INTERLOGIC™ Reference Card for the
KAYPRO II®

I. What You Need

Required

☐ Kaypro II computer
☐ CP/M®
☐ A **blank**, formatted disk (for backup)

Optional

☐ One or more **blank**, formatted disks (for SAVEs)
☐ Printer (for SCRIPT)

II. Running the Game

The game disk does not contain the CP/M operating system itself. Therefore, you must load CP/M from your system disk onto the backup copy before proceeding.

The game consists of two files, game.COM and game.DAT, where "game" corresponds to the particular one you are playing.

The two game files may be transferred to any convenient disk device. Do not run the game from the original disk. Use the COPY command from CP/M to make a backup copy of the original disk, and keep the original in a safe place.

To start the game, first select the drive containing the game as the logged disk (e.g., type "A:" and RETURN to select Drive A). Then type the name of the game (e.g., "ZORK1") followed by a RETURN (or ENTER). The disk should spin and the game will announce itself. If, after a reasonable amount of time, nothing happens, check 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 use your backspace key to correct any typing errors. When you have finished typing in your instructions, press the RETURN key. The game will respond and then the prompt (>) will reappear.

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. SCRIPTing

The SCRIPT function is an optional feature which is not necessary to play the game and may not be available with certain hardware.

If the SCRIPT command works with your hardware configuration, you may make a transcript of the game as you play. Use the SCRIPT command to start the transcript and the UNSCRIPT command to end it. These commands may be used as often as desired at any time during the game as long as the printer remains on-line.

VI. Saving/Restoring Game Positions

To save the current position, enter the SAVE command. To restore a previously saved game position, enter the RESTORE command. After issuing either command, you will be prompted with something similar to the following:

Load SAVE disk then enter file name (default file name is ZORK1.SAV). Type <ENTER> to continue.

Enter a legal CP/M file specification terminated with a RETURN, or simply type a RETURN if the default is correct. When the operation is finished, you will be prompted with:

Load Game Disk if it was removed. Type <ENTER> to continue.

Hit the RETURN key to return to the game. If all is well, the game will respond:

Ok.

If it responds:

Failed.

consult the Troubleshooting section.

A SAVE file may be located on any disk device. The initial default SAVE file name, which will be used if you type only a RETURN at the first prompt, is game.SAV. This default is updated whenever a new name is entered. For convenience, SAVE and RESTORE share the same default.

VII. Initializing Storage Diskettes

Storage (or "SAVE") diskettes are made using the standard Kaypro II diskette formatting procedures. Refer to your Kaypro II manual for complete instructions.

VIII. Troubleshooting

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

1. Check to see that your computer and disk drive(s) are connected properly, and that everything is turned on.

2. Check to see that the diskette(s) was inserted correctly, and that the drive door(s) is closed.

3. Inspect the diskette(s) carefully for any visible damage.

4. Be sure that you have specified the proper file name. Note that the game.DAT file must always be on the logged drive.

5. For SAVE, be sure that the diskette is not full (i.e., there is room on it for the SAVE file). Also be sure that there is no write-protect sticker on the diskette and that the drive itself is not write-protected. Remember that the diskette must have been formatted prior to its use. As a last resort, try another diskette.

6. 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 your game hangs or displays an internal error number, run the following procedure:

After booting the disk and receiving an initial screen, type $VERIFY. The disk will spin for 60 seconds, and a message similar to one of the following will appear.

1. "Game 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. End of Session." 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 "Game correct," the problem is in your hardware.

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

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