

Commodore Amiga™

This booklet tells you how to run your Infocom story on your computer, and provides a few other handy bits of information.

I. What You Need

Required

- Amiga computer
- For Interactive Fiction PLUS only: A monitor that supports an 80-column display, such as an RGB-type monitor

Optional

- 256K memory expansion cartridge (for faster execution; especially recommended for Interactive Fiction PLUS)
- Extra 3½" double-sided disks (for SAVEs)
- Second disk drive (for convenience with SAVEs)
- Compatible printer (for SCRIPTing)

II. Making a Backup Copy

In accordance with the licensing agreement in your package, we recommend that you make a backup copy of the original story disk for your personal use. See your hardware manual for instructions on how to make disk copies. Store your original disk in a safe place and always start the story from the backup.

III. Starting the Story

Turn on the Amiga and wait for the Workbench to appear. Insert the story disk and open the disk icon into a window, then double-click on the story icon.

The story can also be started from within the Command Line Interpreter (CLI). If the default drive and directory are not the same as the story's, they must first be changed with the "CD" command (for example, CD df1:) Then type in the story name.

IV. Talking to the Story

Whenever you see the prompt (>), the story is waiting for your instructions. If you make a mistake, use the backspace key to erase the error. When you have finished typing in your instructions, press the RETURN key. The story will respond and the prompt (>) will reappear.

If a description will not fit on the screen all at once, "[MORE]" will appear at the bottom of the screen. After reading the screen, press any key to see the rest of the description.

V. The Status Line

At the top of the screen is a status line. This line is updated after every move to show your current position in the story. Depending upon the type of story, it may also show other information.

Score and Moves

In stories that keep a score, such as the ZORK® underground adventures, the right side of the status line will show something like this:

Score: 245/920

The first number is your score and the second is the total number of moves you have made. In the example above, you have 245 points in 920 moves.

Time

In stories that keep track of the time, such as the mystery thriller DEADLINE®, the right side of the status line will look something like the following:

Time: 9:22 a.m.

This shows the current time of day in the story.

VI. SCRIPTING

You can use the SCRIPT command to print out a transcript of your moves as you go along. SCRIPTING is an optional feature which is not necessary to complete the story and may not be available with certain hardware.

1. Connect the printer to the appropriate port at the back of the computer. Use the Preferences tool (see Section IX) to make sure the system is configured correctly for your printer.
2. Turn on the printer and make sure it is ready.
3. Type SCRIPT at the prompt (>) to start the transcript. To stop the transcript, type UNSCRIPT.
4. SCRIPT and UNSCRIPT may be used as often as desired.

If a problem occurs with the printer, the story will "timeout" (appear to hang) for 30 seconds or so, then a printer error message will appear. If you don't correct the problem before the 30 seconds are up, scripting is automatically cancelled.

VII. Saving a Story Position

You can save your current story position to a disk in any drive, space permitting. The save disk must have been previously initialized and must not be write-protected. No other data on the save disk will be affected.

1. Type SAVE at the prompt (>). A message will appear asking you to choose a name for the save file.

2. If you want to SAVE to the story disk itself, just enter a file name and press RETURN.

3. If you want to SAVE to another disk, you must prefix the file name with either the name of the second disk (e.g., Saves:) or the name of the drive containing it (e.g., dF0:). The prefix is needed even if the two disks were swapped using a single drive. If the save succeeds, the prefix becomes the default prefix, and need not be typed again for the next save.

The disk drive will spin for several seconds. If all is well, the story will respond:

OK

If it responds:

FAILED

consult the Troubleshooting section (see Section XI).

After saving your position, you may continue with the story.

NOTE: The file "Icon.Data" is used to create icons for new save files. If you delete this file, new save files will not have visible icons.

VIII. Restoring a Saved Story Position

You can return to a previously saved story position at any time. Type RESTORE at the prompt (>). The most recently saved or restored position will be displayed as the default. Then enter the name of a save file, as in Section VII.

If you want to return to the default position, you can just press the RETURN key.

IX. Amiga Preferences

Several aspects of the story presentation can be changed using the Amiga Preferences tool, including text size (60 or 80 columns, except for Interactive Fiction PLUS, which requires 80 columns) and color. The size can be changed only before the story is started. You also use Preferences to specify your type of printer and the port to which it is connected. The Amiga supports both parallel and serial devices.

X. Memory Usage and Multi-tasking

On a multi-tasking computer such as the Amiga, tasks must share the available memory. Some tasks may require that a certain amount of free memory be available at all times. Also, actions like opening, resizing and hiding windows can temporarily require large amounts of memory.

When the Infocom story loads, it will always leave a specified amount of memory free. The default minimum amount is 64 Kbytes (32 Kbytes for Interactive Fiction PLUS). This can be changed by starting the story from the CLI with a special argument of the form "F/n," where n is the new minimum number of bytes to leave free (for example, Deadline F/32000). If you supply an argument, memory use statistics will be displayed when the story loads.

You may need to increase the amount of free memory if, for example, you are running several tasks and switching between them fails or causes the system to hang. On the other hand, you can probably decrease free memory if you are running only the story. This may reduce or eliminate disk activity on versions of the Amiga with limited memory.

XI. Troubleshooting

A. If the story fails to load properly, or if SAVE, RESTORE, or SCRIPT fails, check each of the following items. If none of these offers a solution, consult your Commodore Amiga dealer for assistance.

1. Inspect all disks carefully for any visible damage.
2. For SAVES, make sure the save disk is not write-protected (the small opening in the corner of the disk should be covered).
3. For SCRIPTing, make sure the printer is connected properly, enabled for printing, not out of paper, etc.
4. Try again; the problem may only be momentary.

If all else fails, you can call the Infocom Technical Hotline at (617) 576-3190. Please note that this number is for **technical problems** only, not hints.

B. If the story produces an error message, run the following procedure:

Restart the story. When the initial screen appears, type \$VERIFY and press the RETURN key. The disk drive will spin for a minute or so, and a message similar to one of the following will appear.

1. "DISK CORRECT:" The disk has not been damaged; the data is intact. This may indicate a problem with your hardware (usually with the disk drive). It is also possible the story contains a bug. If you suspect a bug, call the Infocom Technical Hotline.
2. "DISK FAILED" or "DISK READ ERROR:" This reply indicates either hardware trouble or disk damage. Repeat the \$VERIFY process several times. Also try the \$VERIFY process on another computer (such as your dealer's). If the story ever replies "DISK CORRECT," the problem is in your hardware.

If you repeatedly get an error message on more than one computer, the disk has most likely been damaged. Please send the **disk only** to Infocom for testing and replacement.

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