



TRS-80 MODEL I 16K
TRS-80 MODEL III 16K

THE INSTITUTE

BY JYIM PEARSON

THE INSTITUTE by Jym Pearson
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LOADING INSTRUCTIONS

Disk Users:

Med Systems disk adventures are self-booting disks. They will boot on either Model I or Model III. Simply insert the disk in drive 0 and reset the system.

Tape Users:

1. Turn off your TRS-80, then turn it on. If you have a disk system, hold down the BREAK key when powering up the system. THIS PROGRAM WILL NOT WORK UNDER DOS!
2. If you have a TRS-80 Model III, use side B of the cassette, and select high cassette speed.
3. Press ENTER in response to MEM SIZE?
4. Type SYSTEM (ENTER).
5. You will be prompted by a *?. Prepare your cassette for loading, then type INSTUT (ENTER). Stars will flash as the tape is loading.
6. If the stars do not flash, or a C or D (checksum error) appears, adjust the volume and repeat the procedure. If repeated trouble is had with the first copy, advance the tape and try the second. There are two Model I copies on side A and two Model III copies on side B.
7. When loading is complete, a title page will appear. Press ENTER to begin the game.

The Institute is an extremely complex adventure. The scenario of the game is a psychological nightmare. Trapped in a mysterious "Institute", you know that you are not mad, and yet many of your fellow inmates are. The Freudian solution to your entrapment becomes a series of vivid dreams, induced by a strange powder. Each of the dreams takes place in a different location, making the adventure actually five adventures in one. Each location contains objects and information that you must use in other places in order to escape. You may actually have to let yourself be killed in order to escape one dream and proceed to another.

The player is not limited to two word verb-noun commands, although in many cases they will suffice. The player can input phrases, sentences, and complex multi-word commands. The vocabulary words include LOOK, CLIMB, TASTE, DRINK, MOVE, EAT, PUSH, PULL, KILL, JUMP, LISTEN, TALK, OPEN, UNLOCK, and many others. "TALK" when characters are with you will often induce them to tell you things. Try it repeatedly. Commands also include "I" or "INVENTORY" to display your inventory, "QUIT", "SAVE GAME" to save the current game to disk, and "LOAD GAME" to load in a saved game. "SAVE" and "LOAD" commands ask for appropriate information.

The command "LOOK" by itself can be used to get more information on a room or its contents. "LOOK" followed by an object can be used to examine the object. If the object is not remarkable, the room description will be given. Any item which appears in the VISIBLE ITEMS row can be taken into your inventory by entering "GET" followed by the name of the item as it appears. Note that if an object is described in more than one word, you may need to use the whole phrase to manipulate it. Entering "DROP" will remove the object from your inventory. Only items in the VISIBLE ITEMS row can be gotten and dropped.

Movement in the game is accomplished by entering the first letter of the direction you wish to move (N, S, E, W). Graphics are used both as a decorative motif on the screen and in bursts to signify dramatic action in the plot.

MED SYSTEMS SOFTWARE is proud to present THE INSTITUTE, a rousing adventure game by Jyym Pearson. You begin in an institution populated by a dwarf, counselor, guards, and other inmates. You can enter whole sentences as well as one and two word commands, as you strive to retain your sanity. You must escape, but the key to escape is not in the building itself. Your dreams, brought on by a mysterious powder, hold the key to escape, as well as four whole worlds of bizarre characters and locations. It's like playing five adventures in one!



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