Interactive Fiction Reference Card for the

APPLE® II

I. What You Need

Required

☐ Apple II (all versions) or Apple III in Apple II emulation mode
☐ 48k bytes of RAM
☐ One 16-sector disk drive

Optional

☐ One or more **blank** formatted disks (for SAVEs)
☐ Language Card or 16k RAM board (for faster execution)
☐ Printer (for SCRIPTing)
☐ Second disk drive (for convenience with SAVEs)

II. Loading the Disk

Turn off your Apple. Insert the master story disk in Drive 1 and turn on the computer. If you have an autostart ROM, the story will automatically load. If you do not have an autostart ROM, you will see a grid pattern and the asterisk prompt. Type 6, hold down the CTRL key and press P, release them both and press RETURN. The disk drive will spin and the story will load. If nothing appears on your screen, consult the Troubleshooting section.

III. Making a Backup Copy

In accordance with the licensing agreement in your package, you should make a backup copy of the story disk for your personal use. You can use the COPY A utility on your DOS 3.3 disk to make the copy. Put the original away in a safe place and use the copy as your regular play disk.

IV. Talking to the Story

Whenever you see the prompt (>), the story is waiting for you to enter a command. If your screen is set to display 40 columns you may type in two full lines of text at a time. If it is set to 80 columns you may type in one full line of text. If you make a mistake when entering a command, use either the left-arrow or delete key to erase the error. After you have entered your commands, press the RETURN key. The story will respond and the prompt (>) will reappear.

If a description will not fit on a screen all at once, [MORE] will appear at the bottom left of the screen. After reading the screen, press the space bar to see the rest of the description.

V. The Status Line

At the top of the screen, you will see a status line. This line is updated after every move to show your current location in the story. Depending upon the story, it may also show other information:

Score

In stories that keep score, such as the ZORK® underground adventures, the right side of the status line will show something like this:

SCORE: 245/920

The first number is your score and the second is the total number of moves you have made. In the example above, you have 245 points in 920 moves.

Time

In stories that keep track of the time, such as the mystery thriller DEADLINE™, the right side of the status line will look something like this:

TIME: 9:22 a.m.

This shows the current time of day in the story.

VI. SCRIPTing

The SCRIPT function is an optional feature which is not needed to complete the story and may not work with certain hardware.

If the SCRIPT command works with your hardware, you may make a transcript of the story as follows:

1. Connect the printer and turn it on. Make sure it is on-line.

2. Load the master disk as described in Section II.

3. Type SCRIPT to start the transcript. You can do this at any point in the story. Do not type SCRIPT if the printer is not connected or if it is turned off (the story will lock up and you will have to start over).

4. A message will appear asking you to enter the slot number (1-7) in which your printer card is installed. Do not enter a slot number unless a printer card is in the slot.

5. Type UNSCRIPT to stop the transcript. The SCRIPT and UNSCRIPT commands may be used as often as desired as long as the printer is left on-line.

VII. Saving a Story Position

Warning: The disk used for SAVE and RESTORE is maintained in a special format and should not be used for any other purpose. Files of any other kind stored on the SAVE disk will be destroyed by the SAVE command.

You need a blank formatted disk to SAVE your positions. You may save up to eight positions per SAVE disk and RESTORE them in any order. To save more than eight positions, you must use a new disk. Each position is assigned a number from 0 to 7. You specify a position number (0 to 7) each time you use the SAVE command, and you overwrite anything previously saved with that number. You must use a different number for each position you wish to save.

To save your current position, type SAVE at the prompt (>) and press RETURN. You will now see the following:

SAVE POSITION
POSITION 0-7 (DEFAULT IS 0) >

1. Before you insert the SAVE disk, you must specify which position on the disk you will use. There are two ways to do this. You can either type a number from 0 to 7 and then press RETURN, or you can just press RETURN in which case the default (which is 0 in the above example) will be chosen. You will then see:

DRIVE 1 OR 2 (DEFAULT IS 1) >

If you have only one disk drive*, proceed as follows:

2. Type 1 or RETURN to copy to the disk in drive 1. You will then see:

SLOT 1-7 (DEFAULT IS 6) >

NOTE: Apple IIc owners will not see this message.

3. Press RETURN to copy to a drive connected to slot 6. Now you will see:

POSITION 0, DRIVE #1, SLOT 6.
ARE YOU SURE? (Y/N) >

If any part of the information is incorrect, press N to repeat from Step 1. If the information is correct, press Y.

You should now proceed according to the message prompts that will appear on the screen. If you follow the prompts correctly you will finally see:

OKAY, DONE

If you see:

FAILED

consult the Troubleshooting section.

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

VIII. Restoring a Saved Position

To restore a previously saved position, type RESTORE at the prompt (>). Then follow the steps in Saving a Story Position (Section VII).

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*If you have more than one disk drive, disregard the message prompts that appear after step #3. It will be more efficient to leave your story disk in drive #1 and insert your SAVE disk into another drive. Use slot and drive numbers in steps 2 and 3 which correspond to the drive you will make your SAVEs to.

IX. Initializing Storage Disks

Storage (SAVE) disks are made using the standard Apple disk initialization procedures. See either Apple's "Disk Operating System Manual" (DOS 3.3) or the "Apple Pascal Reference Manual" for detailed instructions.

X. Troubleshooting

A. If the story fails to load properly, or SAVE/RESTORE 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 secured and all power switches are turned on.

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

3. Inspect all disks for any visible damage.

4. Make sure each disk is in the proper drive. The master story disk may be run only from the main drive. For SAVE/RESTORE, make sure that you have typed in the correct drive and slot numbers for the SAVE disks.

5. For SAVE problems, make sure the disk is not write-protected.

6. Also for SAVEs, make sure the SAVE disk has been initialized properly. As a last resort, try a different disk.

7. If you have turned off the Apple or have pressed the RESET key, follow the instructions for loading the disk.

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

If all else fails, you can 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, run the following procedure.

After booting the disk and receiving an initial screen, type $VERIFY. The disk will spin for a minute or less and a message similar to one of the following will appear:

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

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

If you repeatedly get an internal error message on more than one computer, the disk has most likely been damaged. Please send the **disk only** to Infocom for testing.

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