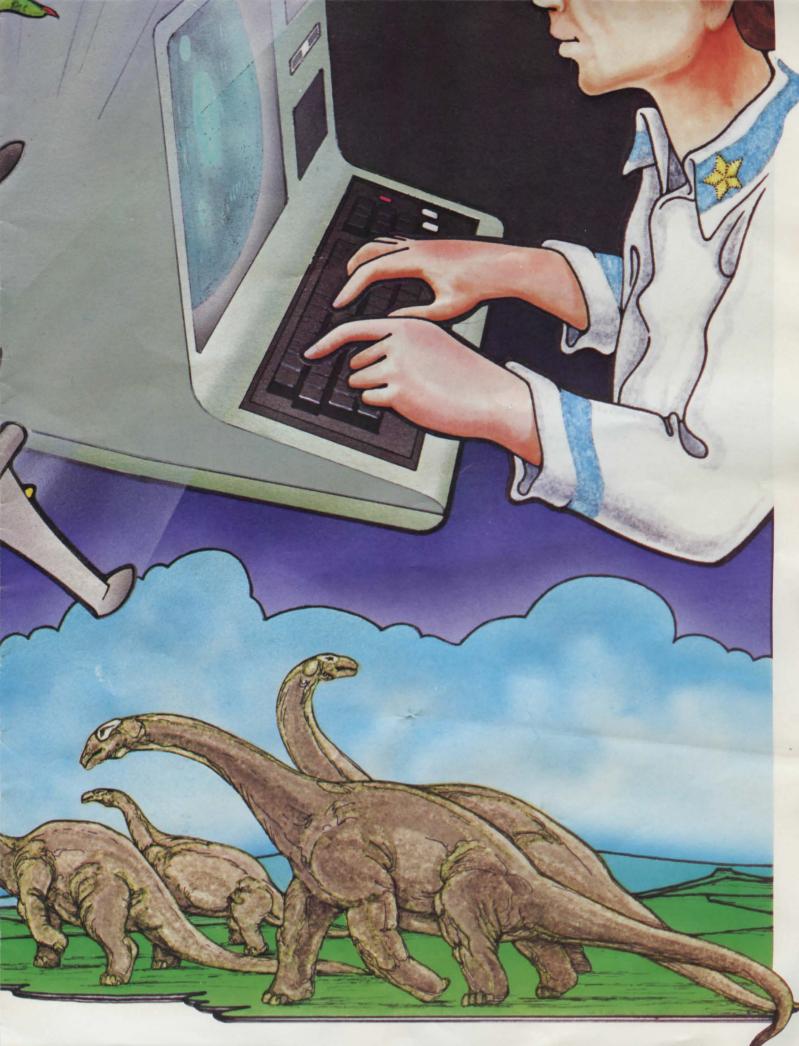
Read the story on the screen. Sometimes you will be told to PRESS ENTER TO CONTINUE. Press the <u>ENTER</u> key to display the next page of the story. At other times you will be asked to choose a course of action. Type <u>A</u> or <u>B</u> depending on your decision. Occasionally you will have to wait a few seconds for the next page to load. When the story ends, you can rewind the tape and read the story again (follow loading instructions) choosing other alternatives. Read it again, and again, and again. . . .

Have Fun!











Sword of Roshon Program: © 1983 Software Concepts, Inc. Licensed to Tandy Corporation All Rights Reserved.

All portions of this software are copyrighted and are the proprietary and trade secret information of Tandy Corporation and/or its licensor. Use, reproduction or publication of any portion of this material without the prior written authorization by Tandy Corporation is strictly prohibited.

Sword of Roshon Program Manual: © 1983 Tandy Corporation All Rights Reserved.

Reproduction or use, without express written permission from Tandy Corporation, of any portion of this manual is prohibited. While reasonable efforts have been taken in the preparation of this manual to assure its accuracy, Tandy Corporation assumes no liability resulting from any errors or omissions in this manual, or from the use of the information contained herein.

10987654321