

Radio Shack

TRS-80

COLOR

COMPUTER

CARD GAMES

CAT. NO.
26-3320



Solitaire
Solo Poker
Last Pirate
Go Fish
Blackjack
War

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Card Games

Radio Shack

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10 9 8 7 6 5 4 3 2 1

Introduction

The TRS-80 Color Card Games is lots of fun for everyone. Kids of all ages, from eight to eighty, will want to play.

Solitaire—You real-1-1-1-y win big, when all the cards are piled on the aces!

Solo Poker—The perfect opportunity to polish your poker face!

Last Pirate—If your last card is the pirate, you lose!

Go Fish—Angler or troller, you can make a whale of a haul!

Blackjack—If you can count to 21, you can beat the dealer . . . or try to!

War—The battle of the cards, winner takes all!

Note: Before playing the games, make a backup of your cassettes. See "Making a Backup" in the Appendix for specific procedures.

Required Equipment

- TRS-80 Color Computer with extended Color Basic
- Radio Shack Cassette Recorder
- Standard Color Television Set (The games also operate with a black and white TV.)

General Operating Instructions

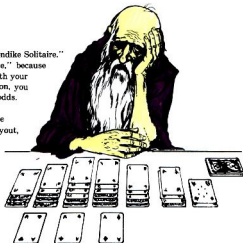
Be sure the Computer is connected to the Television and the Recorder is connected to the Computer.

If you have any questions, consult your Owner's Manual for the Color Computer.

Solitaire

This game is often called "Klondike Solitaire." Sometimes it's called "Patience," because it's very hard to win. Now, with your TRS-80 Color Computer version, you can pit your skill against the odds.

The screen is divided into three different sections: (1.) Card Layout, (2.) Foundation, which holds the Aces, and (3.) the Deck and Pile.



Rules of the Game

Only the "face up" cards can be played. In the Card Layout you move a red card to a black card (or black to red) provided the card is exactly one point lower.

This means you place a red 3 on a black 4, or a black Queen on a red King, etc.

Cards from the Pile may be played on the Card Layout in the same way—red on black, and black on red—and exactly one point lower.

Cards from the Layout, or the Pile, are played on the Aces. Cards must be played on an Ace of the same suit; each card played must be one point higher than the last. Start with the Ace and build to the King.

Objective

Move as many cards as you can to the Foundation. In a perfect game all the cards end up on the Aces.

Loading Instructions

Place cassette in the recorder and rewind the tape. Turn on the Color Computer and the television set. Press (PLAY) on the tape recorder. Type (C)(L)(O)(A)(D) and press (ENTER).

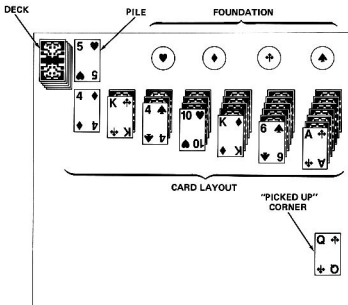
The letters should be black; the background should be green. If the screen shows a black background, the computer is in the wrong mode (lowercase mode). In order to load the game, you must press **(SHIFT)C** to return to uppercase mode.

When you see **F SOLITARE** on the screen, you know the program is being loaded. After the game is loaded, **OK** will appear on the screen. Type **(RETURN)** and press **(ENTER)**.

Press **(BREAK)**, at any point on any program, to terminate operation. You then type **(RETURN)** to restart or **CLOAD** another program.

Card Layout

The lower portion of the screen holds seven columns of cards face down, with the final card of each column face up.



Playing Cards Inside the Card Layout

First, move as many cards as you can in the Card Layout. In the Layout you will see a flashing block called the cursor. Move it to the card you want to play by using the arrow keys. The **←** key will move the cursor one column to the left. The **→** key moves the cursor one column to the right. Use the **↑** or **↓** key to move up or down the column.

After you have positioned the cursor, press **ENTER**. Your card moves to the bottom right corner of the screen. The card has been "picked up." It has to be, before you can play it.

Place the cursor (in the Layout) where you want the card played. Press **ENTER**. The card will move from the "picked up" corner to the cursor in the Layout.

Moving More Than One Card

Move the cursor to the row that holds the group of cards you want moved. Now move it (up or down the row) to the highest card that can be played. Press **ENTER**.

The entire group moves to the "picked up" corner. Only the last and first cards will be visible. Now place the cursor where you want the cards played. Press **ENTER**. The cards move to the cursor in the Layout.

Foundation

The Aces will be placed in the upper portion of the screen (above the Layout). This is called the Foundation.

Moving an Ace to the Foundation

Place the Ace in the "picked up" corner. Press **F** to move the Ace to the Foundation.

To play a card on an Ace, put it in the "picked up" corner and then press **F**. It will automatically be placed on the correct suit in the Foundation. Once a card has been placed in the Foundation, it can't be removed.

Deck

The remaining cards located in the upper left corner of the screen are called the Deck. When you've made every move you can in the Layout, press (D) for deal.

Pile

You'll notice (in the upper left corner of the screen) that cards are dealt from the Deck, three at a time, face up. They're placed (to the right of the Deck) in a stack called the Pile. When cards are dealt, the cursor automatically moves to the Pile.

If you can use the face up card, press (ENTER). The Pile card moves to the "picked up" corner. The cursor moves automatically to the Layout. Place the cursor on the correct Layout card. Press (ENTER). The Pile card will move to the Layout card. Play as many cards as you can from the Pile.

You can move an Ace from the Pile to the Foundation. Then you can move a card from the Pile to an Ace. Place a Pile card in the "picked up" corner and press (E).

Continue to "deal" until you've played all the cards you can. If you see an important play, you may move back and forth between the Pile to the Layout by pressing (P) or (L). Go through the Deck as many times as you need to. And play every card you can.

Built-in Protection

If you try to play a card in the wrong place, the Computer will automatically return it to the Pile or the Layout (wherever it came from). Press (ENTER) to put it back where it came from.

Keyboard Summary

You may use these "key combinations" if you want to be a swift mover.

Press:

(←)

(→)

(↑)

(↓)

(SHIFT)(←)

(SHIFT)(→)

(SHIFT)(↑)

(SHIFT)(↓)

(1), (2), (3), (4), (5),

(6) or (7)

(M)

(L)

(P)

(D)

(F)

Results:

Cursor moves one column to the left.

Cursor moves one column to the right.

Cursor moves up the column.

Cursor moves down the column.

Cursor skips to far left column.

Cursor skips to far right column.

Cursor skips to top of column.

Cursor skips to bottom of column.

Cursor skips to column indicated by number, starting with 1 = far left, ending with 7 = far right.

Cursor moves to the middle column.

Cursor moves to Layout.

Cursor moves to Pile.

Deals three cards from Deck.

Places card in Foundation.

Fast Finish

If you have every card turned face up, you may skip the chore of moving the cards to the Aces if you want to.

Press:

(W)

(stands for Win)

Results:

Clears the screen and new game is dealt.

You can't cheat. The Computer won't budge unless all the cards are face up.

You're Blocked

There are no more plays in the Card Layout or in the Deck.

Press:

SHIFT (hold key down) **G**
(stands for Give Up)

Results:

Clears the screen and new game is dealt.

Scoring

You receive one point for each card you place in the Foundation. If every card in the deck can be placed on the Aces, that's the biggest win of all!

Solo Poker

Poker is usually played by a lot of people at one time. With your TRS-80 and Solo Poker you can become an expert on your own. When the gang's not there, you can solo.

Ten hands are played at one time by one person. When the second round of cards is dealt, another player can take a turn. But then he or she will be the solo player.



Objective

The goal is to create the highest scores you can with the cards you draw. If you play alone, you dare yourself to get better scores each time you play. When you play against others, you'll try to top their scores.

The secret is in the way you arrange the cards. Certain combinations make higher scores than others. If you're a gambler at heart, you'll soon play the game like a real poker player...sneaky, with a poker face!

Loading Instructions

Place cassette in the recorder and rewind the tape. Turn on the Color Computer and the television set. Press (PLAY) on the tape recorder. Type (CLOAD) and press (ENTER).

You will know the program is being loaded when you see F SOLOPOKR. After the game is loaded, OK will appear on the screen. Then type (RDON) and press (ENTER).

The next thing you'll see is the shuffling. Then...

THE VALUE OF HANDS.

Pair = 10

Two Pair = 30

Three of a Kind = 50

Straight—Sequence (not same suit) = 60

Flush—All same suit (not in sequence) = 100

Full House—A Pair and Three of a Kind = 120

Four of a Kind = 160

Straight Flush—Sequence in Same Suit = 300

Royal Flush—Ace, King, Queen, Jack, Ten (same Suit) = 500



The chart will be displayed before each game to remind you of high ranking card combinations.

Press **(ENTER)** and you will see ONE MOMENT PLEASE. Then you'll see a square playing area on the screen. Five cards have already been dealt (face down). These five cards are in a diagonal (from upper left to lower right) across the square. They will become a part of the ten hands you build.

You will be dealt one card at a time from the deck. Each time you get a card, you will place it in one of the rows in the square.

You will use the cards you are dealt to build hands in rows and columns, as illustrated on page 11.

Each row across makes a hand. And each column down makes a hand. There will be five hands across. And five hands down.

Moving the Cards Inside the Square

When a card is dealt, the cursor (flashing block) will appear. Place the cursor where you want the card played and press **(ENTER)**. Your card will move to that place.

Use the arrow keys to move the cursor. Press the **(←)** key once. The cursor moves one space to the right. Press the **(→)** key once to move the cursor left one space. The **(↑)** key moves it up, and the **(↓)** key moves it down.

Quick Moves

To move several spaces in one direction press the arrow key and hold it down. If you overshoot, you only have to back up. To move all the way to the end of a row or column (top, bottom or side), hold the **(SHIFT)** key down and press the arrow key.

When the cursor reaches the right place, press **(ENTER)** to move the card there.

Caution: Once a card is placed in the square, it can't be moved again. Think carefully. Arrange the cards to make the best poker hands you can.

To complete a hand, you have to turn the diagonal cards face up.

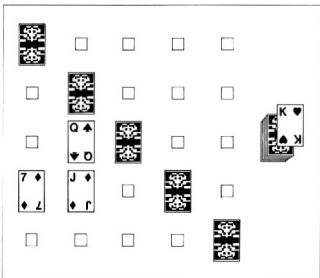
Turning the Cards in the Diagonal

To turn a diagonal card, you have to place two matching cards in the same row or column. The pair of cards can be in a row across the screen or in a column going up and down the screen. But they must be in the same row or column to be a "pair." Then you can turn any card in the diagonal face up.

Move the cursor up or down the diagonal (by pressing the or key) until it's on the card you want. Press **ENTER**. Your diagonal card turns face up. It's now a part of the two poker hands in which it lies—the hand going up and down and the hand going across.

Three of a kind in a row or column lets you turn two cards face up. Sometimes the card you turn makes a pair. When this happens, you will be able to turn over another card in the diagonal.

The smart thing to do is turn the diagonal cards face up as soon as you can. You need them to plan a winning game.



Scoring

When all the cards are face up, a pair, straight, flush, etc. will be noted down the right hand side and across the bottom of the screen. Next, the scores of all ten hands will be shown.

The next screen will come up with YOUR SCORE IS ONE OF THE TOP TEN. ENTER YOUR NAME. When your name is entered, the grand total of the last game will appear across from your name.

If your family and friends are playing the game with you, this record gives you a chance to compare scores.

When you're playing alone, opposite NAME you can type (H(A)N(D)C(D). After the next game type (H(A)N(D)C(D), etc. This will give you a chance to see how well you're doing. With practice, you can become a real sharp card player!

Last Pirate

If you get caught with the Last Pirate on your ship, you'll be the one to "walk the plank!"

In this game of piracy on the high seas, try to fling the "skull and crossbones" onto the Computer's ship.

You will play with 51 cards of a regular deck. One Queen has been left out. And the "skull and crossbones" has taken the place of another Queen.



Objective

You play against the Computer. Try to get rid of all the cards without being caught with the pirate as the last card.

Loading Instructions

Place cassette in the recorder and rewind the tape. Turn on the Color Computer and the television set. Press **(PLAY)** on the tape recorder. Type **(C)(L)(O)(A)(D)** and press **(ENTER)**.

You will know the game is being loaded when you see **F PIRATE** on the screen. After the game has been loaded, **OK** will appear on the screen. Then type **(R)(O)(U)(N)** and press **(ENTER)**.

Next, the cards will be shuffled.

When the Computer has finished shuffling the cards, you will see the hands dealt for you and the Computer.

The Computer's hand will be at the top of the screen. Your hand will be dealt face up in the bottom portion of the screen.

The face of your cards can't be seen by the Computer, and you can't see the face of the Computer's cards.

Rules of the Game

Any two cards of the same value make a pair, like two sixes or two threes. When two cards are matched in your hand or the Computer's hand, they are removed from the screen.


In the colored bar (across the bottom of the Computer's hand) you will see LET ME GET RID OF MY PAIRS. The Computer will discard as many cards as it can from its hand.

Then, in the colored area (across the top of your hand) you will see LET ME GET RID OF MY PAIRS. All the pairs from your hand will be automatically discarded for you.

Taking a Card

When all possible pairs have been discarded, you'll see PRESS SPACE TO TAKE A CARD. You will select one of the Computer's cards by pressing the space bar. A card will be transferred from the Computer's hand to yours. If the new card makes a pair with one of your cards, the two will be removed from the screen.

If the card you draw is the Pirate, you can't make a pair. In the Computer's area, you will see PRESS SPACE TO TAKE A CARD. It's the Computer's turn to take one of your cards.

But, before you press the space bar . . . notice the blinking  that keeps hopping from the corner of one card to the next. Whichever card is blinking when you press the space bar, that is the card the Computer's going to get.

Getting Rid of the Pirate



Here's where you can save the ship. If you're quick enough! Try to press the space bar when the corner is blinking on the skull and crossbones! The blinking corner seems never to follow the same pattern as it hops from card to card.

It's very hard to figure out when the blinking corner is going to land on the Pirate. But if you can press the space bar while it's there, you trick the Computer into drawing the Pirate.

When the game is over, if the Computer still holds the skull and crossbones, then the Computer can walk the plank. Your ship has been saved to fight again. You're the hero!

Win or lose, just press the space bar to play again.



Go Fish

In this game of skill and chance, you could catch quite a whopper. But be careful! You might get hooked yourself!

Go Fish has an invisible fish pond. When you've played as many cards as you can, you just have to take a chance and go fishing! If you're quick enough, you'll land the prize catch!

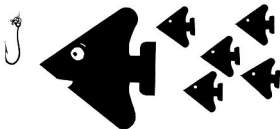
Objective

The contest is between you and the Computer. Your goal is to collect more sets (four of a kind) than the Computer.

Loading Instructions

Place cassette in the recorder and rewind the tape. Turn on the Color Computer and the television set. Press **(PLAY)** on the tape recorder. Type **(C)(L)(O)(A)(D)** and press **(ENTER)**.

You will know the program is being loaded when you see **F GO FISH** on the screen. After the game is loaded, **OK** will appear. Then type **(R)(U)(N)** and press **(ENTER)**.



Seven cards are dealt to each player. The Computer's cards are at the top of the screen—face down. So you don't know what's in the hand. Your cards are in the area at the bottom of the screen—face up. But the Computer doesn't know what's in your hand!

Rules of the Game

You are given the first chance to play. Try to take as many cards away from the Computer as you can. You will see at the top of your portion of the screen, GIVE ME YOUR

Taking a Card

You must have the same card in your hand to take a card. Type in the number (from 2 through 10) or type in (A), (J), (Q), or (K) for the face cards. The Computer has to give you all the cards for that match. If the computer has a match to the card you ask for, you get another turn.

If you ask for a card that is not in your hand, YOU HAVE NO will come on the screen. If you ask for a card that is in your hand but the Computer doesn't have it, then you'll see GO FISH. If your card from the fish pond matches the one you just asked for, you get another turn.

If you make a set with the card you asked for (four of a kind), the cards will turn over and flash on and off. Then you get another turn. When you can't match any more cards you have to watch the Computer fish.

The Computer's Turn

You will see in the band on the Computer's portion of the screen, GIVE ME YOUR And a card is named that the Computer needs. If you have one of these cards, the Computer takes it. When the Computer makes a set, the cards flash on and off.

If you do not have a card asked for, the Computer is told (in the band) GO FISH. If the Computer draws the card he just asked for, he gets another turn. You can't see the face of the card the Computer draws from the fish pond, unless it matches one the Computer asked for. Then it will be turned face up before going into the Computer's hand.

As the game goes on, try to think of the cards you've seen the Computer take. You can build more sets—if you can remember the cards that matched yours.

Both you and the Computer will continue to make sets. If one player runs out of cards, the other player continues drawing until the fish pond is empty.

Scoring

The contestant holding the most sets, by the time the fish pond is empty, is declared the winner. If you have the most sets, you are the champion fisherman!

Blackjack

Color Computer Blackjack is a gambler's idea of heaven. You're given \$500.00 to start, and that's only the beginning. You can bankroll your holdings into thousands of dollars.



Objective

Your aim in Blackjack is to beat the dealer by drawing cards that add up to 21 points. Under 21—if that's the best you can do, but never more than 21 if you can help it!

Loading Instructions

Place cassette in recorder and rewind tape. Turn on the Color Computer and the television set. Press (PLAY) on the tape recorder. Type (C L O C K A D) and press (ENTER).

You'll know the game is being loaded when you see F BLACKJAK. After the game is loaded, OK will appear. Then type (R O U N) and press (ENTER).

Scoring

If a player is closer to 21 than the dealer, he wins! If his hand adds up to more than 21, he loses his money on that round.

Numbered cards (2 through 10) are given their face value. The King, Queen and Jack are each worth 10 points. The ace is worth 1 or 11 points. Use the value that brings you nearest the total of 21.

You will see the copyright briefly, then the deck will be shuffled. Next, the NUMBER OF PLAYERS (1-4)? will appear. Enter the number. (Up to four can play.) Press (ENTER) and you'll see PLEASE TELL ME YOUR NAME(S) PLAYER 1:?. Type the name and press (ENTER). For player 2, 3 and 4 do the same thing.

Do not try to fool the computer by typing punctuation marks or numbers. Only letters will be displayed on the screen.

Next you'll see IT IS TIME TO BET
(player's name) YOU HAVE \$500
HOW MUCH WILL YOU BET?

Each player begins the game with \$500.00. The smallest bet is \$1.00. The largest is \$500.00. Even if your winnings total more, your limit for a single bet will still be \$500.00. Type in the amount (don't enter dollar sign or decimal) and press **(ENTER)**.

When the last player's bet is in, the hands are dealt. The dealer gives two cards to each player. Dealer's hand is at the top of the screen, with one of the cards face down.

On the left side of each player's cards you'll see . . .

\$ (Amount of money this player has left)

(The blinking name shows which player receives a card.)

\$ (Current amount bet on his hand)

If your cards total 21 right off (example: Ace and 10, with the Ace counted as 11 points), you've got Blackjack! Your winnings are one and a half times the amount bet. As a wealthy observer during the rest of the game, you can lie back and watch the others place their bets.



If you didn't get Blackjack, you have three choices—to be Hit or to Double or Stay.

Hit

If you didn't get Blackjack, try to build to 21 points by asking the dealer for another card. Ask the dealer to Hit you by pressing **(H)**. If the card puts you over 21, you're busted. And the dealer will let you know it!

If the total is below 21, you can ask the dealer to hit you again. If you get five cards, including the two you were first dealt—without going over 21—you win double the amount you bet. Your money is doubled even if you don't beat the dealer!

Double

The best time to double is when your cards total 10 or 11. Press (D). This doubles the amount of your bet. The dealer will give you another card. You're gambling that your total will be closer to 21 than the dealer's total.

Stay

The time to Stay is when you're so close to 21 the odds are that the next card will put you over 21. Press (S).

Dealer's Hand

Dealer makes the final play. When all the players have either busted, won, or stayed, the dealer's face down card will be turned over.

If the total is 16 or less, dealer must be Hit. If 17 or more, dealer has to Stay. The dealer can't hold more than five cards, even if they total less than 17.

Players who are still in the game (who have not won or busted) are up against the dealer's hand now. If a player is closer to 21 than the dealer, he wins. If the dealer is closer, the player loses. If the hands are tied, the player doesn't win or lose.

When all bets have been settled, players with money can play again.

The deck gets reshuffled when there are less than 10 cards left in the deck. And when one player goes broke after several rounds, the deck will be shuffled again. It's time for the rest of the players to bet again.

If everyone goes broke, you'll see . . .

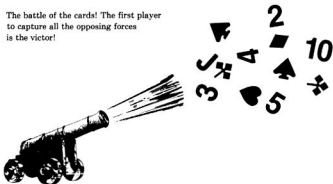
THE GAME IS OVER
(player's name), YOU ARE BROKE
PRESS ENTER TO PLAY AGAIN

If you want to leave the game while you're ahead, press (BREAK). Enjoy your winnings! Then type (R(U)N), if you want to play again.

If you're a compulsive gambler, you'll probably play until every dollar is gone. And you can play right down to your last dollar. You can gamble for the highest pot in the house. Or go for broke. You always get another \$500.00 when you start a new game. Enjoy yourself!

War

The battle of the cards! The first player to capture all the opposing forces is the victor!



Objective

One warrior must get all the cards away from the other. You're the winner when all the troops are pulled away from the enemy camp to your side of the screen. Victory!

If all your troops are captured, too bad. Those are the fortunes of war.

Loading Instructions

Place cassette in the recorder and rewind the tape. Turn on the Color Computer and the television set. Press **(PLAY)** on the tape recorder. Type **(C)(L)(O)(A)(D)** and press **(ENTER)**.

You will know the program is being loaded when you see **F WAR** on the screen. When the game is loaded, **OK** will appear on the screen. Then type **(R)(U)(N)** and press **(ENTER)**.

You will see two questions.
AUTOMATIC PLAY (Y/N)?
VICTORY GOAL (30-52)?

If you wish to play the part of observer and don't want to get too physical, press **(Y)** for Automatic.



How long? Now you can decide how long this battle should go on. If time doesn't matter type (5)(2) for Victory Goal. Winning all 52 cards sometimes seems to take forever! If you want to shorten the conflict type (3)(0) (or any number between 30 and 52). The cards will be dealt and play will begin.

Half the deck is on the left, and half the deck on the right. Your army is on the left side. The enemy is lined up against you on the right.

Automatically, the battles begin. Two cards turn up at the center of the screen. The Computer knows the higher card. At once both cards fly to the winner's side. Rat-a-tat-tat. The battle continues without pause to retrench. It's a fight to the finish.

The cards are worth their face value, 2, 3, 4, etc., with Queen higher than Jack, King higher than Queen, and Ace ranked the highest.

If you wish to join the war, press the (N) key when the Automatic Play question comes on the screen. After the Victory Goal number has been entered (30 through 52), the cards are dealt to each side of the screen by the Computer.

26	WAR!	26				
VICTORY REQUIRES 52 CARDS						
	<table border="1"><tr><td>8 ♠</td><td>2 ♠</td></tr><tr><td>♠ 8</td><td>♥ 2</td></tr></table>	8 ♠	2 ♠	♠ 8	♥ 2	
8 ♠	2 ♠					
♠ 8	♥ 2					
PRESS SPACE TO HAVE A BATTLE!						

It's Your Command

Here's where you take over. To deal two cards (one from each player's stack of cards), press the space bar.

The higher card will determine who keeps the two cards. The cards will land on that player's side of the screen. These are only minor skirmishes. They finally add up to one big victory, if you're lucky. If not, don't despair. You can always fight another round.

These little battles will find the war heating up from time to time. When two cards of the same value land in the center at the same time, the stand-off must be broken. You will see flashing at the bottom of the screen: THIS MEANS WAR.

All talk of cold war has been forgotten. The warriors are ready to risk everything in a desperate gamble. The next two cards decide which way the tides of war will turn.

Press the space bar again.

If you have the higher card, all four cards land on your side. You've won that battle.

If the higher card is on the other side, the tide is turning in the wrong direction. But keep going. Press the space bar again. The fortunes of war change many times before the last battle is done.

You could find, at the end of the game, all the prisoners lined up in your stockade. Then you're the conqueror!

Appendix A

Making a Backup

A Backup is a tape copy of a program. Having a second copy of the program (in the event of accident or equipment fault) insures against loss of the program. Your first action as owner of the Card Games should be to make a working copy, backup(s), of the original cassette(s). File the original in a safe place.

Although it may be possible to make direct copies using two cassette recorders or cassette duplicating equipment, the most reliable method is to use the Computer itself to make the Backups. You may wish to put frequently used programs on separate cassettes for easier loading. Here are step-by-step instructions for making a Backup:

Connect the Color Computer to the cassette recorder.

Place the game program cassette in the recorder and rewind the tape. Place the recorder in the PLAY mode. If your recorder has a tone control, set it at maximum "treble."

Turn on the Computer. Type **(C)(L)(O)(A)(D)()** name **()** (name refers to the program to be copied).

When the program has been loaded and the cassette has stopped, remove it. Replace it with the blank cassette that will receive the copy. Either rewind to the beginning or position it at the point where the copy is to start. You should leave ten seconds of blank space if the copy is to follow another program on the same cassette. Place the recorder in the RECORD mode.

Type **(C)(S)(A)(V)(E)()** name **()**. The recorder will save your program.

Now rewind the cassette. Put the recorder into the PLAY mode and type **(C)(L)(O)(A)(D)**. When OK appears, type **(R)(E)(W)(I)(N)**.

It is recommended that you use Radio Shack Supertape or TRS-80 certified cassettes for backing up your TRS-80 Color Computer programs.

Backup each program using the steps above.

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

Appendix B

Maintenance

Protecting your computer program is not difficult. Attention to the simplest points listed below should provide long lasting satisfaction:

- Keep your program cassettes in their boxes when not in use. Do not expose cassettes to temperature extremes or magnetic fields. Never touch the exposed surface of the tape on the front edge of the cassette.
- Clean and demagnetize the tape heads in the recorder at regular intervals. Follow the recommendations in the cassette recorder's manual.
- Always press the recorder's **(STOP)** key immediately after loading or saving a program. This will release the pressure of the rubber roller on the tape. The tape will then be protected from developing a permanent "flat" at point of contact with the roller.

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