

A woman with long, dark, wavy hair is sitting on a bed, looking directly at the camera. She is wearing a light-colored, possibly white, top. In front of her is an Apple II computer system, including a keyboard and a monitor. The entire image has a strong magenta or pink color cast.

InterludeTM

The Ultimate Experience.

An adult computer program.

For Apple II (16K) and TRS-80 (Level II-16K)

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Introduction

Hardly anyone is neutral about sex. The mere mention of the word elicits strong opinions, both positive and negative. But on one very basic level, sex is *adult's play*! It is an area in which we as adults can release our inhibitions and just *play*. We can indulge our fantasies, explore new sensations, play games with each other--all within the private boundaries of an intimate relationship.

The Interlude program can help you discover or rediscover the playful, the exciting, the erotic qualities in your relationship, as well as revive the romance and tenderness that may have slipped away unnoticed.

The program consists of an interview given to one or two persons to determine their sexual moods at the time of the interview. You may be asked from three to ten questions. These questions are directed toward discovering your level of sexual desire, your feelings toward active or passive roles, and your desire for a romantic, playful, serious, or slightly kinky experience. You are also asked whether you want to experience the Interlude immediately or at some later date. (Later Interludes require special preparation or special places.) In addition, there are occasionally questions about special factors or special erogenous zones which may be included in an Interlude. Questions for each area vary, and it is extremely rare that you will be asked the same set of questions on subsequent interviews.

Once the interviews are over, the computer selects from its memory of Interludes the one best suited for you at this time. You are then directed either to the manual for instructions or, if the computer has selected one of the secret Interludes, the instructions will appear on the screen.

The objective at this point is to go forth and enjoy the Interlude!

While some of the Interludes may not appeal to everyone, all were based on research and/or personal experiences of couples interviewed for the program. In those cases where the selected Interlude does not appeal to you, the program design allows for alternate choices.

Instructions for playing Interlude are detailed on the following pages. Please read them carefully so that your responses to the computer interview will accurately reflect your feelings and the computer can present you with the perfect Interlude each time you play the game!

CAUTION: This program was designed as a game. It should not be used in lieu of a professional counselor or as an attempt to solve sexual dysfunctions.

Instructions

For maximum enjoyment of the Interlude program, it is strongly suggested that you read the Interludes in this manual only when instructed to do so by the computer!

1. LOADING THE PROGRAM.

TRS-80 Cassette (Allow 4 minutes for loading.)

In the following instructions the words or symbols that are underlined will appear on your screen.

- a. The recommended setting for the volume control is "6".
- b. Load the cassette in the recorder and press PLAY.
- c. Power up the machine:
MEMORY SIZE? Press ENTER.
- d. From BASIC, get into SYSTEM MODE:
> Type in SYSTEM. Press ENTER.
? Type in INTER. Press ENTER.
? Type in / . Press ENTER.
- e. Program begins.
- f. Stop and rewind cassette.
- g. At the end of Interlude program, the system returns to BASIC LEVEL II.

TRS-80 Diskette

- a. Load the diskette into the drive. NOTE:
Be particularly careful that the diskette is centered in its jacket as suggested on page 7 of your Radio Shack Information Guide. If you have a loading problem, in all probability it can be cured by careful alignment of the diskette.
- b. Power up the machine.
- c. The program automatically loads and starts.
- d. Remove the diskette.

APPLE Cassette (Allow 4 minutes for loading.)

- a. The recommended setting for the volume control is "6".
- b. Load the cassette in the recorder and press PLAY.
- c. Type in 800.3FFFR . Press RETURN.
- d. When tape stops loading and Prompt appears, type in 800G . Press RETURN.
- e. Program begins.
- f. Stop and rewind cassette.
- g. At the end of Interlude program, the system returns to MONITOR MODE.

APPLE Diskette

- a. Load the diskette into the drive.
- b. If the disk controller card is in slot #6, type in *C600G (RETURN) or *6 (CTRL) K (RETURN) or *6 (CTRL) P (RETURN)
If the card is in another slot, simply substitute that slot # for 6 in above instructions.
- c. The program automatically loads and starts.

2. HOW TO PLAY INTERLUDE

Once the cassette or diskette is loaded and the program has begun, the following sequence will take place.

- a. You will be asked how many are playing the game. Your answer should be "1" or "2". You may wish to play the game with your partner, in which case you would press "2". If you wish to play the game alone in order to plan a later Interlude, you should press "2" and answer the questions for your partner as well as for yourself. You may also play the game with only one set of questions by pressing "1". If "1" is pressed, you will be asked whether you are male or female.
- b. Next you will be asked whether you want an Interlude for now or later. Now means immediately following the interview. Later will call up those Interludes that require special preparation or special places. Later Interludes include some that both parties plan together and some that one party plans as a surprise for the other.
- c. Next you will be asked to type in the players' names.
- d. Now the interview questions begin, first for one player, then for the other. Answer the questions as honestly as you can so that the computer can choose an Interlude that matches your desires and moods as closely as possible.

- e. After the interviews the computer will select an Interlude for you. The selection process changes from interview to interview so that identical answers will not result in the same Interlude. For example, the program will sometimes select the Interlude desired by one of the parties; at other times it will choose the best compromise to satisfy both parties.
- f. When the selected Interlude appears on the screen, *only the person to whom the instructions are given* should turn to that Interlude in the manual because there may be an element of surprise involved for the other party.
- g. If the Interlude chosen is one of the secret Interludes that are hidden in the computer, the instructions will appear on the screen. The person *not* being interviewed should leave the room and not view the screen. These secret Interludes are hidden for a surprise to maximize your enjoyment. Many of them will be called up only by a rare combination of moods. Secret Interludes can be identified in the manual by statements such as "Your instructions are in the computer."
- h. If the Interlude to which you are referred does not appeal to you (or if you receive a "summertime" Interlude in the middle of winter), the computer will give you instructions for calling up an alternate. Several alternates are available for each interview.

3. SPECIAL INSTRUCTIONS

- a. Many of the Interludes call for certain accessories. The most common ones which you may wish to have on hand include scented body oil, bath powder and puff, candles, mirrors, velvet and satin ribbons, sexy lingerie, and a vibrator. Other accessories are part of special Interludes and may be obtained at the time the Interlude is selected for you.
- b. There are several *light* bondage and *light* S/M Interludes. (There are no true sado-masochism games with whips and chains!) These Interludes can be pleasurable and exciting for both partners, but you should take care to observe certain rules.

Use velvet or satin ribbons for "ropes" to tie your partner in bondage games; they will hold securely without hurting. Be sure not to make the bonds too tight. You should *never* leave your partner alone even for a minute when he or she is bound. You should agree beforehand on a special signal to indicate that something is wrong (bonds may be too tight; something may really be hurting). The signal should be clearly distinguishable from cries of passion; a Morse code "grunt" or something similar would suffice, and it should *always* be honored. Always untie your partner quickly after a bondage game is over.

- c. Because the Interludes are directed toward a wide audience, you may find some that will not be to your liking. Ignore those and enjoy the ones that turn you on.
4. If you have any problems or questions about the Interlude program, please write to:

SYNTONIC SOFTWARE CORPORATION
10428 Westpark
Houston, Texas 77042

Interlude

Interlude No. 1

A R

to the

Interlude No. 2

Interlude No. 3

Interlude

Interlude No. 1

A BED OF ROSES

Instructions to him:

Surprise your lady with roses . . . but not in the usual way.

Buy several dozen roses. While your lady is taking a bath, scatter the rose *petals* over the sheets. When she comes from her bath, lay her down in a bed of roses and make love amid the fragrance.

Interlude No. 2

THE SOUND OF MUSIC!

Instructions to both:

Dress in loose robes and select your favorite music for the stereo. (Suggestions: Ravel's *Bolero*, Ralph Towner's *Solstice*, Keith Jarrett's *Solo-Concerts/Bremen/Lausanne* or *Piano Concerto*.)

Begin with champagne and kisses. As your passion grows, put on headphones (both of you) and continue kissing--just kissing--and sipping champagne. Slowly expand your activities to touching, caressing, and exploring each other's bodies. Spend up to an hour kissing and touching. Make love on the sofa to the sound of music. (You should probably remove the headphones first!)

Interlude No. 3

PUSSY CAT

Instructions to him:

Brushing your lady's hair can be a sensuous experience for both of you.

Have her sit comfortably at your feet, her back to you. Start by massaging her scalp with your fingertips. Then brush her hair with 100 slow, gentle strokes. When you have finished, massage her temples with a firm circular motion, then move around her hairline to the base of her neck and to her shoulders to give her a firm shoulder massage. Kiss the back of her neck just where the hair begins to grow. Let your kisses and her responses guide you through the rest of this Interlude.

Interlude No. 106

STRIP POKER

Instructions to both:

So you're in a playful mood? The computer will tell you the rules of this sexy game.

Interlude II

A sequel to Interlude I is under consideration. You are invited to submit your favorite Interlude for possible publication. (It must be different from the Interludes in this manual.) If your Interlude is chosen for publication in Interlude II, you will receive a free copy of the Interlude II program.

Send your submissions to:

Syntonic Software Corporation
10428 Westpark
Houston, Texas 77042