

Radio Shack

TRG-90

COMPUTER
PRODUCTS

In The Hall Of The Mountain King



Catalog No. 26-1921

Introduction

Our forces made a treaty with Zon Cor, ruler of the planet Volkin. Before the treaty could go into effect, the evil Troll King kidnapped Zon Cor's daughter, Anitra, and took her to his cave kingdom.

As a Private in the Space Vikings, you are sent to the planet Troidhjem ("home of the trolls"). Your assignment is to rescue Anitra and to destroy the Troll King and his underground kingdom.

To accomplish this mission, you must enter the dreaded Norwegian Circle Maze, battle the trolls, recover stolen treasures, collect the scattered parts of a bomb, and find the Hall of the Mountain King. You are to plant the assembled bomb in the Hall and escape with Anitra before the bomb goes off. Information we cannot disclose at this time will be made available to you during the course of your mission. Good luck, Private.





Phase III — Rescue and Escape

When you have all of the items that you need, find and enter the Hall of the Mountain King. The Troll King does a war dance to Greig's music, "In the Hall of the Mountain King." The dance continues until you press **I** to back out of the Hall. Anitra is with you. The bomb timer has started its countdown. The amount of time left before the bomb goes off (shown on the Status Report) depends upon the maze you select.

Special trolls are blocking the intersections that you need to go through on your way back to safety. These are top fighting trolls, so be careful!

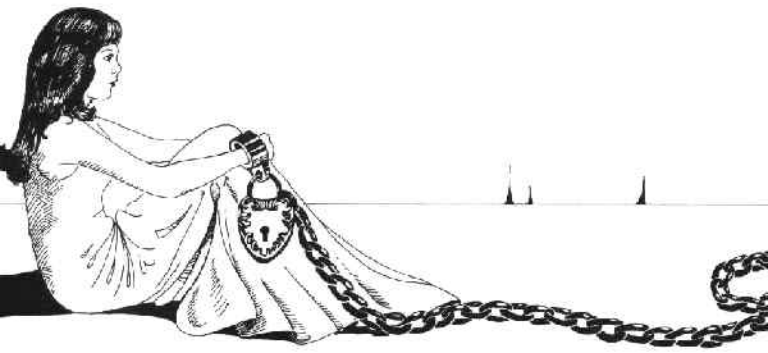
To win the game, you must get back to the starting position of the maze. Once there, press **B** to detonate the bomb. The excess time converts into treasure and results in a higher score.

If you bring Anitra to safety and destroy the troll kingdom with the bomb, you win! Anitra dances to Greig's music, "Anitra's Dance," to show her appreciation. If you should die along the way, "Ase's Death," from the Peer Gynt Suite fills the air.

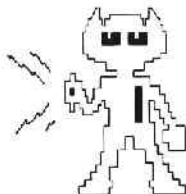
Ending the Game

To stop playing the game, press **S** at the Status Report. The screen shows Ready >. When you're ready to play again, type RUN and press **ENTER**.

If you give up and wish to start a new game, press **R** at the Status Report. Preventing the success of this mission is a very serious matter, Private.



Note: Some intersection blocks can be penetrated if approached from the opposite direction. If a troll appears when the block is approached from the opposite direction, you can kill the troll to penetrate. If the intersection is blocked from both directions, you must find another way around the blocked intersection.



Phase II — Battle

When you reach an intersection, you may see a troll. Use the number keys to shoot any troll who gets in your way. If the troll is a “dumb” one, it just stands there blinking at you while you zero in. The better the troll’s ability, the more it moves to avoid your shots.


Use the number keys (or keypad) to fight the trolls.

Use These Keys	To Move the Crosshairs
----------------	------------------------

1	Down & Left
3	Down & Right
4	Left
6	Right
7	Up & Left
8	Up & Right

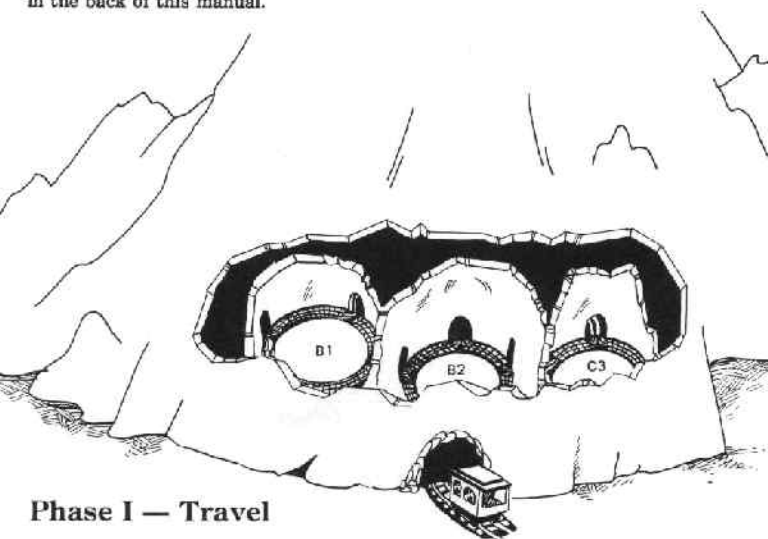
1, 5, or 8	Fire Weapon (Aim for the heart!)
------------	-------------------------------------

Your rail car has a defense shield that goes into effect whenever the car stops. The energy bar at the bottom of the screen indicates the energy level of your defense shield. Don’t let your energy get too low when trolls fire at you or as you fire at them. A direct hit from a troll can take up to 31 units of energy. Therefore, to be perfectly safe, try to keep your energy level above 3.



Be careful as you fight trolls. There is only one of you, and the game is over if you are killed. If you see that your energy level is dangerously low and a troll is about to fire at you, press the  key to back out of the intersection. When you regain your energy and approach the intersection again, the same troll will be waiting for you. A troll will not reappear once it is killed. You must kill a troll to collect its value in gold and to collect the items he is protecting.





Playing the Game



Auxiliary Note: If you find yourself in desperate need of assistance, a map is in the back of this manual.









Phase I — Travel

You are traveling in a small rail car that receives its energy from the track system in the tunnels. Use the  and  keys to drive the car. The tunnel move effect appears after each move. The Status Report displays your location and direction of travel with --> or <-- after each move.

You can use the  or  key to enter an adjoining circle anytime the Status Report is displayed. For example, use the  key to make a right turn into another circle or  to make a left turn.

Use the  and  keys to drive the car in forward or reverse gear. The use of these keys depends upon your current direction of travel. The following chart may be helpful:

Direction	To Move Forward	To Move Backward
-->	 = clockwise	 = counter clockwise
<--	 = counter clockwise	 = clockwise

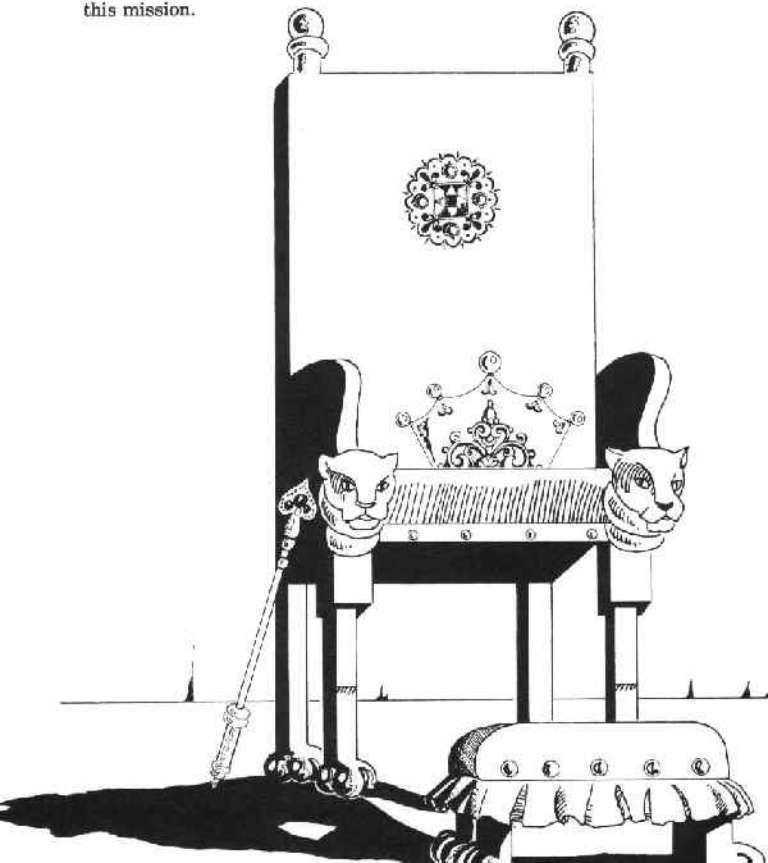
If you press  and the car doesn't move, the intersection is blocked. The troll in the status display will shake its head "no." Use the  key to back out of the intersection. You cannot back up if the intersection behind you is blocked or if a troll is there. Such intersections must be approached going forward.

The center section of the report (the treasure display) shows the amount of gold and treasure you have acquired.

The upper right section of the report shows your position in the maze. This information is especially helpful when you're mapping out a maze. This section also indicates your direction of travel.

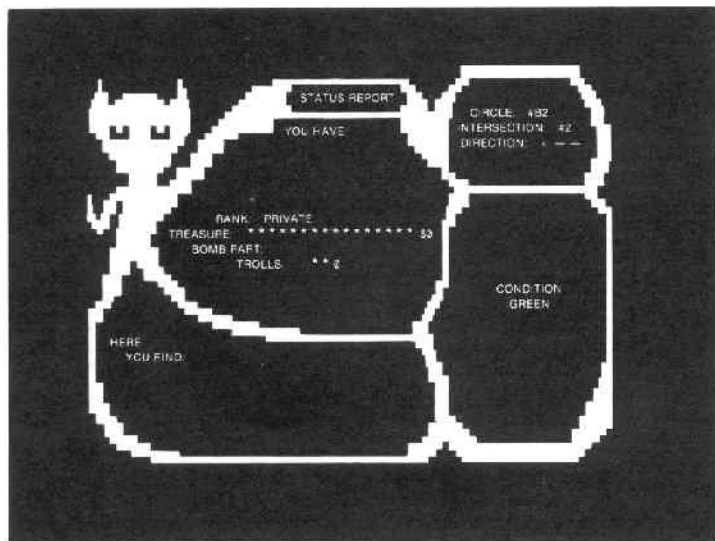
When the time is right, special messages will appear in the bottom right section of the report. Most of the time the Condition Green message appears here. After you plant the bomb at the King's Hall and the timer starts, this section shows a Condition Red warning and the amount of time you have to get out of the maze.

Note: Your military rank may go up as you progress. You may even become Prince Regent and rule a part of Trolldhjem if you are highly successful in this mission.



The Status Report

After you select a maze, the Status Report appears as illustrated below.



The upper left section of the Status Report shows the items you acquire as you progress. You need to collect the following items to complete the mission:

1. A **KEY**, which enables you to enter the Hall of the Mountain King
2. A **CROWN**, which enables you to leave the Hall without being killed by the Troll King
3. A **CHARM**, so that Anitra will leave with you
4. Seven **BOMB** parts (A through G)

The lower left section of the Status Report shows the items which you can acquire while at a particular intersection. Special messages may appear here from time to time.

Selecting a Level of Play

There are five playing levels.

To select a playing level, press a number key from 0 to 4. You may have to hold down the key to get the proper response. The higher the level, the more difficult the game. The trolls and items needed to complete the mission are spread out over a larger area as the level of play increases. (If you're using an audio amplifier, you will hear Edvard Grieg's, "Morning," from his Peer Gynt Suite.)

LEVEL 0 — lets you explore a maze without fighting any trolls. Only a few treasures can be found at this level.

LEVEL 1 — the trolls and items needed to complete the mission are concentrated in only one quarter of the maze.

LEVEL 2 — the trolls and items needed to complete the mission are scattered over one-half of the maze. Level 2 trolls are better fighters than those of Level 1.

LEVEL 3 — the trolls and items needed to complete the mission are scattered over three quarters of the maze. Level 3 trolls are fairly good fighters.

LEVEL 4 — the trolls and items needed to complete the mission are scattered all over the maze. Our sources tell us the Level 4 trolls are among the best fighters in Trolldhjem Kingdom.

Selecting a Maze

There are seven mazes from which to choose. Certain intersections between caves are blocked, depending on which maze you choose. Our sources tell us that Maze A has no blocked intersections and that Maze G is the most difficult maze.

To select a maze, press a letter key from A to G. The tunnels are dark except for the lighted tunnel arches that you move through when you progress from one intersection to another.

When you start the game, you are at Circle B2, Intersection#2.

Short Version Option: If you wish to play a shorter game, while selecting a maze, hold the **(CLEAR)** key until the screen clears. This places you in the cave next to the Hall of the Mountain King with all of the things you need to enter. All that's left to do is to enter and exit the Hall, fight those last special trolls, and escape before the bomb goes off. You do not receive credit for troll kills or treasures when you play the short version. To win the game with a great deal of treasure and to receive promotions you must play a regular game.

Dossier on Mission Trolldhjem

Anitra was kidnapped by the trolls and taken to the planet Trolldhjem. Trolldhjem, also known as "Troll Kingdom," is under the rule of the Mountain Troll King. Our informers tell us Anitra is being held in the Hall of the Mountain King.

Trolldhjem Kingdom is a system of mazes with interconnecting caves and tunnels. Intelligence reports state that the kingdom is underground and divided into four regions. The complex structure of the mazes make the Hall of the Mountain King hard to find and even harder to escape.

The motive for the kidnapping is to gain advanced military arms. Paying the ransom is totally out of the question because the trolls, a cruel and aggressive force, are in constant violation of the Pershing III Peace code. The Defense Council has ordered us to destroy Trolldhjem Kingdom.

Your mission, should you decide to accept, is to rescue Anitra and destroy the Mountain King and his underground realm. As you move through the cave system, you must destroy any troll that gets in your way and try to collect as much treasure as possible.

There are four items you need to find in order to complete the mission. One of the items is a charm for Anitra, who trusts no one but adores jewelry. You must also collect the scattered parts of a bomb, which you will use to destroy the kingdom. After you rescue Anitra, you must leave the completed bomb in the Hall of the Mountain King and escape the maze before the bomb goes off.

To start the mission, select a playing level and then select a maze.



Loading Instructions

It is assumed that you have reviewed the operating procedures for your equipment as explained in your TRS-80 Owner's Manual and are familiar with how to power up your computer. To load the program, follow the instructions below. (Disk System users, follow the instructions in Appendix B.)

1. a. If you are using a Model I computer, turn on the video display by pressing the power button. Next, turn on the keyboard by pushing in the power button on the back.
b. If you are using a Model III computer, turn on the computer. (The On/Off switch is under the right side of the keyboard.)
2. Place the program tape in the cassette recorder. (The side that is appropriate for your system should be facing up.)
3. Set the volume level of the cassette recorder at the volume you find most effective for making backups on your recorder.
4. Rewind the tape. When the tape is rewound, press "Stop," and then press "Play."
5. Model III only: When Cass? appears on the screen, press (H). If you're using a disk system, press the RESET button while holding down the (BREAK) key.
6. When Memory Size? appears on the screen, press (ENTER).
7. Type CLOAD and press (ENTER). (Two asterisks will appear in the upper right corner of the screen if the program is loading properly. The right asterisk will blink.)

If the asterisks do not appear after several seconds:

- Press "Stop"
- Turn the recorder's volume a little higher
- Press the RESET button (at the rear of the Model I and on the right side of the Model III keyboard)
- Repeat the instructions, starting with Step 4

If the asterisks appear, but the right one does not blink:

- Press "Stop"
- Turn the recorder's volume a little lower
- Press the RESET button (at the rear of the Model I and on the right side of the Model III keyboard)
- Repeat the instructions, starting with Step 4

8. When the Ready prompt appears on the screen, press "Stop" and rewind the cassette tape. When the tape is rewound, remove it and replace it in the cassette holder to protect it from damage.
9. Type RUN and press (ENTER). The title screen is displayed.

Required Equipment

To run In the Hall of the Mountain King, you need the following equipment:

Model III

- A Radio Shack 16K TRS-80® Model III Microcomputer
- A cassette recorder

or

Model I

- A Radio Shack Level II 16K TRS-80® Model I Microcomputer
- A cassette recorder

Optional Equipment

- One or more TRS-80® Mini-Disk Drives

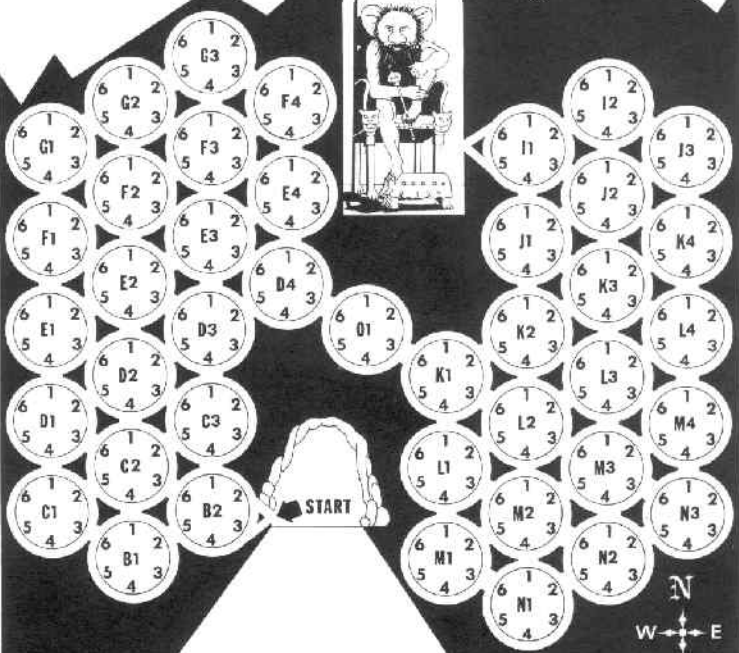
If you wish to hear music and other sound effects, connect an audio amplifier (such as Radio Shack Catalog No. 277-1008) to the computer's CASSETTE output cable.

Backing Up the Master Program Cassette

It is recommended that you make a backup (copy) of the original program tape and use the backup tape to run the program. This protects you against accidents that could cause the loss of your program. Follow the backup instructions in Appendix A.

Note: If you have a Disk-Based computer system, follow the "conversion" and "backup" instructions in Appendix B.





In the Hall of the Mountain King Program:

© 1982 Leo Christopherson

Licensed to Tandy Corporation.

All Rights Reserved.

All portions of this software are copyrighted and are the proprietary and trade secret information of Tandy Corporation and/or its licensor. Use, reproduction or publication of any portion of this material without the prior written authorization by Tandy Corporation is strictly prohibited.

In the Hall of the Mountain King Program Manual:

© 1983 Tandy Corporation.

All Rights Reserved.

Reproduction or use, without express written permission from Tandy Corporation, of any portion of this manual is prohibited. While reasonable efforts have been taken in the preparation of this manual to assure its accuracy, Tandy Corporation assumes no liability resulting from any errors or omissions in this manual, or from the use of the information contained herein.

10 9 8 7 6 5 4 3 2 1