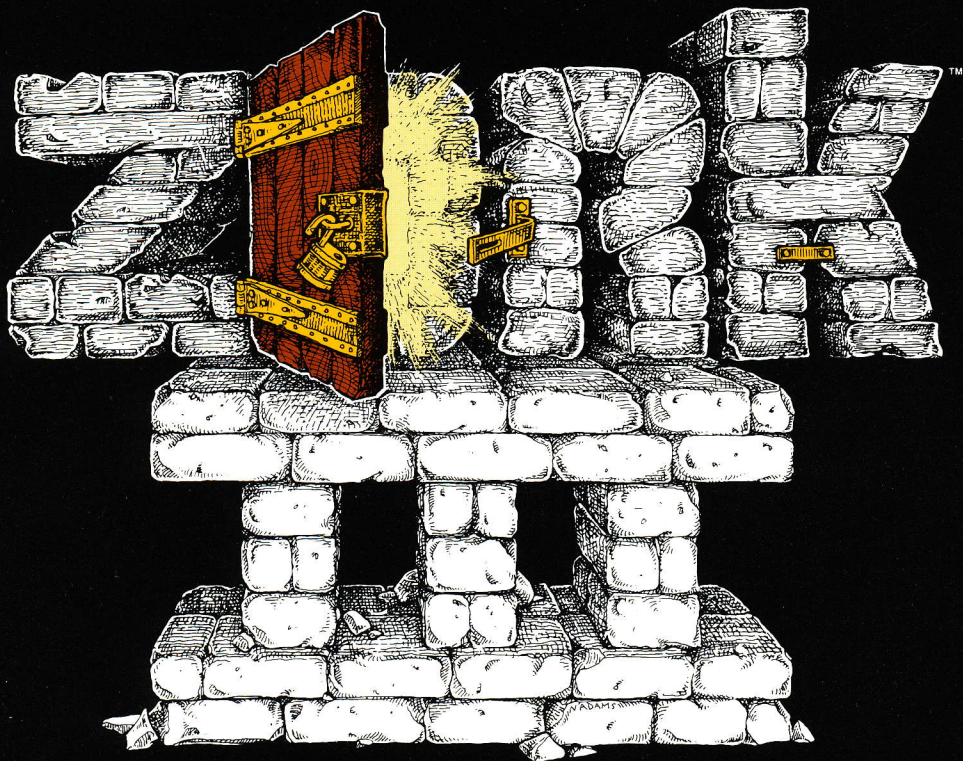


**It all  
comes down to this.**



**An INTERLOGIC™  
prose adventure**

**INFOCOM™**

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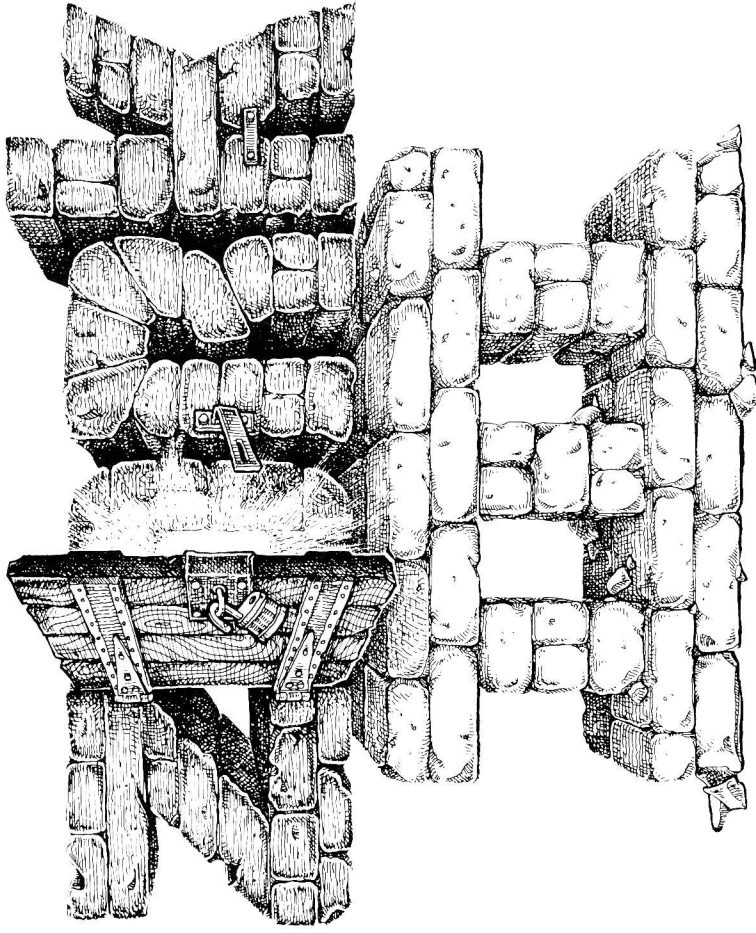
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## The Dungeon Master

# INFOCOM

55 Wheeler St., Cambridge, MA 02138

## Welcome to ZORK!

Until you've entered the world of ZORK, you've never truly adventured underground.

The ZORK trilogy is designed so that you'll experience challenges in the most realistic sense. You can communicate in complete sentences rather than two word commands, with the largest vocabulary and widest range of command options in the genre. Because ZORK's mysteries are the most intricate you'll ever encounter, it will take all your intellectual abilities to survive and emerge victorious from the underground. And because the challenges change with every move you make, each time you re-enter ZORK you'll face new intrigues.

ZORK I: The Great Underground Empire confronts you with perils and predicaments ranging from the mystical to the macabre, as you strive to discover the Twenty Treasures of ZORK and escape with them and your life!

ZORK II: The Wizard of Frobozz takes you into new depths of the subterranean realm. There you'll meet the Wizard, who will attempt to confound your quest with his capricious powers.

ZORK III: The Dungeon Master is the final test of your courage and wisdom. Your odyssey culminates in an encounter with the Dungeon Master himself, and your destiny hangs in the balance.

## Talking to ZORK

When you play a ZORK game, you talk to ZORK in plain English, typing in all your requests on your keyboard when you see the prompt (>). When you have finished typing a line, press the RETURN key and ZORK will digest your request.

ZORK usually acts as though your sentence begins with "I want to . . . , although you should not type those words explicitly. ZORK then displays a response that tells you whether what you want to do is possible in the current situation, and if it is, whether anything interesting happens as a result.

All words you type are distinguished by their first six letters and all subsequent letters are ignored.

ZORK "understands" many different types of sentences. Some examples:

TAKE THE GOLD. DROP GOLD. PICK UP GOLD. PUT DOWN THE GOLD. GO NORTH. NORTH. WALK NORTH. N. WALK AROUND THE HOUSE. PUSH BUTTON. PUSH THE RED BUTTON. OPEN WOODEN DOOR. LOOK AT THE WALL. LOOK UNDER ROCK. LOOK BEHIND CURTAIN. LOOK IN BAG. READ A BOOK. READ ALL OF THE BOOKS. DROP ALL. TAKE ALL. DROP ALL BUT THE KNIFE.

You must separate multiple objects of a verb by the word AND or a comma.

For example:

TAKE ALL BUT THE KNIFE AND THE LAMP.  
PUT THE GOLD AND JEWELS IN THE TROPHY CASE.  
THROW THE NEWSPAPER, THE RED BOOK, AND THE MAGAZINE IN THE CHASM.

You can include several sentences in one input line if you separate them by the word THEN or a period. You don't need to type a period at the end of an input line. For example:

TAKE BOOK. N. DROP BOOK AND CANDLE.  
TAKE THE BOOK THEN N. DROP BOOK AND CANDLE.

There are only two kinds of questions that ZORK understands: WHAT and WHERE. For example:

WHERE IS THE GOLD?  
WHAT IS A GRUE?

You can tell or ask various characters to do something by surrounding the request in double quotes. For example:

TELL COMPUTER "SPIN THE DISK"  
TELL THE GNOME "READ THE NEWSPAPER. TURN OFF THE LIGHT"

It is also possible to answer a question or say something "out loud" in a similar manner. For example:

SAY "HELLO SAILOR"  
ANSWER "A ZEBRA"

ZORK tries to be clever about what you really mean when you don't give enough information. If you say that you want to do something, but you don't say what to do it with or to, ZORK will sometimes decide that there was only one possible object you could have meant. When it does so, it will tell you, by displaying, for example, (WITH THE ROPE). If your sentence is ambiguous, ZORK will ask what you really meant. Most such questions (for example, WITH WHAT?) can be answered briefly (for example, ROPE).

ZORK uses many more words than it "understands." ZORK's vocabulary consists of several hundred words which are nearly all you are likely to use when conversing with ZORK. However, ZORK's responses may tend toward "purple prose" at times, and ZORK will display English descriptions that it couldn't possibly analyze. Indeed, ZORK's response may refer to something to which you cannot refer (perhaps to your dismay). In that case, it is not essential to the story, and appears in ZORK's response only to enhance your mental imagery.

Completely mystifying sentences will cause ZORK to complain in one way or another. After making the complaint, ZORK will ignore the rest of the input line. Unusual events, such as being attacked, will also make ZORK ignore the rest of the sentences you typed, since the event may have changed your situation drastically.



# Rules and Strategies

## ZORK III:

### The Dungeon Master

In ZORK III, you take the last step down into the heart of the Great Underground Empire. Only by making this final descent can you reach the summit of achievement in the ZORK trilogy. Your quest hinges upon discovering the secret purpose of the Dungeon Master, who will oversee your ultimate triumph—or destruction—in the realm of ZORK.

Many strange tales have been told of fabulous treasures, exotic creatures, and diabolical puzzles to be found here. The aspiring adventurer had best equip himself with light (for the caverns are dark and gloomy) and weapons (for some of the inhabitants are unfriendly). Other tools and equipment may well be found (with luck) and used (with cleverness). Ancient manuscripts and other printed matter may well offer clues.

In this story, time passes only in response to your input. You might imagine a giant clock that ticks once per move and the story progresses only at each tick. Nothing happens in the story while you are thinking and planning your next move, so you can plan your moves slowly and carefully if you so choose.

### Concepts for Exploring

Some things that you can do with objects in the story are not immediately obvious.

**Containment:** Some objects, called containers, can contain other objects. Some containers can be opened or closed, and some are always open. Some are transparent, and some are not. Most containers have a limited capacity, and all objects have sizes, so that it is possible to fill up containers. Similarly, some objects have surfaces on which other objects can be placed.

**Characters:** Some of the characters in the story can be talked to or even ordered around in a simple manner. See the section TALKING TO ZORK for details. Characters in the story will also, as a rule, fight back when attacked. They may, in some cases, attack you unprovoked.

**Vehicles:** There are objects in the story that have the ability to transport you to mysterious regions that are inaccessible on foot. Needless to say, you face great personal peril in venturing into such regions.

**Directions:** The passages connecting rooms in The Great Underground Empire sometimes twist and turn unpredictably. You cannot always expect that, after going north, you can return to where you started by going south.

### Commands for Exploring

The best way to move from place to place is to type the direction you want to go. Acceptable directions are NORTH or N, SOUTH or S, EAST or E, WEST or W, NE, NW, SE, SW (or NORTHEAST, NORTHWEST, SOUTHWEST, or SOUTHWEST respectively), and also U or UP, and D or DOWN.

When you enter a particular place (ZORK calls any kind of place a "room") for the first time, ZORK usually displays the name of the room, a description of it, and then descriptions of any interesting objects in the room with which you might want to interact. When you return to a room, ZORK normally displays just the name of the room and the names of the objects in it.

The **VERBOSE** command tells ZORK to show the descriptions of rooms and objects every time you go there, not just the first time. The **BRIEF** command tells ZORK to fully describe only newly encountered rooms and objects, as it did initially. For moving through areas you already know well, the **SUPERBRIEF** command tells ZORK to show only the name of the room (even on your first visit there), and not even to mention objects in the room. You can always get a description of the room you are in and the objects in it by typing **LOOK** (or the abbreviation L).

### Suggestions for More Successful ZORK Playing

It is essential that you draw a map. Some of the problems in the game (the Maze in ZORK I, for one example), cannot be solved without mapping. Remember that there are 10 possible directions. In certain circumstances **ENTER**, **EXIT** (or **IN**, **OUT**) apply.

Read everything carefully. There are clues in some of the descriptions, labels, engravings, and books, etc.

Most objects in the game which can be taken are important, either as treasures or for solving problems. Sometimes treasures are also needed to solve problems.

Unlike other games with which you may be familiar, there are many possible routes to the successful completion of ZORK. There is no "correct" order for solving problems. Some problems have more than one solution, or don't need to be solved at all.

It is often helpful to play ZORK with another person. Different people find different problems easy, and can often complement each other.

Don't be afraid to try something bold or strange—you can always save your state first if you want. Trying the bizarre can be fun and often will give you a clue. A nonsense example:

> **GIVE THE CATERPILLAR TO THE CHRISTMAS-TREE MONSTER.**  
**THE CHRISTMAS-TREE MONSTER IS REVOLTED AT THE THOUGHT OF ADORNING ITS BRANCHES WITH A CATERPILLAR.**

You have just learned that there is probably something which would be a decoration pleasing to the monster and possibly a solution to the problem.

## How to Quit

If you want to stop playing, and never continue from this particular position again, type **QUIT**. ZORK will respond: **YOUR POTENTIAL IS potential OF A POSSIBLE SEVEN, IN number MOVES.**

Type **Y** next to the prompt ( $\>$ ) and press the **RETURN** key.

If you never want to continue from this particular position again, but you want to keep playing, type **RESTART** after the prompt ( $\>$ ). ZORK responds by starting the game over from the beginning.

If you want to continue playing from this particular position, but at a later time, follow the **SAVING A GAME POSITION** instructions.

## Saving a Game Position

It will take you some time to play ZORK through to the end, just as it takes you some time to finish a good book. You will almost certainly not finish in one sitting. ZORK allows you to continue playing at a later time without having to start over from the beginning, just as you can place a bookmark in a book you are reading. There is a ZORK command, called

**SAVE**, that makes a "snapshot" of your position in the game. If you are a cautious or prudent player, you may want to save your position before you embark upon (or after you finish) any particularly tricky or dangerous part of the journey. Having taken a snapshot, you can go back to that position even though you may get lost or killed afterward.

When the prompt ( $\>$ ) appears, type: **SAVE**, then press the **RETURN** key. Then follow the instructions on your Reference Card.

## Restoring a Saved Game Position

When you want to continue playing from where you made a snapshot, follow the **RESTORE** procedure. You can **RESTORE** a saved snapshot at any time during play.

When the prompt ( $\>$ ) appears, type: **RESTORE** and press the **RETURN** key. Then follow the instructions on your Reference Card.

ZORK will now let you continue playing from your restored position. You can type **LOOK** for a description of where you are.

## List of ZORK Commands

To simplify your adventuring, you may order ZORK to give you information by typing specific commands. These commands can be used over and over again as needed, but they are each considered one complete move. Type your command as a sentence to ZORK after the prompt ( $\>$ ) appears.

The list of commands is:

**AGAIN**  
ZORK will respond as if you had repeated your previous sentence.

**BRIEF**  
This commands ZORK to fully describe only newly encountered rooms and objects. Rooms already visited and objects already seen will be described by printing the room name and the object names only.

**DIAGNOSE**  
ZORK gives you a medical report of your physical condition. This is particularly useful if you have just survived a dangerous battle.

**INVENTORY**  
ZORK lists your possessions. You may abbreviate **INVENTORY** by typing **I**.

**LOOK**  
ZORK describes your surroundings in detail. You may abbreviate **LOOK** by typing **L**.

**QUIT**  
This gives you the option to quit playing. If you want to save your position, first read the instructions under **SAVING A GAME POSITION**. You may abbreviate **QUIT** by typing **Q**.

**RESTART**  
This ends the game and starts the game over from the beginning.

**RESTORE**  
Restores a game position you saved with the **SAVE** command. See the section **RESTORING A SAVED GAME POSITION**.

## SAVE

Save a game position on your storage diskette. See the section **SAVING A GAME POSITION**.

## SCORE

ZORK shows your current potential and the number of moves you have made.

## SCRIPT

This command assumes you have a printer. It commands the printer to begin printing a transcript of your game session.

## SUPERBRIEF

This command tells ZORK to show you only the name of the room you have entered, and no other information. It is briefer than **BRIEF**.

## UNSCRIPT

This command stops your printer from printing.

## VERBOSE

This command tells ZORK to show you a long description of the room and the objects in it whenever you enter a room.

## VERSION

ZORK responds by showing you the release number and serial number of your copy of the game.

## WAIT

This command causes time in the game to pass. Normally, between moves, no time is passing as far as ZORK is concerned—you could leave your computer, take a nap, and return to the game to find that nothing has changed. **WAIT** is used when you want to find out what will happen in the game if you do absolutely nothing while time passes. For example, if you encounter an alien being, you could **WAIT** and see what it will do.

# Appendix

## ZORK's Responses

ZORK may occasionally have a few words for you when it wants you to clarify your instruction. Some of ZORK's responses are:

**I DON'T KNOW THE WORD** your word. The word you typed is not in the game's vocabulary. Sometimes a synonym or rephrasing will be understood. If not, ZORK probably doesn't know the idea you were trying to get across.

**I CAN'T USE THE WORD** your word. HERE, ZORK knows the word you typed, but the word made no sense where you put it in the sentence. Open the take, for example.

**YOU MUST SUPPLY A VERB!** Unless you are answering a question, each sentence must have a verb (or a command) in it somewhere.

**THERE IS A NOUN MISSING IN THAT SENTENCE.** This usually indicates an incomplete sentence, such as "Put the lamp in the," where ZORK expected another noun and couldn't find one.

**TOO MANY NOUN CLAUSES.** An example is "Put the troll in the basket with the shovel." A valid ZORK sentence has, at most, one direct object and one indirect object.

**BEG PARDON?** You did not type anything after the prompt (>) and before you pressed the RETURN key on your keyboard.

**IT'S TOO DARK TO SEE.** In the story, there was no light to see objects in the room.

**I CAN'T SEE ANY object HERE.** In the story the object you referred to was not accessible to you.

**MULTIPLE OBJECTS CANNOT BE USED WITH your verb.** It is legal for you to use multiple objects (that is, nouns or noun phrases separated by "and" or a comma) only with certain verbs. Among the more useful of these verbs are "take," "drop," and "put."

**I DON'T UNDERSTAND THAT SENTENCE.** You typed a sentence that is gibberish; for example, "Give troll with sword." You might try rephrasing the sentence.

## Command Summary

The following commands can be entered when the prompt (>) has appeared on the screen. (For explanations, see LIST OF ZORK COMMANDS section.)

AGAIN

BRIEF

DIAGNOSE

INVENTORY

LOOK

QUIT

RESTART

RESTORE

SAVE

SCORE

SCRIPT

SUPERBRIEF

UNSCRIPT

VERBOSE

VERSION

WAIT

## Sentence Syntax

- A ZORK sentence must contain at least a verb or a command (e.g., AGAIN).
- Separate multiple objects of the verb by the word "AND" or a comma (,).
- Several sentences typed to ZORK at one time must be separated by a period (.) or by the word "THEN." A period is not needed at the end of a line of input.
- Only two kinds of questions may be asked: "WHAT" and "WHERE."
- Compass directions may be abbreviated to N, E, S, W, NE, NW, SW, SE, and UP and DOWN may be abbreviated to U and D, respectively.
- The letter "L" may be used to abbreviate the LOOK command.
- The letter "I" may be used to abbreviate the INVENTORY command.

**INFOCOM**

55 Wheeler St., Cambridge, MA 02138

# INTERLOGIC™ Reference Card for the **TRS-80® Model I**

## I. What You Need

### Required

- TRS-80 16K Level II keyboard
- TRS-80 16K Expansion Interface
- TRS-80 Video Monitor
- One TRS-80 Disk Drive
- 32K bytes of RAM

### Optional

- One or more blank, formatted diskettes (for SAVES)
- TRS-80 Line Printer capable of printing 80 column lines, plus a printer cable (for SCRIPT)
- One or two blank, formatted diskette(s) (for BACKING UP)

## II. Game Diskette(s)

Your INTERLOGIC game will come on either one or two diskettes, depending on the game. For two-diskette games, the diskettes themselves will be labelled 1 and 2, corresponding to the "program" and "data" diskettes. On occasion, the game will ask you to "load" one of these diskettes. When this happens, simply remove the game diskette which is in Drive 0, replace it with the other game diskette, and then press the ENTER key.

## III. Backing Up

You are allowed to make one BACKUP copy of each game diskette.

1. Use only Drive 0 no matter how many drives you have.
2. Remove the write-protect tab from the game diskette and put the diskette in Drive 0.
3. Press and continue to hold any key. At the same time, press and release the RESET button. The program responds:

SELF COPY PROGRAM, LOAD DISK TO BE  
COPIED, TYPE ANY KEY TO CONTINUE

4. Release the key you've been holding and press any key to continue.

5. When ready, the game will prompt you to insert the BACKUP diskette. Remove the game diskette from Drive 0 and replace it with an initialized storage diskette (see Initializing Storage Diskettes).

6. Type any key to continue the process. When ready, the game will prompt you to re-insert the original game diskette. Since only one-fourth of the game is copied each time, you will have to repeat steps 5 and 6 three times.

7. When finished, the program will prompt you to replace the write-protect tab. Label the BACKUP copy, and put write-protect tabs on both the original and BACKUP diskettes.

If there are any problems during the backup process, the program will prompt you. You should re-format the storage diskette and try the process again.

Once you have made your BACKUP copy, you will not be allowed to make another. If you try, the program will respond:

INSTALL WRITE PROTECT TAB  
AND TYPE ANY KEY TO CONTINUE.

Backing up a two-diskette game involves repeating this procedure with each of the two supplied game diskettes. Be sure that you label your backup copies to indicate which is the program diskette and which is the data diskette.

## IV. Loading the Game (One-Diskette Games)

1. Turn the computer on and insert the game diskette into Drive 0 with the oval cutout going in first and the label facing to the right.
2. Close the door and press the RESET button.
3. After several seconds, the copyright notice and serial number will appear, followed by the opening description of the game. If nothing appears, see the Troubleshooting section.



## V. Loading the Game (Two-Diskette Games)

1. Turn the computer on and insert game diskette 1 (the "program" diskette) into Drive 0 with the oval cutout going in first and the label facing to the right.

2. Close the door and press the RESET button.

3. After a few seconds, you will be prompted with:

LOAD DATA DISK, THEN TYPE <ENTER>

4. Remove game diskette 1 from Drive 0 and replace it with diskette 2 (the "data" diskette). Game diskette 1 will not be needed again unless the RESTART command is used or the game is reloaded.

5. After several seconds, the copyright notice and serial number will appear, followed by the opening description of the game. If nothing appears, see the Troubleshooting section.

## VI. Talking to the Game

Whenever you see the prompt (>), the game is waiting for you to type in your instructions. When you have finished typing in your instructions, press the ENTER key. The game will respond and then the prompt (>) will reappear.

If a description will not fit on the screen all at once, "—MORE—" will appear at the bottom of the screen. After reading the part on the screen, you will need to press the space bar to see the rest of the description.

## VII. The Status Line

At the top of the screen, you will see a status line. This line is updated after every move to show your current whereabouts in the game. Depending upon the type of game, it may also show other information:

### Score

In games that keep a score, such as the ZORK™ underground adventures, the right side of the status line will show something like this:

TEMPLE SCORE: 245 MOVES: 920

This shows your location, current number of points, and the total number of moves you have made.

### Time

In games that keep track of the time (e.g., the mystery thriller DEADLINE™), the status line will look something like the following:

FOYER TIME: 9:22 AM

This shows your location and the current time of day in the game.

## VIII. Scripting

If you have a printer, you may make a transcript of the game as you play it:

1. Connect the printer to your TRS-80 and turn the printer on.

2. Load the game as described above.

3. To begin the transcript at any time, use the SCRIPT command.

4. To stop the transcript, use the UNSCRIPT command.

5. SCRIPT and UNSCRIPT may be used as often as desired, as long as the printer is left on-line.

## IX. Saving a Game Position

To save your current game position, use the SAVE command. You should make sure that your game diskette is write-protected before beginning the SAVE procedure:

1. Type "SAVE" and press the ENTER key. The game will respond:

LOAD SAVE DISK, THEN TYPE DRIVE NUMBER (0-3, <ENTER> = 0)

2. If you have a single-drive system, remove the game diskette, insert the initialized storage diskette (see Initializing Storage Diskettes), and press the ENTER key. If you have a multi-drive system, put the initialized storage diskette in Drive 1 and type "1". The game will respond:

ENTER SAVE NUMBER (0-4, <ENTER> = 0)

3. Pressing the ENTER key assigns the save to the default location, 0. You may save up to five game positions on one diskette. Remember that if you use the same number twice to save a game position, the second save will erase the first one. After typing a number between 0 and 4, press the ENTER key.

4. If you have a single-drive system, the game will respond:

LOAD DATA DISK, THEN TYPE <ENTER>

Remove the storage diskette and re-insert the game diskette. Press the ENTER key.

5. If all is well, the game will respond:

OK.

If the game responds:

FAILED.

consult the Troubleshooting section.

You may now continue playing. To return to this game position at any time, you can use this storage diskette and the RESTORE command (see Restoring a Saved Game Position).

If the screen freezes or the drive continues spinning for longer than 90 seconds during the SAVE procedure, press the RESET button. This will restart you at the beginning of the game.

## X. Restoring a Saved Game Position

To return to a previously saved position, type "RESTORE" and press the ENTER key. Then follow the instructions in the previous section. If all is well, you are ready to resume playing the game from your saved position. If the procedure fails, it may be that you typed in the wrong position number and that there is no SAVE with that number on the diskette.

## XI. Initializing Storage Diskettes

In order to use a diskette for storage, such as a BACKUP or a SAVE, it must first be "formatted" or "initialized." Follow these steps to format a storage diskette:

1. Put your Model I TRSDOS diskette in Drive 0 and turn on the computer.

2. When you see the "TRSDOS Ready" prompt, type "FORMAT" and press the ENTER key. You will see the message:

WHICH DRIVE IS TO BE USED?

3. If you have a single-drive system, type "0" and press the ENTER key. If you have a multi-drive system, type "1" and press the ENTER key. You will see the message:

DISKETTE NAME?

4. Type in an appropriate name for the storage diskette and press the ENTER key.

5. The "CREATION DATE" prompt will appear. Type in today's date and press the ENTER key.

6. The "MASTER PASSWORD" prompt will appear. Type in a short phrase that you will remember and press the ENTER key.

7. You will see the message:

DO YOU WANT TO LOCK OUT ANY TRACKS?

Type "N" for NO. Do not press ENTER yet.

8. If you have a single-drive system, remove the TRSDOS diskette and insert the storage diskette. If you have a multi-drive system, insert the storage diskette in Drive 1.

9. Press the ENTER key. If the selected storage diskette already has data on it, you will see the message:

DISKETTE CONTAINS DATA,  
FORMAT OR NOT?

Type "Y" for YES and press the ENTER key.

10. When the formatting procedure is complete, you will see the message:

FORMATTING COMPLETE  
PRESS ENTER TO CONTINUE

The diskette is now ready to be used as a storage diskette.

## XII. Troubleshooting

If the game fails to load properly, or if SAVE/RESTORE do not work properly, check each of the following items. If none of these offers a solution, call your Radio Shack dealer for assistance.

1. Check to see that the power is on and that all drives and cables are connected properly.

2. Check to see that the diskette(s) was inserted properly and that the drive door(s) is closed.

3. Inspect the diskette(s) carefully for any visible damage.

4. If you have more than one drive, make sure that the game diskette is in Drive 0 (the first drive on the connecting cable), and that the storage diskette is in the proper drive (generally Drive 1).

5. Make sure that the storage diskette is not write-protected (that is, it has no write-protect tab over the notch). Also make sure that it has been formatted properly. As a last resort, try another storage diskette.

6. If you have turned off your TRS-80, or have pressed the RESET button, follow the instructions for Loading the Game.

7. Try again: the problem may be only momentary.

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