

# Commodore 128™

This booklet tells you how to run your Infocom story on your computer, and provides a few other handy bits of information.

## I. What You Need

### Required

- Commodore 128
- One 1541 or 1571 Disk Drive (or equivalent)
- An 80 column monitor

### Optional

- One or more blank formatted disks (for SAVEs)
- An 80-column serial line printer (for SCRIPTing)
- A second 1541/1571-compatible disk drive (for convenience with SAVEs)

## II. Loading the Disk

Depress the 40/80 column switch on your computer, turn on the drive(s), the monitor and the printer. Then insert side 1 of the story disk into drive #8 and turn on the computer. The story will automatically load. After about 4 minutes you will see a message asking you to insert side 2 into the drive. Remove the story disk, flip it over and reinsert it into the same drive. Press RETURN to complete the loading process. You will not need to flip the disk again unless you reboot or use the RESTART command. If nothing appears after flipping the disk consult the Troubleshooting Section.

## III. Talking to the Story

Whenever you see a prompt (>), the story is waiting for your command. You may type up to one line of text at a time. If you make a mistake, use the INST/DEL key to erase it. Press the RETURN key when you are finished typing. The story will respond and the > prompt will reappear.

If a description will not fit on the screen all at once, the word [MORE] will appear in the bottom left corner. Press the space bar after reading the screen to view the rest of the description.

## IV. Saving a Story Position

**WARNING:** Disks used for SAVE and RESTORE are maintained in a special format and should not be used for any other purpose. Files of any other kind stored on the disk will be erased by the SAVE command.

You need a blank, formatted disk to save your position in the story. Refer to the documentation provided with your disk drive for information on how to format disks. The number of SAVEs possible on a disk varies from story to story, averaging around 4 or 5. Each SAVE position is assigned a number from 1 to the maximum number of SAVEs for that story (i.e. 1-4). You must specify a position number each time you use the SAVE command, and you overwrite any position previously saved with that

number. You must use a different number for each position that you want to SAVE.

1. To SAVE your current position, type SAVE at the > prompt. The message

**Save Position**

**Position 1-4 (Default is 1):**

will appear. Type a number from 1 to 4 to tell the story which SAVE position to use, or simply press RETURN to use the default position.

2. Next, you'll see

**Drive 8 or 9 (Default is 8):**

Select the drive that will contain the SAVE disk, or press RETURN to use the default drive.

3. You will now see

**Position 1; Drive #8.**

**Are you sure? (Y/N):**

If the position and drive shown are correct, press the "Y" key. Otherwise, press "N" and repeat steps 1-3 above.

4. The story will prompt you to  
**Insert SAVE disk into Drive #8.**

**Press [RETURN] to continue.**

Insert your formatted SAVE disk into the indicated drive and press the RETURN key. The disk will spin for a minute or two as your story position is being saved.

5. Now you will see the prompt

**Insert Side 2 of the STORY disk into Drive #8.**

**Press [RETURN] to continue.**

Make sure that side 2 of the story disk is inserted into drive #8 and press the RETURN key. If you save to drive #9 this step will be skipped. If all is well, you'll see the message  
**Okay.**

If you receive an error message, or the game responds with  
**Failed.**

consult the Troubleshooting Section of this booklet.

You may now continue the story. You can use the SAVE disk and the RESTORE command to return to this position at any time.

## V. Restoring a Saved Position

To restore a previously saved story position, type RESTORE at the > prompt. Then follow the steps in Section IV, above.

## VI. SCRIPTing

SCRIPTing is an optional feature which is not needed to complete a story and may not be available with certain hardware.

If you have an 80-column line printer that connects to the serial extension port on the back of your disk drive, you may make a transcript of your story as you go along.

1. Connect the printer to the serial extension port on the back of your disk drive.

2. Turn on the printer and set it on-line. Then turn on your disk drive(s) and computer.

3. Load the story disk as described in Section II.

4. To begin the transcript at any time type SCRIPT at the > prompt. To stop the transcript, type UNSCRIPT. SCRIPT and UNSCRIPT may be used as often as desired for as long as the printer is left on-line.

## VII. Troubleshooting

A. If the story fails to load properly, if SAVE, RESTORE or SCRIPT fails, or if you receive an error message, check each of the following items. If none of these offers a solution, consult your dealer for assistance.

1. Make sure all connections are secured and all power switches are turned on.

2. Inspect all disks for any visible damage.

3. Make sure each disk is in the proper drive. The story disk can only be run from drive #8. For SAVE/RESTORE make sure that you have specified the correct drive number for the SAVE disk and that you have replaced the story disk in drive #8 before proceeding with the story.

4. Make sure all disks are inserted correctly and all drive doors are closed.

5. When saving a story position, make sure the write-protect notch on the edge of the SAVE disk is not covered. Also make certain the SAVE disk has been formatted properly. As a last resort, try a different SAVE disk.

6. If you have problems loading the game and you have 1571 drives, it may be necessary to enter a one-line BASIC command found on page 5 of your 1571 owners manual to put you in 1541 mode:

**OPEN 1,8,15, "U0>M0"**

NOTE: 0 is the numeral.

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

If all else fails, call the Infocom TECHNICAL HOTLINE at (617) 576-3190. Please note that this number is for **technical problems** only, not hints.

B. If you receive an error message, follow this procedure: Boot the story disk and start the story. When the > prompt appears, type \$VERIFY. Follow the instructions on the screen. The disk will spin for several minutes and a message similar to one of the following will appear.

1. DISK CORRECT. The disk has not been damaged, the story data is intact. This may indicate a problem with your hardware (usually the disk drive). It is also possible that the story program contains a bug. If you suspect a bug, call the Infocom Technical Hotline at the number above.

2. FAILED or INTERNAL ERROR. This reply indicates either hardware trouble or disk damage. Repeat the \$VERIFY process several times. Also try to \$VERIFY the disk on another computer system (such as your dealer's). If the story ever replies DISK CORRECT, the problem is in your hardware.

If you repeatedly receive an error message with more than one computer, the disk is probably damaged. Please return the **disk only** to Infocom for testing.

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**INFOCOM™**

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