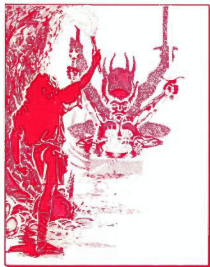


Lords of Karma



If you already have played this type of game, skip to "HOW TO LOAD THE GAME".

FOR THOSE NEW TO ADVENTURE GAMES

LORDS OF KARMA is played in an imaginary universe where the computer is your eyes and ears. The computer will tell you basically where you are (like "YOU ARE IN THE CENTRAL SQUARE OF GOLCONDA.") and you have to type in what you want the computer to try to do (like "WALK NORTH") followed by pressing the RETURN key (ENTER for the TRS-80). The computer will attempt to figure out what you mean and do what you want. If it cannot figure out what you want to do, it will tell you. Don't get frustrated; keep trying different things. Most of the fun is learning what you should do by trial and error. Remember that the computer is "stupid" and has a very limited vocabulary.

SPECIAL FEATURES

There are some special features of this game that you might like to know before playing. First, the computer "knows" the following abbreviations:

N = NORTH	S = SOUTH	E = EAST
W = WEST	U = UP	D = DOWN
L = LOOK		

If you want to check out what you are carrying, type "INVENTORY". When all else fails, you can try praying. When you want to quit (and perhaps save the game to continue later), type "QUIT".

The object of the game is to get to heaven with as many "karma points" as possible. You get these points performing deeds of kindness and bravery.

GAME RULES

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Baltimore, MD, Printed in USA

FOR:

ATARI 400/800[®], 40K Memory

Apple II[®], 32K Memory

PET[®] 2001, 32K Memory

TRS-80[®] Level II, 48K Memory

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INTRODUCTION

LORDS OF KARMA is an "adventure" game which can be played on any ATARI 400 or 800 with 40K memory, APPLE II or PET 2001 with at least 32K bytes of RAM memory, and any TRS-80, Level II microcomputer with 48K. LORDS OF KARMA runs in machine language code, and so the loading and running instructions are different than loading and running a BASIC program. Please read the instructions carefully.

INSTRUCTIONS FOR ATARI 400/800 COMPUTERS

LORDS OF KARMA is a machine language program which requires at least 40K RAM. It is loaded from the cassette tape by following these steps in exact order:

1. Turn off the ATARI 400/800 and remove all ROM program cartridges from the left and right slots, including the BASIC cartridge. Do not remove the Operating System.
2. Make sure that the cassette is completely rewound on the ATARI side. Place it in the cassette player.
3. Push the yellow START key to the right of the ATARI keyboard and KEEP IT DOWN.
4. Turn on the ATARI. It will beep once to let you know it is ready to load a tape. When it beeps, release the START key and press the PLAY button on the recorder.
5. Press the RETURN key on the ATARI keyboard.

6. Get back to the SYSTEM mode:

SYSTEM [ENTER]

7. Put the Level II TBUG tape in the cassette player, and press the play button.

8. Type

TBUG [ENTER]

9. Type

/ [ENTER]

The computer will print "H"

10. Put a blank cassette in the recorder and press the record and play buttons.

11. Type

P B000 EEFF 5200 SAVE [ENTER]

The computer will record the game data on tape.

12. From TBUG, you can do one of four things:

A. J 5200 goes back to the game.

B. J 1A19 goes to Level II BASIC.

C. You can continue in TBUG.

D. You can turn the computer off.

To restart a saved game, follow steps 1.-3. above, then

- 4'. Put the "SAVE" tape in the player and type

SAVE [ENTER]

Once the data is loaded, follow step 5. to resume play at the point you left off.

If you get a "C" on the screen during a tape load, then try adjusting the volume level and begin again. Note that due to the large size of the program, it will take several minutes to load or save.

For those interested in the technical details, the memory locations for the two segments of LORDS OF KARMA are (in hexadecimal)

	Begin	End	Entry-Point
KARMA	5200	AFFF	5200
KDATA	B000	EEFF	5200

IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all cables and connections are correct.

2. Re-read the section in the manual about loading machine code programs from cassette tape. Try to load the tape again.

3. If you can adjust the volume and tone settings on your recorder, try different settings.

4. If possible, load another program from a tape you know works on your computer. This will prove that your equipment works. Try once more to load your game.

5. The normal reason tapes will not load is tape recorder head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to load tapes made on a different recorder for this reason. Be sure that your tape recorder heads are properly aligned. Your local computer store or dealer can help with this.

6. If the program still cannot be loaded, send the cassette, with a complete description of the problem (what computer equipment you are using, what the computer displays on the screen, if anything, when you try to load the cassette or play the game, and what you did to try to correct the problem) to:

Avalon Hill Microcomputer Games

4517 Harford Road
Baltimore, Maryland 21214

Defective cassettes will be replaced.

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QUESTIONS ON PLAY

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed "complete" in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.

