Interactive Fiction Reference Card for

IBM®/MS-DOS® 2.0

This booklet tells you how to install your Infocom story on your computer, and provides a few other handy bits of information.

Note: This Infocom story is not self-booting.

I. What You Need

Required

☐ Computer running MS-DOS or PC-DOS, (version 2.0 or higher)
☐ 96K bytes of RAM
☐ Blank diskette (for your play diskette)

Optional

☐ Printer (for SCRIPTing)
☐ Blank, formatted diskette (for SAVEs)

II. Preparing Your Diskette

One or Two Drive System

1. First insert your DOS diskette in drive A (or your only drive) and turn on your computer.

Type: FORMAT B:/S (press RETURN)

When the system prompts you to insert a diskette for drive B, remove the DOS diskette from the drive, replace it with a blank diskette, and press any key (if you have 2 drives, place the blank diskette in drive B and press any key).

2. After the diskette is formatted, type N when the computer asks "Format another (Y/N)?" Next, remove the diskette and label it "(story title) Play Diskette."

3. PCjr users who want to run in 80 column mode should now insert the DOS diskette and issue the MODE 80 command.

4. Insert the original story diskette into the drive A (or your only drive), your play diskette into drive B, and

Type: INSTALL (press RETURN)

At this point the INSTALL program will run. Follow the screen prompts as they apply to your computer system.
NOTE: You may exit from the INSTALL program at any point by holding down the CTRL key and pressing the C key once, then typing Y to the question, "Terminate the batch job (Y/N)?"

Hard Drive System

1. Turn on the computer. Wait for DOS to load.

2. Insert the original story diskette into the diskette drive.

Type A: (press RETURN)

3. At the A> prompt,

Type: INSTALLH (press RETURN)

NOTE: If the drive designation for your hard disk is not C:, you must type in the designation when you run INSTALLH (e.g., INSTALLH F:).

The INSTALLH program transfers files from the original story diskette and places them in a directory named INFOCOM.

Any copy of your original story diskette may only be used in accordance with the licensing agreement found in your package.

III. Loading the Story

One or Two Drive System

1. Insert your play diskette into drive A and turn on the computer.

2. Press RETURN twice, or until you are at the drive prompt (>).

3. Type the title of the story (e.g., ZORK2) and press RETURN.

In a few moments the story will begin. If it fails to appear, consult the Troubleshooting Section.

Hard Disk System

1. Turn on the computer.
2. Type: CD\INFOCOM (press RETURN)
3. Type the title of the story (e.g., ZORK2) and press RETURN.

In a few moments the story will begin. If it fails to appear consult the Troubleshooting Section.

NOTE: If you have a color/B & W option (like a COMPAQ), the story may start up in either, depending on your computer's current setting. If you would like to start up in monochrome, issue the /M command (e.g., ZORK /M). See the Command Line Parameters section for future information.

IV. Talking to the Story

Whenever you see the prompt (>), the story is waiting for you to enter a command. If you make a mistake, use the backspace key to erase the error. After you have typed your command, 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 any key to see the rest of the description.

V. The Status Line

At the top of the screen is 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   MOVES: 920

The first number is your score and the second is the total amount 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 AM

This shows the current time of day in the story.

If your computer is not capable of displaying a status line, you can obtain your score and moves by typing SCORE, and the time by typing TIME.

VI. SCRIPTing

You can use the SCRIPT command to print out a transcript of your moves in the story. The SCRIPT function is an optional feature 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.

VII. Saving/Restoring Story Positions

A story position may be saved to any diskette drive. If you have a one or two floppy system, you will need a blank formatted diskette. (If you have a hard disk, you can optionally save the position onto a diskette.) To save a current story position, type SAVE. To return to a previously saved story position, type RESTORE.

After entering either of these commands, you will see a message similar to this:

Insert save diskette then enter file name. (Default is A:SUSPECT.SAV):

You can enter a file name for your story position, or use the default provided (e.g., SUSPECT.SAV). If you want the default name, just press RETURN. If all goes well,

the story will respond with something like this:

OK.

If it responds

FAILED.

consult the Troubleshooting Section.

The initial default file name (the one displayed the first time you type SAVE) is always "Story title".SAV. Whenever you enter a new file name, it becomes your default. For convenience, SAVE and RESTORE share the same defaults.

VIII. Troubleshooting Section

Getting Rid of Strange Characters

If your screen displays strange characters when you issue commands in the story, you should run the INSTALL program again to create a new play diskette (or directory). Before you run INSTALL, be sure that ANSI.SYS resides on the DOS diskette or somewhere on your hard disk.

Adjusting Your Screen Display

If your monitor has other than an 80 column display, you may need to readjust the screen display. When the story begins, look at the bottom of the screen. If the symbol **MORE** appears, press the space bar until the prompt (>) appears. If words are cut off at the end of a line, or if there are strange characters displayed and no status line across the top of your screen, then you must run the SETUP program to adjust the dimensions of your display screen.

From your display diskette (or directory)

Type: SETUP (press RETURN)

The SETUP program will ask you a few questions:

1. First, enter the number of columns you want displayed. Your computer might display a non-standard number of columns; check your computer's operations manual. You'll know the setting is wrong if words are being cut off.

2. Next, enter the number of lines. Most computers display 25 lines; check your operations manual. You'll know the setting is wrong if the story prompt (>) is not on the bottom line of the screen.

3. Finally, confirm your entries by typing Y, or type N to go back to the first question. When you type Y, you are ready to start the story.

Load, SAVE, RESTORE and Other Problems

If the story fails to load properly, or SAVE/RESTORE fails, check each of the following items. You should also check the Error Messages section that follows. If none of these offers a solution, consult your dealer for assistance.

1. Make sure all connections on your computer are plugged in, connected properly, and all power switches are turned on.

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

3. Inspect all disks for any visible damage.

4. For SAVE problems, make sure the save diskette is not write-protected. Also, make sure the diskette has enough room for a SAVE file.

5. Also for SAVEs, make sure the SAVE diskette has been formatted properly. As a last resort, try a different diskette.

6. 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.

If you are no longer able to enter anything from the keyboard, follow this procedure.

Reboot the diskette. When the initial screen is displayed, type $VERIFY at the prompt. The diskette will spin for a minute or less and one of the following messages will appear.

STORY CORRECT. The diskette has not been damaged and the data is intact. The problem may be with your hardware, probably the drive. It is also possible the program contains a bug. If you suspect a bug, call the Infocom Technical Hotline.

NO GOOD, BAD, etc. This is a story level reply that indicates the data on the diskette is unreadable. Repeat the $VERIFY process several times. Also try the $VERIFY on

another computer (such as your dealer's). If the game ever replies "Story CORRECT," the data is intact.

You may also receive DOS error messages when you run $VERIFY. The next section will detail these.

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

Error Messages

Here is a list of the common error messages that can appear during the story and methods for correcting them.

Beware of choosing ABORT as a solution, as this will return you to DOS and you will lose your position in the story.

1. Write protect error writing drive B, Abort, Retry, or Ignore?

Cause: You are trying to save to a write-protected diskette.

Solution: Remove the diskette, take off the write-protect tab, re-insert the diskette and press R to RETRY.

IMPORTANT: Do not remove the diskette and put in another diskette (a separate SAVE diskette for example). This action will destroy the SAVE diskette. If you want to save to a different diskette, type I and SAVE again.

2. Sector not found reading drive B, Abort, Retry, or Ignore?

Cause: The diskette in the drive is probably bad.

Solution: Retry the operation a number of times by typing R. If the error occurs at the start of the story or during play, you should try the $VERIFY routine. If the error occurs during SAVE/RESTORE, type I to ignore the error and replace the save diskette with a new diskette. Then enter the

SAVE command again to make sure it is completed successfully.

3. General error reading drive B, Abort, Retry, or Ignore?

Cause: The diskette in the drive is not formatted.

Solution: Use a new formatted diskette, and type R for RETRY.

4. Not ready error writing device PRN Abort, Retry, or Ignore?

Cause: This error occurs if you use the SCRIPT command and the printer is not properly connected and ready.

Solution: First check the connections to the printer and make sure it is turned on and on-line. Type R to Retry. If this does not work, the only alternative is to type A for Abort and be returned to DOS.

Command Line Parameters

If you are using an IBM or IBM-compatible computer, there are four special commands that can be issued when you load the story. They are all entered in the form

"title" /command—(e.g. ZORK 2 /C /W)

/C—selects the color output option, provided the computer is color compatible and it has a color monitor.

/M—allows you to choose monochrome output on a color monitor.

/P—re-initializes your printer. If you are using the PCjr with a thermal printer, this may get you going. If the story refuses to SCRIPT, type UNSCRIPT, SAVE your position and quit the story. Then you can load the story again with the /P command and try SCRIPT again.

/W—adjusts the way the status line (if you have one) is displayed. If your computer erases and redisplays the status line with each story command, use /W to constantly display the status line.

INFOCOM