INTERLOGIC™ Reference Card for the
COMMODORE® 64

I. What You Need

Required

☐ Commodore 64 Computer
☐ One VIC-1541 diskette drive

Optional

☐ One or more blank, formatted diskettes (for SAVEs)

☐ VIC graphic printer (or equivalent) connected to the serial port (for SCRIPT)

☐ Second VIC-1541 diskette drive (for convenience with SAVE)

II. Loading the Game

1. Turn on the power to your Commodore 64.

2. Insert the game diskette in Drive 1 (device 8) and close the drive door.

3. Type

LOAD "GAME",8

When the computer responds

"READY,"

type

"RUN."

The diskette drive will spin the diskette and the program will load. A message should appear asking you to wait while the game loads (this should take no more than 2 minutes).

4. If nothing appears on your screen, something is wrong. (See the Troubleshooting section.)

III. Talking to the Game

Whenever you see the prompt (>), the game is waiting for you to type in your instructions. 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. When you have finished typing in your instructions, press the RETURN key. The game will respond and then the prompt (>) will reappear.

NOTE: You may use the left- and right-arrow keys in combination with the DEL and INST keys to edit your command; however, use of the up- and down-arrow keys will cause unpredictable results.

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

IV. 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 whereabouts in the game. Depending upon the type of game, it may also show other information:

Score

In games 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, you have 245 points in 920 moves.

Time

In games that keep track of the time (e.g., 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 game.

V. Saving a Game Position

To save the current position, use the SAVE command. You may SAVE up to eight different game positions on each storage diskette and RESTORE them in any order. To keep track of these different positions, each is assigned a number (from 0 to 7). Each time you SAVE a game position, it will overwrite any position that is already on your storage diskette with the number you specified. If you want to SAVE more than one game, you must use a different position number for each one.

When you enter the SAVE command, the game will respond:

Please insert SAVE diskette,
— Press RETURN key to continue —

1. If you have only one diskette drive, remove the game diskette and insert the storage diskette; otherwise just insert the storage diskette in the second drive. (To prepare this diskette, see Initializing Storage Diskettes.)
2. Press RETURN. The game will respond

Position (0-7):   Default = 0

3. Type a number between 0 and 7 to tell the game which save position on the diskette to use (or simply press the RETURN key to select the default). The game will respond

Drive (8/9):   Default = 8

4. Select whichever drive contains the SAVE diskette. Now the game will respond

— Press RETURN key to begin —

5. Press RETURN. The game will type

Saving . . .

to indicate that the game is being saved. This should take about half a minute. When the game has been saved, it will respond

Please re-insert GAME diskette,
— Press RETURN key to continue —

6. Remove the storage diskette from the drive and insert the game diskette again (this step is unnecessary if you are using two drives). Close the drive door.
7. Press the RETURN key. If all is well, the game will respond

Ok.

If it responds

Failed.

consult the Troubleshooting section.

You may now continue playing. You can use the storage diskette and the RESTORE command to return to this position at another time.

VI. Restoring a Saved Game Position

To restore a previously saved game position, enter the "RESTORE" command. Then follow the steps (1 to 7) for SAVE above.

VII. SCRIPTing

If you have a VIC Graphic printer (or any equivalent printer which attaches to the serial port on the Commodore 64), you may make a transcript of the game as you play it:

1. Connect the printer to the serial port on the Commodore 64.
2. Turn on the printer.
3. Load the game as described above.
4. To start the transcript at any time, use the SCRIPT command.
5. To stop the transcript, use UNSCRIPT.
6. SCRIPT and UNSCRIPT may be used as often as desired as long as the printer is left on-line.

VIII. Initializing Storage Diskettes

Storage, or "SAVE" diskettes are made using the standard Commodore diskette initialization procedures ("NEW" command). See either the Commodore 64 Reference Manual or the VIC-1541 diskette drive manual for detailed instructions.

IX. Troubleshooting

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

1. Check to see that your Commodore and disk drive(s) are plugged in correctly, connected properly, and that everything is turned on.
2. Check to see that the diskette was inserted correctly, and that the drive door is closed.
3. Inspect the diskette carefully for any visible damage.
4. Be sure that the diskette(s) is in the proper drive(s). The game diskette may only be run from the main drive (device 8). For SAVE/RESTORE, be sure that you have typed the correct drive number for the storage diskette.
5. For SAVE, be sure that the storage diskette is not write-protected (i.e., there is nothing covering the notch on the side of the diskette).
6. Also for SAVE, be certain that the diskette has been properly initialized (formatted). As a last resort, try a different diskette.
7. If you have turned off your Commodore, follow the instructions for loading the game.
8. Try again: the problem may be only momentary.