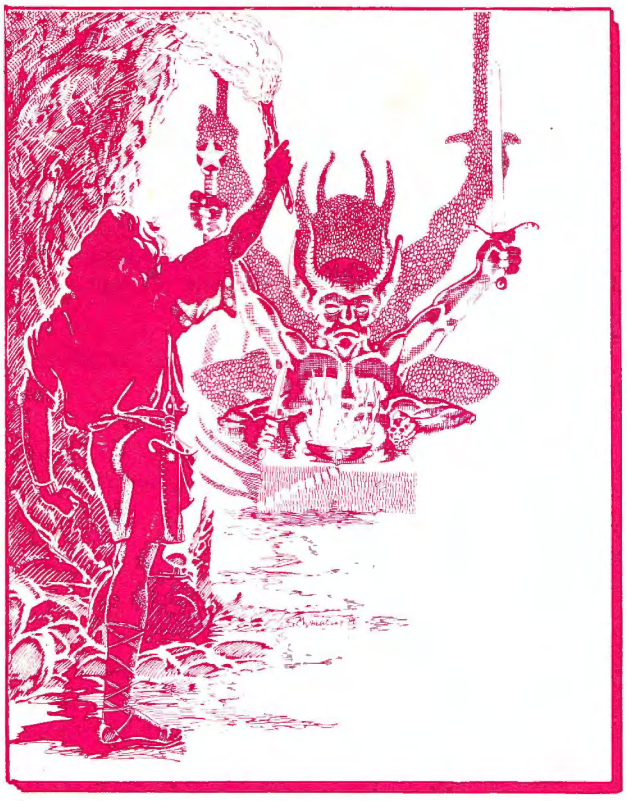
Lords of Karma



GAME RULES

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FOR:
ATARI 400/800®,40K Memory
Apple II®, 32K Memory
PET® 2001, 32K Memory
TRS-80® Level II, 48K Memory

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INTRODUCTION

LORDS OF KARMA is an "adventure" game which can be played on any ATARI 400 or 800 with 40K memory, APPLE II or PET 2001 with at least 32K bytes of RAM memory, and any TRS-80, Level II microcomputer with 48K. LORDS OF KARMA runs in machine language code, and so the loading and running instructions are different than loading and running a BASIC program. Please read the instructions carefully.

If you already have played this type of game, skip to "HOW TO LOAD THE GAME".

FOR THOSE NEW TO ADVENTURE GAMES

LORDS OF KARMA is played in an imaginary universe where the computer is your eyes and ears. The computer will tell you basically where you are (like "YOU ARE IN THE CENTRAL SQUARE OF GOLCONDA.") and you have to type in what you want the computer to try to do (like "WALK NORTH") followed by pressing the RETURN key (ENTER for the TRS-80). The computer will attempt to figure out what you mean and do what you want. If it cannot figure out what you want to do, it will tell you. Don't get frustrated; keep trying different things. Most of the fun is learning what you should do by trial and error. Remember that the computer is "stupid" and has a very limited vocabulary.

SPECIAL FEATURES

There are some special features of this game that you might like to know before playing. First, the computer "knows" the following abbreviations:

N = NORTH	**S = SOUTH**	**E = EAST**
W = WEST	**U = UP**	**D = DOWN**
L = LOOK		

If you want to check out what you are carrying, type "INVENTORY". When all else fails, you can try praying. When you want to quit (and perhaps save the game to continue later), type "QUIT".

The object of the game is to get to heaven with as many "karma points" as possible. You get these points performing deeds of kindness and bravery.

INSTRUCTIONS FOR ATARI 400/800 COMPUTERS

LORDS OF KARMA is a machine language program which requires at least 40K RAM. It is loaded from the cassette tape by following these steps in exact order:

1. Turn off the ATARI 400/800 and remove all ROM program cartridges from the left and right slots, including the BASIC cartridge. Do not remove the Operating System.

2. Make sure that the cassette is completely rewound on the ATARI side. Place it in the cassette player.

3. Push the yellow START key to the right of the ATARI keyboard and KEEP IT DOWN.

4. Turn on the ATARI. It will beep once to let you know it is ready to load a tape. When it beeps, release the START key and press the PLAY button on the recorder.

5. Press the RETURN key on the ATARI keyboard.

The cassette player will begin to run and the program will load. It will take several minutes to complete loading because of the length of the program. If you like, you can turn up the T.V. volume to hear the loading process and verify that all is proceeding correctly.

6. When the entire program is loaded, the cassette player will stop automatically and the game will begin. You should rewind the cassette and put it back in the box.

Since it will probably take you many hours of play to learn all of the secrets of LORDS OF KARMA, you will want to save a game in progress and reload it at a later date. To save a game, follow these steps:

7. Enter the command SAVE (RETURN) while playing the game. The computer will beep twice to let you know it is ready to save the game on a cassette.

8. Put a blank cassette in the recorder.

9. Press the RECORD and PLAY buttons.

10. Press the RETURN key.

The computer will save the game data on the tape. This will not take as long as loading the whole program. When the computer is through, it will stop the recorder and resume the game. You can either play on or turn the computer off.

To reload a game that was saved, follow these steps:

11. If you are not already playing LORDS OF KARMA, follow steps 1.-6.

12. Enter the command LOAD (RETURN) while playing the game. The computer will beep once to let you know it is ready to read the old game data from the cassette.

13. Put the saved game cassette in the recorder. Rewind it to the beginning of the section used to save the game.

14. Push the PLAY button.

The computer will read the game data. When it is done, the game will resume at the point it was saved.

Instructions for Apple][®

LORDS OF KARMA is a machine language program, not BASIC. It must be loaded and run from the Apple monitor.

LOADING THE PROGRAM

1. Position the tape to the beginning of the Apple program, by listening to the tape. The Apple program is located on side one after the ATARI program, and 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. From either BASIC type CALL-151 and press the RETURN key. The Apple jumps to the monitor and prompts with an asterisk ('*').

3. Type 800.7FFFR but DO NOT press the RETURN key yet.

4. Press the PLAY button on your recorder and immediately press the return key.

5. The Apple is now loading LORDS OF KARMA. This is a very long program and will take about three minutes to load.

6. When the program is loaded, the Apple will beep, and display an asterisk and flashing cursor.

RUNNING THE PROGRAM

1. After the program has been loaded, type 800G and RETURN.

2. The Apple displays:

LORDS OF KARMA
WORKING . . .

3. The Apple is "setting up the board." This takes about 2½ minutes. When the prompt ('>') appears you are ready to play.

SAVING A GAME

To save a game while in the middle of a game, type QUIT and RETURN. The Apple returns to the monitor. You may either:

Save the whole program by typing

800.7FFFW, pressing RECORD and PLAY on your recorder and then RETURN. To play this saved game, load and run as with the original game

OR:

Save only the data by typing 5E00.8000W and proceeding as above. To reload this game, first load the original program, then load the data in the same way, except type

5E00.8000R into the Apple.

In both cases, the game can be continued after saving it by typing 800G and RETURN.

To return to BASIC from the monitor type CONTROL-R. Those with DOS may prefer 3D0G to keep the DOS connected.

Instructions for Commodore PET®

LORDS OF KARMA is a machine language program, not BASIC. It must be loaded and run from the PET's monitor.

LOADING THE PROGRAM:

1. Turn on your PET.

2. Turn the cassette over to Side Two and rewind all the way.

3. Type SYS 64785 and press the RETURN key. The PET calls its monitor, displays machine registers and prompts with a period ('.').

4. Type L and press the RETURN key. Follow screen instructions. (If the tape is still rewinding, wait until it stops, then press the PLAY key on the recorder.)

5. The PET will display:

SEARCHING then

FOUND LORDS OF KARMA then

LOADING

6. LORDS OF KARMA is a very long program. It takes about ten minutes to load.

7. When a period and a flashing cursor reappear, the program has been loaded.

RUNNING THE PROGRAM:

1. After the program has been loaded, type G 0400 and press the RETURN key. (You must leave a space between the G and the 0400).

2. The PET will display:

LORDS OF KARMA
WORKING . . .

3. The PET is "setting up the board." After about four minutes a prompt ('>') and flashing cursor will appear. You are ready to play.

SAVING A GAME

To save a game while in the middle of play, type QUIT and press the RETURN key. The PET returns to the monitor. You may then either:

Save the whole program by typing

S "EXAMPLE", 01,0400,8000

pressing the RETURN key and following screen instructions. "EXAMPLE" could be any file name. Load and run the saved game the same way as the original program.

OR:

Save only the data by typing

S "EXAMPLE", 01,5900,8000

Pressing the RETURN key and following screen instructions. In this case, to load and run the saved game, you must first load the original program, then load the data you saved, using the same technique as you did to load the original program, then type G 0400 and RETURN.

In either case, when you are finished saving, you may re-enter the current game by typing G 0400 and RETURN.

To return to BASIC from the monitor type X and RETURN.

Instructions for TRS-80

The TRS-80 program is located on side two of the cassette after the PET program. You must skip the PET program before the TRS-80 program can be loaded. By pulling out the EAR and MIC jacks on the recorder and listening to the tape you can differentiate the PET program from the TRS-80 program. The PET sounds louder, yet has a lower pitch. The PET program lasts approximately 5 minutes and is followed by a portion of blank tape which is your cue to prepare to load the TRS-80 program. LORDS OF KARMA requires a Level II TRS-80 with the maximum possible memory—48K. Since the program is in machine language rather than BASIC, it must be loaded from the SYSTEM mode. 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 LORDS OF KARMA, follow these steps.

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

SYSTEM [ENTER]

(Model III owners Type: 'L' after Cass? then 'SYSTEM') . The TRS-80 will respond by putting "*?" on the screen.

2. Put the LORDS OF KARMA tape in the cassette recorder, make sure it is on side 1 and rewound all the way, and press the PLAY button.

3. Type

KARMA [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

KDATA [ENTER]

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

5. Type

/ [ENTER]

This will start the program executing.

If you type

QUIT [ENTER]

during the game, you will obtain your current score and then jump to Level II BASIC. There are three options after that. First, you can simply ignore the game and do something else with the computer. Second, you can go back to the game at the same point you left it by following steps 1. and 5. (not 2., 3., and 4.) above.

The third option is to save the data portion of the game to play again later. To do this, you will need the TBUG® program cassette which is available from your local TRS-80 dealer. Follow these steps

6. Get back to the SYSTEM mode:

SYSTEM [ENTER]

7. Put the Level II TBUG tape in the cassette player, and press the play button.

8. Type

TBUG [ENTER]

9. Type

/ [ENTER]

The computer will print "#"

10. Put a blank cassette in the recorder and press the record and play buttons.

11. Type

P B000 EEFF 5200 SAVE [ENTER]

The computer will record the game data on tape.

12. From TBUG, you can do one of four things:

A. J 5200 goes back to the game.

B. J 1A19 goes to Level II BASIC.

C. You can continue in TBUG.

D. You can turn the computer off.

To restart a saved game, follow steps 1.-3. above, then

4'. Put the "SAVE" tape in the player and type

SAVE [ENTER]

Once the data is loaded, follow step 5. to resume play at the point you left off.

If you get a "C" on the screen during a tape load, then try adjusting the volume level and begin again. Note that due to the large size of the program, it will take several minutes to load or save.

For those interested in the technical details, the memory locations for the two segments of LORDS OF KARMA are (in hexadecimal)

	Begin	End	Entry-Point
KARMA	5200	AFFF	5200
KDATA	B000	EEFF	5200

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 the manual about loading machine code programs from cassette tape. Try to load the tape again.

3. If you can adjust the volume and tone settings on your recorder, try different settings.

4. If possible, load another program from a tape you know works on your computer. This will prove that your equipment works. Try once more to load your game.

5. The normal reason tapes will not load is tape recorder head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to load tapes made on a different recorder for this reason. Be sure that your tape recorder heads are properly aligned. Your local computer store or dealer can help with this.

6. If the program still cannot be loaded, send the cassette, with a complete description of the problem (what computer equipment you are using, what the computer displays on the screen, if anything, when you try to load the cassette or play the game, and what you did to try to correct the problem) to:

Avalon Hill Microcomputer Games
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Baltimore, Maryland 21214

Defective cassettes will be replaced.

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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.

Game Design: National Microcomputer Associates

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