

PYRAMID 2000 (Text) v1.00.14-rc2

Adam CP/M port - RC2 Release

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WHAT THIS IS

This is a from-scratch NABU CP/M port of "Pyramid", the 1979 TRS-80 16K Level I & II text adventure originally published by Radio Shack (a division of Tandy Corporation). You explore the Great Lost Pyramid via "Astral Projection", collecting treasures and returning them to the entrance for credit, while avoiding pits, mazes, and the Curse of the Tomb.

The original TRS-80 manual is included alongside this file as MANUAL.TXT and MANUAL.PDF - they have the full original background and instructions (the cassette-tape loading/save sections don't apply here; the instructions for this port are below).

This is an unofficial, non-commercial fan port based on public disassembly analysis, not an authorised re-release - see the in-game credits for the exact wording.

This is an RC2 (release candidate) build, following up RC1. Since RC1, two bugs were fixed: a room's items weren't listed when you looked around, and long text could get cut off with no warning. The data file is also smaller now. If you hit anything that looks wrong (a typo, a room that doesn't wrap correctly on your screen width, a puzzle that won't budge, a crash, anything), please pass it along - that feedback is exactly what this round is for.

HOW TO START

Copy PYRAMID.COM and PYRAMID.P2K to the same CP/M drive/directory, then simply type:

PYRAMID

and press ENTER. No other arguments are needed - PYRAMID.COM automatically loads PYRAMID.P2K.

NARROW-COLUMN DISPLAYS

If your screen or terminal shows fewer than 80 columns, use one of these instead of PYRAMID.COM - same game, just word-wrapped narrower:

PYRAMI40.COM - for 40-column screens (e.g. a stock NABU in its native display mode, rather than a wider CP/M terminal): type PYRAMI40

PYRAMI36.COM - for 36-column screens (e.g. a Coleco Adam): type
PYRAMI36

Everything else (commands, saving/loading, scoring) works identically across all three; only the line width differs.

HOW TO PLAY

Type simple instructions such as:

```
LOOK
GO NORTH   (or just N, S, E, W, NE, NW, SE, SW, UP, DOWN)
GET LAMP
ON LAMP
DROP SILVER
THROW BIRD
WAVE SCEPTER
```

Other useful commands:

LOOK	- redescrbe where you are
GET <item> / DROP <item>	- pick something up / put it down
OPEN/CLOSE <item>	- open or close something
WAVE/RUB <item>	- wave or rub something
FILL/POUR <item>	- fill or pour something (e.g. a bottle at a stream)
THROW/ATTACK <item>	- throw or attack with something
INVENTORY	- list what you're carrying
SCORE	- show your current score
HELP	- show a short command reminder
SAVE <name>	- save your game
LOAD <name>	- restore a previously saved game
QUIT	- end the session and show your final score

SAVING AND LOADING

Type SAVE followed by a name of your choosing (up to 8 letters), e.g.:

```
SAVE MYGAME
```

This writes your progress to MYGAME.SAV. To pick up where you left off, type:

```
LOAD MYGAME
```

If you just type SAVE or LOAD with no name, the game uses a default save slot for you automatically - so both bare SAVE/LOAD and named SAVE/LOAD work.

SCORING

Typing SCORE at any time shows your current progress. Treasures are worth more banked at the entrance than just carried, exactly as the original manual describes - picking one up earns you some credit, but depositing it at the entrance earns you more.

A LIGHT SOURCE, AND A WORD OF WARNING

You start with a lamp - turn it ON before heading underground, most of the Pyramid is pitch dark without it. Keep an eye on it; it won't last forever.

IF YOU GET A "TRUNCATED" OR DATA-FILE-LIMIT ERROR ON STARTUP

This almost always means the copy of PYRAMID.P2K on your machine is incomplete - a transfer that stopped early or was cut short. Re-copy the file fresh and try again. The game checks for this itself and will tell you plainly if the file is short, rather than a more confusing table-limit-style message.

CREDITS

Original Pyramid (c) Tandy Corporation / Radio Shack, TRS-80 16K Level I & II.

This NABU/CPM port by Intangybles, from public disassembly analysis.

Enjoy - and thanks for testing!