

Instructions for Using COMPREHEND PLUS™ Interactive Novels

System Requirements

IBM Version

Requires 512K RAM with EGA or MCGA/VGA graphics.

Apple IIGS Version

Requires 512K RAM.

Amiga Version

Requires 512K RAM and KICKSTART 1.2 or higher.

Getting Started

IBM Version

Floppy Drive Systems:

To boot the program from a floppy drive, follow these steps:

1. Insert your DOS disk into drive A and turn on your computer.
2. When DOS is loaded, insert the Disk 1 program disk into the drive.
3. Type *novel* and press *Enter*.

Hard Drive Systems:

To install the COMPREHEND PLUS novel program to your hard drive, follow these steps:

1. Turn on your computer.
2. Insert the Disk 1 program disk into the disk drive.
3. At the C> prompt, type A: and press *Enter*.
4. At the A> prompt, type *install* and press *Enter*.
5. Follow the on-screen directions for installing the COMPREHEND PLUS novel program onto your hard drive.
6. Once the program disk(s) have been installed onto your hard drive, type *novel* and press *Enter*.

To start your COMPREHEND PLUS novel program from a hard drive, follow these steps:

1. Turn on your computer.
2. Set your prompt to the subdirectory containing COMPREHEND PLUS novel program. (Example: *cd/trans3*)
3. Type *novel*.

Apple IIGS Version

Insert the Disk 1 program disk into the disk drive and turn on the computer and monitor.

Amiga Version

1. Turn on your monitor and computer.
2. If you have an Amiga 1000, KICKSTART your Amiga with version 1.2 or later.
3. Insert the Disk 1 program disk into your internal drive.

Hard Drive Installation: Click on the *HD Install* icon with the mouse, and follow the on-screen directions.

Playing a Comprehend Interactive Novel

You communicate in your interactive novel by typing commands in English. Tell COMPREHEND PLUS what you want to do by typing in your command. When you press the *Enter (Return)* key, COMPREHEND PLUS will then respond with the results of your command.

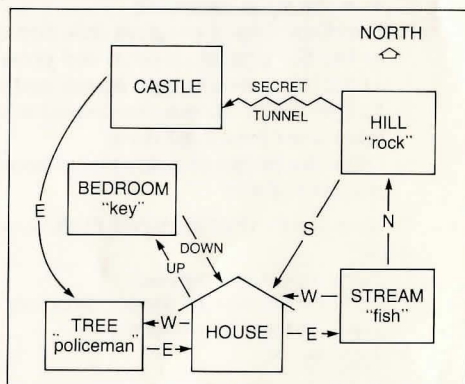
The simplest commands, and the most often used, are those for traveling. To walk north, you can type *Walk North*, *Go North*, or you can abbreviate with *North* or *N*. Other directions you can abbreviate are *E* for *East*, *S* for *South*, *W* for *West*, *U* for *Up*, *D* for *Down*, *I* for *In* or *Enter*, and *O* for *Out* or *Exit*. To see what you are carrying at any time, simply type *Inventory* or *Inu*.

More complex commands can contain any combination of verbs, nouns, adjectives, prepositions, pronouns, and direct and indirect objects — essentially, any type of imperative command. Examples are commands such as *Read the note*, *Look at the tree*, *Look under the wagon*, *Catch the squirrel with the box*, and *Feed the penguin sardines*. Commands can also be combined into longer sentences such as *Catch the cat by the tail and throw him into the tree*. (Of course, if you can't catch the cat, you won't be able to do too much throwing.)

Each action in a command usually takes a certain amount of "time." In other words, if you are in a perilous situation, stringing several commands together in one sentence will not get them done any faster. Generally, commands within a sentence are those separated by commas, the word *and*, or the word *then*, as in *Grab the rope and the food, then run out*. This example contains three commands: *Grab the rope*. *Grab the food*. *Run out*. If something drastic is about to happen, you may be interrupted before the command is completed. For example, if grabbing the rope in the above example causes a rock to be dislodged and to start falling, you may be told "Before you can continue . . . a rock begins to fall from above" before you even get the food. This gives you the chance to react differently to the falling rock than just getting the food while it crushes you!

Maps

As you travel through the "world" of your interactive novel, a map often comes in handy because it enables you to return to places where you have been before and explore paths that you may have missed earlier. The best way to draw a map is to draw boxes to designate each location, write descriptions of each location in the boxes, and then draw lines connecting the boxes, making sure to indicate the directions taken to get from one location to another. Warning: Some interactive novel writers create worlds with twisting paths! If you go north to get somewhere, going south may not necessarily return you to your previous location.



Graphics and Text Mode

When playing through the novel in graphics mode, there are four scrolling text lines at the bottom of the screen. If a text passage is too long for those lines, COMPREHEND PLUS will pause and wait for a keypress before displaying additional text. You can switch to all-text mode at any time by just pressing the *Enter (Return)* key at the input prompt without any command. The all-text screen keeps several lines of text at the top of the screen that describe your current location, in case you need to refer back to the description after

it has scrolled up. Pressing the *Enter (Return)* key again from all-text mode returns you to graphics mode.

Besides being useful for re-reading a long passage, checking previous commands, and checking the location description, all-text mode can be used to speed up travel around portions of your interactive "world" with which you are already familiar. When the display is in all-text mode, the program graphics are not loaded from disk and drawn on the screen at each location you visit, thus speeding up game play. Be careful when traveling in new regions with the graphics turned off, however. Sometimes a picture is worth a thousand words!

Saving and Restoring "Novels in Progress"

COMPREHEND PLUS novel programs provide an option for saving "novels in progress." This option is especially helpful when used prior to typing a risky (or foolish) command. That way you can simply restore your saved novel if your risky (or foolish) attempt fails.

IBM and Amiga Versions

Type *Save* at the COMPREHEND PLUS input prompt to save your "novel in progress" to disk. The program will prompt you to designate a filename for the novel you wish to save. (Any valid filename will be acceptable.)

To restore a saved novel, simply type *Restore* at the COMPREHEND PLUS input prompt. The program will prompt you to enter the filename of the novel you wish to restore.

Please Note: If you decide not to save or restore your novel when prompted for a filename, just press *Enter* to continue the current novel.

Apple IIGS Version

There is room on the Disk 1 program disk for saving three "novels in progress." Type *Save* at the COMPREHEND PLUS input prompt to save your "novel in progress" to disk. The program will then prompt you to enter a number from 1–3 in order to designate the novel you wish to save.

To restore a saved novel, simply type *Restore* at the COMPREHEND PLUS input prompt. The novel program will prompt you to enter the number of the novel you wish to restore.

Please Note: If you decide not to save or restore your novel, just press *Return* to continue the current novel.

Quitting and Restarting

IBM Version

To quit a novel in progress, make sure to save the current situation, and then type *Quit*. The program will then ask you to confirm the Quit command by typing *Y* for *Yes* or *N* for *No*.

Apple IIGS and Amiga Versions

To quit a novel in progress, make sure to save the current situation, and then turn off your computer or reboot with another disk.

Hints

If you get stuck, don't panic! Just send a self-addressed, stamped envelope to:

Merit Software
13635 Gamma Road
Dallas, TX 75244
Attn: Hint Department

Limited Warranty

If your COMPREHEND PLUS novel disk should fail within 60 days of purchase, return it to Merit Software for a free replacement. After 60 days, please return the disk with \$5 and we'll rush a new disk to you. *Please remember to mail in your warranty card to activate your warranty.*

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