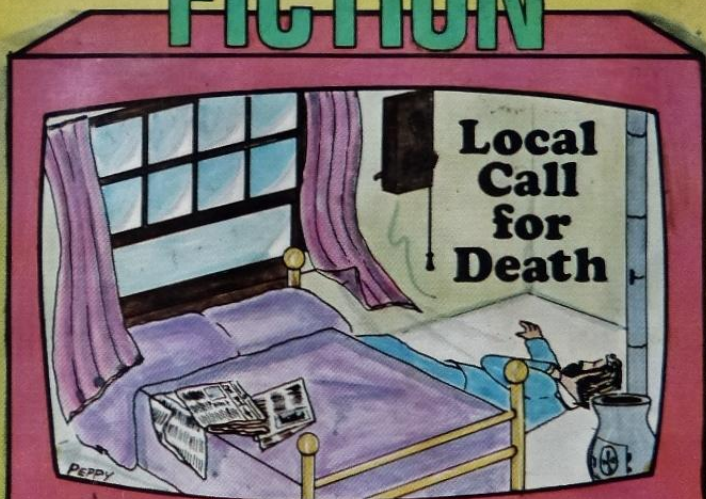


MODEL 1 32K 1 DRIVE
MODEL 3 32K CONVERTable
TRSDOS REQUIRED

**You become a main character &
your input directs the outcome!!**

interactive **FICTION** ^{T.M.}



by R. Lafore

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OPERATING INSTRUCTIONS FOR INTERACTIVE FICTION

In playing Interactive Fiction, you are permitted to say anything you wish, however, if you say something too unusual, the computer may not understand you. While playing, the best results are obtained when using concise sentences. Don't be too long winded.

These are the loading instructions for the Disk version of this program:

For all computers: Be sure that you are not using write protect tabs on the destination disks. Make backups of your disk before doing anything!

If you have the APPLE version, follow these instructions:

If your APPLE has DOS 3.2, you can simply boot the disk Drive 1 and the disk will auto-run. You can accomplish this by locating the on/off switch on the back left hand side of your APPLE. Place the disk into Drive 1 and turn the Computer on. The program should start running by itself. If you should have any problems, please contact Adventure International.

If your APPLE has DOS 3.3, you will have to convert this disk to the format that your computer uses. This is accomplished by use of the MUFFIN utility provided on the DOS 3.3 master. Instructions on the use of MUFFIN are provided in your DOS 3.3 users manual.

If you have a TRS-80 Model I, follow these instructions:

If you have more than 1 drive, simply place the Adventure International disk into drive 1, and a copy of TRSDOS into drive 0. Boot the system. This is done by pressing the reset button, located on the back of the keyboard on the left-hand side. After booting the system, type 'AICHAIN' and the program should start running automatically.

If you have a single drive system, you will need to take a copy of TRSDOS 2.3 (do not use your master TRSDOS 2.3 disk but make a copy from it!) and remove all the visible files from the disk. Visible files are those that appear when you type 'DIR'. After KILLING all the visible files, kill the following files in the given order:

KILL BACKUP/CMD.BACKUP
KILL FORMAT/CMD.FORMAT
KILL BASICR/CMD.BASIC
KILL SYS5/SYS.F3GUM
KILL SYS6/SYS.F3GUM

Note: SYS6/SYS is the part of TRSDOS that recognizes commands such as DIR & KILL, because of this, you cannot use DOS commands after KILLing this file. If you must use these commands, boot from another disk, do a DIR. This will load the library overlay. Then insert your disk and execute the command you need.

When finished, these should be the only files left on the destination diskette:

SYS0/SYS — SYS1/SYS — SYS2/SYS — SYS3/SYS — SYS4/SYS —
DIR/SYS — BOOT/SYS

Place the Adventure International Diskette into drive 0 and boot the system. This is accomplished by pressing the RESET button on the back left-hand side on the keyboard. The disk will ask you for the DESTINATION DRIVE?. Answer this with a '0'. Then follow the instructions given by the program regarding when to swap the disks.

After the transfer utility stops, take the original TRSDOS master disk and boot it in drive 0. When 'DOS READY' appears type 'DIR' then remove TRSDOS master disk & insert your copy you have been making. Now type 'AUTO AICHAIN'. Boot the system once again and the program should thereafter auto-run.

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IF you have a TRS-80 Model III, follow these instructions:

The disk you have purchased is in a Model I format. You will need to use the convert utility to make a Model III compatible version. To do this, follow these instructions:

Take a copy of Model III TRSDOS and place it in drive 0, place the Adventure International diskette in Drive 1. Boot the system. This is done by pressing the small orange square in the upper-right corner of the keyboard. When 'DOS READY' appears on the screen, type 'CONVERT'. This will execute the convert utility. Answer the 'Source Drive?' question with a '1'. Then answer the 'Destination Drive?' question with a '0'. Then utility will then convert all the programs from the Adventure International diskette to your TRSDOS disk. After finishing, KILL AICHAIN/CMD. You can then build a DO file by following these instructions:

Type the following
BUILD AICHAIN (ENTER)
BASIC (ENTER)
1 (ENTER)
(ENTER)
RUN"START" (ENTER)
(BREAK)
AUTO DO AICHAIN (ENTER)

ai Adventure

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LOCAL CALL FOR DEATH

by Robert LaFore

Apple & Atari Conversions by
Marin Computer Center

Amidst the glut and duplication of recreational software for the home computerist, comes a refreshing new concept in microcomputer entertain-

ment: The INTERACTIVE FICTION SERIES.

INTERACTIVE FICTION author / creator Robert LaFore has succeeded in eliminating the static structure often found in entertainment programs, in favor of a refreshing format which allows the player total involvement within inventive fictional situations.

As its name suggests, the ability to actually interact with characters and situations — to take part in the story — sets INTERACTIVE FICTION apart from the competition. The action begins when you react to a given situation or event, and then key in your responses. You aren't limited to a couple of words; indeed, full sentences are encouraged. You can enter the same situation time and again, and by using a different response, can effect new twists within the adventure.

Explore the delightful world of INTERACTIVE FICTION — an engrossing and fascinating experience for action buffs of nearly all ages.

LOCAL CALL FOR DEATH is a detailed, fascinating detective saga which allows you full involvement within the context of the story. Meet Detective Sir Colin Drolley, as well as a host of other intriguing characters and suspicious rogues, as you set about the task of solving the perfect crime! You won't believe the incredible depth and detail of LOCAL CALL FOR DEATH as the action submerges you into a world of TOTAL participation!

LOCAL CALL for DEATH PROGRAM PARAMETERS

LANGUAGE	Basic
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME	1 Hr.
SUGGESTED AGE GROUP	12 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Compu-novel
SOUND?	No
GAME SAVE FEATURE?	No
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	No
REAL TIME?	No
SPECIAL EQUIPMENT:	None

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