

G.F.S. SORCERESS

INSTRUCTIONS

INTRODUCTION

G.F.S. SORCERESS is a science fiction adventure game which is actually the first part of the continuing saga of Joe Justin and Selena Sakarov aboard the Galactic Federation Starship Sorceress. In the game, you will take the part of Joe Justin as he attempts to clear himself of a false charge of mutiny. Be sure to read the short story which accompanies the game to get the flavor of this adventure, not to mention some useful clues!

As the game begins Lieutenant Joe Justin has just been convicted of mutiny and murder on the G.F.S. Rheingold, and summarily shoved out of the airlock. Equipped with only a standard-issue spacesuit, you, as Joe Justin, must find a way to return to earth with evidence that will unequivocally prove your innocence. To do this, you must first find and repair a starship, then explore strange new worlds.

For Players New to Adventure Games

An adventure game is not like a computer game which shows moving targets on the screen and requires split-second timing to score hits. An adventure game is more like a computerized novel that allows a person to assume the role of the central character and make the decisions about what the character should do next. The computer serves not only as the player's eyes and ears in a future universe, but it also assumes the roles of other characters in the "novel". Although the computer is obviously limited in what it can display on the screen, with a little imagination the player will quickly find himself projected into a complete future universe with super-technology and strange alien creatures.

One of the features of adventure games which makes them very easy to learn is that "commands" are typed as single English phrases (followed by RETURN or ENTER). There are no lists of coded commands to memorize. In fact, an adventure game player will not know before he tries what will work and what will not. Of course, the computer does not really understand the complete English language. Instead, it has been programmed to respond to a small number of key words which should usually be obvious from the contexts of the situations in which the player finds himself. In other words, don't expect the computer to understand how to respond correctly to a command like "WALK AROUND UNTIL YOU FIND SOMETHING INTERESTING".

There are two basic rules which new adventure players should keep in mind. First, pay close attention to what the computer prints on the screen. It takes a lot of computer memory to store messages and to store the programming to display them at the correct moments of the game. Because of this, anything that gets printed is USUALLY important.

Before you skip over a seemingly unimportant message on the screen, be sure that it really is unimportant. Remember that you are reading a computerized novel; savor all the chapters.

The second rule is to understand what kinds of inputs the computer is looking for and respond accordingly. It may be necessary to rephrase a command several times before the computer recognizes its key words. Generally speaking, adventure programs are looking for very primitive commands. For instance, most adventure programs will allow the player character to pick up things and examine things. The best way to enter a command to do something is as directly as possible with a minimum of extra words. For example, if there is a banana in the game, check it out by typing "EXAMINE BANANA". It is not likely that going into more detail in the command will cause the program to do anything special.

Special Features of G.F.S. Sorceress

Every adventure game has its own peculiarities, and G.F.S. SORCERESS is no exception. Please read this section carefully, even if you are an experienced adventure game player.

G.F.S. SORCERESS is an object-oriented adventure game. This is simply a technical way of saying that nearly every command consists of a verb (the action) that one wishes to perform on a noun (the object). For example, in the command "EXAMINE BANANA", the player wishes to perform the action (verb), "EXAMINE", on the object (noun), "BANANA". The computer might respond to this command by displaying a message like "YOU SEE A BANANA THAT LOOKS MIGHTY GOOD TO EAT." The next command might be "EAT BANANA", to which the computer might respond "YUM!", etc.

The actions in the game take place in many areas. Each area is one geographic location which can contain one or more objects. Every object in an area is considered accessible (for picking up, examining, etc.) to the player. In other words, if the computer prints a message saying that there is a gorilla in your vicinity, then the gorilla is close enough to you to be of immediate concern. Looking at it the other way, you are close enough to the gorilla to be of concern to him! In some limited circumstances, you will be able to "look ahead" to see an object in the next area. In that case, all you will get is that one short look and you will not be able to do anything with it (nor it to you).

Areas are connected to each other by a type of object called a "portal". The usual way to go from one place to another is to perform a travel action (verb) on a portal (noun). For instance, if there is a road in your current area, the command "GO ROAD" will take you to the other end of the road in the next area. Of course, portals can be the objects of other types of commands as well. (You can figure out those for yourself.)

There will be some occasions in which there will be two or more of the same type of object in your area. For example, there might be a red brick and a gold brick. In order to specify the exact object, you will need to enter an adjective. Otherwise, the computer will decide arbitrarily which one you mean, sometimes with unwanted (and unpleasant) results. In this example, type "GET RED BRICK" or "GET GOLD BRICK".

Putting together these ideas, the general form for a command in G.F.S. SORCERESS is

VERB (ADJECTIVE) NOUN (followed by RETURN or ENTER).

You should keep in mind that the computer only looks at the first three letters of each word entered.

Before you enter each new command, the game program will display messages on the screen indicating where you are, what you can see at a quick glance, and what you are carrying. (IMPORTANT NOTE: "Carrying" is considered to be equivalent to "wearing" something in this game.) For this reason, the commands "LOOK" and "INVENTORY" are NOT used in this game.

The command "QUIT" is used to end the game at any point. The computer will then ask if you want to start again (at the beginning). If you answer "N" or "NO", the game will be over until reloaded.

How to Enter Commands

The instructions for loading the G.F.S. SORCERESS program are different for each type of computer and are listed separately below. Once the program is loaded, however, it will run virtually identically on all computers except for execution speed.

The game begins by printing a title on the screen. Following that, TRS-80 players (only) will be asked to press a key on the keyboard to continue. After the computer has initialized the "universe", it will print a message telling you where you are, what you see, and what you are carrying (which should be a spacesuit when the game starts).

When the computer wants a new command, it will prompt you by putting "---- " on the screen. Simply type your command (leaving at least one space between words) and then press the RETURN (or ENTER) key. If you make a mistake while you are typing a command, you can go backward and erase the mistake by pressing the same key that performs this function in your computer's version of BASIC.

After the RETURN (or ENTER), the computer will respond to the command as appropriate. Depending on the complexity of the situation, it may take one or two seconds for the computer to do everything it needs to do between commands. (After all, it has lots more than just you to worry about!) Most of the time, there will be messages coming out on the screen during these intervals, and so the game will progress more quickly if you read the messages while you are waiting for the next prompt ("---- ").

The game continues in this manner until you enter the command "QUIT", you win the game (which is hard to do until you learn the secrets), or you die (which is easy). When the game ends, you are given the option of starting over fresh, in which case the game begins again (it is not necessary to reload it). Otherwise, you will be transferred back to your computer's normal operating system where you have a choice of saving the game as it currently stands, or doing something else with your computer (like throwing it out the window in frustration). The details for saving and reloading games are given below for each computer individually.

Loading & Saving Instructions

DISK

APPLE

TO RUN the program insert the game disk into drive number one and boot the system. The program will load and run automatically.

To SAVE a game, insert an initialized disk into drive number one, (Note, use a disk with no other program on it. The save routine will not check the disk directory and may overwrite an existing program on the disk. The original game disk can be used to save the program.) Type SAVE and press the [RETURN] key.

To LOAD a saved game, first load the main program from the game disk (see above instructions). Insert the disk with the saved game on it into drive number one. Type LOAD and press the [RETURN] key. The saved game will load and run automatically.

ATARI:

To RUN the program remove all language and program cartridges from the computer. Insert the game disk into drive number one and boot the system. The program will load and run automatically.

To SAVE a game insert a formatted disk into drive one. Type SAVE and press the [RETURN] key. The game data file will be saved to the disk.

To LOAD a saved game, first load and run the original game program (see above). Insert the disk with the saved game on it and type LOAD. Press the [RETURN] key and the saved game will load and run automatically.

TRS-80, MODEL I:

To LOAD the program, insert the game disk into drive 0 and turn on the computer. The disk will boot DOS, then display DATA LOADING . . . on the screen. When DOS Ready appears on the screen type SORCER and press the [ENTER] key. The game title will appear, followed by PRESS ANY KEY TO CONTINUE Press (and release) any key (except shift) and the game will begin after a few seconds of initialization.

To SAVE a game in progress, type QUIT and press the [ENTER] key. START OVER (Y/N)? will be displayed on the screen. Type N and press [ENTER], this will return you to DOS mode. Insert a formatted diskette into drive 0. Type:

DUMP SAVE/CMD (START = X'F000',END = X'F1FF')

and press the [ENTER] key. The program data file will be saved to the disk. Note, you may use any valid name for the saved game, not just "save". Examples: "DUMP GAME1/CMD" or "DUMP MYGAME/CMD".

To load a saved game, first load the program data files (see above loading instructions). Insert the saved data disk into your disk drive and type "file name" (the name you saved the data file under, Example GAME1/CMD.) /CMD and press the [ENTER] key. When the DOS Ready prompt appears again, insert the game diskette into the disk drive and type SORCER and press the [ENTER] key. The program will load and run automatically.

TRS-80, MODEL III:

The game diskette is formatted to run on the TRS-80 Model I. To run the program on the Model III you must convert the program to Model III format.

1. Insert system disk in drive 0 with the write enable notch exposed.
2. Power up computer.
3. Insert game disk in drive 1 and under TRSDOS Ready enter the command CONVERT. TRSDOS will respond with: SOURCE DRIVE?. Type: 1 and press [ENTER] key.

TRSDOS will then respond with: DESTINATION DRIVE?. Type: 0 and press the [ENTER] key. The computer will transfer the files on the Model I disk to the Model III diskette.

4. The file names on the Model I disk will be displayed as they are converted. (Note, you should have a minimum of 70 free granules on the destination disk prior to the conversion.)

After the program has been transferred to the Model III diskette, TRSDOS Ready will be displayed on the screen.

Load the program by typing DATA/CMD. Press the [ENTER] key, the data file will be loaded. When the TRSDOS Ready prompt appears on the screen again type SORCER and press [ENTER]. The game title will appear, followed by PRESS ANY KEY TO CONTINUE . . . Press (and release) any key (except shift) and the game will begin after a few seconds of initialization.

To save a game in progress, type QUIT and press the [ENTER] key. START OVER (Y/N)? will then be displayed on the screen. Respond with N and press [ENTER]. This will return control to DOS Mode. Insert a formatted diskette into drive 0 and type:

DUMP SAVE/CMD (START=0F000,END=0F1FF)

and press the [ENTER] key. The program will be saved to the formatted disk. Note, you may use any valid name for the saved data file, not just "SAVE". Examples: "DUMP GAME1/CMD . . ." or "DUMP MYGAME/CMD . . ."

To LOAD a saved game, first get DOS up on your computer. Load the data file as per the above loading instructions. Insert the disk with the saved game data file on it into the disk drive and type SAVE/CMD (see above note) and press [ENTER]. The data file will load. When TRSDOS Ready appears on the screen, remove the data file disk and insert the game diskette. Type SORCER and press the [ENTER] key. The program will load and run automatically.

Loading & Saving Instructions

CASSETTE

APPLE:

G.F.S. SORCERESS is a machine language program. It will require a fully expanded memory (48K) in the Apple II must be loaded from the Apple monitor by following these steps:

1. Position the tape to the beginning of the Apple program by listening to the tape. The Apple program is located on side 2 after the TRS-80 program. It can be recognized by the difference in the sound of the program, and especially by the "pure" quality of the calibration tone at the beginning of the program. Position the tape to just after the beginning of the calibration tone.

2. Type CALL—151 [RETURN]
This will put your computer into monitor mode. An "" will appear on the screen.

3. Type 300.330R 300G

but DO NOT press RETURN key yet!

4. Press the PLAY button on the cassette recorder and then IMMEDIATELY press the RETURN key. The program will load and run automatically.

In order to save a game to restart at a later date at the point you left it, type SAVE. Place a blank cassette tape in the cassette recorder and set the recorder to RECORD. Start the tape recorder and press the RETURN key. A data file will be saved to the cassette tape.

To load a saved game, first load and run the G.S.F. SORCERESS program per the above loading instructions. Position the tape with the saved game on it to the beginning of the program. (Just after the beginning of the calibration tone.) While playing the game type LOAD. Start the tape and then immediately press the RETURN key. The saved game data file will load and the game will continue.

ATARI:

G.F.S. SORCERESS is a machine language program. Remove all language and game cartridges from the computer.

Put the game cassette tape into the cassette recorder. Hold down the yellow START key to the right of the computer key board. Turn on the computer. The computer will beep once. Release the START key. Press PLAY on the tape recorder and then a key on the computer keyboard. The program will load and the game will begin in approximately twelve minutes.

To save a game in progress, put a blank cassette tape in the cassette recorder. Type SAVE and press the RETURN key. The computer will beep twice. Press the RECORD and PLAY buttons on the tape player and then a key on the keyboard. A data file of the game will be saved to the blank cassette tape.

To load a saved game data file, first load the main game program (see above instructions). After the game has begun, type LOAD. The computer will beep once. Put the cassette, with the saved game on it into the tape player. Press the PLAY button on the tape player and then a key on the computer keyboard. The saved game data file will load and the game will resume.

TRS-80:

G.F.S. SORCERESS is a machine language program. There are two sections to be loaded, one containing the computer instructions which never change and one containing the game data which changes as the game progresses.

In order to load and run G.F.S. SORCERESS follow these steps:

1. Get to the SYSTEM mode from Level II BASIC by typing

SYSTEM (ENTER)

(For Model III only, enter: L after CASS?, then SYSTEM)

The computer will respond by putting "*" on the screen.

2. Put the G.F.S. SORCERESS tape in the cassette recorder, make sure it is on side 2 and rewind all the way, press the PLAY button on the recorder.

3. Type

SORCER (ENTER)

This will load the first part of the game. The TRS-80 will flash an asterisk in the upper right-hand corner of the screen to indicate that it is loading. When it is finished, it will put another "*" on the screen.

4. Type

DATA (ENTER)

This will load the data portion of the game. The computer will again write "*" when it is done.

5. Press the "/" key and then the ENTER key. The program will begin.

SAVING a game:

If you type QUIT (ENTER) during the game, you will jump back to Level II BASIC. You now have the option of saving the data portion of the game. To do this, you will need the TBUG program cassette which is available from your local TRS-80 dealer. Follow these steps:

1. Get back into the system mode by typing

SYSTEM (ENTER)

2. Put the LEVEL II TBUG tape in the cassette player and press the PLAY button

3. Type

TBUG (ENTER)

4. The program will load. When the "*" prompt appears again press the "/" key and then press the ENTER key. The computer will respond by printing a "#"

5. Position a blank cassette tape in the tape recorder and set it to record mode.

6. Type

P B000 F1FF 5500 SAVEGAME (ENTER).

(NOTE! you can use any legal file name in place of filename.)

This will cause the computer to record the data portion of the program to the cassette tape. When it has been saved the computer will display a "#" on the screen.

To restart a saved game at a later date, follow steps 1-3 above. At step 4, replace the G.F.S. SORCERESS tape with the tape that has the saved data file on it. Press the PLAY button on the tape recorder and type

SAVEGAME (ENTER)

Once the saved data file is reloaded, press the "/" key and then the ENTER key. The program will start at the point where you left it.

QUESTIONS ON PLAY

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed "complete" in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.

IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all cables and connections are correct.
2. Re-read the section in your computer's manual that tells you how to load software. Try to load software again.
3. If you can adjust the volume on your recorder, try different settings, both higher and lower.
4. If possible, load another program from a tape or disk you know works on your computer. This will prove that your equipment works. Try once more to load your game.
5. The normal reason software will not load is tape recorder or disk drive head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to read software made on a different recorder for this reason. Be sure your recorder heads are correctly aligned. Your local computer store or dealer can help you with this.
6. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load.) to:

Avalon Hill Microcomputer Games
4517 Harford Road
Baltimore, Maryland 21214

Defective Software will be replaced.

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CREDITS:

Game Design: National Microcomputer Associates

Development: Michael G. Cullum

Artistic Touches: Astrahan

Production Coordination: Jean Baer

Prep Dept. Coordinator: Elaine M. Adkins

Typesetting: Colonial Composition

Printing: Monarch Services, Inc.

Playtesters: Gary Sipes, Stanley Schrifer,
Greg Handy, Larry McCauley,
Clo Newton, Bonnie Mays.



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