

# Graphic Interactive Fiction Reference Card for the Apple® II Series

## I. What You Need

### Required:

- Apple IIe with the extended 80-column text card, Apple IIc, Apple IIc+, or an Apple IIgs in Apple II emulation mode
- 128K of RAM
- Two 5 1/4" disk drives  
or
- One 5 1/4" disk drive and any one of the following devices: 3 1/2" disk drive, hard drive, or RAM card

### Optional:

- One or more *blank* ProDOS formatted disks (for SAVES)
- Printer (for SCRIPTing)

### \*A Special Note about InfoDOS:

This product uses our own DOS — InfoDOS. It allows Infocom products to work as fast as possible on floppy disks. *Do not* copy InfoDOS to your hard disk or RAM disk. Since InfoDOS is made especially for Infocom stories, do not use it with any other software products.

## II. Making a Backup Copy

In accordance with the copyright information in your package, we recommend that you make backup copies of the original disks and use the copies as your regular play disks. Put the originals away for safekeeping!

The story comes on double-sided 5 1/4" and/or 3 1/2" ProDOS formatted disks. Therefore, you must make your copies to ProDOS formatted 5 1/4" or 3 1/2" disks, or to a hard drive. When making backup copies, you must use a disk copy program, like the one on your ProDOS system utilities disk; just copying all the files will not work. If you have questions about formatting or copying disks, consult your Apple II documentation.

## III. Loading the Story

### 5 1/4" disk systems:

1. Turn off your computer.
2. Insert Side 1 into drive 1 and Side 3 into drive 2.
3. Turn on the computer. (A disk must be in each drive for the story to load properly.)
4. Follow the steps outlined in **Selecting a Pointing Device** below.

### Hard disk systems:

1. Copy all the files (except InfoDOS — see **Special Note** in Section I) from both sides of disks into a single directory on your hard drive.
2. Run the program **INFOCOM.SYSTEM**.
3. Follow the steps outlined in **Selecting a Pointing Device** below.

**Note:** Should you own more than one Infocom interactive fiction story, make sure you copy each one into a separate directory on your hard disk.

### 3 1/2" disk systems:

If the story comes with a 3 1/2" disk, make a backup copy (see Section II) and load from that, following the numbered steps below. Otherwise, you can create a 3 1/2" disk from your 5 1/4" backup disks; copy all the files, including InfoDOS, from both sides of all disks onto a formatted 3 1/2" disk. Put the files into the root directory of the 3 1/2" disk, then rename the "InfoDOS" file to "ProDOS."

1. Turn off your computer.
2. Insert the 3 1/2" disk into the drive.
3. Turn on your computer.
4. Follow the steps outlined in **Selecting a Pointing Device** below.

### RAM disk systems:

You can play the story from a RAM disk by copying some or all of the files from the original disks. The RAM disk *must* have at least the capacity to hold the files **STORYNAME.D1** and **STORYNAME.D2**. (STORYNAME is the name of the Infocom story you are playing.) If you have more capacity you may continue to copy in more of the story files.

#### To start the story from a RAM disk with some of the story files loaded:

1. Copy as many of the files (**STORYNAME.D1**, **STORYNAME.D2**, etc.) as there is space for on the RAM disk.
2. Insert Side 1 (or your 3 1/2" disk) into drive 1 (or into your first drive).
3. "Warm boot" the computer by simultaneously pressing the **Control**, **Open Apple**, and **Reset** keys.
4. Follow the steps outlined in **Selecting a Pointing Device** below.

#### To start the story from a RAM disk with all of the files loaded:

1. Copy all of the files (except InfoDOS — see **Special Note** in Section I) to the RAM disk.
2. Run the program **INFOCOM.SYSTEM** from the RAM disk.
3. Follow the steps outlined in **Selecting a Pointing Device** below.

#### Selecting a Pointing Device:

About 30 seconds after the loading process begins, you may see this message:

Enter the letter of the pointing device you will be using:

J)oystick M)ouse N)either

Some Infocom stories allow the use of a joystick or a mouse. If you are playing one of these stories, press the letter (J or M) which corresponds to the device you will be using. If you aren't using either device, press N.

If you are using a floppy disk, flip the disk in drive 1 when prompted. The story will continue to load, alternately reading data from Side 2 and Side 3 (which should be in drive 2).

## IV. Talking to the Story

When you see the prompt (>), enter a command up to one line in length. If you make a mistake, use the **Delete** key to erase the error. After you have finished typing, press **RETURN**. The story will respond and the prompt will reappear. If the story's response does not fit on the screen, **[MORE]** will appear at the bottom. Press any key to read the rest.

#### Function Keys:

The 10 user-defined functions (F1-F10, as described in your instruction manual) are accessed by holding down the **Closed Apple /Option** key and simultaneously pressing the number key (1-0) which corresponds to the function you want to use.

The arrow keys have also been defined as function keys. Initially, they are defined as the four cardinal directions. You may, however, change them as outlined in your instruction manual. Please note that the left arrow key is defined as **WEST** and cannot be used as a backspace key.

#### Joystick:

Any selection that can be made with a mouse (see instruction manual) can also be made with a joystick. To do so, press joystick button **zero** or the **Open Apple** key.

#### Note to Joystick and Mouse Users:

If you find that using a mouse or joystick slows response time, you may wish to discontinue using that device.

## V. SCRIPTING

You can use the **SCRIPT** command to print out a transcript of your moves as you go through the story. This feature is not necessary to complete the story and may not be available with certain hardware.

#### To make a transcript:

1. Check the printer. Make sure that it is turned on, all its cables are connected, and that it is ready to print.
2. At the story prompt (>), type **SCRIPT** and press **RETURN**.
3. When prompted, enter the slot number (1-7) in which your printer card is installed. (On an Apple IIc, IIc+, and IIgs, the slot number is the printer port number, which is usually 1.)
4. To stop the transcript, type **UNSCRIPT** and press **RETURN**. You may use **SCRIPT** and **UNSCRIPT** as often as you desire.

## VI. Saving a Story Position

It is best to use a separate disk(s) for your saves. The disk must be formatted using **ProDOS**. Saves can be as large as 30K, so you should have two or three formatted disks on hand as you play the story.

#### To SAVE a story position:

1. At the story prompt (>), type **SAVE** and press **RETURN**. The following message will appear:

Insert save disk and enter full pathname for the save.

Press "?" to see a list of online volumes.

Current pathname is:

The first line of the message reminds you to use the standard **ProDOS** pathname format (see **Note** at the end of this section) to direct your save to the proper disk.

The second line informs you that you can get a list of the volumes (volume is another name for disk) in your disk drives by pressing the ? key.

The third line shows the default pathname, which is usually the name of your previous save. If you're starting a story, the default name will be blank (as shown above).

2. Using the **Delete** key, erase the default file name (the last part of the pathname).

You should only change the disk or subdirectory name (see **Note** below) when you want to make a save to some other disk or subdirectory. This is most likely to happen when you switch to a new save disk because the one you are using is full.

To use the default pathname just press **RETURN**. You can abort the save procedure at any time by pressing the **esc** key.

3. Type in a new file name and press **RETURN**. Your story position will be saved. If a file with the same name already exists on your save disk, you will first be asked if you want to overwrite it.

**Note:** A pathname must begin with a slash (/), and each part of the pathname must be separated by a slash. The first part of a pathname is always the volume name of a disk (the disk usually gets its name when you format it). That is followed in some cases by a subdirectory name, and then the file name. For example, **/SAVEDISK/KITCHEN/LINGUINE** would specify a save made onto a disk named **SAVEDISK** in the subdirectory named **KITCHEN**, and into a file named **LINGUINE**.

## VII. Restoring a Saved Story Position

1. At the story prompt (>), type **RESTORE** and press **RETURN**. A message displaying your last save will appear.
2. If you want to restore the displayed save, just press **RETURN**. To restore a different save, delete the pathname currently being displayed, then type in the full pathname of the save you wish to restore, using the format discussed in the **Note** of the previous section.

## VIII. Troubleshooting

If the story fails to load properly, or if SAVE, RESTORE or SCRIPT fails: Check each of the following items. If none of these offers a solution, consult your dealer for assistance.

1. Make sure all connections are secure and all power switches are turned on.
2. Inspect all disks for any visible damage.
3. For SAVE/RESTORE, make sure you have typed in the correct pathname.
4. Make sure all disks are inserted correctly and all drive doors are closed.
5. Make sure your save disk is not write-protected.
6. Make sure your save disk has been formatted properly. As a last resort, try a different disk.
7. Turn your computer off and then back on; now restart the story and try again. The problem may only be momentary.

If all else fails, you can call our Infocom Technical Hotline at (617) 576-3190. Please note that this number is for *technical problems only*; not hints.

### If you receive an error message:

Boot the original story disk and type \$VERIFY at the initial prompt (>). The story will check each disk, intermittently asking you to insert a new side. In about five minutes, a message will appear.

1. If the message indicates the disk is good, you can be sure it has not been damaged and the problem is with your hardware. It is also possible the program contains a bug. If you suspect this, call our Technical Hotline number.

2. If the disk is bad, you'll be told what part of the disk is bad and where that file is located. This reply indicates either hardware trouble or disk damage. Repeat the \$VERIFY process several times. Also try \$VERIFY on another computer (such as your dealer's). If the procedure ever indicates the disk is good, the problem is in your hardware.

If you get a negative message on more than one computer, the disk has most likely been damaged. Please return the *disk only* to Infocom for testing. (Check the warranty information in your instruction manual to find out about fees.) Send it in a disk mailer to:

Infocom  
125 CambridgePark Drive  
Cambridge, MA 02140  
Attn: Customer Support

### Obtaining 3 1/2" disk versions:

If your system does not include a 5 1/4" disk drive, and the package does not include a 3 1/2" disk, Infocom will provide a 3 1/2" version of the story. Send your original story disks, a note requesting 3 1/2" versions, and a check or money order for \$10 (US) to the above address.

# INFOCOM™

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