

STORY MAKER™

Designed by Bobbit!

REFERENCE CARD

COMMODORE 64 LOADING INSTRUCTIONS

1. Remove all cartridges from your computer.
2. Turn on the disk drive and monitor, then your computer.
3. Carefully insert your Story Maker Master Disk (or a completed Story Disk), label side up, into the drive. Close the drive door.
4. Make certain the SHIFT LOCK key is off (up).
5. When the screen says "READY," type
◀LOAD"SIERRA",8,1▶ and press RETURN.
6. If you have not already done so, plug your joystick into port #2.
7. Enjoy yourself!

The first time you use Story Maker you will want to choose "Read the Instructions," then "Prepare a Story Disk." Follow the instructions that appear on the screen. Remember, you will need to prepare a separate Story Disk for each story you want to save.

KEY FUNCTIONS

THE MENU SCREENS

-  Accepts highlighted choice.
-  Exits back to the last place you were.
-  Moves highlight to next choice.
-   Moves highlight to previous choice.

THE WRITING SCREEN

-  Saves story and exits.
-  Inserts a picture into the story.
-  Erases character at the cursor (at the end of the text, INST DEL erases the character just before the cursor).
-   Moves cursor up a line.
-  Moves cursor down a line.
-   Moves cursor to the left.
-  Moves cursor to the right.
-  Capitalizes next letter.

Story Maker will warn you when your story disk is nearly full. When you see the prompt, it's time to save your story. Start another story disk if you haven't finished the story.

THE DRAWING SCREEN

-  Saves picture and exits.
-  Selects drawing controls.
-  Enters line drawing mode.
-  Enters circle drawing mode.
-  Enters box drawing mode.
-  Enters painting mode.
-  Undoes the last thing you did.

You can make the most detailed drawings (pixel by pixel) choosing the keyboard drawing control.

-   Moves up.
-  Moves down.
-   Moves left.
-  Moves right.
-  Use as joystick button to start and stop.

- Step by step instructions for creating a story, both text and graphics, are on the Story Maker Master Disk. Use Story Maker to keep a diary or journal, write poetry, draw cartoon strips or write illustrated letters!
- Hack's Book of Tips introduces you to the fascinating art of creative writing. Hack explains how to create characters, establish settings, and develop plots.
- An *unlimited* variety of pictures can be created to illustrate your story. Several different drawing modes are available including circle, square, point to point, line, and pixel drawing. You can create your graphics using a joystick, touch tablet, or the keyboard.
- Your completed stories are saved on separate disks called Story Disks. The built-in word processor allows you to edit your story, both text and graphics, even after it has been saved. Since they can be loaded to the computer again and again without using the Story Maker Master Disk, you can even give your stories away to friends as gifts!

