TimeQuest™
Reference Card
for the
Apple IIe and IIc Computers

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I. What You Need

- Apple IIe or IIc computer
- 128K bytes of RAM
- 80 column card
- One disk drive
- Any Apple-compatible monochrome monitor or RGB monitor with RGB interface
  (NOTE: IIe users must have the disk controller card in slot 6.)

II. Loading The Game

1. Insert the disk labeled **Program Disk** into the disk drive and close the door.
2. If your computer is turned off, turn the power switch on.
3. If your computer is already on, simultaneously press the **Control, Open Apple,** and **Reset** keys.
4. At appropriate times you will be asked to insert the **Story Disk** or a disk you supply called the **Save** disk (a blank, initialized DOS 3.3 compatible disk used to store saved games.)

III. Entering Commands

Use the command line at the bottom of the screen to enter commands. Follow these simple rules:

- Do not use punctuation.
- Begin each sentence with a verb.
- Type in only one sentence at a time.
- End each sentence by pressing the **Return** key.
- Do not use sentences or phrases connected by conjunctions.

The following commands may be used to move about in the story:

north (n)	west (w)	southeast (se)	down (d)	back
south (s)	northeast (ne)	southwest (sw)	enter	
east (e)	northwest (nw)	up (u)	exit	

NOTE: It is not possible to enter commands while the disk drive is in use. Do not begin to type in your commands until the drive light goes out.

IV. Special Commands

Command	Function
inventory (i)	A window appears in the lower left corner of the screen. The window, titled "you are carrying" will show all the items which you currently possess. Enter **i** again and the window disappears.
look (l)	A window appears in the lower right corner of the screen. The window, titled "you can see", lists any items lying about in the immediate area. This command will also give you additional information about your locale if such information exists. Enter the **l** command again and the window disappears.
score	A window appears across the bottom of the screen. The window, titled "score", shows your current progress toward the perfect score. Press the **Return** key and the window disappears.
pause (p)	The screen clears and the message "Pausing..." appears at the bottom of the screen. Press the **Esc** key to continue the game.
restart	This command restarts the story at a pont just following the introduction. You will be prompted to reinsert the Program Disk.

V. Saving Games

To save the current game position into one of the five save areas type in the word **save** followed by a number from 1 to 5 (if you want to save the game to a disk in drive two, use the numbers 21-25). The computer will prompt you when it is necessary to switch disks. Remember the save number used for when you want to restore the story. You can save only one set of conditions per number. If you save a second set of conditions on a given number, the first set will be lost. (NOTE: The save command writes the stored conditions to the disk. Therefore, do not install a write-protect tab on your save disk.)

VI. Restoring Games

To restore one of the stories that you have saved, type in the word **restore** followed by a number from 1 to 5 (21-25 if the saved game is in drive 2). You will be prompted when it is necessary to switch disks. If you have not yet saved a story under that number, an error message appears on the bottom line of the display.

VII. Changing Commands

Key	Function
Esc	Press this key to erase the command line
left arrow	Press this key to backspace and delete one character.

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