Interactive Fiction Reference Card for the

IBM **Personal Computer**

I. What You Need

Required

☐ IBM Personal Computer

☐ 48K bytes of RAM

☐ One 5¼ inch disk drive

☐ Any IBM-compatible display (80 or 40 column)

Optional

☐ A **blank**, formatted disk (for a backup copy)

☐ One or more **blank**, formatted disks (for SAVEs)

☐ Parallel printer connected to parallel printer adapter on monochrome display card (for SCRIPTing)

☐ Second disk drive (for convenience with SAVEs)

II. Loading the Disk

1. Insert the master story disk in Drive A and close the drive door.

2. If your machine is turned off, turn on the power switch. The disk drive will spin the disk and the program will load.

3. If your machine is already turned on, simultaneously depress the CTRL, ALT, and DEL keys. The disk drive will spin the disk and the program will load.

4. If nothing appears on your screen within 30 seconds, something is wrong. (See the Troubleshooting section.)

5. If you have a color card selected as the display device, you will be asked whether you want color output to your monitor. Typing a "Y" will indicate that color is desired, otherwise the output will be in black and white.

III. Making a Backup Copy

You are encouraged to make a backup copy of the master story disk for your personal use in case the master disk becomes unusable. You need a blank, formatted disk to make a backup copy. Neither the master disk nor the blank disk should be write-protected while you're making the backup copy; therefore, remove the metallic write-protect sticker from the master disk before starting. Once you've made the backup copy, both the master and the backup disks must be write-protected to protect against accidental erasure.

If you have not yet made a backup copy, the master disk will ask whether you wish to do so as it loads. Typing a "Y" to the question will start the procedure. On systems with two or more disk drives, you will be prompted to place the master disk in Drive A and the blank backup disk in Drive B. Hit any key after the two disks are in place. On single drive systems, you will be prompted alternately to insert the master and backup disks into the disk drive. This may happen as many as a dozen times before the backup disk is done.

When the procedure is finished, a message will appear and the program will finish loading. If the backup fails, consult the Troubleshooting Section.

IV. Talking to the Story

Whenever you see the prompt (>), the story is waiting for your commands. You may type 80 characters at a time. If you make a mistake, use the left-arrow (backspace) key to erase the error. When you have finished typing in your commands, press the ENTER 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, strike any key to see the rest of the description.

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. To start the transcript at any time, make sure the printer is ready. Then type SCRIPT at the prompt (>).

2. To stop the transcript, type UNSCRIPT.

3. SCRIPT and UNSCRIPT may be used as often as desired.

4. If the printer is not ready for any reason (power off, paper out, etc.), or if your printer is not compatible with the program, you will get the message:

*Printer not ready: Abort or Retry?

To abort scripting (thereby not making a transcript), type the letter A. Otherwise, correct the problem (turn the printer on, add paper, etc.) and type the letter R.

VI. 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   Moves: 920

or

S: 245   M: 920

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

Time

In stories that keep track of the time, such as the myster 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.

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 ten different positions on a blank disk and RESTORE them in any order. Each position is assigned a number from 0 to 9. You specify a position number (0 to 9) 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 want to save.

To save your current position, type SAVE at the prompt (>). After you press the ENTER, key, you'll see the following:

Type backspace to abort
Position (0-9):   (default=0):

1. Type a number from 0 to 9 to specify which position on the SAVE disk you want to use. Alternatively, you may press the ENTER key to use the default, which in this case is 0. You'll then see:

Disk drive (A-D)   (default=B):

2. Type a letter from A to D to specify which disk drive to use. Alternatively, you may press the ENTER key to use the default, which in this case is B. You'll then see the message:

Insert SAVE disk, hit any key to begin:

3. Insert the SAVE disk in the selected drive and close the drive door. Strike any key to start the SAVE. The disk will spin for about 5 seconds.

4. If you are saving to Drive A (usually on single-drive systems), you'll see this message:

Insert game disk, hit any key to go on:

Remove the SAVE disk from the drive and insert the story disk again. Close the drive door and strike any key.

5. 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.

The defaults for disk drive and position number are updated to reflect the drive and position last selected. The initial default position is "0" and the initial default drive is "A" for single-drive systems and "B" for multi-drive systems.

VIII. Restoring a Saved Story Position

To restore a previously saved position, type RESTORE at the prompt (>). Then follow steps 1 through 5 for Saving a Story Position (Section VII).

IX. Initializing SAVE Disks

Storage (SAVE) disks are made using the standard IBM Personal Computer disk formatting procedures. Refer to your Disk Operating System manual for complete instructions.

X. 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 colmputer dealer for assistance.

1. Make sure that your IBM Personal Computer 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 story disk will run only from Drive A. For SAVE/RESTORE, make sure you have typed the correct drive and position 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 that the SAVE disk has been initialized properly. As a last resort, try a different disk.

7. If you have turned off your IBM Personal Computer, 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 about one minute, 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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