

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 connected to a parallel, serial, or communications card (for SCRIPTing)
- Second disk drive (for convenience with SAVEs)

II. Loading the Disk

1. Turn off the power to your Apple and open the disk drive door(s).
2. Insert the master story disk in Drive 1 and close the drive door.
3. Turn on your computer. If you have an autostart ROM, the disk drive will automatically spin the disk. 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 the disk and the program will load.

4. If you have an Apple IIe with the 80 column card in slot 3, you will be asked whether you want the 80 column output. Answering "Y" will give you 80 columns and "N" will give you 40 columns.

5. If nothing appears on your screen, see the Troubleshooting section.

III. Talking to the Story

Whenever you see the prompt (>), the story is waiting for your commands. You may type up to two full lines of text at a time. If you make a mistake, use the left-arrow key to erase the error. When you have finished typing your commands, press the RETURN key. The story will respond and then the prompt (>) will reappear.

If a description will not fit on the 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.

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IV. 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 a 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 the following:

TIME: 9:22 AM

This shows the current time of day in the story.

V. SCRIPTing

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

If the SCRIPT command works with your hardware configuration, you may make a transcript as you go along:

1. Connect the printer to your parallel, serial, or communications card.
2. Turn on the printer.
3. Load the master disk as described in Section II.
4. To start the transcript at any time, type SCRIPT at the prompt (>). Do not type SCRIPT without the printer present.
5. Now you will be asked which slot holds the printer card. Input a number from 0 to 7. Do not input a slot number unless a printer card is in the slot.
6. To stop the transcript, type UNSCRIPT.
7. SCRIPT and UNSCRIPT may be used as often as desired as long as the printer is left on-line.

VI. 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 different positions on a blank disk and RESTORE them in any order. 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 (>). After you press the ENTER key, you'll see the following:

PLEASE INSERT SAVE DISKETTE,
POSITION (0-7): (DEFAULT=0)

1. Before you insert the SAVE disk, type a number from 0 to 7 to specify which position on the SAVE disk you will use. (Alternatively, you may press the RETURN key to tell the game to use the default, which in this case is 6.) You'll then see:

SLOT (1-7): (DEFAULT=6)

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

*If you have more than one disk drive, follow the above procedure, but omit the steps numbered 4, 6, and 7. Use the appropriate slot and drive numbers in steps 2 and 3 for the disk drive that you use in step 5.

2. Press RETURN to copy to a drive in Slot 6. You'll then see:

DRIVE (1-2): (DEFAULT=2)

3. Type 1 to copy to the disk in Drive 1. Now you'll see the message:

—PRESS 'RETURN' KEY TO BEGIN—

4. Before you press anything, remove the master disk from the disk drive.

5. Insert the SAVE disk and close the drive door. (To prepare the SAVE disk, see Section VIII.)

6. Now press the RETURN key to begin. The disk will spin for ten seconds or less, then this will appear:

PLEASE RE-INSERT GAME DISKETTE,
—PRESS 'RETURN' TO CONTINUE—

7. Remove the SAVE disk from the drive and insert the master disk again. Close the drive door.

8. Press the RETURN key. If all is well, you'll see:

OK

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 another time.

VII. Restoring a Saved Position

To restore a previously saved position, type RESTORE at the prompt (>). Then follow steps 1 to 8 for Saving a Story Position (Section VI).

VIII. 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.

IX. Troubleshooting

A. If the disk fails to load properly or SAVE/RESTORE fails, check each of the following items. If none of these offers a solution, call your Apple dealer for assistance.

1. Make sure that your Apple and disk drive(s) are plugged in and connected properly, and that everything is turned on.
2. Make sure that all disks are inserted correctly, and that all drive doors are closed.
3. Inspect the disks carefully for any visible damage.
4. Make sure each disk is in the proper drive. The master disk may only be run from the main drive. For SAVE/RESTORE, make sure you have typed the correct drive and slot numbers for the SAVE disk.
5. For SAVES, make sure the SAVE disk is not write-protected (there should be nothing covering the notch on the side of the disk).
6. Also for SAVES, make certain 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 only be 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.

B. If you receive an error message, run the following procedure:

After loading the disk and receiving an initial screen, type \$VERIFY. The disk will spin for 60 seconds, 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 that 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 process 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 with more than one computer, the disk has most likely been damaged. Please send the disk only to Infocom for testing.

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