

# ***DEATHMAZE***

## **5000**

BY

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**TRS-80 MODEL I LEVEL II 16K**  
**TRS-80 MODEL III LEVEL II 16K**  
**MED SYSTEMS SOFTWARE**

Deathmaze 5000

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## LOADING INSTRUCTIONS

Tape Users:

- (1) Turn off your TRS-80, then on again.
- (2) Model III users select low cassette speed.
- (3) Press **ENTER** in response to **MEM SIZE?**
- (4) Type **SYSTEM (ENTER)**.
- (5) You will be prompted by a **\*?** Prepare your cassette for loading, then type **DEATH (ENTER)**. Stars will flash in the upper right corner of your monitor as the tape is loaded. The flashing will be slower than a typical CLOAD.
- (6) If the stars do not flash or a **C** (checksum error) is displayed, adjust the volume and repeat the procedure.
- (7) A **\*?** prompt will appear when loading is complete. Type **/ (ENTER)**. Deathmaze 5000 will assume control of your machine.

Disk Users:

Med Systems adventures on disk are auto-boot disks. To load the program, simply insert the disk in drive 0 and reset the system. The program will load and run automatically.

The graphics you will see once you run your program are a 3-D perspective representation. You are **not** looking down from above. Look into your monitor as though you were looking down a hallway. To move forward one step, press the **↑** arrow. The **←, →**, and **↓** arrows rotate you in place only. They do not move you. This allows you to look down side passages as you come to them.

Many objects are scattered through the mazes and buildings. Typically, they are in boxes. You will see the box as you approach it. To manipulate the object in the box, you must be on top of the box. Move toward the box until you are on top of it. At this point, you will no longer be able to see the box since it will be directly under you. You can now do several things. You can pick up the box (**TAKE BOX** or **GET BOX**). You can open the box for a peek inside (**OPEN BOX**), which produces the description of the object inside. If you know what is in the box, you can **GET** that object directly without opening the box first (**GET SWORD**). Opening a box that is in your inventory places the object that is in the box into your inventory. Elevator doors are opened via **OPEN DOOR**.

The magnitude of these programs makes some ability to continue them at a later date a must. A game in progress can be saved by typing **SAVE GAME**. If you are using a tape based version, the program will tell you to prepare your cassette. This means put in a blank tape, make sure it is fast-forwarded beyond the leader, and place the tape recorder in **RECORD** mode. Once you hit a key, the game will be saved to tape. This takes about 5 seconds. It is a good idea to do this twice, just in case one of the saved games is bad. Saving a game can be done at almost any time during a game. If you feel you might be killed just around the corner, save the game before going around that corner. If you do get killed, you won't have to start entirely from scratch.

Games can be restored by answering **YES** when asked such by the computer. To restore a game, either at the beginning, or after a **QUIT**, simply rewind the tape to before the saved game, press **PLAY**, and hit any key on the computer. The game will be read from the tape and play will resume from the previous point.

Disk versions will give appropriate instructions for saving to disk. Ten games may be saved on the disk at one time. For each game saved, a short description of the game can be entered from the keyboard. Leave the original disk in drive 0 to save games.

Deathmaze 5000 is a full scale three-dimensional adventure. You move through a gigantic five story building depicted graphically on your monitor in 3-D perspective. Scattered through this building are a multitude of objects and incredible obstacles. Your only goal is to leave Deathmaze. Alive.

The five levels of Deathmaze 5000 are connected by pits, elevators, and a scientific marvel. Connections are not always obvious. Some are deathtraps. Further, many actions are order related. You may have to accomplish one action before safely committing another.

Deathmaze is gigantic. There are **over** 500 locations. Be patient. You will not solve Deathmaze during the first week. Or the first month. Make maps. And above all, **BE CAREFUL!**

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