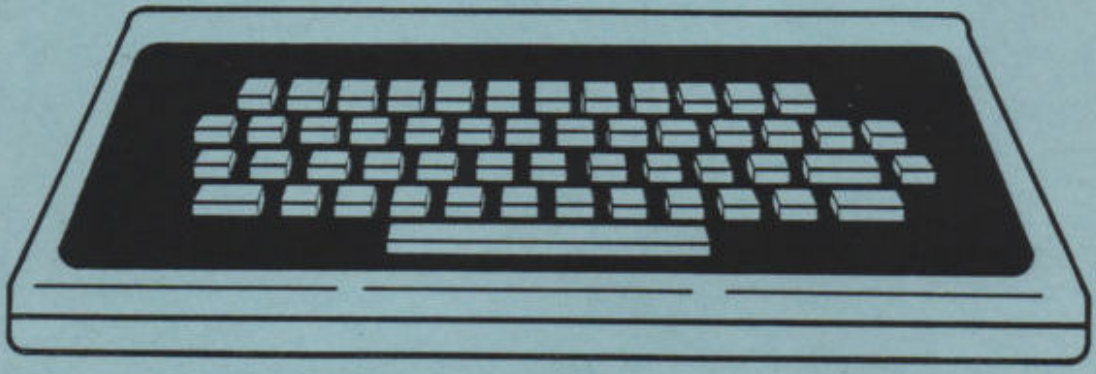
For: the Radio Shack®
Color Computer and
TDP-100 Systems

Escape: 2012



COMPUTERWARE®

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Specialists in Application
and System Software

Escape 2012

We Sell Capabilities . . .

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Thank You, Computerware®

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If this product should fail to load during the first 90 days of use, simply return the ORIGINAL cassette or disk along with a copy of the receipt for a free replacement. Please try the back side of your cassette before returning it. If this program fails to load after the 90 day warranty, just send your ORIGINAL cassette or disk along with $5.00 for cassette versions or $8.00 for disk versions (to cover shipping and handling) to Computerware® and we will repair or replace it at our option.

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ESCAPE: 2012

SCENARIO: You are on an alien prison ship behind the enemy lines. You were captured while on a recon mission for the United Earth Forces.

OBJECT: The object is the same for any prisoner of war - to escape and return to his side.

SETTING: In the year 2009 the Earth solar system was attacked by hostile forces from another solar system. The battle has raged for three years. Even with faster than light star ships and planet covering force fields, the war has come down to a stalemate. Both sides have tried to find or develop an edge over the other. They use their spies, scouts, and ultimate weapons to try to defeat and destroy the other. As in any war, the main turning point can be the actions of a few or even one person!

RUNNING THE PROGRAM

To play Escape: 2012, you need a 32K Color Computer and a reasonably active imagination. To load the program from cassette, put the tape in the player and press the PLAY button. Then type CLOADM and press ENTER. To load from disk, put your diskette in drive #0 and close the door. Then type LOADM"ESCAPE and press ENTER. When the program has finished loading, it will automatically start up and you will see a screen full of the word --BLUE--. If the letters aren't blue, press the RESET button on the back, right side of the computer a few times until they turn blue. To begin the game, press the ENTER key.

PLAYING THE GAME

This game is actually a story that you take part in. By typing simple sentences, you control the action of your character. There are many paths that you can take. Some are easy to find and others are more difficult. There are also many objects for you to work with. Some will have obvious uses, and others will not. Some objects may be totally useless!

In order to solve this adventure, you will probably have to make a map. For every move you make, draw a square on a piece of paper to represent the room you are in. Then draw arrows that tell you where you can go from that room. This adventure is known to contain mazes which in particular, require careful and detailed mapping. In a maze, directions are not as they seem. Just about the only way to successfully map out a maze is to drop one of your objects and then move away from it. Then when you find it again, you should be able to draw the path that got you there. We have included an Adventure Map Worksheet that you might find useful. You will want to make copies of it since the whole adventure may not fit on one sheet.

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As in most adventures, you will probably find yourself being killed often. Happily, this is not permanent. You are just sent back to the beginning of the story. Before you enter a dangerous situation, diskette users can save their game by typing SAVE n - where n is a number between 1 and 9. Since the Original diskette is protected, you should use a blank formatted diskette for saving and loading. You can save up to 9 individual games on your diskette. Cassette users can also save their current position on a blank cassette. Simply use the SAVE and LOAD commands without any number. Then, if you die, you can use the LOAD n (disk) or LOAD (cassette) command to restore your game.

SIMPLE COMMANDS

To help you move around easily, there are a few abbreviated commands available. Here is a list of them:

Up arrow	GO NORTH
Down arrow	GO SOUTH
Left arrow	GO WEST
Right arrow	GO EAST
U <ENTER>	GO UP
D <ENTER>	GO DOWN
I <ENTER>	INVENTORY
BREAK	GO UP
CLEAR	GO DOWN

Additionally, you can type GET ALL or DROP ALL to get or drop everything in one room. Remember, you can only carry a limited number of things so be selective in what you decide to pick up. You will need to be carrying certain objects in order to accomplish certain tasks.

MORE COMPLEX COMMANDS

For the most part, the computer is looking for a simple verb-noun sentence. GET THE BLASTER and GET BLASTER are both acceptable, and will do the same thing. There are times when you will need to tell the computer what object to use to accomplish the task. For example, GET THE BLASTER WITH THE GLOVES. If you leave off the 'with the <object>', the computer will ask you WITH WHAT? At this point, you just need to type the name of the object you want to use.

Only the first four letters of each word are used, so the sentence above could be entered as GET BLAS to save you typing time. If you type a word that the computer doesn't understand, it will respond 'I don't know that!'. If try to look at or get an object that isn't around, the computer will respond 'I don't see it!' If you try to get something that is too big (like a building), the computer will respond 'You can't do it!' Finally, if you are carrying your limit and try to pick up something else, the computer will respond 'You're carrying too much!'

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ACTION SITUATIONS

From time to time, you will happen upon a situation that requires skilled reflexes rather than cunning and imagination. At these points, you will be instructed to pick up the right joystick or use the keyboard. The first action situation is filling up a container.

The other action situation is traversing a path through a screen of moving objects, down to a special location, and then returning back up. It's not easy, but it can be done.

CONCLUSION

This is by no means an easy adventure. If you have not already conquered some of the easier games available, you might find this one frustrating. Actually, if you carefully map the world and, most importantly, save the game often, you should be able to finish.

IF ALL ELSE FAILS...

and you just cannot solve the adventure, we have a map to help you with your escape. This won't solve the adventure, but it will probably help you quite a bit. Send a self-addressed, stamped envelope (preferably plain brown so you won't be embarassed when it arrives) to:

ESCAPE: 2012 STUMPED ME
c/o COMPUTERWARE
BOX 668
ENCINITAS, CA 92024

Please also include a copy of your receipt. Remember, a real adventurer doesn't need a map, he makes his own....

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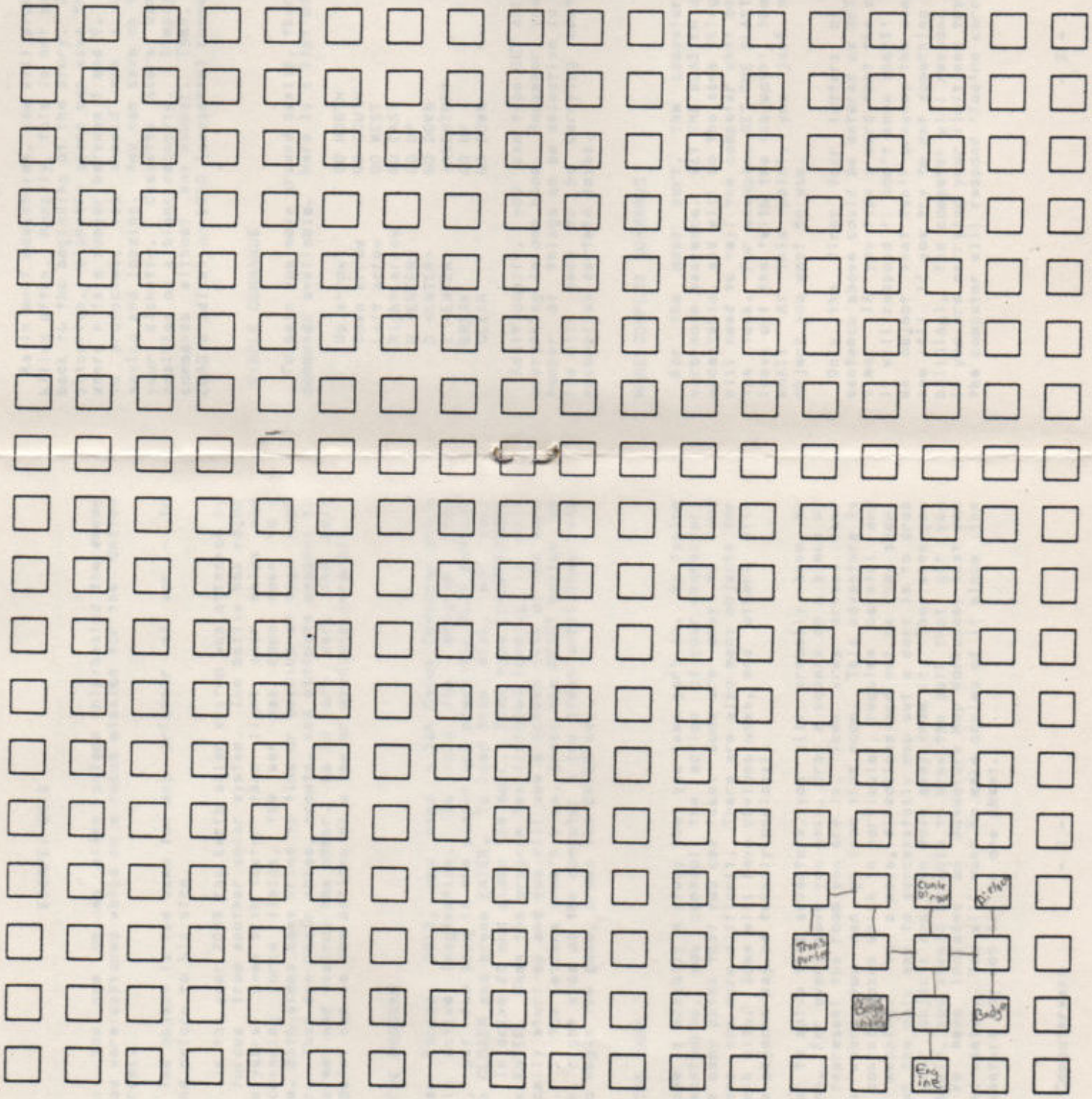
Escape: 2012

Room Map Worksheet

Date

Key for map:



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