COMPREHEND™

INTERACTIVE NOVELS *with graphics*

IBM PC/PCjr. AND COMPATIBLES INSTRUCTIONS
(with monochrome or color graphics)

P✦LARWARE™

from Polarware/Penguin Software, Inc.

GETTING STARTED

There are two ways to load this COMPREHEND program into your computer. Read the following instructions carefully to avoid any problems running your novel.

PROCEDURE #1

Step 1: Boot a DOS disk in drive A. When you get the prompt A>, remove your DOS disk and insert your program disk in drive A.

Step 2: After you have inserted your program disk, type **Novel** and press the **ENTER** key. The computer will now load the program and you can begin.

Step 3: It will be necessary to follow this procedure every time you play your novel. If you would rather create a self-booting COMPREHEND disk, follow procedure #2 explained below.

PROCEDURE #2

Step 1: Boot your DOS disk in drive A.

Step 2: After the disk has booted, put your COMPREHEND disk in drive A.

Step 3: At the prompt type **Install** and press the **ENTER** key. This will copy the DOS system to your COMPREHEND disk.

Step 4: Follow the instructions that appear on the screen. Remember that even if you have only one physical disk drive, you will still be prompted for drive B. You must remember that the DOS disk is to be inserted when you are asked to insert the drive B disk, and the COMPREHEND disk is to be inserted when prompted for the drive A disk. If all goes well the message "system transferred" should appear. If not, try again until it works.

Step 5: Now your COMPREHEND disk should boot. Make sure it is in drive A when you start up the computer. You will not have to load DOS every time you start up.

PLAYING A COMPREHEND INTERACTIVE NOVEL

You communicate in your novel by typing commands in English. Tell COMPREHEND what you want to do by typing in your command, press the **ENTER** key and COMPREHEND will respond with the results of your actions.

The simplest commands, and most often used, are those for traveling. To walk north, you can type **Walk North**, **Go North**, or you can abbreviate with simply **North**, or even **N**. Press the **ENTER** key after your command. Other directions you can abbreviate are **E** for **East**, **S** for **South**, **W** for **West**, **U** for **Up**, **D** for **Down**, **I** for **In** or **Enter**, and **O** for **Out** or **Exit**.

To see what you are carrying at any time, simply type **Inventory**.

More complex commands can contain any combination of verbs, nouns, prepositions, adjectives, pronouns, and direct and indirect objects . . . basically any type of imperative command. Examples are commands such as **Read the note**, **Look at the tree**, **Look under the wagon**, **Catch the squirrel with the box**, and **Feed the penguin sardines**. Commands can also be combined into longer sentences, like **Catch the cat by the tail and throw it into the tree**. (Of course if you can't catch the cat, you won't be able to do too much throwing.)

Each action in a command generally takes some amount of "time." In other words, if you are in a perilous situation, stringing a lot of commands together into one sentence will not get them done any faster. Generally, commands within a sentence are those separated by commas, the word and, or the word then, such as Grab the rope and the food, then run out. That sentence contains three commands: "Grab the rope. Grab the food. Run out." If something drastic is about to happen, you may be interrupted before your command is completed. For example, if grabbing the rope in the above example causes a rock to be dislodged and to start falling, you may be told "Before you can continue . . . a rock begins to fall from above" before you even get the food. This gives you a chance to react differently to the falling rock than just getting the food while it crushes you!
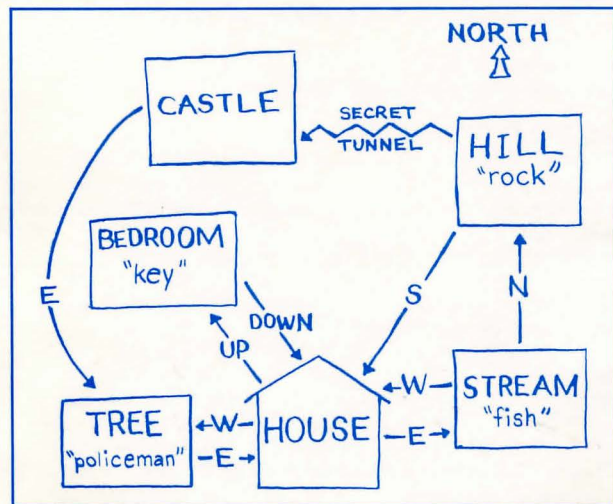
MAPS

When traveling throughout your novel, a map will eventually be handy so you can get back to places and explore paths that you missed earlier. The best way to draw a map is to describe each location in a box on a sheet of paper, then draw lines to other boxes and label the directions taken to get there. Be careful. Some writers create worlds with twisting paths, so if you go north to get somewhere, south may not necessarily return you to the original place!

GRAPHICS MODE AND TEXT MODE

When playing through the novel in the graphics mode, there are four scrolling text lines at the bottom of the screen. If a text passage is too long for those lines, COMPREHEND will pause and wait for a keypress before completing the text. You can switch to all-text mode at any time by just pressing the ENTER key at the input prompt without any command. The all-text screen keeps several lines at the top that describe your current location, in case you need to refer back to the description after it has scrolled up. Pressing the ENTER key again from text mode returns you to graphics mode.

Besides being useful for re-reading a long passage, checking previous commands, and checking the location description, text mode can be used to speed travel around

NORTH

CASTLE

SECRET TUNNEL

HILL
"rock"

BEDROOM
"key"

E

DOWN
UP

S

N

—W—
TREE
"policeman"
—E→

←W—
HOUSE
—E→

—W—
STREAM
"fish"

areas of the "universe" with which you are already familiar. When in text mode, the graphics are not loaded from disk and drawn onto the screen at each location you visit. They are only updated when you return to graphics mode. Be careful when traveling in new regions with the graphics mode off, however. Sometimes a picture is worth a thousand words . . .

SAVING AND RESTORING "NOVELS IN PROGRESS"

It being acknowledged that occasionally it is wise to switch off the computer for such trivial things as eating, sleeping, or visiting with other humans, a method is provided for saving "novels in progress." As a command at the input prompt, simply type **Save**. You will be prompted to enter a number for the saved game (more than one can be saved onto the disk, if you want to share it), and your current situation will be saved onto side 1 of the disk. If you decide that you really don't want to save a game, just press the **ENTER** key.

To restore that situation, at any time while playing (or immediately after rebooting the disk), type **Restore**. You will be prompted for the number of the game you wish to restore, and immediately be put back where you left off. If you decide that you really don't want to restore a game, just press the **ENTER** key.

Hint: sometimes it is wise to save your game just prior to trying something risky (or foolish, as the case may be). That way, if your attempt fails, you can cheat by restoring the game and trying something else.

QUITTING AND RESTARTING

To quit a game in progress, make sure you save your current situation (if you desire), then just turn off your computer or reboot with another disk.

To restart the game, the fastest way is to reboot side 1 of the disk. Since so many variables change during the course of a novel, rebooting is the fastest way to restore them all to their original state.

HINTS

If you get stuck, don't panic! Just send a self-addressed, stamped envelope to:

Hint Department [the name(s) of your interactive novel(s)]
P.O. Box 311
Geneva, IL 60134

We'll rush you a hint book free of charge.

LIMITED WARRANTY

If your interactive novel disk should fail within 60 days of purchase, return it to Polarware/Penguin Software for a free replacement. After 60 days, please return it with $5 and we'll rush a new disk to you. REMEMBER TO MAIL IN YOUR WARRANTY CARD TO ACTIVATE YOUR WARRANTY.