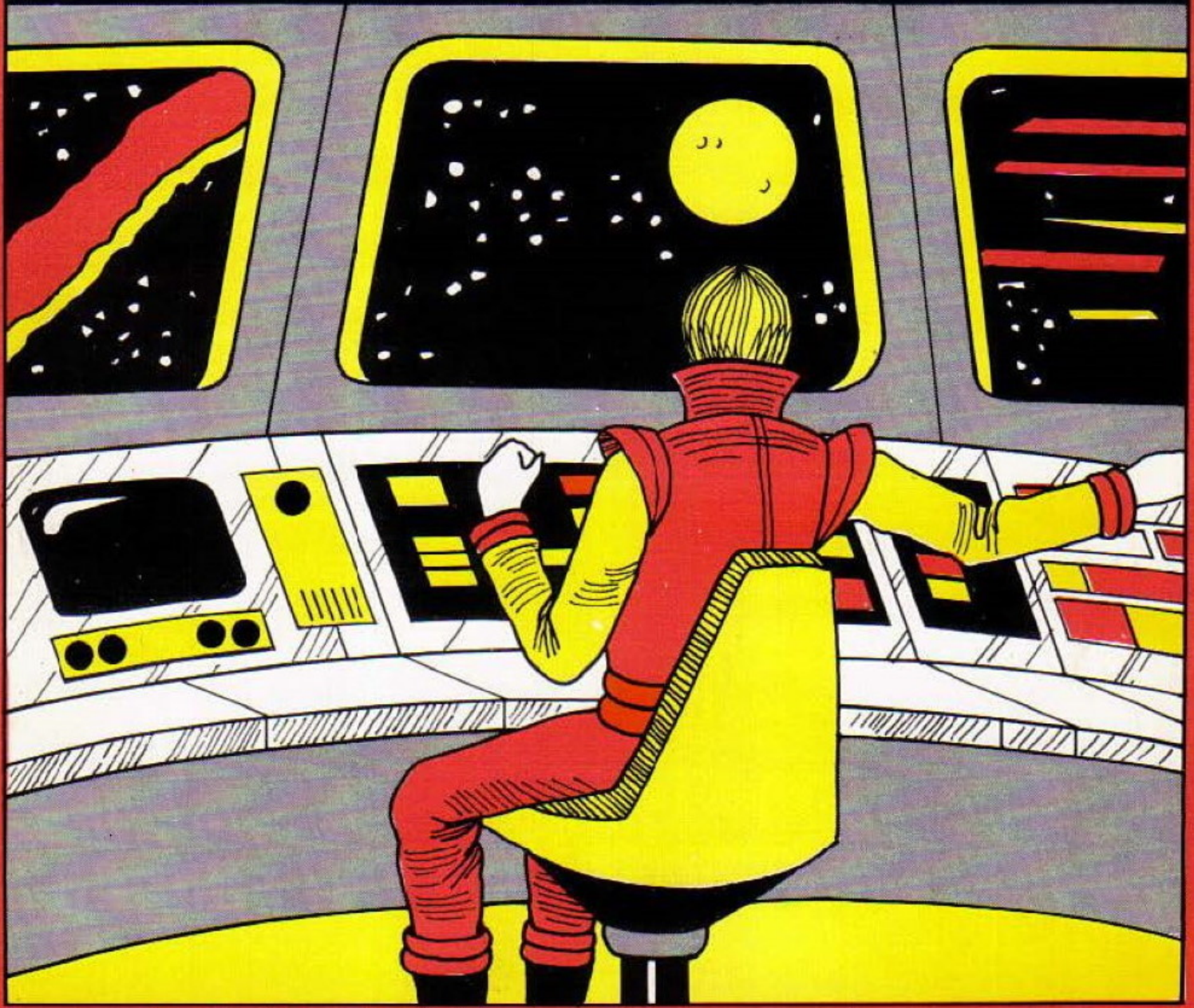


Trekblooper



Mark Data Products

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TREKBOER

A MARK DATA PRODUCTS HI-RES ADVENTURE GAME

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This exciting hi-res adventure begins aboard the starship Trekboer. It is the 21st century and life on Earth is threatened by a deadly virus. Your mission is to search the frontiers of space and return with a cure to save mankind from disaster. But how? Where? The name of your starship provides the first clue...

The computer is your guide and will interpret all of your two word commands which should be entered as a verb plus a noun.

EXAMPLES: To pick up a box you might try **GET BOX**
To learn more about the box try **EXAMINE BOX**.
To open a locked door try **UNLOCK DOOR**.
To move North try **GO NORTH**.

As you travel through your adventure, hi-res graphic pictures will display your surroundings. To move from one location to another check to see if obvious directions are listed. Compass directions may not be your only choices however, and you should check out all available options.

I have a sizeable vocabulary of verbs and nouns so you can be creative in your choice of instructions. If one phrase doesn't work try another approach. To speed play I also understand a number of command abbreviations:

COMMAND	ABBREVIATION	COMMAND	ABBREVIATION
GO NORTH	N	GO DOWN	D
GO SOUTH	S	GET	G
GO EAST	E	PUT	P
GO WEST	W	TAKE INVENTORY	I
GO UP	U	LOOK	L

In addition, there are commands to pick up and drop several objects simultaneously. The **GET ALL** command will pick up all objects in your current location (provided you can carry them) and the **PUT ALL** command will do the reverse. Some items or objects may not be displayed on the screen so be sure to check the text description at each location for a listing of everything visible. It is a good idea to **EXAMINE** each object for clues and valuable information.

If your search for the solution to this puzzle takes longer than planned, you may use the **SAVE GAME** command to save your progress on a cassette tape. Use the **LOAD GAME** command at a later time to resume play.

The **SCORE** command provides you with the number of moves used during play. The **SCORE, LOAD and SAVE** commands do not count as moves.

The best advice for adventure gaming is to be logical and try to think of all options. Maintaining a constant curiosity with a careful eye to detail will help you to win the game in a minimum number of moves.

PREPARATION FOR PLAY

Install the cassette in your recorder, type **CLOADM** and press **ENTER**. Press **PLAY** on the recorder and the computer will load the program and execute it.

If you have the disc version, install it in your drive, type **LOADM"TREKBOER"** and press **ENTER**. The computer will load the program and execute it.

Some colors may be reversed when you start this program because it uses hi-res graphics. The game should start with a totally blue screen. If the screen is red, press and release the computer **RESET** button (at the right rear) until it changes to blue. Now press any key to start your adventure.

LIMITED WARRANTY

Great care was taken to insure that this program operates as advertised. If you find a discrepancy in this software, please notify us. We will do our best to correct it, but we do not guarantee to do so. Mark Data Products does not warrant the suitability or functioning of its products for any particular user and will not be responsible for damages incidental to its use. This warranty is in lieu of all other warranties expressed or implied.