

JAMES BOND 007™ GOLDFINGER

REFERENCE CARD

Macintosh™

Note: If you have two disk drives, use only the internal drive for all steps in loading, saving, restarting, or resuming a saved game.

Loading To load the game, follow these steps:

1. Turn on the computer.
2. Hold the **GOLDFINGER** disk by its label. Carefully slide the disk, label side up, into the disk drive.
3. Loading begins, the drive spins, and the title is displayed. You are asked:
Do you want to resume a saved game?
4. Click the mouse on No, if you want to start a new game. A new game will load automatically.

Click the mouse on Yes, if you want to continue a game that you saved previously. You will be asked to specify which of the games on a storage disk you want to resume. Follow the on-screen instructions to load your saved game.

Saving You can save up to nine games on a **STORAGE** disk. When you save, you assign the game a number (1-9). If you want to resume the game at a later time, you simply specify its number during loading.

Note: The first time you save, use a blank disk (or a disk with information you no longer want), and follow the on-screen instructions to format it as a storage disk.

To save:

1. When you see the →, type **SAVE** and press **RETURN**. You will be asked:
Would you like to **SAVE** this game?
2. Click the mouse on No, if you decide you'd rather continue the game without saving.
Click the mouse on Yes, to begin the save process. Follow the on-screen prompts to assign the game a number and complete the save.
3. When the save process is complete, simply follow the on-screen instructions to return to your game and continue playing when you see the prompt.

Formatting During the save process, you are prompted to remove the GAME disk and insert a STORAGE disk or a blank disk in the drive.

1. If you insert a blank disk that has not been formatted, or a disk with information you no longer want, you'll see this message:

Disk in drive is not a STORAGE disk. Would you like to make it a STORAGE disk?

2. Click the mouse on No, if you change your mind and do not want to format. Follow the on-screen instructions to go back to the game.

Click the mouse on Yes, to format the disk. Follow the on-screen instructions to complete the save process and return to the game.

Quitting Use the quit feature when you want to stop playing.

To quit:

1. When you see the →, type QUIT and press RETURN. You will be asked:

Would you like to QUIT this game?

2. Press N (No) to continue the game.

Press Y (Yes) to stop playing.

3. If you press Y (Yes), you will be asked:

Would you like to SAVE this game?

Press N (No) if you wish to QUIT without saving the current game.

Press Y (Yes) if you want to save the current game before you QUIT. See Saving section for details.

Restarting Use the restart feature if you are in the middle of playing and want to start a new game or resume a saved game.

To restart:

1. When you see the →, type RESTART and press RETURN. You will be asked:

Would you like to play again?

2. Press N (No) to continue in the current game.

Press Y (Yes) to begin the restart process.

3. If you press Y (Yes), you will be asked:

Do you want to resume a saved game?

4. Click the mouse on No, to start a brand-new game.

Click the mouse on Yes, to begin the resume process. Follow the on-screen instructions to select a saved game.

Printing You can print a running transcript of the game. The print feature is designed to work with any standard printer you may be currently using with your Macintosh computer. Your printer should be "on-line" or "selected."

To print:

1. When you see the →, type PRT and press RETURN. The game responds:

OK

Printing begins with your next move.

2. To stop printing, type PRT again and press RETURN.

Note: Printing stops automatically whenever play ends for any reason.

"Pull Down" Menu On the Menu Bar, at the top of the screen, is a pull down menu labeled OPTIONS. This gives you an alternative method by which to execute some of the basic game functions. You can type in the command at the game prompt, as you would normally converse with the program, or you can use the mouse to select and click on the desired command option. Either way, the results are the same.

Conversing with GOLDFINGER To enter your commands, questions, or responses, just type them in when you see the →. Then press RETURN.

If you make a mistake typing, use the left arrow key or the BACKSPACE key to back up and erase your error. Then retype your entry.

The standard commands appear in the book *An Introduction To Interactive Fiction*, enclosed in your GOLDFINGER package. There is no one else to count on out there, so you might want to take a little time to look it over.

Special additional commands, unique to GOLDFINGER, are listed below :

burn	get in/get out	put
climb	goodbye	putt
destroy	hello	restore
drive	kick	take off of
duck	kiss	take out of
extinguish	light	thank you
flip	look through	turn on/turn off
fly	press	type
	pull	wait
	push	who are you

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