

ATARI®

I. What You Need

Required

- ATARI 400, 800 or XL Series computer
- 48K bytes of RAM
- One ATARI-compatible disk drive

Optional

- One or more **blank**, formatted disks (for SAVES)
- Printer (for SCRIPTing)
- Second disk drive (for convenience with SAVES)

II. Loading the Disk

One-sided Disks

1. Turn off the computer and remove the installed cartridge(s), if any.
2. Turn on Drive 1, insert the master story disk and close the drive door.
3. Turn on your computer. The disk drive will spin the disk and the program will load in about thirty seconds.
If you have an XL Series computer, press and hold down the OPTION key as you turn on the computer.
4. If nothing appears on your screen, something is wrong (see the Troubleshooting section).

WARNING

DO NOT turn disk drive power on or off with disk in drive. DO NOT remove or replace disk while busy light is on. Any of these actions will damage disk and void warranty.

Two-sided Disks

1. Follow steps 1 to 3 for one-sided disks using side 1 of the master disk.
2. When you are prompted to do so, remove the disk, turn it over, and insert it in the drive. You will not need side 1 again unless you reload or use the RESTART command.
3. Press the RETURN key to complete the loading process.

III. Talking to the Story

Whenever you see the prompt (>), the story is waiting for your commands. You may type up to two full lines of text at a time. If you make a mistake, use the DELETE key to erase the error. (Warning: Do not delete the prompt!) When you have finished typing your commands, press the RETURN key. The story will respond and then the prompt (>) will reappear.

If a description will not fit on the screen all at once, [MORE] will appear at the bottom of the screen. After reading the screen, press the space bar to see the rest of the description.

IV. SCRIPTing

The SCRIPT function is an optional feature which is not needed to complete the story and may not be available with certain hardware.

If the SCRIPT command works with your hardware configuration, you may make a transcript as you go along:

1. Connect the printer to the printer port of an ATARI 850 interface module connected to the computer.

2. Turn on the printer and the interface module.

3. Load the disk as described in Section II.

4. To start the transcript at any time, type SCRIPT at the prompt (>).

5. To stop the transcript, type UNSCRIPT.

6. SCRIPT and UNSCRIPT may be used as often as desired as long as the printer is left on-line.

V. The Status Line

At the top of the screen, you will see a status line. This line is updated after every move to show your current location in the story. Depending upon the story, it may also show other information:

Score

In stories that keep a score, such as the ZORK® underground adventures, the right side of the status line will show something like this:

Score: 245/920

The first number is your score and the second is the total number of moves you have made. In the example above, you have 245 points in 920 moves.

Time

In stories that keep track of the time, such as the mystery thriller DEADLINE™ the right side of the status line will look something like the following:

Time: 9:22 am

This shows the current time of day in the story.

VI. Restarting the Story

The story may be restarted either by using the RESTART command or by pressing the S/RESET key. For a two-sided disk, it will be necessary to reinsert side 1 of the disk. You must do this before pressing the S/RESET key. In the case of RESTART, you should wait until you are prompted to do so.

VII. Saving a Story Position

WARNING: The disk used for SAVE and RESTORE is maintained in a special format and should not be used for any other purpose. Files of any other kind stored on the SAVE disk will be destroyed by the SAVE command.

You need a blank, formatted disk to save your positions. You may SAVE up to five different positions on a blank disk and RESTORE them in any order. Each position is assigned a number from 0 to 4. You specify a position number (0 to 4) each time you use the SAVE command, and you overwrite anything previously saved with that number. You must use a different number for each position you want to save.

To save your current position, type SAVE at the prompt (>). After you press the RETURN key, you'll see the following:

Please insert SAVE diskette,
Position (0-4) (Default=0)

1. Before inserting the SAVE disk, type a number from 0 to 4 to specify which position on the SAVE disk you want to use. Do not press the RETURN key after the digit. (Alternatively, you may press the RETURN key without typing a digit to use the default, which in this case is 0.) You'll see:

Drive (1-8): (Default=1)

If you have only one disk drive*, proceed as follows:

2. Press RETURN to copy to Drive 1. You'll next see:

—Press RETURN key to begin—

3. Before you press anything, remove the master disk from the disk drive.

*If you have more than one disk drive, follow the above procedure, but omit the steps numbered 3, 5, and 6. Use the appropriate drive number in step 2 for the disk drive that you use in step 4.

4. Insert the SAVE disk and close the drive door. (To prepare the SAVE disk, see Section IX.)

5. Now press the RETURN key to begin. The disk will spin for forty seconds or less, then you'll see the message:

Please re-insert game diskette,
—Press RETURN to continue—

6. Remove the SAVE disk from the drive and insert the master disk (side 2 for a two-sided disk) again. Close the drive door.

7. Press the RETURN key. If all is well, you'll see:

Ok

If you see:

Failed

consult the Troubleshooting Section.

You may now continue the story. You can use the SAVE disk and the RESTORE command to return to this position at another time.

VIII. Restoring a Saved Position

To restore a previously saved position, type RESTORE at the prompt (>). Then follow steps 1 through 7 for Saving a Story Position (Section VII).

IX. Initializing Storage Disks

Storage (SAVE) disks are made using the standard DOS disk formatting procedure. See ATARI's "Disk Operating System Reference Manual" for detailed instructions.

X. Troubleshooting

A. If the disk fails to load properly or SAVE/RESTORE fails, check each of the following items. If none of these offers a solution, call your ATARI dealer for assistance.

1. Make sure that your ATARI and disk drive(s) are plugged in and connected properly, and that everything is turned on.

2. Make sure all disks are inserted correctly and all drive doors are closed.

3. Inspect the disks carefully for any visible damage.

4. Make sure each disk is in the proper drive. The master disk may run only from Drive 1. For SAVE/RESTORE, make sure you have typed the correct drive number for the SAVE disk.

5. For SAVEs, make sure the SAVE disk is not write-protected (there should be nothing covering the notch on the side of the disk).

6. Also for SAVEs, make certain that the SAVE disk has been initialized properly. As a last resort, try a different disk.

7. Try again: the problem may only be momentary.

If all else fails, you can call the Infocom TECHNICAL HOTLINE at (617) 576-3190. Please note that this number is for **technical** problems only.

B. If you receive an error message, run the following procedure.

After loading the disk and receiving an initial screen, type \$VERIFY. The disk will spin for 45 seconds, and a message similar to one of the following will appear:

1. DISK CORRECT. The disk has not been damaged; the data is intact. This may indicate a problem with your hardware (usually with the disk drive). It is also possible that the program contains a bug. If you suspect a bug, call the Infocom Technical Hotline.

2. INTERNAL ERROR. This reply indicates either hardware trouble or disk damage. Repeat the \$VERIFY process several times. Also try the \$VERIFY process on another computer (such as your dealer's). If you ever get the message DISK CORRECT, the problem is in your hardware.

If you repeatedly get an internal error message with more than one computer, the disk has most likely been damaged. Please send the **disk only** to Infocom for testing.

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Infocom, Inc., 55 Wheeler Street, Cambridge, MA 02138

(617) 492-1031