Fooblitzky™ Reference Card for the

ATARI®

I. What You Need

Required

☐ Atari 400, 800, 1200, or XL or XE Series computer

☐ 48K bytes of RAM

☐ One Atari-compatible disk drive (810, 1050, or equivalent)

Optional

☐ One blank, formatted diskette (for saving a game)

☐ Joystick

☐ Color composite monitor

II. Loading the Disk

1. Turn off your computer and remove all cartridges.

2. Turn on the power to your disk drive.

3. Insert the **Fooblitzky** game diskette in your disk drive and close the drive door.

4. Turn on your computer. The diskette will spin for a few minutes and the copyright notice will appear. After the **Fooblitzky** logo appears, you're ready to start the game. Press the joystick or RETURN button once to start.

Important: If you have an Atari XL or XE Series computer, press and hold down the OPTION key as you turn on the computer.

III. Using a Joystick

You need only one joystick to play **Fooblitzky**. The joystick should be connected to controller jack #1 on the Atari. See pages 2 and 3 of "Official Ordinances, Rules and Regulations for the City of Fooblitzky" for detailed instructions on how to use the joystick.

IV. Using a Keyboard

If you don't have a joystick, you can play **Fooblitzky** just as well with the keyboard. Use the following keys:

U	I	O
J	K	L
M	,	.

and think of them like this:

↖	↑	↗
←	RETURN	→
↙	↓	↘

To move your token up, press I; to move your token down, press , (the comma); to move your token

left, press J; and to move your token right, press L. Use the K key to end your move as you would with the joystick button.

V. Saving a Game

If you want to stop playing in the middle of a game and continue at another time, you can save the game.

WARNING: Diskettes used to save and restore a position are maintained in a special format and should not be used for any other purpose. Files of any other kind stored on the diskette will be erased by the save command.

1. To save a game, type the letter S at any time. The playing area will disappear, and you will see a message similar to this:
Insert SAVE disk, press START

2. Remove the game diskette and insert a blank, formatted diskette (the save diskette) in drive A. Then press START.

3. The save diskette will spin for a short while, and the following message will appear on the screen:
SAVE COMPLETE
Insert GAME disk, press START

4. Put the game diskette in drive A, press START, and resume play. If the message "DISK ERROR" appears, consult the Troubleshooting section below.

VI. Restoring a Saved Game

1. To restore a previously saved game, type the letter R at any time. The playing area will disappear, and you will see a message similar to this:
Insert SAVE disk, press START

2. Remove the game diskette and insert the save diskette in the drive A. Then press START.

3. The save diskette will spin for a short while, and the following message will appear on the screen:
GAME RESTORED
Insert GAME disk, press START

4. Put the game diskette in drive A, press START, and resume play. If the message "DISK ERROR" appears, consult the Troubleshooting section below.

VII. Troubleshooting

A. If you experience joystick problems, check to see if you can use the keyboard to select items and move around. If you can, then the problem is with your joystick.

B. If the game refuses to load properly, or if save or restore fails, or if you receive an error message, check each of the following points:

1. Make sure your computer and disk drive are connected properly and everything is turned on.

2. Make sure the diskette is inserted correctly into the drive slot and the drive door is closed.

3. Inspect the game diskette and save diskette carefully for visible damage.

4. When booting up the game, make sure that there is no cartridge in the cartridge slot. On XL or XE Series computers, press and hold down the OPTION key as you turn on the computer.

5. Make sure each diskette is in the proper drive. The diskettes can be run only from drive A. After saving or restoring, remember that you have to re-insert the game diskette in drive A before proceeding with the game.

6. When saving a game position, make sure the write-protect notch on the edge of the save diskette is not covered. Also make certain the save diskette has been formatted properly (refer to the documentation provided with your disk drive for information on how to format diskettes). As a last resort, try a different save diskette.

7. Try again; the problem may be only momentary.

C. If you receive an error message, try the following procedure:

1. Boot up the game diskette. At the copyright screen or at the **Fooblitzky** logo, type the letter V. This will verify the diskette. (Be sure to type the letter during the first 2 screens. Later in the game, typing V will produce the version number only).

2. If you get a thumbs-up, then the diskette is not damaged; the data is intact. This may indicate a problem with your hardware (usually with the disk drive).

3. If you get a thumbs-down, there is either a hardware problem or diskette damage. Repeat step 1 several times. Also try step 1 on another computer (such as your dealer's). If you ever get a thumbs-up, then there is a hardware problem.

4. If you repeatedly get an internal error message with more than one computer, the diskette has most likely been damaged. Please send the DISKETTE ONLY to Infocom for testing and replacement.

D. If all else fails, call the Infocom Technical Hotline at (617) 576-3190. Please note that this number is for technical problems only.

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