Quarterstaff™ Reference Guide for APPLE® Macintosh™

I. What You Need

Required:

- Apple Macintosh Plus, SE, or II with 1MB RAM
- An 800K disk drive

Recommended:

- A hard disk, or a second 800K drive, to speed things up

Optional:

- A compatible printer for printing out maps, graphics and text
- A color Mac II system with 2MB RAM and a hard drive for viewing color graphics

II. Using a Hard Disk

The instructions in this section are only for hard disk users. If you're playing *Quarterstaff* from floppy disks, please skip to section III.

Before you can play *Quarterstaff*, you must create a play folder on your hard disk. Here's how:

1. Turn on your computer, and wait for the desktop to load.
2. Create a new folder named "Quarterstaff Folder."
3. Drag all the files from the "QStaff Data" folder (on the System Disk) into this new folder.
4. Drag all the files from the Resource Disk into the new folder.
5. If you wish to run Quarterstaff in color on your Mac II, drag all the files from the Color Graphics Disk into the new folder.
6. Put the original disks in a safe place. All you need to play *Quarterstaff* is now on your hard drive.

To run *Quarterstaff*, double-click on the "Quarterstaff" icon inside the folder you created.

If, during the loading process, a window appears prompting you to help *Quarterstaff* locate one of the game files, it means that you haven't placed all of the game files into the same folder. Select "Cancel," see to it that the file which *Quarterstaff* couldn't find is placed into your play folder, and double-click on the "Quarterstaff" icon again.

If you encounter memory problems, make sure that the Ram Cache in your Control Panel (accessible through the **Apple** menu) is set to 32K (256K if you have 2MB or more of RAM) or shut off. If this doesn't help, it probably means that your hard disk's system, or whatever system you booted up your computer with is too big to run the game correctly. We strongly recommend that you start your computer using the *Quarterstaff* System Disk, which contains a system small enough to run *Quarterstaff* without trouble.

III. Using Floppy Drive(s)

The instructions in this section are only for floppy drive users. If you're playing *Quarterstaff* from a hard disk, please refer to section II or go on to section IV.

Before you can play *Quarterstaff*, you should make back-up copies of the disks that came in your game package. This ensures that you won't accidentally damage or erase your only copy of the game.

To make back-ups, format two blank disks and name them "System Disk" and "Resource Disk," just like the original disks. Then, drag each Quarterstaff disk icon onto the icon of its corresponding blank, initialized disk. (If you are unfamiliar with the procedure for copying disks, refer to your Macintosh manual.) Once you've copied the original disks, put them away in a safe place.

You will play *Quarterstaff* using only your back-up disks. So when you're told to insert the System Disk or the Resource Disk, it means that you should put your back-up copy of the disk into the drive.

To play the game:

1. Turn on the computer, and insert the System Disk in the internal disk drive. The desktop will load.
2. If you have a second 800K disk drive, you should now insert the Resource Disk.
3. If you only have one 800K drive, wait for the desktop to load, and then type ⌘E to eject the System Disk. Then insert the Resource Disk.
3. Double-click on the "Quarterstaff" icon in the "Qstaff Data" folder on the System Disk. (If you have only one 800K drive, the "Quarterstaff" icon may be dimmed.) The game will load.
4. If you are playing with only one 800K drive, you will be prompted to swap between the System Disk and Resource Disk several times during the loading process.

If, during the loading process, a window appears, prompting you to help *Quarterstaff* locate one of the game files, it means either that you haven't copied the original disks correctly or that you haven't followed the "To play the game" instructions exactly. Retrace your steps, carefully following the instructions, and back-up disks must be named *exactly the same names* as the original disks.

Users with only one 800K disk drive have several options for minimizing disk swaps during the game. First, set the Ram Cache to 32K in your Control Panel (accessible through the **Apple** menu.) Second, selecting the **Reduce Disk Swaps** option from the ⌘ menu will reduce the number of disk swaps required of you, by shutting off the icons in several pull-down menus, as well as all sounds and pictures. (The on-screen map will not be affected.)

IV. Using the Color Graphics

In order to run *Quarterstaff* in color, you must have a Macintosh II with 2MB of RAM, a hard drive, and a color video card capable of displaying 16 or 256 colors. To make use of the color graphics:

1. Copy the file on the Color Graphics Disk into the play folder on your hard disk, as described above in section II.
2. Select "Monitors" from the left side of the Control Panel (accessible through the **Apple** menu.)
3. "Color" should be selected under "Characteristics of monitor."
4. If you have a video card capable of displaying 256 colors, "256" should be highlighted under "Colors."
5. If you have a video card capable of displaying only 16 colors, then "16" should be highlighted instead.
6. Select "General" from the left side of the Control Panel.
7. Set "Ram Cache" to 256K or less.

V. Talking To *Quarterstaff*

While it is possible to type commands in via the keyboard, you may find it easier to use the pull-down menus to construct your command sentences. First, select a verb from the **Verb** menu or the **Door** menu (which contains verbs associated with opening, closing, and unlocking). Verbs which are followed in the menu by a period (.) will be entered immediately after you select them. Otherwise, the verb you selected will appear in the text window next to the current character's prompt, the **Verb** menu will turn into a **Prep** menu, and the game will wait for you to finish your sentence.

The two menus which bear the names of the current character and his current location contain icons and names of the various objects which are in, respectively, the character's inventory and his location. The **Door** menu will list any available exits from the room you're in. Using the nouns in these three menus, as well as any appropriate prepositions from the **Prep** menu, you can construct whatever sentences you might need.

Ordinarily, when you select an object from the **Character** menu (the menu that bears the name of the current character) or from the **Location** menu (the menu that bears the name of the current location), the game automatically finishes your sentence with a RETURN. This is fine for sentences with just a verb and an object, but for more complex sentences, you'll need to turn this automatic RETURN off. This can be accomplished by toggling off the **CR Item Menus** selection under the ⌘ menu.

VI. Saving and Restoring

You can save your position in the adventure to any disk, space permitting, including a hard disk. It may be convenient to use a separate floppy disk just for your saves, since it takes about 60K to save each game.

1. Type SAVE at any character's prompt, or select **Save As** from the **File** menu. The standard dialog box for saving games will appear
2. Select the disk you wish to save to. If it is already named in the dialog box (at the upper right), skip to step 3. If you need to insert your saves disk, use the EJECT button to eject a disk, and replace it with the disk you'd like to save the game to. If you have more than one disk drive, you may have to click on the DRIVE button until the name of the desired disk appears in the dialog box
3. Choose a name for your save, and type it into the text box, and press RETURN. A folder containing the four files which comprise your saved game will be placed on the disk you've selected

Once you've saved at least one time, you can use the **Save** selection in the File menu to overwrite your last saved position with your current position. You can also select **Save As** or type SAVE if you want to save your current spot into a new folder, rather than overwrite the last save.

You may at any point return to a previously saved position. To return to the last spot at which you saved, select **Revert to Round xxx** from the **File** menu. To return to *any* saved position, type RESTORE, or select **Open** from the **File** menu at any character's prompt. A dialog box will pop up; use this to locate the save folder which you'd like to return to. Inside the folder, you'll find four files. Double-click on the one named "Saved Game." This will restore that saved position.

VII. The Windows

There are a number of distinct windows that make up the *Quarterstaff* environment. These are the map window, the picture window, and text windows (one for each Leader under your control.) To interact with any window, you must first select it, which brings it to the front of the windows on the screen. You can do this in three ways. First and easiest, you can click on a window with the mouse. Second, hitting the Enter key on the numeric keypad moves from window to window. To select any window, you can press the Enter key until the desired window is selected. Third, you can select a window's name from the bottom of the **Edit** menu.

If you find that your screen becomes cluttered with too many windows overlapping each other, you may wish to format the windows differently. You can manually drag the windows about, to customize your screen layout to meet your needs. You can also automatically "tile" the windows using the **Tile Windows**, **Tile Vertical**, and **Tile Horizontal** commands found in the **Edit** menu. These arrange the windows, including the map, in three different formats; you should experiment and decide which you like best.

If you have a printer hooked up to your computer, and the appropriate printer file in your system folder, you can print out copies of whatever window is selected. (Note that everything in the selected window is printed, not just what is currently visible on the screen; printing out a text window could result in a several page print-out.) This is particularly useful for printing out the map of the current level. To print out the contents of a window, select it and choose **Print** from the **File** menu. If you encounter problems, make sure that your printer is hooked up properly, that the correct printer file is in the system folder with which you booted up your system, and that the printer is selected in the Chooser (accessible from the **Apple** menu).

What follows is a description of each window:

A. The Automatic Map

As you explore the geography of *Quarterstaff*, your party automatically "draws" a map. It will always be in view unless your party is in an unlit area, or unless you've hidden it behind other windows.

You may use the map to move your party, if you like. To do so, select the map by any of the three methods described above, and then move the pointer onto the map area. The flashing dot marks your position, and you can move your party by placing the arrow cursor to the north, south, east or west of this dot and clicking the mouse button. Note that the arrow cursor is solid black when pointing in a direction with a valid exit, whereas it's hollow when pointing toward a direction in which your party can't go.

B. The Text Windows

Each Leader in *Quarterstaff* has his own text window. If he has any Followers, they will share his window. (See the Page 11 of the User's Manual for a discussion of Leaders and Followers.) Each round, every one of your Leaders' windows will, in turn, be selected and describe the results of your last turn's action. If this text can't all fit in the window at once, you can scroll through the text using the scroll bar at the right edge of the window. Following the text will be a prompt requesting your next command for the Leader. (Once you enter a non-movement command for the Leader of a group, you'll be asked to enter commands for his Followers, if he has any who are capable of action.)

Whenever you highlight a portion of the text (by dragging the pointer over a passage while pressing the mouse button) the text you selected is, upon release of the mouse button, automatically written into the clipboard in your system. You can then paste the text back into the text window, to include it in your command sentence, or into your system's scrapbook for whatever reason. This is useful for recreating long command phrases without retyping, or for saving passages of important text to disk.

C. The Graphics Window

Occasionally, a window will pop up containing graphics to enhance the description of a room, object, or creature. To remove the picture from the screen, click in the close box in the upper left-hand corner of the picture window.

VIII. Getting Hints

If you feel stuck at any point in the game, you can ask for a hint by selecting **Help...** from the **Apple** menu, and choose **Give me a hint** from the resulting menu. If **Give me a hint** is dimmed, then no hint is available at your current location. In some rooms, more than one hint is available, though only one hint will be given to you at a time. If, after receiving a hint, you're still stuck, you may wish to select **Give me a hint** a second time. If another hint is available, it will be given to you. Otherwise, the game will repeat the last hint you saw.

Also available in the **Help...** section are explanations of various concepts of the game, such as groups, light sources, and proficiencies.

IX. Using Macros

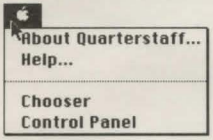
While playing *Quarterstaff*, you may find that you're typing in a few particular sentences or phrases quite a bit. Fortunately, the program allows you to define seven control key sequences to play back programmed phrases or sentences. This process is known as defining a "macro." Here's how to do it:

First, make sure that the **Edit Macro** selection in the ⌘ menu is preceded by a check mark. Then type a control key sequence by holding the command key (⌘) while typing a number from 1 to 7. A dialog box will appear, allowing you to type in a phrase, or edit one that's already there. If you'd like a Return, or CR, at the end of the phrase, place a period (.) as the last character in your sentence. Once you select "OK," or hit Return, your phrase will always be available through the command key sequence you typed.

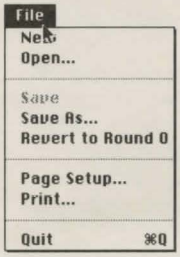
So long as the **Edit Macro** selection in the ⌘ menu is checked, you can type in and edit the seven macros. *To use them in your adventure, however, you must first de-select* ***Edit Macro***.

X. The Menus

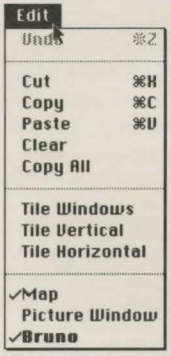
Many useful features are built into the various pull-down menus. The following is a menu-by-menu run-down of features that you should be aware of:



The Apple menu:
Here, you'll find **About Quarterstaff...** as well as the **Help...** option, which is described in section VIII of this reference guide. You may also access any desk accessories on your system with this menu.



The File menu:
You can use this menu to restart your game, save it, restore to a previously saved position, or quit altogether. You may also use the **Print** item to print out whatever's in the current window. (This is really handy for printing a map of the level you're exploring.) If you encounter problems, make sure that your printer is hooked up properly, that the correct printer file is in the system file which you booted up your system with, and that the printer is selected in the Chooser (accessible from the **Apple** menu).



The Edit menu:
First on this menu are the standard Macintosh editing commands. **Undo** may be used to take back virtually all of the commands you typed to your characters since the beginning of the turn. You cannot use this feature to undo your commands from previous turns; once the game has reported the results of your actions, there's no going back.

Tile Windows, **Tile Horizontal**, and **Tile Vertical** reduce the size of the map and your text windows until they can all fit on the screen at once without overlapping. The three selections differ slightly in the way they layout the screen.

At the bottom of the **Edit** menu is a list of all the windows that are available for viewing. Windows currently displayed on the screen are marked with a check-mark. The names of windows which are currently unavailable appear dimmed in this menu. To view a particular window, just select its name.

The ⌘ menu:

A variety of features are available through this menu. First are the macro options, which are described in section IX.

Change Font allows you to select what font the text appears in.

When **Smart Save** is checked, your adventure will automatically be saved every twenty-five moves. Each automatic save will overwrite the last, unless you've selected **Incremental Folder** from this menu, in which case each save will be kept in its own folder until you manually delete them in the Finder. (These two features were designed with hard disk users in mind; floppy-disk users will likely find these features undesirable.)

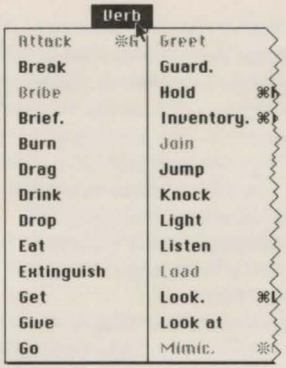
CR Item Menus toggles on and off the RETURN that *Quarterstaff* automatically inserts after you select an object from the **Character** menu or the **Location** menu. This is discussed further in Section V.

No Caps switches on and off the feature which capitalizes the names of objects, people, and places within the text of the adventure.

Reduce Disk Swaps is useful if you're playing *Quarterstaff* with one floppy drive. It will dramatically cut the number of disk swaps that are required of you by eliminating the object icons in the various pull-down menus, as well as all sounds and pictures.

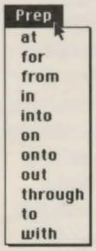
At the bottom of the ⌘ menu is a list of the characters following the current Leader. (If he has no Followers, there will be no such list.) By clicking on a Follower's name, you toggle the check mark in front of his name on or off. A character without a check mark before his name in this menu cannot make decisions; he will always passively follow his Leader around, and so you won't be asked to enter a command for him.

If you'd rather not enter commands for a player at some point in the game, JOIN him up with a Leader, and toggle his check mark off. When you'd like to "reactivate" him, toggle the check mark back on. Clicking on **Followers** will toggle the check-marks of all of a Leader's Followers.



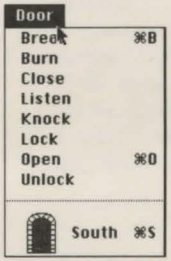
The Verb menu:

This lists many of the verbs which the game understands. Verbs that are dimmed in this menu are not appropriate at the given time, though they may still be selected. If you click on a verb in this menu, it will appear in the text window as the first word of your command sentence. Verbs with a period after them will be entered as if followed by a Return, and thus immediately executed.



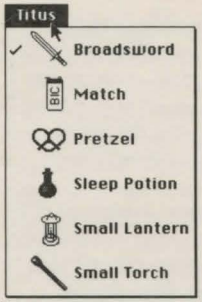
The Prep menu:

This menu automatically replaces the **Verb** menu once you've begun entering a sentence. It lists the prepositions which are understood by the game. As with the **Verb** menu, you may enter a preposition by clicking on a word in the **Prep** menu, or by typing the word using the keyboard.



The Door menu:

This menu lists the various verbs used to manipulate a door. As before, you may enter these verbs by clicking on the word in the **Door** menu, or by typing them in. At the bottom of the menu is a list of the various exits in the current room, along with icon representations of each one. Exits which are locked are represented by padlocked doors, exits which are shut are represented by closed doors, and exits that are open are represented by archways leading into darkness. If you click on an exit icon, that door will be used to complete the sentence you are typing.

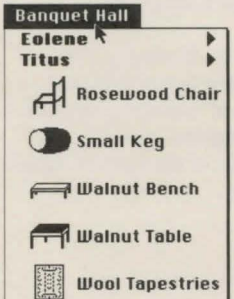


The Character menu:
This menu, which takes the name of the character whose turn it is, lists his possessions. A check to the left of an object indicates that it is being held; unchecked items are in the character's pack or are being worn. An item with a diamond to its left is wearable; if the diamond is solid, than the object is currently being worn.

A black arrow to the right of an object indicates that it currently contains one or more items. To see what's in an object, drag the pointer down the menu to the object's name. This brings up a contents sub-menu for the object, which you can maneuver about in like any other menu.

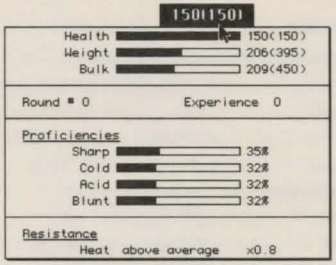
Clicking on an object in the **Character** menu, or in any of the sub-menus, will insert that object into the command sentence. (If you haven't already typed a verb, the game will assume you want to DROP the object, unless you're holding down the Shift key, in which case you'll HOLD the object.) If **Cr Item Menus** is checked in the ⌘ menu, a Return will be entered after the object is inserted into the sentence.

Remember, if you wish to click on a container in the **Character** menu, you have to select that container's name from the top of its contents sub-menu, and not from the **Character** menu itself.



The Location menu:
This menu takes the name of the room that your party is in. It is just like the **Character** menu, only it lists the contents of the room, and not of the player's pack. Items listed in bold are creatures or characters in the room. Creatures followed by a black triangle have some items in their possession, which you can manipulate as if the creature were a container. Selecting an item will insert that item into your command. (If you haven't typed a verb, the game will assume you want to put the object in your pack, unless you're holding down the Shift key, in which case you'll HOLD the object.) If **Cr Item Menus** is checked in the ⌘ menu, the object will be inserted followed by a Return.

Remember, if you wish select a container in this menu, you have to select that container's name from the top of its contents sub-menu, and not from the **Location** menu itself.



The Vital Statistics menu:
This menu is titled with the current player's number of health points, followed in parentheses by what his health level would be if he were in optimum condition. (Note that if a player drops below 0 health points, he falls unconscious, and if he falls below -10 health points he dies.)

The **Weight** and **Bulk** graphs inside the menu indicate how much of the maximum allowable weight and bulk the player is currently carrying.

Round # tells the number of rounds that have passed since the adventure began.

Experience is an indication of how well a character is doing overall.

Under **Proficiencies** are listed the current character's four best proficiencies. Any resistances he might have are listed below in their own section. (See the Proficiencies and Resistances section of the User's Manual.)

If your character is hungry, sleepy, or thirsty, or if he is standing atop an object, you will be notified at the bottom of this menu. Also, the description mode you're in (verbose, brief, or superbrief) will be mentioned at the bottom of the menu.

XI. Common Problems

Here are solutions to two of the most common problems:

- If you're having repeated troubles with running out of memory, the system from which you're playing *Quarterstaff* is probably too big. You should use the system provided on the original System Disk.
- Running *Quarterstaff* from one floppy drive? Select **Reduce Disk Swaps** in the ⌘ menu. This will dramatically cut the number of disk swaps required of you by eliminating all room and object icons from the **Door**, **Location**, and **Character** menus, as well as all sounds and pop-up graphics. Also, setting the Ram Cache (in the Control Panel under the **Apple** menu) to 32K will reduce disk swaps alot.
- If you encounter other technical problems, try rereading the documentation, or call our Technical Support Hotline at (617) 576-3190.

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