

# CP/M®

## I. What You Need

### Required

- Computer system that runs CP/M
- 48K bytes of RAM
- Sufficient disk space for game (between 75K and 150K bytes, depending upon the game)

### Optional

- Additional disk space (for SAVES)
- Additional memory (for faster execution)
- Printer (for SCRIPT)

## II. Running the Game

The game consists of two files, game.COM and game.DAT, where "game" corresponds to the particular one you are playing. If you have purchased the generic CP/M version of the game, it will have come set up to run with almost any terminal, but it will not use any special display features and will not have a status line. If your game version was prepared specifically for your machine, it may already be properly set up. In any case, you may either play the game as is or configure it for your particular terminal. See the Configuring the Game section for further information.

The two game files may be transferred to any convenient disk device. Do not run the game from the original disk! This disk should be kept in a safe place for backup purposes.

To start the game, first select the drive containing the game as the logged disk (e.g., type "A:" and RETURN to select Drive A). Then type the name of the game (e.g., "ZORK1") followed by a RETURN (or ENTER, etc.). The disk should spin and the game will announce itself. If, after a reasonable amount of time, nothing happens, check the Troubleshooting section.

## III. Talking to the Game

Whenever you see the prompt (>), the game is waiting for you to type in your instructions. You may use your system's normal error-correction keys (e.g., DEL, RUBOUT, back-arrow, etc.) to correct any typing errors. When you have finished typing in your instructions, press the RETURN key. The game will respond and then the prompt (>) will reappear.