Magnetic Scrolls
Adventure Guide
Atari ST

ATARI ST GUIDE

Loading
To load the adventure, install your game disk in drive A and double-click on the icon titled "GAME.TOS". Please ensure that the disk remains in the drive at all times (unless temporarily removed for saving and loading games onto another disk).

Screen Layout
Once loaded you will notice that the screen is split into three sections.

The top line contains the following information:-
    The top left is the name of the room that you are currently in.
    The first figure on the right is your score.
    The second figure on the right is the number of moves you have made.

The second section is the Graphics window, which is where the pictures are displayed. Below the picture you will find four scrolls. These scrolls are activated in the following fashion:-

1. Move the mouse over the scroll you wish to pull down.
2. Click once on the left hand button.
3. Select the command you require using the mouse.
4. Click once. The command will now be typed into the input buffer for you.

The graphics window can be set to be as high or as low as you wish by moving the mouse to the Scroll Bar, holding down the right hand button, and moving the window up and down.

The third section is the text window, where your commands and the game's responses are displayed.

Talking to the program
To communicate with the program, simply type in a sentence describing what you want to do. When it is waiting for a command, a '>' prompt and a block cursor are displayed. Once you have typed your command press the <RETURN> key.

Editing Your Commands
The following allow you to edit the current line:

Move left one character	Left arrow
Move right one character	Right arrow
Move left one word	Up arrow
Move right one word	Down arrow
Delete one character to the left	CTRL-Left arrow or BACKSPACE
Delete one character to the right	CTRL-Right arrow or DELETE
Delete one word to the left	CTRL-Up arrow
Delete one word to the right	CTRL-Down arrow

Re-editing Your Last Command
If you discover that you have made a small typing error on your last line, pressing the ESC key will bring it back for editing.

More
When there are too many lines to display on the screen at once the message '<MORE>' appears at the bottom right of the screen. Pressing any key will allow the game to continue.

Function *n*
This will allow you to define any of the ten function keys. For instance, if you decide that you are typing the command 'GET ALL' repeatedly, you can define function 1 to be 'GET ALL', and every time you now press F1 the string 'GET ALL' will be placed on your command line. Function can also be abbreviated to Funct.

Save
This command enables you to save your current position in the game. You will be prompted for a file name. The program will ask you for the name of your game (e.g. 'SAVED1'), and then save it to the default drive, or the drive specified. To specify a drive, put the drive letter followed by a colon before the file name (e.g. 'B:SAVED1'). Please do not attempt to save files on the game disk.

Restore
To reload a previously saved game type 'RESTORE'; as with 'SAVE' you will be prompted for a filename. Don't forget to put the game disk back in the default drive after loading a saved game.

Printer On (Printer Off)
You can record your game by use of this command which turns the printer on (and off). Do not despair if you have a slow printer, as the adventure maintains its own printer buffer (but please ensure that your printer is switched on before using this feature).

Graphics On (Graphics Off)
If you prefer to play the game without the pictures being displayed they can be disabled with 'GRAPHICS OFF'. They can then be re-enabled with 'GRAPHICS ON'.

MONOCHROME SUPPORT
For those of you using the Atari monochrome monitor, and the thought of viewing these spectacular graphics in colour has still not enticed you to acquire a colour monitor, we have installed some special features to utilise the high resolution of this mode.

Textsize
This command will change the height of your characters. The default is large text, however if you wish to see more on the screen, selecting smaller characters enables this.

Stipple, Dither, Freehand
These three commands alter the way in which the picture is displayed. It is best to experiment with them to acheive the most desirable results.

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