

# IBM<sup>®</sup> PC and 100% compatibles

**Note:** This Infocom story is not self-booting.

## I. What You Need

### Required:

- Computer running MS-DOS\* (version 2.0 or higher)
- 192 kbytes of RAM
- Blank disk or hard disk (for your play disk)

### Optional:

- Printer (for SCRIPTing)
- Blank formatted disk (for SAVES)

## II. Copying Your Original Story Diskette

It is always advisable to make a copy of the disk (we'll call it the original story disk) that came in your game package. This insures that you will not accidentally erase or damage the only copy you have of the story. The copy can be located either on another disk or on a hard disk in any directory of your choice.

Remember, any copy of your original story disk may only be used in accordance with the licensing agreement found in your package.

### Copy Procedure for One-Drive and Two-Drive Systems

1. Insert your IBM (or compatible) DOS disk in Drive A (or your only drive) and turn on your computer.

2. Type: `FORMAT B: /S <RETURN>`  
The computer will prompt you to insert a disk for Drive B.

*One-Drive Systems*—Remove the DOS disk, insert a blank disk, and press `<RETURN>`.

*Two-Drive Systems*—Insert a blank disk in Drive B and press `<RETURN>`.

The computer will now format the disk and put a copy of the system (called `Command.Com`) on it.

3. Insert the original story disk into Drive A (or your only drive). Users with two drives should still have the newly formatted disk in Drive B.

4. Type: `COPY *.* B: <RETURN>`.

*One-Drive System*—The computer will instruct you to alternately insert the `SOURCE` disk (original story disk) and the `TARGET` disk (the disk you formatted in step 2). You will have to swap the disks a number of times, so be patient.

*Two-Drive System*—The copy procedure will commence.

Following the completion of the copy procedure you will have a copy of the original story disk (we'll call it the play disk) that you will be able to boot without having to use your IBM DOS disk. You should put away your original story disk for safekeeping.

### Copy Procedure for Hard-Disk Systems

1. Place your original story disk in Drive A.

2. Connect to a directory on your hard disk that you wish to copy the original story disk into. (If you have used the `INSTALL` procedure found on previous Infocom games you probably have a directory named `INFOCOM` so that would be a good directory to use.)

3. Type: `COPY A:*.* C: <RETURN>`.

The computer will now copy all the files from the original story disk to the hard disk. When the copy procedure has finished you will be able to play the game from your hard disk. Put the original story disk away for safekeeping.

### III. Loading the Story

#### One-Drive or Two-Drive System

1. Insert the play disk (this is the disk you made in the previous section) in Drive A (or your only drive) and turn on the computer.

2. Press <RETURN> twice or until you are at the DOS drive prompt (>).

3. Type in the title of your story (for example TRINITY) or the first eight letters of it. Do not include spaces between two word titles (e.g., BEYOND ZORK would be BEYONDZO). At this point you might also want to use one or more of the optional command line switches (see section IX) that are available.

4. Press <RETURN>

In a few moments the story will begin. If it fails to appear consult section VIII.

#### Hard-Drive System

1. Turn on the computer.

2. Connect to the directory into which you copied the files from the original story disk.

3. Type in the title of the story (e.g., TRINITY) or the first eight letters of it. Do not include spaces between two word titles (e.g., BEYOND ZORK would be BEYONDZO). At this point you might also want to use one or more of the command line switches (see section IX) that are available.

4. Press <RETURN>

### IV. Talking to the Story

Whenever you see the prompt (>), the story is waiting for you to enter a command. If you make a mistake, use the backspace key to erase the error. After you have typed your command, press <RETURN>. The story will respond and the prompt (>) will reappear.

If a description will not fit on a screen all at once, [MORE] will appear at the bottom left corner 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 an area reserved for the status line. This area is used to display your present location in the story and it is updated after each move. The status line may also display (depending on the game) various other types of information including score, total moves, time, or character attributes.

### VI. SCRIPTing

The SCRIPT command is used to print a transcript of your moves as you play the game. You may alternately elect to save the transcript to a disk file for later printing or viewing. The transcript may be started at any point in the game by typing SCRIPT and it can be stopped by typing UNSCRIPT. SCRIPT and UNSCRIPT may be used as often as desired. The SCRIPT function is an optional feature and is not available with certain hardware.

#### SCRIPTing Procedure

1. Check to see if your printer is ready and has paper.

2. Type: SCRIPT <RETURN>

A message will appear asking you whether you would like to SCRIPT to a printer or to a file. If you want to use a printer just press <RETURN>. To save the transcript to a disk file, enter a legal DOS file name and press <RETURN>. Remember, there is no output to the printer when you elect to write the transcript to a disk file.

### VII. Saving/Restoring Story Positions

A story position may be saved at any time within the story. The saved position can then be restored whenever needed. Saves can be made to any floppy drive or hard drive from any other floppy drive or hard drive. To save a current position type SAVE. To return to a saved position type RESTORE.

#### SAVE/RESTORE Procedure

1. Type: SAVE <RETURN>

A message will appear similar to this:  
Enter save file name. (Default is A:STORY.SAV):

2. Enter a new file name (legal DOS please) or use the default provided.

You may also specify a new default drive along with the file name. If no drive is specified in the default message, and you don't specify one, the Save will be made to the drive you are currently using. If you want to use the default just press <RETURN>.

When the Save is finished the story will respond with a message such as COMPLETED. If it responds with FAILED, consult the Troubleshooting section.

The initial default file name (the one displayed the first time you type SAVE) is always "STORY".SAV. Whenever you enter a new file name, it becomes your default if the SAVE succeeds. For your convenience, SAVE and RESTORE share the same defaults.

### VIII. Troubleshooting

#### Load, SAVE, RESTORE and Other Problems

If the story fails to load properly, or SAVE/RESTORE fails, check each of the following items. You should also check the Error Messages section that follows. If none of these offers a solution, consult your dealer for assistance.

1. Make sure all connections on your computer are plugged in, connected properly, and all power switches are turned on.

2. Make sure all disks are inserted correctly and that all drive doors are closed.

3. Inspect all disks for any visible damage.

4. For SAVE problems, make sure the Save disk is not write-protected. Also, make sure the disk has enough room for a Save file (approx. 35k per Save) and that it has been formatted properly. As a last resort, try a different disk.

5. 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.

#### The \$VERIFY Procedure

You can check to see if your game is damaged by using the \$VERIFY Command.

1. Type: \$VERIFY at the story prompt (>) and press <RETURN>. If your story is currently frozen (i.e. you are unable to type from the keyboard) you will have to reboot the disk, restart the story, and then type \$VERIFY.

After you successfully issue the \$VERIFY command the disk will spin for approximately a minute and then a message, similar to one of the following will appear:

GOOD—The disk has not been damaged and the data is intact. If you are having problems, they are most likely hardware related. It is also possible that there is a bug in the program. If you suspect that there is a bug call the Infocom Technical Hotline.

NO GOOD—This indicates that the data on the disk is damaged. Repeat the \$VERIFY procedure several times. If possible, repeat the \$VERIFY procedure on another computer (such as your dealer's). If the game ever replies positively, the data is intact and you must look elsewhere for any problems you are encountering.

#### Error Messages

All disk and printer errors are handled within the story. If you encounter an error message you will be given the option to A (abort) or R (retry). In most cases choosing Abort will not throw you out of the game and cause you to lose your position. However, if you get an error message when the game is either Restoring or reading information from the disk (a probable indication of a damaged disk) choosing Abort will throw you back into DOS. In this case consult section VIII.

## IX. Command Options (switches)

You may issue command options, by using switches, when you load the story. The switches allow you to tell the story extra information about the hardware you are using and how you want the story to be displayed on your computer's screen.

Switches are entered at the same time and on the same line as the story title when you load the story. They are all entered in the form "title" /command (e.g. BEYONDZO /r <RETURN>) with a space between the story title and the /.

Here is a list of switches which you may use.

### Display Switches

In most cases, your story will be displayed in the most efficient and aesthetic manner possible. However, because of the numerous types of hardware configurations and the different graphics characteristics of each story plus your own wants in terms of how the story display should look, you might try the following options:

/c — selects color output provided color compatibility and a color monitor are available. Also, this switch may, depending upon your hardware configuration, disable graphics in stories (e.g., Beyond Zork) that normally use them. Always use the /a option if you want to disable graphics. The /c switch also allows you to select foreground and background colors after the switch (e.g., /c71 gives white on blue, which is the default). Refer to the system documentation for numbers to use.

/m — prohibits color output. This is the default on machines without color capability.

/x — force graphics mode. If you're really bothered by snow on the screen while text is being written, use this.

/a — disables graphics mode. Choosing this option with a story that normally uses graphics will give you a speed increase but at the price of graphics.

### Other Switches

/p — If SCRIPTing to the printer isn't working well, type UNSCRIPT, SAVE your position, and quit the story. Then reload the story using the /p switch and try SCRIPTing again.

/f — Disables the UNDO feature in stories that use it. This switch is useful on machines with 256 kbytes or less of memory, in the sense that it frees some memory (but disables a useful feature) thereby giving you somewhat faster game play. The UNDO feature is automatically disabled if there is not enough memory to support it. Machines with more than 256k will have enough memory to load the entire game with the UNDO feature in which case the speedup is negligible.

/k — allows you to specify how much memory the story can use in kbytes. (e.g., /k128) Normally it uses as much as it can get. This switch might be useful if you think that the story is affecting or being affected by other memory resident programs that you have loaded.

/r — enables the use of a Microsoft mouse (or compatible), if the machine has one, and if a particular story allows (check the story manual) for the use of one. The mouse cursor will be an arrow in graphics mode, or colored blob if you are using the /a switch. Only the left button is used.

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PI-947-REF