Interactive Fiction Reference Card for the

COMMODORE 64™ / 128™

I. What You Need

Required

☐ Commodore 64 or 128 Computer
☐ One 1541 Disk Drive (or equivalent)

Optional

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

II. Loading the Disk

1. Turn on the power to your computer. Then turn on your disk drive(s). Then turn on your printer.

2. Insert the master story disk into Drive #8 and close the drive door.

3. Under BASIC's "READY" prompt type

LOAD "STORY",8 [RETURN]

4. When the "READY" prompt reappears, type

RUN [RETURN]

5. After a few moments you will see

Loading from a Commodore 1541 Disk Drive? (Type Y or N)

Press the "Y" key only if you are using a Commodore 1541 as your main disk drive (device #8). Otherwise, press the "N" key. The message

The story is loading . . .

will appear on your screen, and the story will load and begin in about two minutes.

6. If nothing appears on your TV screen or monitor, 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 INST/DEL key to erase it. Press the RETURN key when you are finished typing. The story will respond and the > prompt will reappear.

A clicking sound has been added to the keyboard to make typing easier. Use the volume control on your TV set or monitor to control the level of the clicks. 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. This line is updated after every move to show your current location in the story. Depending upon the story, the status line may also provide other information:

Score

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 example above, 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 AM

This indicates 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 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 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 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 #8.
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 STORY disk in Drive #8.
Press [RETURN] to continue.

Make sure the master story disk is inserted into Drive #8 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 above for Saving a Story Position (Section V).

VII. 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 master 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. Initializing 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 master story disk and SAVE disk(s) carefully for visible damage.

4. Make sure each disk is in the proper drive. The master 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 master story disk in Drive #8 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 an initial > prompt, type $VERIFY. The disk will spin for several minutes, and a message similar to one of the following will appear.

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.

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.