



**THUNDER
MOUNTAIN**

STEPHEN KING

THE MIST

**The text adventure version of
Stephen King's best-selling story.**

**Macintosh™ 512K
single drive**

01198

STEPHEN KING THE MIST

Reference Card

LOADING

Apple® II family

1. Turn on your monitor or TV.
2. Insert the game disk into the disk drive.
3. Turn on the computer.
4. Follow the on-screen instructions.

IBM® PC/PCjr™

To load the game using a DOS disk:

1. Insert the DOS disk into drive A.
2. Turn on the computer and your monitor or TV.
3. Respond to the date and time prompts.
4. When an **A>** prompt appears on the screen, replace the DOS disk with the game disk.
5. Type **AUTOEXEC** and press **Enter**. The game will begin.

To install DOS on the game disk:

1. Follow instructions 1 through 4 above.
2. If you have a two floppy disk drive system, type **INSTALL2** and press **Enter**. If you have a PCjr™ with one floppy disk drive, type **INSTALL1** and press **Enter**.
3. Follow the on-screen instructions.

Macintosh™

NOTE: If you have two disk drives, use only the internal drive for all steps on this card.

1. Turn on the computer.
2. Insert the game disk into the internal disk drive.
3. Click on YES to begin a new game or, if you have saved games to a data disk, click on NO to load an old game.

SAVING

To save a game in progress, you'll need a blank disk to use as a storage disk. You can save up to nine games on a storage disk. In some cases, you need to format a storage disk before you play the game, so check the machine-specific instructions below before you start. When you save, you assign the game a number (1-9). Specify that number to load the game at a later date.

Macintosh™/Apple® II family

The first time you save a game, use a blank disk, and follow the on-screen instructions to format it as a storage disk.

IBM® PC/PCjr™

You should format a blank disk to be used for storage before you start to play the game. To format a disk, follow the instructions in your DOS manual.

All machines

1. Type **SAVE** at the **->** prompt.
2. Follow the on-screen instructions to number and save your game.

QUITTING/RESTARTING

All machines

1. To quit, type **QUIT** at the **->** prompt (you'll be given the chance to save your progress before exiting the program). To restart, type **RESTART** at the **->** prompt.
2. Follow the on-screen instructions.

PRINTING

You can print a running transcript of the game. Make sure your printer is "on-line" before printing.

All machines

1. Type **PRT** at the **->** prompt. The game will respond **OK**. Printing will begin with your next turn.
2. To stop printing, type **PRT** again.

SYNOPSIS

As you go about your Saturday shopping at Federal Foods, a strange, ominous-looking mist engulfs the store and all of Bridgton. Your thoughts turn immediately to the safety of your son, who is spending the day at the lake with Mr. Eagleton. You must get to him. You venture out into the mist, where you are shocked by the carnage and destruction all around you. You won't get far before you encounter the most hideous creatures imaginable. You must find a way to destroy the creatures that block your path, unravel the mystery behind the mist, and, above all, you must find your son!

CONVERSING WITH THE MIST

To enter your commands, questions, or responses, just type them in when you see the **->** prompt. Then press **Enter**. If you make a mistake while typing, use the left arrow or backspace key to erase your error. The standard commands appear in the enclosed documentation. Special additional commands, unique to THE MIST, are listed below (examples of how you might use some of the verbs are provided in parentheses):

calm down	load (a weapon)	shoot
destroy	look at	shut
dig	look at closely	spray
draw (a weapon)	look in/into	siphon
enter	page (turn a page)	take __ off of __
fight	place __ in __	take __ out of __
get in	place __ on __	touch
get out	pour	

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Interactive Fiction – Teens/Adults

The Mist

Stephen King

Another Saturday. Another stop at the market. And another wait in the checkout line. Until a shadow descends and someone shouts, "The fog! You oughta see it!" You see it. Your typical Saturday just ended. Enter Stephen King's world of terror, if you dare, and discover that the nightmare is just beginning...

An all-text adventure that features:

- A colorfully written, classic tale of horror that puts *you* in the midst of the hideous mutants lurking in the Mist
- An absorbing plot that rivets your attention
- Advanced techniques that allow you to give commands in plain English
- Fully developed, individualized characters that respond realistically

"The prose rolls along...the plot hooks you and holds you...[*The Mist*] does a commendable job of supplying the required visual imagery...Overall, I give *The Mist* good marks." – A+ Magazine, *June, 1986*.

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