

**Computer Novel
Construction Set™
Reference Card
for the
IBM PC**

by
Robin Computing, Inc.

What You Need

- IBM PC, PCjr.
- at least 128K bytes of RAM
- at least one disk drive
- any IBM-compatible monitor

Getting Started

The **Computer Novel Construction Set** provides you with a simple method for copying DOS onto your program disk.

For single drive systems:

Boot with your DOS disk (2.0 or higher is required). Type **B:SETUP** and hit **ENTER**. You will now be prompted to switch disks. When prompted to insert a disk into drive B, insert your **Computer Novel Construction Set** disk. When prompted to insert a disk into drive A, insert your DOS disk. A message will inform you when the system and command files have been transferred.

For multiple-drive systems:

Boot with your DOS disk (2.0 or higher is required) in drive A and your **Computer Novel Construction Set** disk in drive B. Type **B:SETUP** and hit **ENTER**. A message will inform you when the system and command files have been transferred.

The **Computer Novel Construction Set** disk will now boot automatically.

Special Keys To Use With The Story Maker:

Up Arrow	Moves the cursor up one line.
Down Arrow	Moves the cursor down one line.
Left Arrow	Moves the cursor to the left.
Right Arrow	Moves the cursor to the right.
Num Lock	Disables the above keys. If you are unable to use any of the above keys, press this key once.
Esc	Exits or skips the current function.
Del	The DELETE key is used to delete information.
Ins	The TRAVEL CONDITION key is used to add Travel Conditions.
←	The ONE-WAY key allows you to connect rooms in one direction only.
→	

When Entering Text

Home - Moves to the beginning of the text.
End - Moves to the end of the text.
PgUp - Scrolls up one page of text.
PgDown - Scrolls down one page of text.
Ctrl-LEFT - Moves one word left.
Ctrl-RIGHT - Move one word right.
Ctrl-D - Deletes one word.
Del - Deletes the current character.
Backspace - Deletes the previous character.

When Selecting From a List

Home - Highlights the first choice in a list.
End - Highlights the last choice in a list.
PgUp - Moves to the previous page in a list.
PgDown - Moves to the next page in a list.
Del - Deletes the highlighted field.

When Moving In The Command Grid

Home - Moves top left corner of the grid.
End - Moves to the bottom right corner of the grid.
PgUp - Moves to the previous page in the grid.

PgDn - Moves to the next page in the grid.

Ctrl-LEFT - Moves a screen to the left.

Ctrl-RIGHT - Moves a screen to the right.

Del - Deletes the link between a verb and an object.

Special Keys To Use With The Story Player:

F1	Toggles the "you are holding" window.
F2	Toggles the "you can see" window.
F3	Brings up the Score window.
F5	Makes the Room Window overlay other windows.
F7	Makes the Action Window overlay other windows.
F8	Makes the Event Window overlay other windows.
F9	Allows you to select story colors (see Changing Colors).
F10	Pauses the story and blanks the screen.

Commands That The Story Player Always Knows:

NORTH (N)	SAVE	SCORE	LOOK
SOUTH (S)	LIST	WAIT	
EAST (E)	RESTORE	AGAIN	
WEST (W)	RESTART	QUIT	

All of the programs in the **Computer Novel Construction Set** may be run from the DOS prompt. If your computer has the graphics adapter and no color monitor, type the text indicated in the NO COLOR MONITOR column.

Program To Run	What To Type	No Color Monitor
Main Menu	ACCESS	ACCESS BW
Story Maker	MAKE <storyfile >	MAKE <storyfile > BW
Story Player	PLAY <storyfile >	PLAY <storyfile > BW
Story Mapper	MAP <storyfile >	MAP <storyfile > BW
Story Coder	CODE <storyfile >	CODE <storyfile > BW
Story Packer	PACK <storyfile >	PACK <storyfile > BW

Copying A Story

If you would like to give a copy of your story to a friend, follow these steps:

For single-drive systems:

At the DOS prompt, insert your **Computer Novel Construction Set** disk in drive A and type **COPY PLAY.EXE B:**. When prompted to insert a disk into drive B, insert a formatted disk. A message will inform you when the Story Player has been copied. Now transfer your story by inserting the **Computer Novel Construction Set** disk and typing **COPY <storyfile > *B:**. When prompted to insert a disk into drive A, insert the disk that contains your story files. When prompted to insert a disk in drive B, insert your formatted disk. A message will inform you when the files have been transferred.

For multi-drive systems:

Insert your **Computer Novel Construction Set** disk into Drive A and a formatted disk into drive B. Now type **COPY PLAY.EXE B:** and the Story Player will be copied. Now type **COPY <storyfile > * B:** and your story files will be copied.

To play the story from the new disk, boot with your DOS disk and remove it. When you see the A > prompt, insert the new disk and type **PLAY**. When prompted to enter a story to play, enter the story name.

Changing Colors:

STORY MAKER:

Select Colors from the Extras Menu and simply choose the color combination you prefer.

STORY PLAYER:

To change the colors used while playing a story, press **F9**, use the Arrow Keys to select a color, enter the first letter of the name of the window you want to change and the color will be changed.

Technical Notes

- Maximum size for a single message is about 1000 characters.
- Never edit your story files with a text editor.
- You must have the **Computer Novel Construction Set** disk in drive A when loading the Story Maker.
- If you approach 100% memory usage while making a story, do not use the Main Menu. Run the Story Maker directly from the DOS prompt. This allows you to make a bigger story.
- A story consists of two files, a message file which has the file extension .MES (i.e. missile.mes) and a data file which has the file extension .DAT (i.e. missile.dat).
- If you SAVE a situation, while playing a story, you create a file with an extension .SV1 (if you saved under number 1, missile.sv1).

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