



BY
WILLIAM F. DENMAN, JR.

TRS-80 MODEL I / MODEL III 16K

MED SYSTEMS SOFTWARE

ASYLUM II

Game designed and implemented by William F. Denman, Jr.

Graphics designed by Frank P. Corr, Jr.

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Asylum Graphics and Commands

The graphics you will see once you run ASYLUM are a 3-D perspective representation. You are **not** looking down from above. Look into your monitor as though you were looking down a hallway. To move forward one step, press the **↑** arrow. The **←**, **→**, and **↓** arrows rotate you in place only. They do not move you. This allows you to look down side passages as you come to them.

ASYLUM allows the player to input simple sentences as well as one and two word commands. This allows more options and a much richer game. One and two word commands will often be enough to do what you want, but sometimes more explicit commands will be necessary.

Syntax

All commands must have a verb. Some verbs can stand alone (**TIP-TOE**, **CHARGE**). Most verbs require a noun as an object (**GET BOX**). Sentences can include prepositions (under, to, with, on). Prepositions must have a noun object (**GIVE THE BOX TO THE GUARD**). Messages have been included in ASYLUM to notify you of syntax errors.

ASYLUM assumes that each sentence will have only one verb. If more than one verb is given, ASYLUM will assume that a new sentence begins with the second verb. Thus, "**GET THE BOX AND OPEN THE BOX**" will be interpreted as two commands, **GET THE BOX** and **OPEN THE BOX**. Even if **AND** was deleted, the same action would be taken.

One common error is to include an "understood" preposition. For example, the sentence "**GIVE THE GUARD THE CIGARETTE**" really means "**GIVE THE CIGARETTE TO THE GUARD**." The program will not understand the first sentence, but it will understand and carry out the second.

ASYLUM will also accept certain other words such as articles (the, an) and conjunctions (and). Articles are generally ignored. **AND** can be used to manipulate several objects at once, or to join sentences (see above).

ASYLUM will ignore words it does not understand, and tries to make sense out of words it does understand. Sometimes this can result in actions you don't want. For this reason, ASYLUM will immediately refuse any command with "**DON'T**," "**NO**," or "**NOT**." Look at it as a person who only understands limited English. He will try to make sense out of the words he knows, but this can lead to strange interpretations!

Many of the most useful words can be abbreviated to one letter. Some of these are:

GET	—	G	OPEN	—	O
DOOR	—	D	CLOSE	—	C
WITH	—	W	UNLOCK	—	U
PUT, DROP	—	P	LOCK	—	L
BOX	—	B			

Three very useful words which ASYLUM accepts are **ALL**, **EVERYTHING**, and **EXCEPT**. These allow you to get, drop or otherwise manipulate a whole list of objects without typing in each one individually. For example, "**GET EVERYTHING EXCEPT THE MATCHES.**"

Another command which will save you a lot of frustration is **VOCABULARY**. This command will produce a listing of all the words the program understands. These may be abbreviated to the first four letters of the word. If you are having trouble getting the computer to do something, check its vocabulary to find a word similar to the one you want.

Manipulating Objects

Most objects in the game are in boxes. You will see the 3-D box on the floor or on a piece of furniture as you approach it. There can be many objects in one box. To manipulate the object(s), you must be either right on top of the box (in which case you cannot see it) or one unit away and facing it. If you are standing on top of one box, and there is also one in front of you, the computer will only see the one under you. When you are close enough, you can **OPEN THE BOX** (abbreviated **OB**) to see what is inside. You can **GET (G)** any or all of the objects.

Whenever you **GET** something, it will be added to your inventory. This is automatically displayed whenever you **GET** or **DROP** something. To review your inventory, type **INVENTORY** or press the @ key. The inventory will be displayed until you press another key. You can only carry a certain number of objects with you at one time. These can be either in your pockets or in your hands. They will be automatically placed in your pockets if you have room and the object is not too large. If your pockets are full or the object is too large, it will be placed in your hands. You only have two hands, and if both are full, you will not be able to pick up anything else, even if you have room in your pockets. To get something else, drop one of the items in your hands, get the item you want, which will be placed in your pocket, and pick up the large object again.

Boxes can be placed on the floor, on furniture, or under furniture. Unless you specifically state otherwise, objects will be dropped directly under you. Usually this means on the floor, but if you are standing on a bed, then it will be dropped on the bed. If you take one step away from the spot and turn around, you will see the box. Objects dropped under furniture will not be visible, so you must remember where you left them.

Remember the commands **ALL**, **EVERYTHING**, and **EXCEPT** when trying to get or drop a large number of objects.

Doors

Doors in ASYLUM can be locked or unlocked, opened or closed. There is no way to tell if a door is locked except to try to open it. Due to the graphics in ASYLUM, an open door is obviously open, a closed door is obviously closed. Most doors start out locked at the beginning of the game and you must find ways to unlock them. Once unlocked, a door stays unlocked until you relock it. If unlocked, a door can be open or closed. They stay open or closed until you change them. Be careful not to leave too many doors open at one time. This alerts the guards and you will be caught. If you wish to come back to a room, just close the door and leave it unlocked.

The keys in ASYLUM are distinguished by their colors and traits. If you say "**UNLOCK DOOR WITH KEY,**" you will be asked "**WHICH KEY?**". You must answer this with "**WITH IVORY KEY**" or "**UNLOCK DOOR WITH IVORY KEY.**" Just "**IVORY KEY**" will not work. If you are only carrying one key, ASYLUM will assume that you want to use that key, so you don't need to tell it which key in that case. If you don't have a key, or you have several, ASYLUM will tell you so.

Characters

In ASYLUM, some characters are drawn graphically on the screen, while others are invisible. Your fellow inmates are simple figures. Guards look similar, but have a diagonal band across their chests. All drawn figures are characters that you must deal with in order to escape. Other, invisible, characters may or may not be helpful. Some may be violent. All are a bit crazy.

There are several ways to get objects from characters:

GIVE object **TO INMATE**

TRADE object **FOR** inmate's object

ASK INMATE FOR object.

You can refer to the characters as **INMATE**, and **GUARD**. Even if they have names or titles, they may not answer to them, but **INMATE** will always work.

In some instances, inmates will ask you questions. "**DO YOU WANT TO BUY A TUBA?**". Simply type **YES** or **NO** as you wish.

Once you have interacted with a character, he will usually ignore you from then on. Characters who ignore you are no longer useful to you, so don't bother trying to get their attention. There is one exception to this rule. If you are wearing a certain item, **everyone** will ignore you, and with good reason. If you are having trouble with the inmates in this regard, try dropping objects.

If both a character and a piece of furniture (bed, desk) are in a room, only the character will be drawn. This is due to the way the graphics are implemented. If the character leaves, the furniture will become visible.

Hints

The best way to get help in ASYLUM is to examine everything you can. Things are not always as they appear. Even mundane objects can be helpful. As already discussed, **VOCABULARY** can help you a great deal. In some difficult spots in the ASYLUM, typing **HELP** or **HINT** will give you a hint specific for that problem. Otherwise, it will simply tell you to examine things or type vocabulary.

Events in ASYLUM are order dependent. Some doors may not open or events occur until other tasks have been done. Bear this in mind, and if something doesn't work the first time you try it, try it again later in the game.

We strongly recommend making maps of the ASYLUM. You will find the basic building fairly straightforward, although not exactly what you expect. The mazes which open off from the building are quite extensive and it is easy to get lost. Map the maze as if you were looking down on it from above. Be sure to mark places where objects and characters appear. There are some places in the maze where you will be "teleported" without any notification. This can explain some seeming overlaps in maps. In very confusing spots, it often helps to drop an object as a landmark.

Saving a Game

The magnitude of these programs makes some ability to continue them at a later date a must. A game in progress can be saved by typing **SAVE GAME**. If you are using a tape based version, the program will tell you to prepare your cassette. This means put in a blank tape, make sure it is fast-forwarded beyond the leader, and place the tape recorder in RECORD mode. Once you hit a key, the game will be saved to tape. This takes about 5 seconds. It is a good idea to do this twice, just in case one of the saved games is bad. Saving a game can be done at almost any time during a game. If you feel you might be killed just around the corner, save the game before going around that corner. If you do get killed, you won't have to start entirely from scratch.

Games can be restored by answering "**Yes**" when asked such by the computer. To restore a game, either at the beginning, or after a QUIT, simply rewind the tape to before the saved game, press PLAY, and hit any key on the computer. The game will be read from the tape and play will resume from the previous point.

Disk versions will give appropriate instructions for saving games to disk. Up to ten games may be saved at any stage. A comment is allowed for each saved game, so that you can label the game with a brief description.

Loading and Running Asylum

Tape Users

Note: If you have only 16K of memory, use the 16K version only. If you have at least 32K of memory, use side B of the tape, marked 32K. There are two copies of ASYLUM on each side of the tape.

- (1) Turn off your TRS-80, then on again.
- (2) If you have a Model III, respond to **CASSETTE?** with **L**.
- (3) Press **ENTER** in response to **MEM SIZE?**
- (4) Type **SYSTEM (ENTER)**.
- (5) You will be prompted by a ***?**. Prepare your cassette for loading, then type **ASYLUM (ENTER)**. Stars will flash in the upper right corner of your monitor as the tape loads. The flashing will be slower than a typical CLOAD.
- (6) If the stars do not flash, or a **C** (checksum error) is displayed, adjust the volume and repeat the procedure.
- (7) When loading is complete, ASYLUM will assume control of your machine.

Disk Users

Insert the ASYLUM disk in drive 0 and reset the computer. ASYLUM will assume control of your computer.

Differences between 16k and 32K versions:

The principle difference between the two versions of ASYLUM are the messages and vocabulary. The 16K version uses shorter messages and fewer vocabulary words than the 32K version. The 16K version is also entirely upper-case letters. All problems are identical in both versions. The 16K version is just more succinct.

Just when you thought it was safe to go back to the keyboard . . . ASYLUM II is released! Like its predecessor, ASYLUM II features Med Systems' famous three-dimensional graphics. An advanced language interpreter accepts sentences like "**PUT THE BOX UNDER THE BED AND CLOSE THE DOOR.**" The object of the game is simple. Escape from an asylum filled with bizarre objects, strange characters, alert guards, and, next to ASYLUM, the most disorienting floor plan ever designed. You need not have played ASYLUM to tackle ASYLUM II. But it does help to be crazy!

