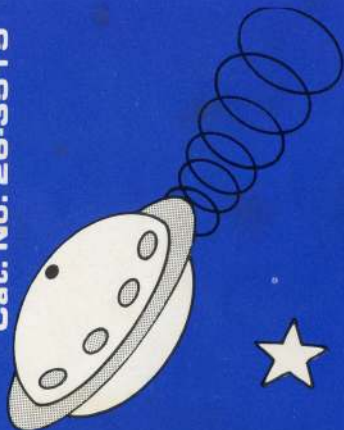


GAMES PROGRAM

GAMES



Cat. No. 26-3515



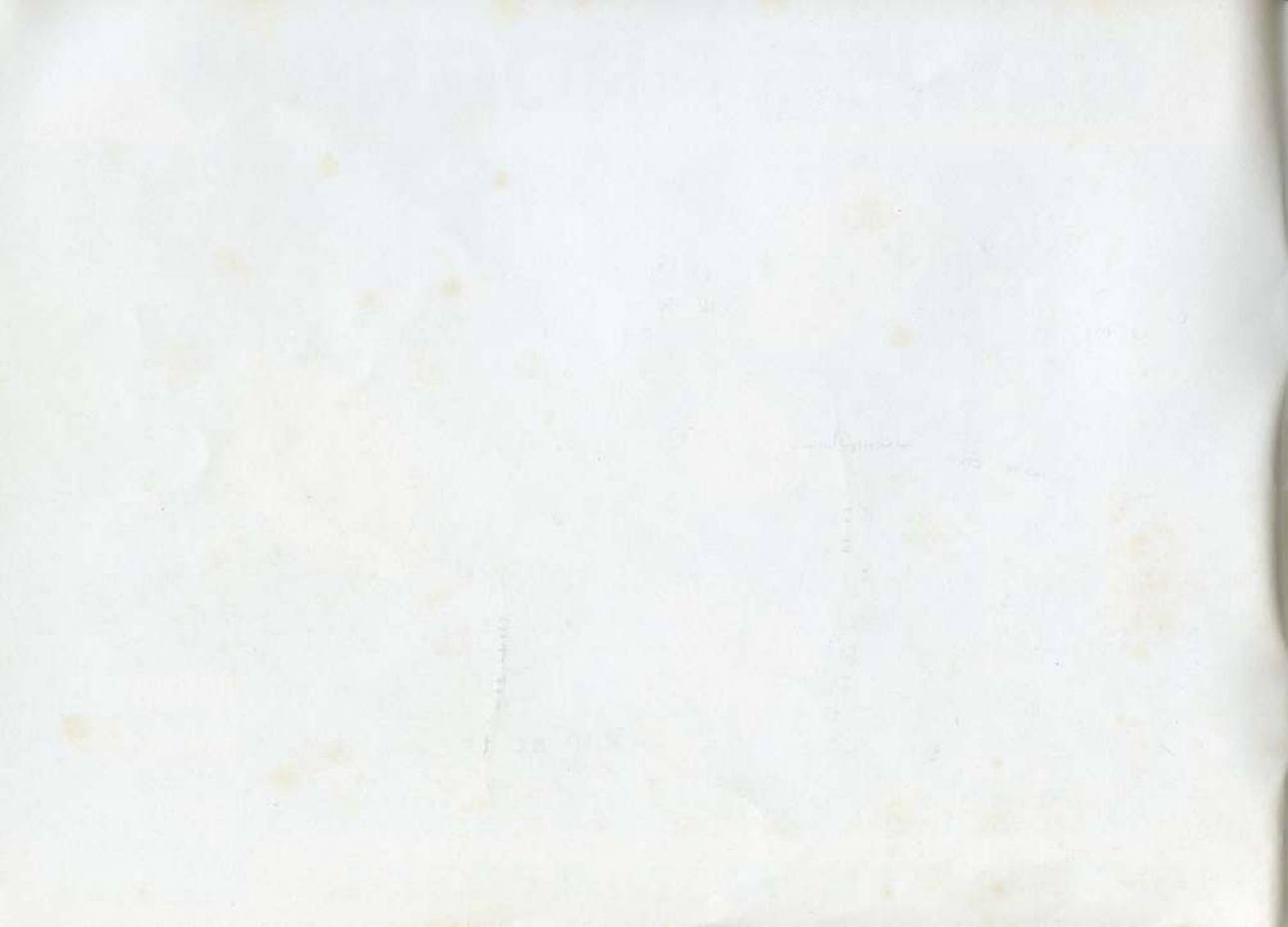
T.M.

Radio Shack®

TRS-80

POCKET
COMPUTER
SOFTWARE

INSTRUCTION MANUAL



Games

Radio Shack®



A DIVISION OF TANDY CORPORATION
FORT WORTH, TEXAS 76102

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10 9 8 7 6 5 4 3 2 1

Table of Contents

Introduction	1
General Operating Instructions	1
Missionaries and Cannibals	2
Nim	4
Spaceship Lander.....	6
Treasure Hunt.....	7
Biorhythms.....	12
Star Blaster	16
Craps	18
Quick Watson	21
Appendices	
A — Backups	23
B — Maintenance	24

THE HISTORY OF THE

REPUBLIC OF THE UNITED STATES

OF AMERICA

FROM THE FIRST SETTLEMENTS

TO THE PRESENT TIME

BY

JOHN F. JOHNSON

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THE HISTORY OF THE

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Introduction

The Pocket Computer Games Package consists of eight popular games designed to provide hours of entertainment. All the games are loaded from the program tape. After the game is stored in the computer, you can recall the game later — even if your Pocket Computer has been turned off.

The package consists of the following games:

1. Missionaries and Cannibals (Cross the river without getting eaten by the cannibals.)
2. Nim (An old game of logic in a new electronic form for 2 players.)
3. Spaceship Lander (Try to touch down on a strange planet safely.)
4. Treasure Hunt (We hid it — you find it.)
5. Biorhythms (Not really a game, but a way to check your cyclic mood for any day.)
6. Star Blaster (Save the universe by restoring its galaxies.)
7. Craps (A modern version of the old dice game.)
8. Quick Watson (The best-selling Radio Shack computer game comes to the Pocket Computer — Who done it?)

General Operating Instructions

All of the games are designed to operate and load in a similar manner. All programs have a menu and start up functions that can be called by pressing the gold **(SHIFT)** key and the **(SPC)** key.

Each menu will be explained in detail under the individual game instructions. After a game has been played, you simply press the **(ENTER)** key to restart the game. If the computer displays an error message (ex: 2), press the red **(CL)** key then **(SHIFT) (SPC)** to start over.

Each game is stored on the program tape under a specific name. To load a game from tape, make sure the computer is in the DEF mode. Type **(C) (L) (O) (A) (D)**, "the Program Name", and press **(ENTER)**. (For example, type **(C) (L) (O) (A) (D) (N) (I) (M)** then press **(ENTER)**.) The computer will search the tape until it finds the correct game. The program tape uses these names to identify the games:

Program Name	Game
1. MISSION	Missionaries and Cannibals
2. NIM	Nim
3. LANDER	Spaceship Lander
4. HUNT	Treasure Hunt
5. BIO	Biorhythms
6. STAR	Star Blaster
7. CRAPS	Craps Dice Game
8. WATSON	Quick Watson

Missionaries and Cannibals

The Missionaries and Cannibals game challenges you to safely move 3 Missionaries and 3 Cannibals (man-eaters) across the river. The boat will hold only 3 people at a time.

Any missionaries outnumbered by cannibals on land or in the boat will be eaten "alive". Cannibals will steal if given the opportunity, so don't trust them with the boat.

The Missionaries and Cannibals game requires imagination and careful planning. If you're not careful, you might even get eaten.

Instructions

1. Make sure the computer is connected to the Interface and that the Interface is properly connected to the Recorder.
2. Type **CLOADADMISION** and press **ENTER**. Wait for the Ready prompt (>).
3. **(SHIFT) (SPC)** for instructions. Press **ENTER** to see each line.
4. The display will show the menu of key operations. Press **ENTER** to see each line.

Computer Displays:

TO START
PUT M IN BOAT
PUT C IN BOAT
CROSS RIVER

(M = Missionaries, C = Cannibals)

You Type:

(SHIFT) (A)
(SHIFT) (B)
(SHIFT) (C)
(SHIFT) (D)

5. The computer bids you GOOD LUCK. You can either review the instructions again by pressing **(SHIFT) (SPC)**, or play the game by pressing **(SHIFT) (A)**.

When you press **(SHIFT) (A)** to start the game, the computer will display: **MMCCCC<>** This means the Missionaries, Cannibals, and boat are on the left bank of the river, waiting to cross (M = Missionaries, C = Cannibals, <> = Boat, and = River).

Press **(SHIFT) (B)** for each Missionary you want to place in the boat (Example: Press **(SHIFT) (B)**, then **(SHIFT) (B)** again for two Missionaries.)

Press **(SHIFT) (C)** for each Cannibal you want to place in the boat (Example: **(SHIFT) (C)** twice for two Cannibals.)

If you load the boat with too many people, the computer will display: **BOAT SANK WITH 4 PEOPLE**. This is because the boat will only hold 3 people at a time. Press **ENTER** and re-load the boat (using **(SHIFT) (B)** and **(SHIFT) (C)**).

Press **(SHIFT) (D)** when you're ready to cross the river. After each crossing, the computer indicates how many Missionaries and Cannibals are on each bank and in the boat. You now need to return to the other side of the river to bring others across. You're on the other side of the river with the Missionary, the Cannibal, and the boat. Decide who you want to return the boat to the other side. Depending on who you're loading, press **(SHIFT) (B)** or **(SHIFT) (C)**. To cross the river press **(SHIFT) (D)**.

Depending on who was loaded, you should be back where you started. Continue playing by using the (SHIFT) functions to make your move.

At the end of each game, pressing (SHIFT) (F) will display the losing move. Press (SHIFT) (A) to start another game.

If your move does not register on the display, press the red (CL) key then re-enter your move. The computer will continue from the point of interruption.

The mission is now in your hands.

Nim

Nim is an ancient Oriental game for 2 players that was originally played with stones. The game consists of 7 rows of stones. Each row has 7 stones, 49 stones in all.

The object of the game is to remove a number of stones from a row in order to make your opponent take the very last stone of the game. You can remove as many stones from a row as you wish, but you can only remove stones from one row during a turn.

To start the game, the computer displays the board: 7777777. Whenever stones are removed, the computer display will show the results. In the starting set-up (7777777), each number represents one row. The number represents the number of stones in its row. For instance, 7777610 would mean rows 1 through 4 are full (with no stones removed). Row 5 has 6 stones remaining, row 6 has 1 stone remaining, and row 7 is empty.

The computer requests the row number you're going to remove stones from (ROW =). Type a row number (1-7), and press **(ENTER)**. You are requested to enter the number of stones you want to remove (NUMBER TO RMV =). Type the number and press **(ENTER)**.

Here is how a typical game of Nim might be played:

(o = Stones, x = Remove Stones, . = Stones Removed)
(* = What the Computer will Display)

Start of Game	Move 1 (You) Remove 6 from Row Number 7.	Move 2 (Opp) Remove 7 from Row Number 4.	Move 3 (You) Remove 7 from Row Number 5.
1 o o o o o o o	o o o o o o o	o o o o o o o	o o o o o o o
2 o o o o o o o	o o o o o o o	o o o o o o o	o o o o o o o
3 o o o o o o o	o o o o o o o	o o o o o o o	o o o o o o o
4 o o o o o o o	o o o o o o o	x x x x x x x	
5 o o o o o o o	o o o o o o o	o o o o o o o	x x x x x x x
6 o o o o o o o	o o o o o o o	o o o o o o o	o o o o o o o
7 o o o o o o o	x x x x x x o	 o	 o
* 7777777 *	* 7777771 *	* 7770771 *	* 7770071 *
(Start)	(Results)	(Results)	(Results)
Move 4 (Opp) Remove 7 from Row Number 2.	Move 5 (You) Remove 6 from Row Number 3.	Move 6 (Opp) Remove 4 from Row Number 1.	Move 7 (You) Remove 4 from Row Number 6.
1 o o o o o o o	o o o o o o o	x x x x o o o	 o o o
2 x x x x x x x			
3 o o o o o o o	x x x x x x o	 o	 o
4 o			
5 o			
6 o o o o o o o	o o o o o o o	o o o o o o o	x x x x o o o
7 o	 o	 o	 o
* 7070071 *	* 7010071 *	* 3010071 *	* 3010031 *
(Results)	(Results)	(Results)	(Results)

Move 8 (Opp)	Move 9 (You)	Move 10 (Opp)	Move 11 (You)
Remove 3 from Row Number 1.	Remove 3 from Row Number 6.	Remove 1 from Row Number 3.	Remove 1 from Row Number 7.
1 X X X	1	1	1
2	2	2	2
3 O O X	3	3	3
4	4	4	4
5	5	5	5
6 O O O X X X	6	6	6
7 O O O X	7	7	7
0010031	*0010001*	*0000001*	*0000000*
(Results)	(Results)	(Results)	(Results)

Since you were left with the very last stone of the game, you lose. Remember, the object of the game is to leave the **other** person with the last stone.

Instructions

1. Type **C L O A D N I M**, press **ENTER** and wait for the ready display (>).
2. Once you learn to play NIM, you can press **SHIFT A** to omit instructions and start the game. For now, press **SHIFT SPC** for instructions. Press **ENTER** to see each line.
3. The computer indicates it's the first player's turn. Also shown is the Starting Set-up: **PLYR A 7777777**.

4. Press **ENTER**. The display shows: **ROW =**. The computer is requesting a row number. Example: Type **7** and press **ENTER**.
5. The display shows: **NUMBER TO RMV =**. Enter the number of stones to be removed. Example: Type **6** and press **ENTER**.
6. The display indicates the next player's turn and the status the board: **PLYR B 7777771**. Remember Player A removed 6 stones from row number 7. The board status indicates only 1 stone is left on row 7 as a result of Player A's move.
7. It is now the second player's move (**PLAYER B**). The second player makes a move (repeating steps 4-6).

Before each player's move, the computer will indicate the board's status. Study the board's status so you will know what move to make. The computer will declare a winner when the last stone is removed. Pressing **SHIFT A** starts a new game.

Spaceship Lander

This program simulates a spacecraft landing on a planet. The game starts with the craft descending toward the planet in freefall at a starting height of about 2678 feet, and an initial velocity of 430 feet/second toward the surface of the planet.

The object of the game is to land at zero velocity (height = 0 feet, velocity = 0 feet per second), by firing your rockets, using the proper amount of fuel, at the right time. However, you will land safely if your rocket reaches 0 altitude with less than 10 units of velocity.

You have a limited amount of fuel to accomplish your landing (725 units). The maximum thrust you can request (in a single one second burst) uses 75 units of fuel.

At the beginning of the game, the rocket provides an acceleration of 1 ft/second, away from the surface, for each unit of fuel. However, as fuel is burned and the remaining weight of the spacecraft changes, the acceleration for a unit of fuel will change accordingly. The gravity of the planet is 13 feet/second.

Instructions

1. Type **C L O A D " L A N D E R "** and press **ENTER**.

2. When the ready display appears (>), press **SHIFT SPC** for the Menu. Press **ENTER** to see each line.
SHIFT A TO INITIALIZE (to set the landing conditions).
SHIFT B TO RUN (to start the landing maneuvers).
SHIFT C TO REVIEW STATUS (of the spacecraft).
3. **SHIFT A** will set up the program and create the landing conditions. The spacecraft's initial velocity and height is shown on the display: VEL = -430.00 HT = 2678.00. Press **ENTER**. The display will show the amount of time and fuel available: T = 00.0 F = 725.00.
4. Press **SHIFT B** to start the landing procedure. The display shows: FUEL TO USE (0-75). The computer is requesting your fuel requirements for the first one-second burn. Enter the amount of fuel to be burned (from 0 to 75 units).

The new velocity and height will be displayed. Press **ENTER** to see the time and the remaining fuel. Press **ENTER** again, and the computer will ask for the amount of fuel for the next one-second burn.

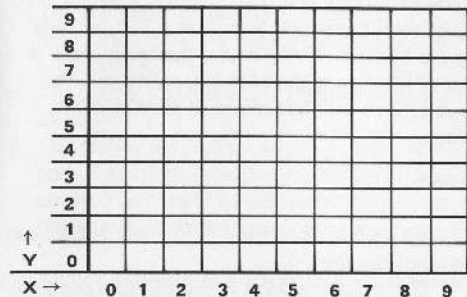
You can display the ship's status at any time by pressing **SHIFT C**. Continue the landing with **SHIFT B**. You will land successfully if you reach 0 height, with no more than 10 ft/second velocity. If you run out of fuel, you crash!!

Happy Landing!

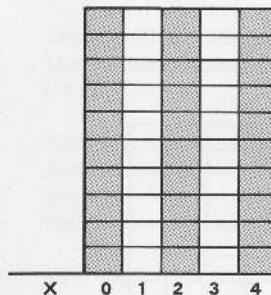
Treasure Hunt

The Treasure Hunt game is played against the computer. The computer hides the treasure. You find the treasure by guessing its location. At the start, you are given a \$50 purse (to use in looking for treasure). Incorrect guesses are subtracted from your \$50 purse. The game is over when you find the treasure, or run out of money.

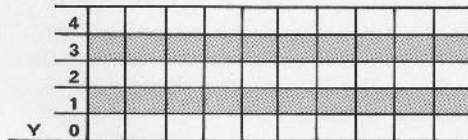
The object of the game is to find the block that contains the treasure. We call this "identifying" the block. You can either imagine the placement of your moves or use the board drawings supplied (see page 10). The board drawing will help you keep track of your moves.



To identify a block, you must first identify X and then Y. X is the Column the block is in. Y is the Line number the block is on.



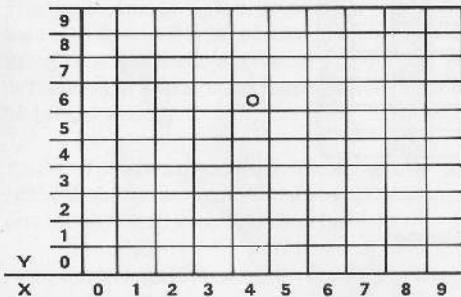
X = Column Number



Y = Line Number

Let's make a sample guess. Before each guess, decide which block you think contains the hidden treasure. Figure out the block's location by identifying the X and Y.

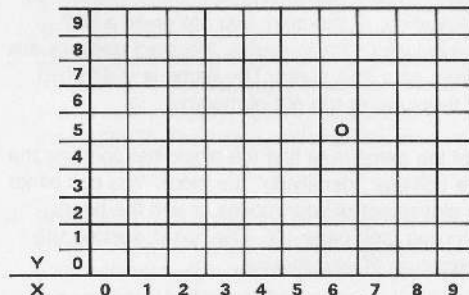
The block we think contains the treasure is identified $X = 4$, $Y = 6$. We have marked the block on the board below.



As you can see, $X = 4$ means the block is located in column number 4. The $Y = 6$ means the block is on line number 6. Do Not Count The Blocks. Use the numbers assigned to each column and each line number.

If your guess is wrong, the computer will request another guess. If you're using a board drawing, erase or blackout block $X4 * Y6$ so you won't make the mistake of choosing that block again.

From block $X4 * Y6$, the computer has hinted we are 3 blocks away (any direction). Let's make another guess, $X = 6$, $Y = 5$.



You can find the treasure if you don't run out of money. At the beginning of each game you are given a \$50 purse to use in finding the treasure. Every wrong guess will cost. It is not a matter of how many guesses you make, but how many blocks you move for each guess. It pays to make small guesses.

Instructions

1. Type `CLOADHUNT`, press `ENTER`, and wait for the ready display (`>`).
2. Press `SHIFT SPC` for instructions. Press `ENTER` to see each line.

3. The display shows this menu of key operations. Press **(ENTER)** to see each selection.
 - To Start Over — **(SHIFT) (A)**
 - To See Status — **(SHIFT) (B)**
 - If You Give Up — **(SHIFT) (C)**
4. A number is requested to start the game. The display will show: INPUT ANY NUMBER. Type any number and press **(ENTER)**.
5. The computer will display: X = 0. Y = 0. \$ = 50. HINT 4. This means X is in Column 0 and Y is on Line 0. You have \$50. At this point, you're 4 blocks away from the treasure. Press **(ENTER)** when you're ready to make a guess.
6. The computer will display: CHANGE TO X = . The computer wants to know what the change to X is. At this point, decide where you think the treasure is. Identify X as the Column number. Example: Type **(7)** and press **(ENTER)**.
7. The computer will display: CHANGE TO Y = . Identify Y as the change to the line number. Example: Type **(8)** and press **(ENTER)**.
8. The Cost of that move (\$10) is briefly indicated on the display.
9. The display will then show: X=7. Y=8. \$ = 40. HINT 11. The computer informs you that you're now in Column 7, and on Line 8. You have \$40 left in purse money. You are 11 blocks away from the treasure.

Press **(ENTER)** to make another guess. The display shows: CHANGE TO X = . Example: Type **(1)** and press **(ENTER)**.

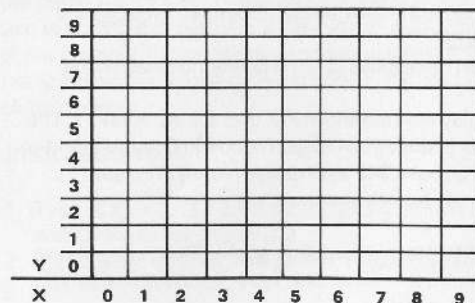
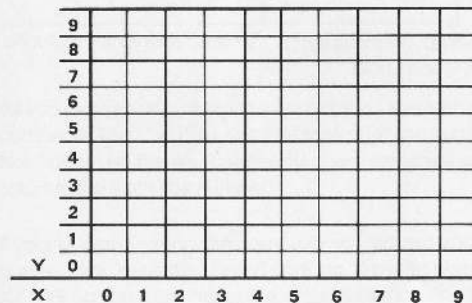
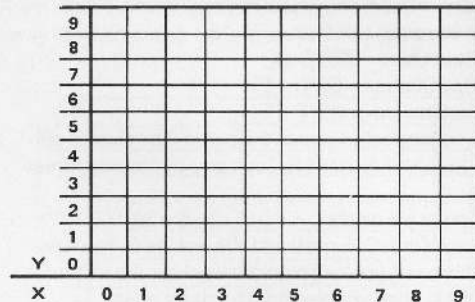
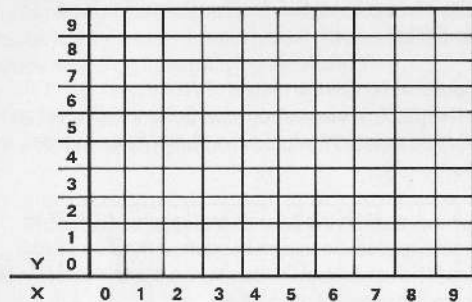
The display shows: CHANGE TO Y = . Example: Type **(1)** and press **(ENTER)**.

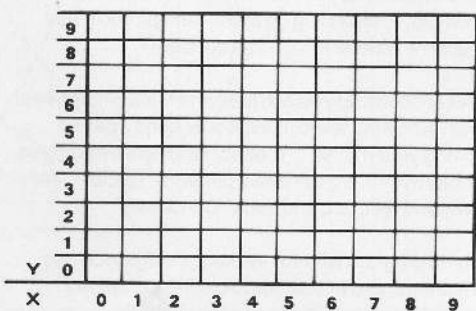
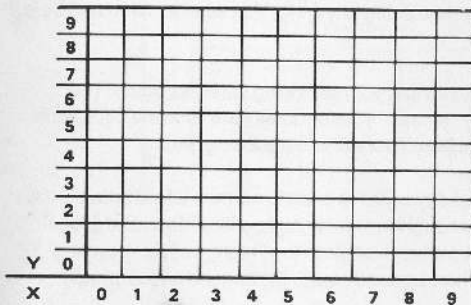
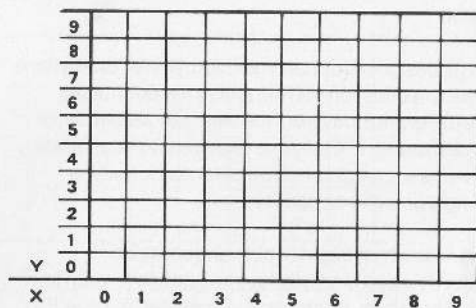
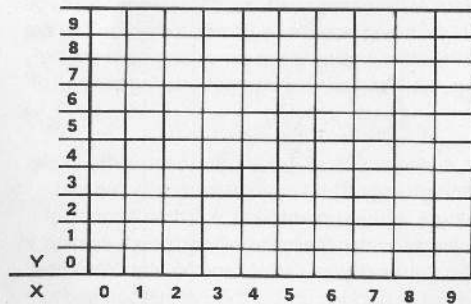
The computer indicates the results of your move: X=8. Y=9. \$ = 39. HINT 13. This means you're in Column 8 (X) and on Line 9 (Y). You have \$39 left. You're 13 blocks away from the treasure.

After you have studied the board's status, press **(ENTER)** to make another guess. Follow instructions 6 thru 9 until you win or lose. The computer will identify the X and Y location of the treasure at the end of each game.

If the display ever shows: OFF GRID, TRY AGAIN, you made an invalid move. Example: If you're in Column 7 (X = 7) and you moved 5 Columns right (X = 5), that move would go off the board (there are only 9 columns).

If you give up, pressing **(SHIFT) (C)** will display the treasure's location. Good Luck!





Biorhythms

This program is designed to chart your biorhythms. Biorhythms are the answer to a question you may have asked yourself. "Why do I feel different today from the way I felt yesterday, or last week, or last month?" Everyone experiences days when everything seems to go right, then on other days, nothing seems to go right or make any sense.

We all have cycles which begin at birth and continue throughout life. By using biorhythms, you can know when to expect good or bad days. Example: If you wanted to know if it would be a good day to sign a contract, you can find out with this program.

By entering the dates requested by the computer, you will receive the status rating of your emotional, intellectual, and physical conditions. Depending on these ratings, you might want to wait until next week to sign that contract.

Have you ever noticed that you act, feel, and think differently at different times? Knowing when to expect a change can be termed "knowing your rhythm". These changes have patterns. In Computer Biorhythm, we call these patterns "Cycles". We will call the way you feel, act, and think "Conditions".

This Biorhythms program will rate the status of 3 conditions: Physical, Emotional, and Intellectual. A rating indicates if you're in the "high" or "low" phase of each cycle.

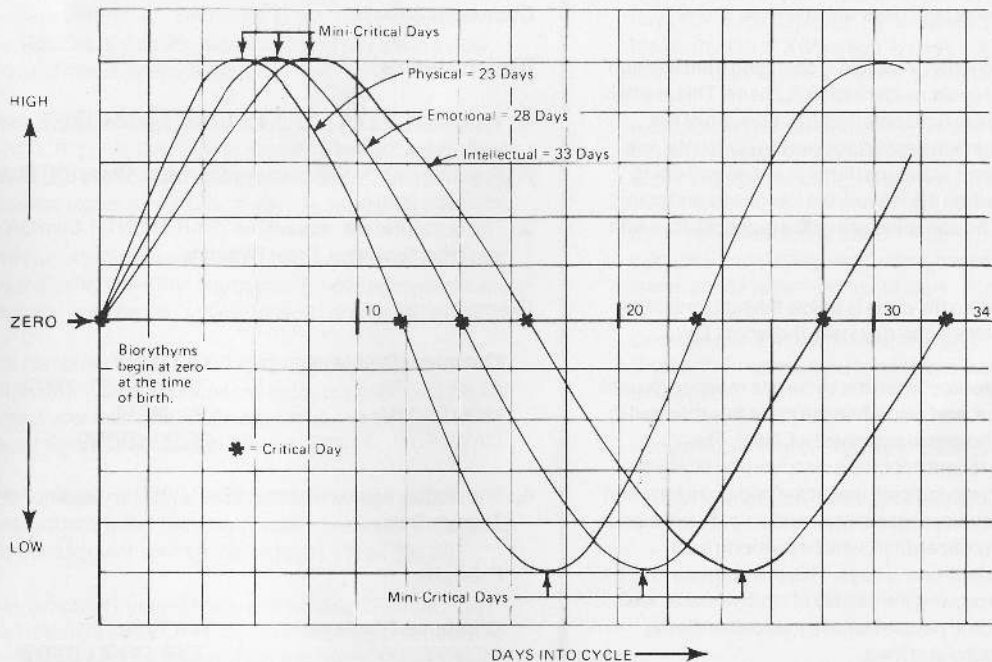
Let's take a look at the changes a Physical cycle can take you through. A "high" rating would explain why today you feel like cleaning out the attic, jogging to the store (instead of driving), playing tennis, etc. You feel very energetic during this part of the cycle.

A week later, during a "critical" phase, you seem to be a little careless in doing things. This shows at work, at home and almost anywhere. At the supermarket, you drop a carton of eggs and cause an avalanche in the canned goods section. In the parking lot, you back your car into another car. You know you checked before backing up, but that car just seemed to come from out of nowhere.

A week later, during a "low" phase, you don't feel like doing anything. Your family or friends don't understand why their plans do not appeal to you. It's not that they don't appeal, you just don't feel like doing anything. You want to sleep and be left alone.

A week later you find yourself being careless again. You accidentally "smash" your doubles partner in the back while serving. You burn yourself while cooking, etc.

In a couple of days, you're back to normal. Life is beautiful! A cycle goes through 4 phases: high, critical, low, and critical again. Cycles always begin in the "high" phase. A cycle is complete when it goes through the second critical phase.



The 3 curving lines represent the 3 conditions (Physical, Emotional, and Intellectual). Notice how the curve goes up, down, and then up again. This is a cycle.

High days develop when the cycle is above the horizontal line. The computer indicates high days with the word HIGH.

Critical days develop when the cycle is changing from the high into the low phase of cycle, or low into high phase. This is when the cycle is crossing the horizontal line (0). Looking at the chart you will see where the cycle crosses the horizontal line (0) twice. Once, when it is leaving the high phase and going into the low. Again, when it is leaving the low phase and going back into the high. The computer will indicate critical days with the word ZERO.

Low days develop when the cycle is below the horizontal line. The computer indicates "low" days with the word LOW.

Mini-Critical Days develop when the cycle has reached its peak and begins to decline, and also when the cycle has dropped to its lowest point and begins to incline (see Chart). The mini-critical day is a recent important discovery by biorhythm researchers. It seems to indicate that at the mid-point between 2 critical days individuals, especially athletes, seem to be less coordinated than on critical days, which have long been considered the accident-prone days. This phenomena may be the "missing link" in proving the validity of biorhythms as well as explaining why some people behave irrationally during these biorhythmic highs and lows.

Each condition has a different cycle length (the time it takes to go through a complete cycle). The Physical Cycle takes 23

days, the Emotional Cycle takes 28 days, and the Intellectual Cycle takes 33 days.

Instructions

1. Type **C L O A D B I O**, press **(ENTER)**, and wait for the ready display.
2. Pressing **(SHIFT) (SPC)** displays the menu. Press **(ENTER)** to see each line.
3. The computer will request the YEAR, MONTH, then DAY, you enter the dates. Enter Birthdate.

Example:

Computer Displays:

YEAR (YYYY) =
MONTH (MM) =
DAY (DD) =

You Type:

1 9 5 3 (ENTER)
8 (ENTER)
3 1 (ENTER)

4. The display again will show: YEAR (YYYY) = again. Enter Today's Date.

Example:

Computer Displays:

YEAR (YYYY) =
MONTH (MM) =
DAY (DD) =

You Type:

1 9 8 0 (ENTER)
9 (ENTER)
2 2 (ENTER)

The computer flashes DAYS IN CYCLE AND VALUE then displays PHYSICAL: DAY = 18, LOW. This means today is the 18th day of your Physical cycle and you are in a "low" physical mood. Press **(ENTER)**.

The computer flashes MINI-CRITICAL DAY then displays NEXT CRIT. IN 6 DAYS. This means today is a mini-critical day and to expect your next critical (Physical) day in 6 days. (2 beeps signal a mini-critical day). Press **(ENTER)**.

The computer displays: EMOTION: DAY = 1, ZERO. This means today is the first day of your Emotional cycle which happens to be on the "critical" line (0). Press **(ENTER)**.

The computer flashes CRITICAL DAY then displays NEXT CRIT. IN 14 DAYS. This means today is a critical day and to expect your next critical (Emotional) day in 14 days. (3 beeps signal a critical day). Press **(ENTER)**.

The computer displays: INTELLECT: DAY = 18, ZERO. This means today is the 18th day of your Intellectual cycle which happens to be on the "critical" line (0). Press **(ENTER)**.

The computer beeps 3 times and flashes CRITICAL DAY then displays NEXT CRIT. IN 16 DAYS. This means today is a critical day and to expect your next critical (Intellectual) day in 16 days. Press **(ENTER)**.

The display will show: INC # OF DAYS (+/-). The computer is asking if you want the biorhythms of the past or

future. If you want to know what your biorhythms will be 5 days from today, type **(+)** **(5)** and press **(ENTER)**. If you want the biorhythm of 3 days ago, type **(-)** **(3)** and press **(ENTER)**. (Use - to go back in time and + to go forward in time).

Note: Once you have entered your birthdate you will not have to re-enter it. Pressing **(SHIFT)** **(C)** will re-display today's biorhythms which are stored in the computer.

If you increment today's date (+ or -), the computer will calculate and display biorhythms based on the date which corresponds to the number of days (+ or -) you entered.

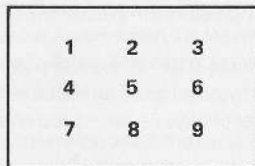
Once you have incremented, the **(SHIFT)** **(C)** function will display the incremented biorhythms instead of today's biorhythms.

If you want to re-enter "today's" date, press **(SHIFT)** **(B)**.

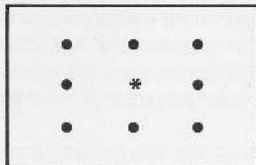
Tune in to your biorhythms and discover if today is your day.

Star Blaster

The goal of this game is to rebuild an almost totally destroyed universe. The universe is shown as a block with 9 positions. Each position represents a star.

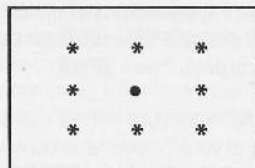


Each position is either a black hole or a star. Black holes are represented by periods (.) and stars are represented by asterisks (*). Most stars have been destroyed so the initial universe looks like this:



The computer will display: (* . */ * * */ * .)

Your goal is to restore the universe to the following form by using the Star Blaster beam:



The computer will display: (* * */ * * */ * *)

Your Star Blaster beam will change a star into a black hole. At the same time, any nearby black holes or stars will change also.

Each star you shoot causes a change in the galaxy. The pattern of changes depend on the position of the star shot. In the example below, we illustrate the change patterns of each position.

Change Pattern

① 2 4 5	1 ② 3	2 ③ 5 6
2 ④ 7	4 2 ⑤ 8 6	3 ⑥ 9
4 5 ⑦ 8	7 ⑧ 9	5 6 8 ⑨

If the star you shoot is in position #1, positions #2, 4, and 5 will change. If you shoot a star in position #9, positions #5, 6, and 8 will change. Use this illustration to help decide which star to shoot to make the change you want.

Note: When you shoot a star, all nearby Black Holes change into Stars. All nearby Stars change into Black Holes.

Instructions

1. Type **CLOADSTAR** and press **ENTER**.
2. Pressing **(SHIFT) (SPC)** displays the instructions and the key functions. Press **(ENTER)** to see each line.

TO START — **(SHIFT) (A)**

TO SHOOT NUM(1-9) — **(SHIFT) (B)**

3. Pressing **(SHIFT) (A)** starts the game. After the program is loaded, you can omit the instructions by pressing **(SHIFT) (A)** instead of **(SHIFT) (SPC)**. If you press **(SHIFT) (SPC)**, the game begins after the last line of instruction. The display will show: GALAXY <.../.../...>. The dots (•) represent black holes and asterisks (*) represent stars. The only star at the beginning of the game is the Major Star (#5). You must shoot this star to start the game.

Pressing **(SHIFT) (B)** — Shoots a star. Type the position number of the star you want to shoot, then press **(SHIFT) (B)**.

Sample Shoot: GALAXY <.../.../...>

Count each period and star for position numbers. On the sample display there is 1 star. This is the Major Star and it is in position (#5). We prepare to shoot star #5. Check the change patterns to see what changes to expect. Type **(5)** and press **(SHIFT) (B)**.

After you shoot the Major Star, the display will show:

****/**/****. Before shooting the next star, check the change patterns chart.

By checking the change patterns, you should be able to predict what positions will change. Your goal is to restore the universe to the following form: *****/**/*****. Remember, you cannot shoot black holes. Good Luck!

Craps

The Craps game is played against the computer. The first roll of dice is called the Comeout Roll. If the first roll is 7 or 11, you win. If the first roll is 2, 3, or 12, you lose.

Any other number on the first roll is called your "Point". If you roll your point again before 7 is rolled, you win (making your point). If 7 is rolled before your Point, you lose.

The dice roll is indicated as a number on the display. If you roll "point" on the Comeout Roll, press **(ENTER)** to roll the dice until you make your "point" or lose. Press **(SHIFT) (C)** only for the Comeout Roll.

The Craps program allows you to make Passline and Odds Bets. When the computer requests a bet, enter the amount you're betting. If you don't want to bet, enter zero **(0)**. Passline Bets are made before the Comeout Roll. Odds Bets are made before Point Rolls.

If you press the **(ENTER)** key instead of typing **(0)** or an amount, the computer assumes the amount of your previous bet.

Instructions

1. Type **(C)(L)(O)(A)(D)(C)(R)(A)(P)(S)** and press **(ENTER)**.

2. Press **(SHIFT) (SPC)**. The key functions are displayed in the form of a menu. Press **(ENTER)** to see each line.
3. To start the game, the computer requests a number: ANY NUMBER —. Example: Type **(8)** and press **(ENTER)**.
4. The computer displays: ENTER BANKROLL. The computer is asking you to set up the bankroll. Type in an amount. Example: Type **(1)(5)(0)(.)(0)(0)** and press **(ENTER)**.

The display then shows: BANKROLL 150. This is to confirm the amount you typed. If the display shows a different amount than what you entered, press **(SHIFT) (A)** and type the amount again. Once the computer has confirmed the bankroll amount, press **(ENTER)**.

5. The display now shows: PLACE PASSLINE BET. If you want to place a Passline Bet, type in the amount. If you don't want to bet, type **(0)** and press **(ENTER)**. For definition of Passline Bets, see page 20. Let's place a five dollar bet. Example: Type **(5)(.)(0)(0)** and press **(ENTER)**.
6. The display shows: BET CONFIRMED, NOW ROLL. It's time to roll the dice. The first roll of each game is the Comeout Roll. Pressing **(SHIFT) (C)** controls the Comeout Roll. Depending on the number you roll, you will either win, lose, or continue rolling to make your point. If you roll 7 or 11, you win. You lose if you roll 2, 3, or 12.

Sample of Winning on Comeout

The bankroll is \$150.00 and the Passline Bet is for \$5.00. When you press **(SHIFT) (C)** the display will show: COMEOUT ROLL. The dice roll is represented by 2 numbers on the display. You win if you roll 7 or 11. If you roll 7, the display will show: DICE ARE 4 3. The computer will then indicate 7 or 11 WINS meaning you won. The computer will add the amount of the Passline Bet to your bankroll. The computer will indicate: WON BANKROLL = 155. Press **(ENTER)** for new game.

Sample of Losing on Comeout:

The bankroll is \$150.00 and the Passline Bet is for \$5.00. When you press **(SHIFT) (C)** the display will show: COMEOUT ROLL. If you roll 2, 3, or 12, you lose. If you roll 3, the display will show: DICE ARE 2 1. The computer then indicates 2, 3, 12 LOSES, meaning you lost. The amount of the Passline Bet is subtracted from your bankroll. This is indicated: LOST BANKROLL = 145. Press **(ENTER)** for new game.

If you do not roll a winning or losing combination on the first (Comeout) roll, the number that is rolled is your "Point". Points are 4, 5, 6, 8, 9, and 10. If you roll a point on the Comeout Roll, continue rolling until you make your "Point" (roll the number again). Example: If you roll 5 on the Comeout Roll, continue rolling the dice until you roll your point (5) again or lose by rolling a 7.

When trying to make your point, roll with the **(ENTER)** key until you win or lose. Before you roll the dice, place your

Odds Bet. The bankroll is automatically changed when you win or lose.

Sample for Making Point:

The bankroll is \$150.00 and the Passline Bet is \$6.00. Press **(SHIFT) (C)** for the Comeout Roll. The display shows: DICE ARE 3 3. The display will then show: YOUR POINT 6. Press **(ENTER)**. The computer then requests your Odds Bet: ENTER ODDS BET OR 0. Type **(2) (.) (0) (0)** and press **(ENTER)**. The **(ENTER)** key is used for rolling the dice now. The display indicates: POINT ROLL then DICE ARE 4 5 appears. The display then shows: NOT YOUR POINT. Roll the dice again by pressing the **(ENTER)** key. The POINT ROLL appears. Your roll is indicated: DICE ARE 5 1. The display will show: MADE YOUR POINT 6, meaning you have won. The amount of the Odds Bet is added to your bankroll and indicated: WON BANKROLL = 152.00. Press **(ENTER)**.

Losing:

If you roll 7 before you make your point, you lose. The computer will indicate: 7 BEFORE YOUR POINT MDE, meaning you lost. The amount of your Odds Bet (in this case \$2.00) is subtracted from your bankroll and indicated: LOST BANKROLL = 148.00. Press **(ENTER)**.

Note: There are 2 ways to roll the dice – **(SHIFT) (C)** and the **(ENTER)** key. **(SHIFT) (C)** is used for the first roll (the Comeout). The **(ENTER)** key is used when rolling for your "Point".

Remember 7 wins on the Comeout Roll. However, 7 loses when you're trying to make your point.

Passline Bets

This bet is made on the Comeout Roll. The bet is against the computer. You have to place your bet before the dice are rolled. You're betting to be the winner on the Comeout Roll by rolling 7 or 11.

Odds Bets

This bet is made when trying to make "Your Point". Place your bet before the first point roll. This bet is against the computer that you (will) make your point before you roll a 7.

On Odds Bets you receive odds based on your point as follows:

If Your Point Is:	Your Payoff Is:
4 or 10	6 to 3
5 or 9	6 to 4
6 or 8	6 to 5

You cannot enter an Odds Bet larger than your Passline Bet. If you do, the display will show: SINGLES ODDS ONLY. When rolling for your point, if you roll any combination of dice which do not equal 4, 5, 6, 8, 9, or 10, the computer displays: NO VALUE, so roll again.

Hope your luck strikes \$\$\$!!

Quick Watson

Quick Watson is a detective game. By using elementary deduction and the results of lie detector tests, you try to match suspects with the crimes you think they committed.

The great train robbery has foiled Scotland Yard for almost a year. Detectives have now narrowed down the suspects to 7 hardened criminals: Snidely, Brutus, Ivan, Nick, Tex, Dudley, and Merle.

During the robbery a guard was assaulted, money was stolen, a railroad car was set afire, and the getaway car was parked in front of a fire hydrant.

To solve the case, you must determine which suspect committed each of the 4 crimes before the statute of limitations runs out (8 trials). The lie detector will help you. The display will show PEGGED each time a suspect is charged with the right crime. WRONG CRIME will be displayed each time a suspect is charged with the wrong crime.

Note: A suspect may have committed more than one crime.

Instructions

1. Type **C L O A D " W A T S O N "** and press **(ENTER)**.

2. Press **(SHIFT) (SPC)**. The display will show: ENTER ANY NUMBER. The computer requests any number. Example: Type **(5)** and press **(ENTER)**.
3. The display shows the menu of key functions. Press **(ENTER)** to see each line.

Computer Displays:

START NEW CASE
DO A TRIAL
SUSPECTS
CRIME STATUS
GIVE UP

You Type:

(SHIFT) (A) (ENTER)
(SHIFT) (B) (ENTER)
(SHIFT) (C) (ENTER)
(SHIFT) (D) (ENTER)
(SHIFT) (F) (ENTER)

4. The computer now shows: PICK FUNCTION. Before we pick a function, we will explain the purpose of each function. **(SHIFT) (A)** starts the game. **(SHIFT) (A)** offers a greeting and brief instructions. This function is for setting up the game.
5. **(SHIFT) (B)** starts the trial. This is when you try to match the suspects with the crimes. You receive a total of 8 trials. The computer presents one crime at a time. You type the suspects' names.
6. **(SHIFT) (C)** displays the line-up of suspects. You can use this function at the beginning of the game, or use it during the game if you forget the names of the suspects. However, we suggest using this function before you start the game and writing down the names so you will have them handy.

7. (SHIFT) (D) will display the status of your guesses. (SHIFT) (D) will display the cases you have solved and which crimes are still unsolved. If you check the status of your guesses in the middle of a game, continue the game by pressing (SHIFT) (B). Do not use (SHIFT) (A) unless you want to start a new game.

8. (SHIFT) (F) will display the answer. You can exercise this function at any point in the game. Press (ENTER) to see who committed each crime.

A typical game of Quick Watson would be played like this:

Computer Displays:

ENTER ANY NUMBER
START NEW CASE—SHIFT A
PICK FUNCTION

PICK FUNCTION

TRIAL #1
ASSAULT

IVAN WASNT THERE
THEFT
SNIDLEY WASNT THERE
ARSON
NICK WASNT THERE

You Type:

(SHIFT) (SPC)
(5) (ENTER)
(SHIFT) (A)
(SHIFT) (C) to see who
the suspects are. Press
(ENTER) to see each one.
(SHIFT) (B) to start the
trial.

Type in suspect's full name.

I V A N (ENTER)
(ENTER)
S N I D L E Y (ENTER)
(ENTER)
N I C K (ENTER)
(ENTER)

ILLEGAL PARKING
TEX WASNT THERE
END TRIAL 1
TRIAL 2

T E X (ENTER)
(ENTER)
(ENTER)

Each trial allows 1 guess of each crime. You can use a different suspect's name for each crime. You can also type 1 suspect's name and press (ENTER) for each crime. By pressing (ENTER), the computer will use the last name that was typed. There is a total of 8 trials.

You can press (SHIFT) (D) to see the status of your guesses and if you give up, press (SHIFT) (F).

Good Luck, Watson!

Appendix A — Backups

A Backup is a tape copy of a program and is an extremely effective method of insuring that an accident or equipment fault will not result in the loss of software. Your first action as owner of the Games Package should be to make working copies of the original cassette(s) and then put the originals away in a safe place. Although it may be possible to make direct copies using two cassette recorders or on cassette duplicating equipment, the most RELIABLE method is to use the computer itself to make the Backups. Also, for frequently used programs, you may wish to put them on separate cassettes for easier loading. Here are step-by-step instructions for making a Backup:

1. Connect the Cassette Interface to the cassette recorder and install the computer in the Cassette Interface.
2. Place the cassette containing the program(s) to be copied in the recorder and either rewind the tape to the beginning or position the tape to a blank area just prior to the desired program. Place the recorder in the "PLAY" mode.
3. Turn on the computer, make sure that it is either in the DEF or RUN mode and type in: `CLOAD?name` ("name" is the name of the program to be copied). It would be a good idea to verify CLOAD? at this point also, just to make absolutely sure the program loaded correctly.
4. When the program has been loaded into the computer and the cassette has stopped, remove the cassette and replace it

with the cassette which is to receive the program copy. Either rewind the tape to the beginning or position it to the point where the copy is to start. You should leave about ten seconds of blank tape if the copy is to start at the beginning of the cassette or about five seconds of blank space if the copy is to follow another program on the same cassette. Place the recorder in the "RECORD" mode.

5. Make sure that the computer is in either the DEF or RUN mode and type in:

`CSAVEname`

The recorder will start and record your program.

6. Now rewind the cassette to the blank space just prior to the program, put the recorder into the "PLAY" mode and type in:

`CLOAD?name`

This is the computer's verifying function and the recorder will start and compare the cassette copy with the program in the computer's memory. If the copy is good, the recorder will stop at the end of the program and the > prompt will re-appear on the display. If an error occurred during the verification, you'll get an error display such as: 5

If this happens, check the recorder volume setting and try the CLOAD? function once more. If you still get an error, the tape copy is probably bad and you should CSAVE the program once again and re-verify it. You may find that some brands of tape, especially the cheaper brands may not be of sufficient quality to insure reliable copying. Radio Shack Supertape or TRS-80

certified cassettes are recommended for best results.

7. Repeat Steps 1 through 6 for each program to be Backed-up.

8. Put the original cassettes away in a safe place and use them **ONLY** for making working copies.

Appendix B — Maintenance

Maintenance of your Pocket Computer System is not difficult and attention to the simple points listed below should provide best reliability and satisfaction:

1. Keep your program cassettes in their boxes when not in use and don't expose them to extremes of temperature or magnetic fields. **NEVER** touch the exposed surface of the tape on the front edge of the cassette.

2. Clean and demagnetize the tape heads in the recorder at regular intervals. Follow the recommendations in the cassette recorder's manual.

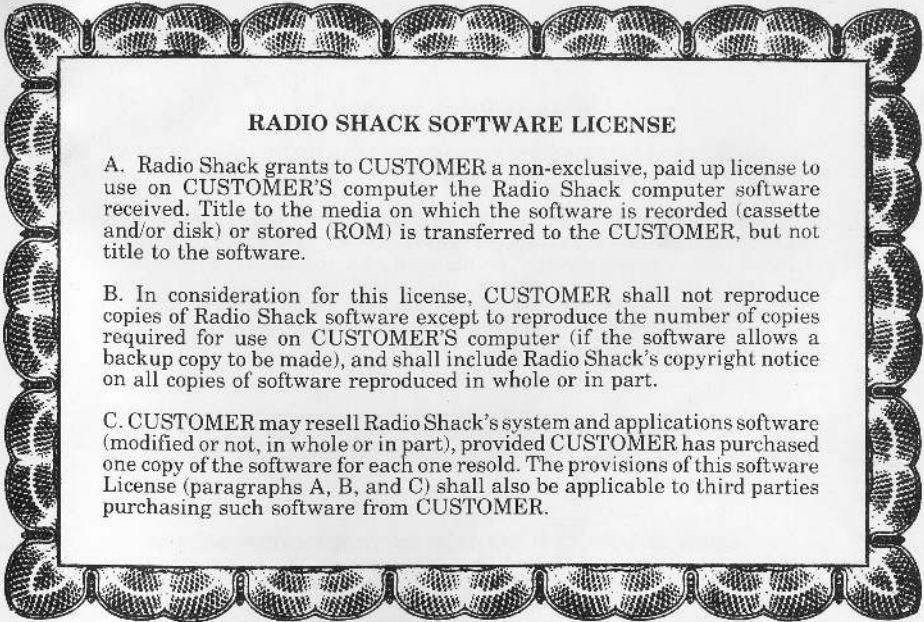
3. Experience has shown that best program loading and saving reliability is achieved by operating the cassette recorder on batteries rather than AC.

4. Use only fresh alkaline type batteries in the recorder and Cassette Interface.

5. Always press the recorder's "STOP" key immediately after loading or saving a program. This will release the pressure on the rubber roller which pulls the tape so that the roller will not develop a permanent "flat" at the point of contact with the tape.

6. **ALWAYS** turn the computer OFF before installing it in, or removing it from the Cassette Interface.

7. After removing the computer from the Cassette Interface, be sure to re-install the protective plug to keep dirt out of the connector on the computer. Never touch the exposed contacts on the Cassette Interface.

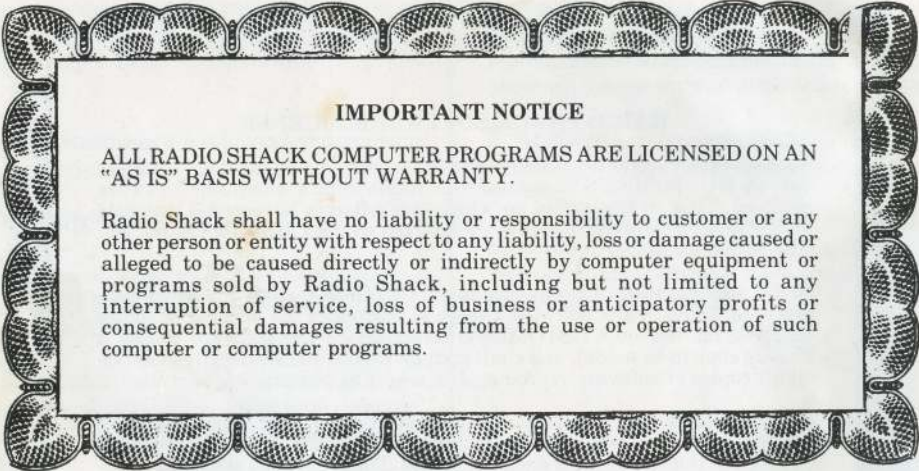


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