

HAUNTED HOUSE



Cat. No. 26-1910

Radio Shack®
TRS-80
MICRO
COMPUTER
SYSTEM

GAMES

**A Thrill-Packed Game of
Mystery and Adventure
For Your 4K Level I or II
TRS-80™ Microcomputer**

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NOTE: Good data processing procedure dictates that the user test the program, run and test sample sets of data, and run the system in parallel with the system previously in use for a period of time adequate to insure that results of operation of the computer or program are satisfactory.

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First Edition

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Haunted House

Generations have passed since the McDaniel family mysteriously disappeared. It is said that a stranger came to visit on that cold, Autumn day many years ago, but no one knows for sure.

Their house has been vacant for decades now. Its two story image is forlorn and looming, visible only from the narrow, winding road that has been distorted by vegetation from the surrounding forest. The stone wall that encompasses the house is discolored and broken from years of neglect, its iron gate rusty and worn by angry seasons. The windows are boarded — the house is quiet and contented, not accustomed to visitors. The wind is restless today, blowing fallen leaves in all directions. As you walk towards the entrance of the house, the wind grows distant and weak. Suddenly, the calm and silence is broken by sounds from within the house!

Do you have the courage to enter?

Playing the Game

HAUNTED HOUSE is a very simple game. There are no treasures to find. There are no scores to keep. There is no time limit. You only have one task — GET OUT OF THE HOUSE ALIVE!!

To move within the house, use single letter commands (**N**, **S**, **E**, **W**) for directions. For the most part, use two word commands such as **GET** **BUCKET** or **DROP** **ROPE** to play the game. Always follow every command by pressing **ENTER**. If you want to know what you are holding at any time during the game, type **INVENT** (for Inventory) and press **ENTER**. If you ever become lost, type **LOOK** and press **ENTER**, and the game will tell you where you are. If you die, you must reload the tape and start over.

HAUNTED HOUSE consists of two parts. When you have successfully completed the first part of the game, the screen will display READY CASSETTE. At that time, make sure the “PLAY” button is depressed on the recorder and press **ENTER** to load the second part of the game.

Good Luck!!!

Loading Instructions

Level I

1. Place the tape in the cassette recorder and press “PLAY”.
2. Type **CLOAD** and press **ENTER**.
3. When the program has loaded into the TRS-80, it will start automatically.
4. Press any key to start.
5. Press **ENTER** after every instruction you type.

Level II

1. Place the tape in the cassette recorder and press “PLAY”.
2. When MEMORY SIZE?_ appears, press **ENTER**.
3. When READY_ appears, type **SYSTEM** and press **ENTER**.
4. The screen will show *?_. Type **HAUNT** and press **ENTER**.
5. When *?_ appears again, type **Z** and press **ENTER**.
6. Press any key to start.
7. Press **ENTER** after every instruction you type.

*Since HAUNTED HOUSE is written in Machine Language, the asterisks will flash at a slower rate than normal. If you have a Level II Disk System, this program will not load into Disk Basic. You must use Basic 2 to load this program. Follow the instructions for Level II as shown.

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HAUNTED HOUSE

- Solve the Mysteries of the House
- Survive the Many Hidden Dangers
- Explore Secret Rooms and Passages
- Search for the Only Escape

Explore Radio Shack's Haunted House — a game of mystery and excitement that runs on all 4K Level I or II TRS-80 computers! The house has many rooms, and even more dangers. It's up to you to discover the clues and magic you'll need to find the only way out.

Haunted House is easy to play. Each room of the house and its contents are described on your TRS-80 screen. Act accordingly (but carefully) and give simple commands through your keyboard. There are no scores to keep or treasures to find. But you'll be too busy anyway, with a more important task — getting out of the Haunted House alive! Great fun for the entire family!

Important Information for Cassette Users

Note: Model III BASIC on the TRS-80 Model III is essentially the same as Level II BASIC on the TRS-80 Model I. All of the following references to Level II BASIC also refer to Model III BASIC. The only difference is that a higher baud rate for saving onto tape can be set if you have a Model III with Model III BASIC (high = 1500 and low = 500). Both low and high baud rate use the same volume setting on the Model III.

Using Your Cassette Deck

Many factors affect the performance of a cassette system. The most significant one is volume. Too low a volume may cause some of the information to be missed. Too high a volume may cause distortion and result in the transfer of background noise as valid information.

Four different cassette models have been supplied with the TRS-80 system—the CTR-40, CTR-41, CTR-80, and CTR-80A. Each model has its own loading characteristics. The table below gives the suggested volume ranges for each of the CTR models.

Notice that the volume ranges for Level I and Level II are different. This is because the Level II data transfer rate is faster (500 baud vs. 250 baud). Also, notice that for the TRS-80 Model I, pre-recorded Radio Shack programs need a slightly higher volume setting than that required by your own CSAVED tapes. This is because the pre-recorded tapes are produced with high-speed audio equipment at a slightly lower volume level than the CSAVE process provides. The Model III records at a lower volume than the pre-recorded tapes are recorded at, so the volume setting for user-generated tapes is higher than for pre-programmed tapes. You will need to take this into account when CLOADing Level II programs into a Model III.

Recorder Model	User-Generated Tapes		Pre-Recorded Radio Shack Tapes	
	LEVEL I	LEVEL II	LEVEL I	LEVEL II
CTR-40	YELLOW LINE	RED LINE	YELLOW LINE	RED LINE
CTR-41	6-8	4-6	6.5-8.5	5-7
CTR-80 & CRT-80A	4.5-6.5	3-5	5.5-7.5	2.5-5

**Recommended Volume Settings for Radio Shack Cassette Decks
When Used with the TRS-80 Model I**

Recorder Model	User-Generated Tapes	Pre-Recorded Radio Shack Tapes
CTR-80, CTR-80A	5-7	4-6

**Recommended Volume Settings for Radio Shack Cassette Decks
When Used with TRS-80 Model III**

(With the CTR-40, CTR-80, and CTR-80A, turn the control to the left to increase volume. With the CTR-41, turn the control to the right.)

When information is being loaded from the cassette tape, two asterisks will appear on the screen. The one on the right will flash on or off as the program is read in. If the asterisks do not appear, or the one on the right does not flash, then the volume setting is probably too low. Increase the volume and try again. If you have a Model III this may be an indication that the tape's baud rate is different than the Computer's baud rate. (All Radio Shack Model I Level II pre-recorded cassettes are recorded at 500 baud rate, so Low baud rate must be selected when they are loaded on the Model III.) Try resetting the baud rate from high to low or vice versa (See your Operation Manual).

Use the reset button to stop the cassette and return control to you if loading problems occur.

Radio Shack programs are recorded at least twice on each tape. Following this practice when you record programs on tape will give you a back-up if one does not load properly or if it becomes damaged.

Important Note: The CTR-41 requires that you keep the supplied "dummy plug" in the MIC jack at all times. However, the other models should never be used with the "dummy plug."

Level I

Sometimes you will get an error message during an attempted CLOAD. This means that some information was lost or garbled. Adjust the volume level slightly and try again.

Level II (Also Model III BASIC)

In case of an error message, proceed as above. In Level II, there is also a rare case in which the program is not loaded correctly even though no error message is generated. So, after CLOADing a program, be sure to LIST it. If some data was garbled, then at some point in the listing the display will be filled with meaningless words and characters. Adjust the volume and try again.

Hints and Tips

Computer tapes should be stored in a relatively dust-free area (a cassette case is recommended) and protected from high temperatures. Magnetic and electrical fields may alter recorded information, so avoid placing the tape near them

(i.e. household appliances, power sources such as transformers and television sets, etc.).

The cassette deck supplied with the TRS-80 is very compatible with the system and will perform its duties with great success. To keep the cassette deck in top condition and thus minimize your problems, you should periodically perform some routine maintenance on it. Dirty heads can cause as much as a 50% loss of volume. Also, heads become magnetized with use and may cause distortion. We recommend that you clean the head, capstan, and pinch roller after every four hours of operation. Heads on new recorders should always be cleaned before use.

Note: Cassette cleaning and demagnetizing accessories are available from your local Radio Shack store.
