

DEATHMAZE

5000

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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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Defective tapes will be replaced promptly upon return. Such reorders will be filled within 48 hours whenever humanly possible.

No warranty is either expressed or implied concerning the validity or desirability of any piece of software. We welcome comments or complaints and try to satisfy, but realize that we cannot please everyone.

Our tapes are left open for user inspection and modification. Therefore, we highly recommend the making of a back-up copy.

Several reasons tapes won't load are:

- (1) Dirty tape heads—clean.
- (2) Tape drag—tap cassette on both sides.
- (3) Magnetization—demagnetize heads frequently.

Please check these before unnecessarily returning a cassette.

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.

Movement is via the four arrow keys. The up arrow actually moves you ahead one step. The other arrows turn you left, right, and around. Graphics generation is instantaneous, this being a machine language program. Additionally, several one word commands will fling you down hallways. One of these is FART.

At any time one and two word commands may be issued. These allow you to manipulate objects, solve problems, and probably get yourself killed. You must be on top of a box or other object to manipulate it. Some useful commands are OPEN BOX, GET, KILL, DROP, and HELP. Many, many more exist.

A game may be saved at almost any time. Simply type SAVE GAME. A save, as well as a restore, takes under five seconds.

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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LOADING INSTRUCTIONS

Tape Users:

- (1) Turn off your TRS-80, then on again.
- (2) Press **ENTER** in response to **MEM SIZE?**
- (3) Type **SYSTEM (ENTER)**.
- (4) 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**.
- (5) If the stars do not flash or a **C** (checksum error) is displayed, adjust the volume and repeat the procedure.
- (6) A ***?** prompt will appear when loading is complete. Type **/ (ENTER)**. Deathmaze 5000 will assume control of your machine. Normal entry is at 22590.

To save to DISK (requires 32K memory):

- (1) Turn off your entire TRS-80 system. Turn on your expansion interface and disk drive(s). While holding down **BREAK**, turn on your TRS-80. DOS should **not** be activated.
- (2) Perform steps 2-5 above.
- (3) Place a DOS system diskette with at least 15 free grans in drive \emptyset .
- (4) In response to ***?**, type **/18579 (ENTER)**. The program will relocate itself to high memory and reboot DOS.
- (5) Type **DUMP DEATH (START=X'8000',END=X'BD12')**. Deathmaze is now saved on disk.

To run from DISK:

- (1) Activate your system under DOS.
- (2) Type **LOAD DEATH/CIM (ENTER)**.
- (3) While holding down **BREAK**, press the reset button on the back of the TRS-80. Do **NOT** power down.
- (4) Press **ENTER** in response to **MEM SIZE?**
- (5) Type **SYSTEM (ENTER)**.
- (6) Type **/34232 (ENTER)** in response to ***?**. Deathmaze will relocate itself and take control of your machine.

Note: A **TRAnSfer** in the **DUMP** command may or may not be possible under your DOS. Debounce and other vectored routines are pretty standard, and reside in volatile memory. A reset is necessary to reinitialize the **DCB** vectors.