MAGIC CARPET

Radio Shack
TRS-80
COMPUTER PRODUCTS

CAT. NO.
26-1919

Interactive Fiction Series
Designed for
Young Readers

For 16K Model III
with Model III BASIC

Magic Carpet

INTRODUCTION

Suppose you were the director of a movie or the writer of a story. Maybe Luke wouldn't have lost his hand, or maybe you would make Dracula a seven year old boy. Wouldn't it be fun if you could tell the hero what to do?

The Magic Carpet is a very special kind of story called Interactive Fiction. You get to take part in the story, by deciding where the story should go next. You tell David, the boy in the story, exactly what to do.

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 chose. Some endings are happy, while other endings are tragic. You decide.

SYSTEM REQUIREMENTS

To run the Magic Carpet, 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.) Do not try to use this program on a Model I.

It is assumed you have reviewed the general operational procedures for your own 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 will show:	You will type:
`Cass?`	Type [H] and press [ENTER].
`Memory Size?`	Press [ENTER].
`Ready >_`	[S] [Y] [S] [T] [E] [M] and press [ENTER].
`*?_`	[I] [F] 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, then 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 up the cassette volume a little.

Leave the tape in the recorder with the [PLAY] button pressed 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 [ENTER] key to display the next page of the story. At other times you will be asked to choose a course of action. Type [A] or [B] 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!

Magic Carpet Program:
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