

JYYM PEARSON'S

The

PARADISE

THREAT



Med Systems Software

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LOADING INSTRUCTIONS

TRS-80 Disk Users:

Med Systems disk adventures are self-booting disks. They will boot on either Model I or Model III. Simply insert the disk in drive 0 and reset the system.

TRS-80 Tape Users:

1. Turn off your TRS-80, then turn it on. If you have a disk system, hold down the BREAK key when powering up the system. THIS PROGRAM WILL NOT WORK UNDER DOS!
2. If you have a TRS-80 Model III, select low cassette speed.
3. Press ENTER in response to MEM SIZE?
4. Type SYSTEM (ENTER).
5. You will be prompted by a *?. Use side B of the cassette. Prepare your cassette for loading, then type **Parads** (ENTER). Stars will flash as the tape is loading.
6. If the stars do not flash, or a C or D (checksum error) appears, adjust the volume and repeat the procedure.
7. When loading is complete, a title page will appear. Press ENTER to begin the game.

Atari Disk Users:

Med Systems disk adventures are auto-boot disks. To load them turn off your Atari system, then turn on disk 1. After the busy light goes out, insert the disk in drive 1 and turn on the computer. The game will load and run automatically.

Atari Tape Users:

The Atari cassette version is an autoboot cassette.
To load the program:

1. Turn off your Atari system, remove all cartridges, and check to be sure that the tape recorder is properly connected.
2. Place the cassette into the recorder and rewind. Use side A of the cassette.
3. While holding down the START key on the computer, turn on your computer. You will hear a single BEEP.
4. Press PLAY on the tape recorder, then press RETURN on the computer. The program will load and run automatically.

The player is not limited to two word verb-noun commands, although in many cases they will suffice. The player can input phrases, sentences, and complex multi-word commands. The vocabulary words include LOOK, CLIMB, TASTE, DRINK, MOVE, EAT, PUSH, PULL, KILL, JUMP, LISTEN, TALK, OPEN, UNLOCK, and many others. "TALK" when characters are with you will often induce them to tell you things. Try it repeatedly. Commands also include "I" or "INVENTORY" to display your inventory, "QUIT", "SAVE GAME" to save the current game to disk, and "LOAD GAME" to load in a saved game. "SAVE" and "LOAD" commands ask for appropriate information.

The command "LOOK" by itself can be used to get more information on a room or its contents. "LOOK" followed by an object can be used to examine the object. If the object is not remarkable, the room description will be given. Any item which appears in the VISIBLE ITEMS row can be taken into your inventory by entering "GET" followed by the name of the item as it appears. Note that if an object is described in more than one word, you may need to use the whole phrase to manipulate it. Entering "DROP" will remove the object from your inventory. Only items in the VISIBLE ITEMS row can be gotten and dropped.

Movement in the game is accomplished by entering the first letter of the direction you wish to move (N, S, E, W). Graphics are used both as a decorative motif on the screen and in bursts to signify dramatic action in the plot.

LIMITED LIFETIME WARRANTY

The programs are protected to prevent unauthorized copying. We guarantee these programs to load. If you have trouble, we will replace the program if you return it within 30 days of purchase to Med Systems or the dealer from which you bought it. At any time, you may return the program for replacement if you send Med Systems the original media and a \$5.00 replacement fee.



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