INFOCOM ADVENTURE GAMES

99/4A & 9640 Instructions

I. What you need

Required:

- ■ TI-99/4A with 32K, one DS/SD disk drive, either TI Extended BASIC or Editor/Assembler. 8K Super-cart required for some games, **OR**
- ■ Myarc Geneve 9640, one DS/SD disk drive

Optional:

- ■ Printer connected to Parallel (PIO) or Serial RS232 port.
- ■ Second disk drive (for convenience in SAVEs)

II. Loading the Disk

TI-99/4A:

1. Turn off the computer
2. Place either the Extended BASIC or the Editor/Assembler modules in the cartridge port. Place the program disk in drive one.
3. If using Extended BASIC: select from the main menu and the program will automatically load and run.
4. If using Editor/Assembler: select Option #5 ("Load and Run"), enter the filename **DSK1.BOOT1** and press *ENTER*. The program will automatically load and run.

Myarc Geneve 9640:

1. Boot the computer with M-DOS (1.14 or later suggested).
2. If using EXEC, place the program disk in drive one and type **EXEC BOOT1** and press *ENTER*. The program will automatically load and run.
3. Otherwise, load the GPL interpreter, load the Editor/Assembler or Extended BASIC modules, and follow either step 3 or 4 above.

III. Talking to the Story

Whenever you see the prompt (>), the story is waiting for your commands. You may type up to 100 characters or so of text at a time. If you make a mistake, use the left arrow key (*FCTN-S*) to back space over the error and re-type the correction.

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. The Status Line

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

Score:

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

SCORE: 245 MOVES: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 time, such as the mystery thriller DEADLINE™ , the right side of the status line will look something like this:

TIME: 9:22AM

This shows the current time of day in the story. You can usually obtain your score and the time in a story by typing SCORE and TIME respectively.

V. Scripting

The SCRIPT function is an optional feature which is not needed to complete the story and may not be used without a printer.

If the SCRIPT command can be used with your hardware configuration, you can have it make a transcript as you go through the story. To use the command perform the following:

1. Connect the printer to your parallel or serial ports on your RS232 card.

2. Turn on the printer.

3. Load the program as described in Section II.

4. To start the transcript, type SCRIPT and press *ENTER* at the (>) prompt. The program will then ask you to press P to select the PIO port or R the serial (RS232) port as the one the printer is attached to. Select the appropriate port.

5. The game will now be sent to the printer as you play it. Type UNSCRIPT to turn off the transcript at any time.

VI. Saving a Story Position

A story position may be saved to any disk drive (1-9). To save the game at a particular point, you will need a blank floppy disk. Type SAVE at the (>) prompt and press *ENTER*. The game will respond by asking you:

POSITION: (1-9) (C/R=1)

You can have up to 9 positions saved for a game at once on a single disk. Specify the number you want your current position saved as (or press *ENTER* if you want it as Position 1). Next, the game will ask:

DISKETTE: (1-9) (C/R=1)

Enter a disk drive one through nine as the one the game position will be saved to, or press *ENTER* to have it save the game to the disk in drive one. The game will then prompt you to assure the disk is in the proper drive and to press a key to continue the procedure. **WARNING** - a disk save error will result in the game stopping at that point. The only way it can be resumed is by quitting the program (*FCTN-=*) and re-starting it. The game may then prompt you to place the program disk in drive one, if you have a single drive system, before continuing.

VII. Restoring a Story Position

To restore a SAVEd game, type RESTORE and follow the exact same procedure outlined above. As with the SAVE command, you will be prompted to enter the position desired, and the save disk drive number. Follow the on-screen instructions to accomplish this procedure.

VIII. Troubleshooting

A. If the program fails to load properly or the SAVE/RESTORE options fail, check each of the following items. If none of these offers a solution, contact TI or Myarc for assistance.

1. Make sure your computer and your disk drives are properly connected. In the case of the TI-99/4A, check your connection to you peripheral expansion box or to your micro-expansion system, and in both the 99/4A and the 9640 the seating of the cards, and all cabling to the disk drive(s). With the 99/4A, assure that the load module is properly inserted into the cartridge slot.

2. Make sure that the disk is inserted properly in the disk drive and the drive door is closed.

3. Inspect the disk carefully for any visible damage. If damage is discovered, return to the address below for service. Please note that all service for this product is provided by Asgard Software.

4. Make sure that the disk is in the proper drive.

5. When SAVing to a disk, make sure that the SAVE disk does not have a write-protect sticker on it.

6. Make sure that the SAVE disk is initialized.

7. Try loading/saving/restoring again: the problem may be momentary.

If all else fails, you can contact Asgard Software at (703)255-3085.

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

After loading the disk and receiving the title screen, type $VERIFY. The disk will spin for a while (the amount of time dependent on your hardware configuration), 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 (possibly the disk drive). It is also possible that the program contains a bug. In the latter instance, please contact Asgard.

2. INTERNAL ERROR. This reply indicates either hardware trouble or disk damage. Repeat this command again just in case. You may also want to try running the program on a friends computer. If the game ever replies DISK CORRECT the problem is in your hardware.

If you repeatedly get an INTERNAL ERROR message with more then one computer, the disk has most likely been damaged. Please send the *disk only* to Asgard for testing and replacement.

IX. Disclaimer

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