

## Interactive Fiction Reference Card for the

# ATARI® XL/XE

### 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 or more blank, formatted disks (for SAVES)
- An 80-column serial line printer (for SCRIPTing)
- A second Atari-compatible disk drive (for convenience with SAVES)

### II. Loading the Disk

1. Turn off your computer and remove all cartridges.
2. Turn on the power to your disk drive(s).
3. Insert Side 1 of the story disk into Drive #1 and close the drive door.
4. Turn on your computer. The disk will spin for a few moments and the following message will appear:

The story is loading. . . .

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

#### **WARNING**

**DO NOT turn disk drive power on or off with disk in drive. DO NOT remove or replace disk while busy light is on. Any of these actions will damage disk and void warranty.**

5. After about 20 seconds, you will be prompted with the message:

Insert Side 2 of the STORY disk into Drive #1.

Press [RETURN] to continue.

Remove the story disk, flip it over and reinsert it into Drive #1. You will not need to flip the disk again unless you reload or use the RESTART command.

6. Press the RETURN key to complete the loading process.

7. If nothing appears on your screen, or if you receive an error message, something is wrong. Refer to the Troubleshooting section for help.

### III. Talking to the Story

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

Certain keys (such as the cursor controls) have been disabled. You will hear a "boop" sound if you accidentally touch one of these keys. You will also hear the "boop" if you try to type more than two lines of text at a time, or if you try to backspace past the beginning of a line.

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. The Status Line

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

### Score and Moves

In stories that keep a score, such as the ZORK® underground adventure trilogy, the right side of the status line will look something like this:

**SCORE: 245/920**

The number on the left is your score. The other number tells how many moves you have made since the beginning of the story. In the above example, you have earned 245 points in 920 moves.

### Time

In stories that keep track of 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 in the story.

## V. 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 (see Section VIII). You may SAVE up to five different positions on a blank disk and RESTORE them in any order.

Each SAVE position is assigned a number from 1 to 5. 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 screen will clear and you'll see:

**Save Position  
Position 1-5 (Default is 1) >**

Type a number from 1 to 5 to tell the story which SAVE position to use, or simply press RETURN to use the default position.

2. Next, you'll see:

**Drive 1 or 2 (Default is 1) >**

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 #1.  
Are you sure? (Y or 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 in Drive #1.  
Press [RETURN] to continue.**

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

5. Now you will see the prompt:

**Insert Side 2 of the STORY disk into  
Drive #1.**

**Press [RETURN] to continue.**

Make sure Side 2 of the master story disk is inserted into Drive #1 and press the RETURN key. 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.

## VI. Restoring a Saved Position

To restore a previously saved story position, type RESTORE at the prompt (>). Then follow steps 1-5 in Section V for SAVE.

## VII. SCRIPTING

SCRIPTING is an optional feature which is not needed to complete a story and may not be compatible 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.  
3. Load the story disk as described in Section II.

4. To begin the transcript at any time, type SCRIPT at the prompt (>).

5. To stop the transcript, type UNSCRIPT.  
6. SCRIPT and UNSCRIPT may be used as often as desired for as long as the printer is left on-line.

## VIII. Formatting SAVE Disks

Blank disks must be formatted before they can be used to SAVE your story positions. Refer to the documentation provided with your disk drive for information on how to format disks.

## IX. Troubleshooting

A. If the story refuses to load properly, if SAVE/RESTORE fails, or if you receive an error message, check each of the following points:

1. Make sure your computer and disk drive(s) are connected properly and everything is turned on.
2. Make sure the disk is inserted correctly into the drive slot and the drive door is closed.
3. Inspect the story disk and SAVE disk(s) carefully for visible damage.
4. Make sure each disk is in the proper drive. The story disk can only be run from Drive #1. For SAVE/RESTORE, make sure that you have specified the correct drive number for the SAVE disk, and that you have inserted Side 2 of the story disk into Drive #1 before proceeding with the story.
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. 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.

B. If you receive an error message, try the following procedure. After loading the story and receiving the initial prompt (>), type \$VERIFY. After a few moments, the story will prompt you to

Insert Side 1 of the STORY disk into Drive #1.

Press [RETURN] to continue.

Flip the story disk, re-insert it into Drive #1 and press RETURN. After a few moments, you will be asked to

Insert Side 2 of the STORY disk into Drive #1.

Press [RETURN] to continue.

Flip the disk again and press RETURN. 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 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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