

MAGNETIC SCROLLS COLLECTION

QUICK REFERENCE GUIDE

This guide will provide you with the minimum amount of information required to allow you to play the games in this collection. It will tell you how to "talk" to the program; how to manipulate windows, menus, buttons and icons; how to switch between the three available game s; how to load and save your current position; and how to restart a game. A list of useful Special Commands is also given.

Please note that there are many more features than can be described here. For a detailed look at the entire system you are strongly advised to read through the manual provided.

This document does not tell you how to install and run the game. If you have not yet done this then refer to the machine specific supplementary documentation entitled "Getting Started" before continuing.

A familiarity with the use of a mouse is assumed within this guide, as is a basic knowledge of a few simple windowing terms. If you are unsure—or do not own a mouse—please refer to the manual and the machine specific supplementary documentation entitled "Getting Started" before continuing.

Note that graphics are not supported on all machine configurations.

Communicating

You "talk" to the game by interacting with various windows, menus, buttons and icons. However, the focal point of all communication is the Session Window—the place where you type your commands and where the game displays its responses. Simply describe what it is that you wish to do by typing a plain English command ("Examine the chair", "Go North", or "Drop the car key" for example) to the Session Window.

Now, the preceding description will sound very familiar to you if you have played a text adventure game before. With most text adventures, however, the Session Window is the only means of communication available to you. The Magnetic Scrolls system, on the other hand, offers a whole range of alternative means by which you can pass your instructions to the game without the need to type them. These alternatives come in many forms, and in each case offer you much more than just a different way to type your intended command. They also provide an at-a-glance visual indication of the current state of the game and your progress therein. This additional information does away with the need to, for example, remember the names of all the individual items that you are carrying, or ask the game for a list of the available exits from your current location.

Examples

As a practical exercise, let's review the three example commands—"Examine the chair", "Go North" and "Drop the car key"—given above and find alternative ways to do the same things without typing anything. In each case we'll assume that you are playing Corruption and that only the Session Window is open. Please make sure that you are at the start of the game before trying these examples.

1. "Examine the chair". There are three ways that we can issue this command without the need to type. Firstly, if you pull down the Verbs menu from the Session Window's menu bar (by pointing at it and pressing the left-hand mouse button), you will find a menu item that says Examine =>. Move the mouse pointer over the => symbol to reveal a sub-menu giving a list of objects from which you may choose. "Plastic chair" will be among the listed items. Highlight this item by positioning the mouse pointer over it and release the mouse button. The command "Examine plastic chair" will appear in the Session Window exactly as if you had typed it. The game will then give you a description of the chair. The second and third ways to achieve the same result both involve using one of the Accessory Windows—the Items in Room window. To open this, pull down the Accessories menu located on the menu bar at the top of your screen and select Items in room from it. A new window will appear containing icons which depict the major objects present in your current location. One of these icons will be the chair. You now have a choice: You can either invoke a pop-up menu which offers a list of verbs—including "examine"—appropriate to the chair; or you may open a third window (called the

Icon Description Window) in which the descriptive text for the chair will appear.

To use the pop-up menu, position the mouse pointer over the chair icon and press the right-hand mouse button (the right-hand button is used exclusively to call up pop-up menus). A menu will appear from which you may select the word "examine". On releasing the button the command "Examine plastic chair" will once again be sent to the Session Window. To open the Icon Description Window, simply double-click the left-hand mouse button while the pointer is positioned over the chair icon. This time, rather than a command being sent to the Session Window, the description of the chair will appear in its own window. This window will remain open until you either close it or ask for the Description Window of a different icon.

2. "Go North". This involves using another Accessory, namely the Compass Window. Select the menu item Compass from the Accessories menu. A compass rose will appear showing the eight points of the compass as well as Up and Down exits. You will find that some of the compass points are "greyed out" or disabled and do nothing when you click on them. This is because the compass only allows you to choose directions in which it is possible to go. You can use the compass to provide a visual representation of the available exits from your current room.

Assuming you are still in the first room of Corruption, you will find that the northern point of the compass is not disabled as there is a valid exit in that direction. Click on it using the left-hand mouse button. Your command is sent to the Session Window and the game will move you to the location north of where you currently are. Note that the disabled areas of the compass change to reflect the exits from the new room you now occupy.

A second way of navigating around the game (but only between rooms that you have previously visited) is offered by the Map Window which is also available from the same Accessories menu as the compass. To move about the game using the map, simply double-click (left-hand button) on the icon of the room you wish to go to. Alternatively, use the pop-up menu available from any of the icons (remember, right-hand button). Note that the map allows you to travel to any previously explored room in the game to which you have legitimate access whereas the compass only allows travel between adjacent locations.

There are three ways to drop the car key (four if you type the command). The first involves using the Session Window's Verbs menu as we did in the first example, only this time you would choose the menu item Drop => rather than Examine =>.

Secondly, you may open the Inventory accessory and select "Drop" from the car key icon's pop-up menu.

The third method involves both the Items in Room and the Inventory accessories. Open these from the Accessories menu as previously described and position them (see below under 'Window Manipulation' if you are unsure about this) in a free area of the screen. If you now locate the car key icon in the Inventory Window and drag it into the Items in Room Window, you will find that the car key appears in the room—you have dropped it. Of course, if you wanted to pick it up again, you could simply drag it back to the Inventory Window.

Of course, all these examples apply equally to other areas and objects encountered within all three games in the Collection. Experiment to familiarise yourself with the various Accessories provided.

Window Manipulation

Windows may be opened, closed, resized, zoomed and repositioned. Some allow you to scroll their contents either horizontally, vertically or in both directions.

Not all of the above apply to all windows, but you will soon learn to recognize the familiar "gadgets" which allow these manipulations and thereby know which are appropriate to any particular window. Gadgets are always operated by using the left-hand mouse button. Remember, the right-hand button is only used for pop-up menus.

Opening

Windows are generally opened by selecting them from menus. Choosing the Inventory item from the Accessories menu, for example, opens the Inventory Window.

Closing

You close windows by clicking in the small rectangular gadget known as the Close Box. This is located in the top left corner of the window.

Resizing

You may make a window larger or smaller by dragging the Resize gadget found in its bottom right corner. Note that all windows have a maximum and a minimum size. You will not be able to resize them past these limits.

Zooming

The Zoom gadget is located in the top right corner of a window. Clicking it will toggle between the largest allowed size for the window and the last size and position you set.

Positioning

With the mouse pointer in the Title Bar area of a window, drag the window to its new position.

Scrolling

Some windows have Scroll Bars. They may be vertical or horizontal. If the contents of a window are larger than the window itself, you may scroll through them in several ways: By clicking on the arrow-like gadgets at each end of the scroll bar; by clicking in the grey areas above and below (for vertical scroll bars) or to the left and right (for horizontal) of the thumb; or by dragging the thumb itself to a new position.

Editing Text

You can edit, cut, copy, and paste the text which you type to the Session Window using the appropriate commands from either the Text menu or a pop-up menu. The Text menu is to be found on the Session Window's menu bar and you access the pop-up menu by holding down the right-hand mouse button whilst the pointer is within the confines of this window.

Your typed text will always appear to the right of the Insertion Point—the blinking ^ symbol. To reposition the insertion point, simply place the mouse pointer where you wish your new text to appear and click the left-hand mouse button. The ^ cursor will move to this new position and you may now insert your modified text. Note that you can only type text on or after the line with the prompt symbol (>). Text output by the game may not be modified.

Text may be deleted using the usual backspace or delete key on your keyboard. Text is deleted to the left of the insertion point, one character at a time.

The Cut and Copy commands always apply to "selected" text. You select a region of text by dragging (left-hand button) the mouse pointer from the beginning to the end of the text you wish to cut or copy. With the selection made choose either Cut or Copy from one of the two menus mentioned above to perform the required action. Cut deletes the selection but remembers it for later use with Paste. Copy leaves the selection as it is and simply remembers it, again for future use with Paste. Note that selected text may be deleted too using the backspace or delete key and that the selection is

remembered as if you had used Cut. Only the last cut, copy or delete action is stored, so subsequent use of these will replace any text currently being remembered.

When you select the Paste command the last selection which was cut, copied or deleted will be inserted to the right of the insertion point exactly as if you had typed it.

Once you are happy with your edited command, press the <RETURN> key on your keyboard.

Changing Games

To switch between the three available games in this Collection, use the Game => menu item on the Main menu. Note that your previous game position is not preserved when you change to another game; save your current game before switching to a new one if you wish to return to it later.

Loading and Saving Game Positions

You may save your current game position or restore a previously saved one at any point during play.

To do this choose either Load... or Save... from the Session Window's File menu or, alternatively, type the command ("Load" or "Save") directly to the game. When you do this a "File Selector" dialog box will appear which allows you to choose where and under what name your game position will be stored or retrieved from.

Use of the File Selector is described in full in the manual.

Restarting

To reset the current game back to its original starting position choose Restart from the Session Window's File menu. Alternatively, type the command ("Restart") directly to the Session Window.

Special Commands

In addition to the normal game-playing commands ("Examine chair", "Go North" etc), you may type a series of special commands to the Session Window to control several aspects of the way that the game is presented to you.

Graphics on/off

You may type "Graphics on" and "Graphics off" to enable and disable the display of graphics. Remember, not all machine configurations support graphics.

Printer on/off

After you have typed "Printer on" to the Session Window all further text appearing in that window is also sent to your printer. "Printer off" stops the flow of text to the printer.

Normal, Verbose and Brief

"Normal", "Verbose" and "Brief" may be typed to the Session Window to modify the way in which location descriptions are produced when you move from room to room.

In Normal mode (the default), a full description of a room is produced the first time you visit it. Subsequent visits just give the room name and any objects or characters which may be present.

Verbose mode forces the system to produce a full room description each time you change room, regardless of whether you have previously visited the location.

Brief does the opposite of Verbose. Only the room name (along with a list of objects and characters present) is produced.

Note that you may force a full room description to be produced at any time by typing "Look" or simply "L" to the Session Window.

Getting Help

Each of the three games in the Collection has its own on-line help facility which is available to you at all times. Choose Help from the Main menu on the menu bar at the top of your screen. A new window will appear—the Help Window.

To obtain help on a particular topic just select (click) the area of interest in the Help Window and press (click) the Help button. Repeat this process until you reach the subject for which you require help. To reveal more and more detail, press the More button.

Further Reading

A detailed look at all the features may be found in the supplied manual.



IBM PC Installation Errata Card

The original Magnetic Scrolls Collection was shipped on 11 360k double sided double density diskettes. To lower the cost to Virgin's customers, the game was put on double sided high density diskettes. Please read the directions for the format of diskettes you purchased before installing it to your hard disk drive.

5.25" High Density Disk Customers

Insert Disk ONE into your drive A.

At the system prompt, type A:<Return>

At the next system prompt, type INSTALL <Return>

The installation will give you several options, all of them detailed on the separate Getting Started card.

To correctly install the Magnetic Scrolls Collection, it is imperative that you do the following:

At the "Insert Disk One" prompt, press RETURN.

At the "Insert Disk Two" prompt, press RETURN.

At the "Insert Disk Three" prompt, press RETURN.

At the "Insert Disk Four" prompt, remove the disk labeled ONE, insert the disk labeled TWO, and press RETURN.

At the "Insert Disk Five" prompt, press RETURN.

At the "Insert Disk Six" prompt, press RETURN.

At the "Insert Disk Seven" prompt, remove the disk labeled TWO, insert the disk labeled THREE and press RETURN.

At the "Insert Disk Eight" prompt, press RETURN.

At the "Insert Disk Nine" prompt, press RETURN.

At the "Insert Disk Ten" prompt, remove the disk labeled THREE, insert the disk labeled FOUR, and press RETURN.

At the "Insert Disk Eleven" prompt, press RETURN.

3.5" High Density Disk Customers

Insert Disk ONE into your drive A.

At the system prompt, type A:<Return>

At the next system prompt, type INSTALL <Return>

To correctly install the Magnetic Scrolls Collection, it is imperative that you do the following:

At the "Insert Disk One" prompt, press RETURN.

At the "Insert Disk Two" prompt, press RETURN.

At the "Insert Disk Three" prompt, press RETURN.

At the "Insert Disk Four" prompt, remove the disk labeled ONE, insert the disk labeled TWO, and press RETURN.

At the "Insert Disk Five" prompt, press RETURN.

At the "Insert Disk Six" prompt, press RETURN.

At the "Insert Disk Seven" prompt, press RETURN.

At the "Insert Disk Eight" prompt, remove the disk labeled TWO, insert the disk labeled THREE and press RETURN..

At the "Insert Disk Nine" prompt, press RETURN.

At the "Insert Disk Ten" prompt, press RETURN.

At the "Insert Disk Eleven" prompt, press RETURN.