

Apple[®] Macintosh[™]

I. What You Need

Required

- Apple Macintosh Computer

Optional

- Extra 3½ inch disks (for SAVES)
- Apple Imagewriter printer (for SCRIPTing)

II. Making a Backup Copy

You should make a copy of the story for your personal use in case the original disk gets damaged. Copy the story file and the contents of the System folder onto a blank, formatted disk using the standard method for copying single files and folders.

When you start the story from the copy, it will pause briefly, eject the copy, and ask you to insert the Master Disk (your original story disk). After the presence of the Master Disk is confirmed, you will be asked to reinsert the copy. The Master Disk will not be needed again during the course of the game.

III. Starting the Story

Turn on the Macintosh, insert the story disk, and wait for the Desktop to appear on the screen. Click once with the mouse on the story icon to select it, then pull down the File menu and choose Open.

IV. Talking to the Story

Whenever you see the prompt (>), the story is waiting for your instructions. You may type one full line of instructions at a time. If you make a mistake, use the backspace key to erase the error. Alternately, you can use the mouse together with the Edit Menu operations to cut and paste characters and words within the instruction line (see the section "About the Menus" for more on this). When you have finished typing in your instructions, press the RETURN key. The story will respond and 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 any key to see the rest of the description.

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V. The Status Line

Near 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 and Moves

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 taken. 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 a.m.

This shows the current time of day in the story.

VI. 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 Imagewriter to the serial printer port on the back of the Macintosh.
2. Turn on the Imagewriter and make sure that it is ready for printing (the SELECT light should be on).
3. Start the story as described in Section II.
4. To start the transcript, type SCRIPT at the prompt (>). Do not type SCRIPT without the Imagewriter present and ready for printing. Note that SCRIPTing is available only with the draft quality font.
5. To stop the transcript, type UNSCRIPT.
6. SCRIPT and UNSCRIPT may be used as often as desired.

VII. Saving a Story Position

To save your current position, type SAVE at the prompt (>). After you press the RETURN key, a special box will appear in the center of the screen, allowing you to select from among the following options:

1. If you want to save your position on the story disk itself, choose a file name under which to save your position* and type it into the box, then press RETURN or use the mouse to click on the SAVE button.

* If you have previously used the SAVE or RESTORE command, the file name you chose most recently will appear within the box as the default file name. To save your position under the default file name (thus erasing the old position saved under that name), just press RETURN or click on the SAVE button. Otherwise, the default name will disappear as soon as you start typing.

2. If you want to save your position on another disk, use the mouse to click on the EJECT button. Remove the story disk from the disk drive and insert the SAVE disk, then proceed as in Option 1 above. If the SAVE disk has not been initialized, it will be initialized at this time. If the SAVE disk already contains other files, they will not be affected by the SAVE operation.
3. If you want to cancel the SAVE command, use the mouse to click on the CANCEL button.

The disk will then spin for several seconds. If all is well, the game will respond:

OK

If it responds:

FAILED

consult the Troubleshooting section (unless you cancelled the SAVE command).

You may now continue the story. (If you put your saved position on a SAVE disk, it will be ejected as soon as the story disk is needed again.) You can use the SAVE disk and the RESTORE command to return to this position at another time.

VIII. Restoring a Saved Story Position

To restore a previously saved position, type RESTORE at the prompt (>). A special box will appear in the center of the screen, showing the list of all your saved positions. If you want to restore a position saved on a SAVE disk, use the mouse to click on the EJECT button, then insert the SAVE disk. To indicate which saved position to restore, point to its name with the mouse and click once, then click on the OPEN button.

A previously saved position can also be restored directly from the Desktop by opening the icon for the saved position.

IX. About the Menus Apple Menu

The standard Macintosh desk accessories are available in the Apple menu. Short passages of text from the story can be copied into the Notepad or the Scrapbook for later reference. See your Macintosh owner's guide for more information on using the desk accessories.

Edit Menu

You can perform basic editing operations on the instruction line with the items in the Edit Menu. Use Cut, Copy and Paste to make the instruction line read the way you want it, then move the cursor to the end of the line and press RETURN. Alternately, you can paste in a line of instructions that contains the RETURN. Any characters following the RETURN are ignored.

Commands Menu

Use this as an alternative to typing out some of the common instructions: Save, Restore, Script, Unscript, Restart and Quit.

Font Menu

Use this to change the font in which the story is displayed. Note that occasionally the story may switch briefly to a monospace font (Monaco) for displaying certain types of information. For this reason, the Monaco font should never be removed from the group of available fonts.

X. Troubleshooting

A. If the story fails to load properly, or if SAVE/RESTORE or SCRIPT fails, check each of the following items. If none of these offers a solution, consult your Apple dealer for assistance.

1. Inspect all disks carefully for any visible damage.

2. For SAVES, make sure the SAVE disk is not write-protected (the small opening in the corner of the disk should be closed).

3. For SCRIPTing, make sure the Imagerwriter is ready for printing.

4. 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 booting the disk and receiving an initial screen, type \$VERIFY. The disk will spin for a minute or less, 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 number.

2. "DISK FAILED" or "DISK READ 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 the game ever replies "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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