

COMPREHEND™ INTERACTIVE NOVELS

ATARI 520 ST INSTRUCTIONS
(requires color monitor)

P·LARWARE™

from Polarware/Penguin Software, Inc.

GETTING STARTED

Step 1: Place your TOS master disk (the one you received with your computer) in the disk drive, turn on your monitor, your disk drive, and then your computer.

Step 2: Point at the word Options on the top menu bar. When the list of options appears, point and click on Set Preferences. In the middle of the Set Preferences box there is a choice for Set Screen Resolution. If the box marked Low is not darkened, click on it. Then click on Okay. (Low resolution is the graphics mode that gives the widest color range.) Unless you change the resolution for other software, you do not have to repeat step 2 each time you start up your COMPREHEND Interactive Novel.

Step 3: Eject your TOS disk, and put in your COMPREHEND disk. Then, either (a) double-click on the disk A icon, or (b) click on the disk A icon, point at the word File on the menu bar to pull down the file choices, and click on Open. A file named "OPENME.PRG" should appear. Again, either (a) double-click on the OPENME.PRG icon, or (b) click on the icon, point at the word File to pull down the file choices, and click on Open. Your COMPREHEND program will now load and start.

*Note: If the graphics seem garbled, or only appear to occupy half of the screen, start over and check step 2. **You must have a color monitor.***

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 RETURN, and COMPREHEND will respond with the results of your actions.

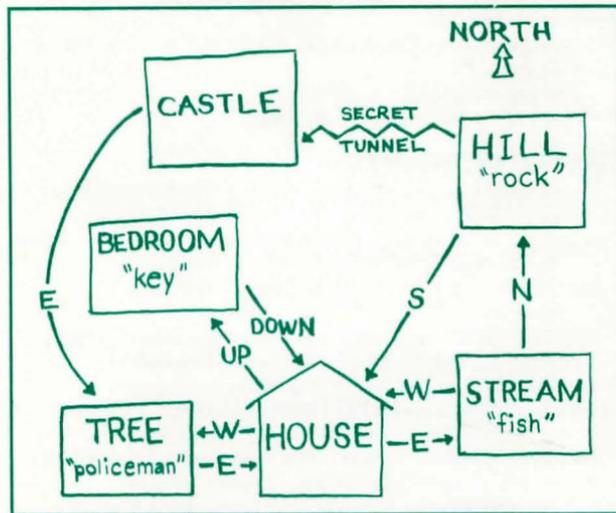
The simplest commands, and most often used, are those for traveling. To walk north, you can type Walk North, Go North, or you can abbreviate with simply North, or even N. Press RETURN after your command. Other directions you can abbreviate are E for East, S for South, W for West, U for Up, D for Down, 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!

THE ATARI SCREEN GRAPHICS MODE AND TEXT MODE

When you start your novel it will be in graphics mode. A picture of your current location appears on most of the screen. There is a window with a set of special-option buttons on the right edge of the screen and a window for four scrolling text lines at the bottom of the screen. This is where you type your commands, and where the results are given. 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 RETURN 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 RETURN again from text mode returns you to the 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 areas of the "universe" with which you are already familiar. When in text mode, the graphics are not updated as you move from location to location. 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 . . .

SPECIAL OPTION BUTTONS

On the right side of the screen is a group of buttons that simplify frequently-used actions and commands. The middle set of buttons is a compass for movement. Instead of typing go north, south, east, or west, just click on the compass point. Below the compass is a button marked **List**. Clicking it will list what is in your inventory.

The other buttons are for saving or restoring "novels in progress" (**Save and Load**), quitting, or restarting from the beginning (**New**). If you "quit," you are given the option of saving also.

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." If you click on

the **Save** button, a dialog box appears that lets you select a number from 1 to 4. There is room to save four different situations. Clicking on the number you choose will save your exact situation for later. To restore that situation, at any time while playing, click on the **Load** button. For both saves and loads, a **Cancel** button is provided in case you change your mind.

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.**

COMPREHEND was designed and written by Mark Pelczarski and Jeffrey Jay, and adapted for the Atari ST by Robert Hardy. Graphics for all COMPREHEND interactive novels were created and displayed with The Graphics Magician, which was designed and written by Mark Pelczarski. The COMPREHEND and Graphics Magician software are copyrighted 1985 by Penguin Software, Inc. COMPREHEND, The Graphics Magician, Polarware, and Penguin Software are trademarks of Penguin Software, Inc. Penguins like novel ideas.