

32.50

SPECIAL INSTRUCTIONS
TRANSFERRING THE TEMPLE OF APSHAI TO DISKETTE
(REQUIRES 48K AND APPLESOFT IN ROM)

The Temple of Apshai can be run from diskette on any 48K APPLE with APPLESOFT in ROM simply by making the following changes to the enclosed cassette program and saving them on a blank diskette. Be sure to follow all of the procedures carefully.

I. LOADER Program

Load the first program on side A of the cassette (TEMPLE). Modify the program as described on the instruction sheet for 32K systems. Then make this additional change:

```
30 PRINT CHR$(4); "RUN INN"
```

Save this program on a diskette under the name TEMPLE.

II. INNKEEPER Program

Load the second program on side A of the cassette. Make the changes described on the instruction sheet for 32K systems. Then make these additional changes:

```
1900 PRINT: PRINT "WHEN THOU ART READY TO CONTINUE, PRESS 'RETURN'."; GET A$; PRINT:  
PRINT "I SHALL NOW LOAD THE DUNJONMASTER."; PRINT CHR$(4); "RUN DM"
```

Delete line 1901. Save this new program on diskette (along with the previously saved TEMPLE) under the name INN.

III. DUNJONMASTER Program

Load the third and final program from side A of the cassette. Again, make the changes described for 32K APPLES with the following exceptions:

Change line 20030 to read exactly as follows:

```
20030 POKE 232,0: POKE 233,8
```

DO NOT ENTER LINE 20031.

Change the following lines to read exactly as follows:

```
10020 PRINT "NOW LOADING THE INNKEEPER": PRINT CHR$(4); "RUN INN"  
20020 PRINT CHR$(4); "BLOAD DATA"; I: PRINT CHR$(4); "BLOAD SHAPE"; I
```

Save this program on diskette under the name DM along with TEMPLE and INN.

IV. DATA FILES

The final step is to save the data files and shape tables on the diskette. This is accomplished using the following procedure:

1. Enter and save the following program under the name TRN:

```
10 FOR I = 1 TO 4
20 POKE 60,0: POKE 61,8: POKE 62,1: POKE 63,8: CALL - 259: POKE 60,0: POKE
   61,8: POKE 62, PEEK (2048): POKE 63, PEEK (2049) + 8: CALL - 259
25 POKE 60,98: POKE 61,16: POKE 62,32: POKE 63,25: CALL - 259
30 HOME : VTAB (10): PRINT "STOP THE RECORDER NOW!"
40 PRINT CHR$ (4); "BSAVE DATA"; I; ",A$1062,L$8BF": PRINT CHR$ (4); "BSAV
   E SHAPE"; I; ",A$800,L$7FF"
50 PRINT : PRINT "START THE RECORDER AND HIT RETURN TO GET THE NEXT FILE
   ."
60 GET A$: HOME
70 NEXT I
```

2. Reload the new TEMPLE program you created under section I. Delete line 30 and RUN the program.
3. Place the Temple of Apshai cassette back into the recorder with side B up and rewind the tape.
4. Run TRN and start your recorder. The data and shape files will automatically be read and saved on your diskette.

NOTE: You must stop the recorder immediately when prompted by the program. If the "ERR" message appears, you must start again from Step 1 of this procedure.

To run the Temple of Apshai from your diskette, simply type RUN TEMPLE and your quest will begin. All other actions, program loading, data file loading, etc. are handled automatically.