INTERLOGIC™ Reference Card for the
DEC Rainbow™

I. What You Need

Required

- [ ] DEC Rainbow
- [ ] CP/M® -86/80
- [ ] Sufficient disk space for game

(between 75K and 150K bytes, depending upon the game)

Optional

- [ ] Printer (for SCRIPT)

II. Loading the Game

The game consists of two files, game.CMD and game.DAT, where "game" corresponds to the particular one you are playing. The two game files may be transferred to any convenient disk device. The necessary CP/M command for transferring the game files is PIP or COPY. These commands can be found in the Rainbow 100 User's Guide. Do not run the game from the original disk! This disk should be kept in a safe place for backup purposes.

To start the game, first select the drive containing the game as the logged disk (e.g., type "A:" and RETURN to select Drive A). Then type the name of the game (e.g., "ZORK1") followed by a RETURN. The disk should spin and the game will announce itself. If, after a reasonable amount of time, nothing happens, check the Troubleshooting section.

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III. Talking to the Game

Whenever you see the prompt (>), the game is waiting for you to type in your instructions. You may use the normal CP/M line-editing controls (BACKSPACE, control-X, etc.) to correct any typing errors. When you have finished typing in your instructions, press the RETURN key. The game will respond and then the prompt (>) will reappear.

IV. SCRIPTing

If you have a printer, you may make a transcript of the game as you play. Use the SCRIPT command to start the transcript and the UNSCRIPT command to end it. These commands may be used as often as desired at any time during the game as long as the printer remains on-line.

V. The Status Line

You will see a status line displayed at the top of your screen. This line is updated after every move to show your current whereabouts in the game. Depending upon the type of game, it may also show other information:

Score

In games 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

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

Time

In games that keep track of the time (e.g., 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 game.

VI. Saving/Restoring Game Positions

To save the current position, enter the SAVE command. To restore a previously saved game position, enter the RESTORE command. After issuing either command, you will be prompted with the following:

File name (default is game.SAV):

Enter a legal CP/M file specification terminated with a RETURN, or simply type a RETURN if the default is correct. If all is well, the game will respond:

Ok.

If it responds:

Failed.

consult the Troubleshooting section.

A SAVE file may be located on any disk device. The initial default SAVE file name, which will be used if you type only a RETURN at the first prompt, is game.SAV. This default is updated whenever a new name is entered. For convenience, SAVE and RESTORE share the same defaults.

VII. Troubleshooting

If the game fails to load properly, or SAVE/RESTORE fails, check each of the following items. If none of these offers a solution, consult your computer dealer for assistance.

1. Check to see that the diskette(s) was inserted correctly, and that the drive door(s) is closed.

2. Inspect the diskette(s) carefully for any visible damage.

3. Be sure that you have specified the proper file name. Note that the game.DAT file must always be on the logged drive.

4. For SAVE, be sure that the diskette is not full (i.e., there is room on it for the SAVE file). Also be sure that the diskette is not write-protected. Remember that the diskette must have been formatted prior to its use. As a last resort, try another diskette.

5. Try again: the problem may only be momentary.