

INTERLOGIC™ Reference Card for the **IBM Personal Computer**

I. What You Need

Required

- IBM Personal Computer
- 48K bytes of RAM
- One 5¼ inch disk drive
- Any IBM-compatible display (80 or 40 column)

Optional

- A **blank**, formatted disk (for a backup copy)
- One or more **blank**, formatted diskettes (for SAVES)
- Parallel printer connected to parallel printer adapter on monochrome display card (for optional SCRIPT)
- Second diskette drive (for convenience with SAVES)

II. Loading the Game

1. Insert the game diskette in Drive A and close the drive door.
2. If your machine is turned off, turn on the power switch. The disk drive will spin the diskette and the program will load.
3. If your machine is already turned on, simultaneously depress the CTRL, ALT, and DEL keys. The disk drive will spin the diskette and the program will load.
4. If nothing appears on your screen within 30 seconds, something is wrong. (See the Troubleshooting section.)
5. If you have a color card selected as the display device, you will be asked whether or not the game should output color to your monitor. Typing a "Y" will indicate that color is desired; otherwise, the game will use black and white.

III. Making a Backup Copy

You are encouraged to make a backup copy of the game for your personal use in case the master disk becomes unusable. The backup procedure requires you to supply a blank, formatted disk. It also requires that neither the master disk nor the copy disk be write-protected. Therefore, it is necessary to remove the metallic write-protect sticker from the master disk prior to starting. Both the master and the copy must be write-protected at the end of the procedure to protect against accidental erasure.

If you have not yet made your backup copy, the game will ask whether you wish to do so as it loads. Typing a "Y" to the question will start the procedure. On systems with two or more disk drives, you will be prompted to place the master disk in Drive A and the copy disk in Drive B. Hitting any key after the two disks are in place is all that is required. On single drive systems, you will be prompted alternately to insert the master and copy disks into the drive. This may happen as many as a dozen times before the copy is done.

When the procedure is finished, a message indicating the result will be printed and the game will finish loading. If the backup fails, consult the Troubleshooting section.

IV. Talking to the Game

Whenever you see the prompt (>), the game is waiting for you to type in your instructions. You may type at least 80 characters at a time. If you make a mistake, use the left-arrow (backspace) key to erase the error. When you have finished typing in your instructions, press the ENTER key. The game will respond and then the prompt (>) will reappear.

If a description will not fit on the screen all at once, ****MORE**** will appear in the bottom left portion of the screen. After reading the part on the screen, you will need to strike any key to see the rest of the message.

V. SCRIPTing

The SCRIPT function is an optional feature which is not necessary to play the game, and may not be available with certain hardware.

If the SCRIPT command works with your hardware configuration, you may make a transcript of the game as you play it:

1. To start the transcript at any time, check that the printer is ready and use the SCRIPT command.
2. To stop the transcript, use the UNSCRIPT command.
3. SCRIPT and UNSCRIPT may be used as often as desired.
4. If the printer is not ready for any reason (e.g., power off, paper out, etc.) the game will respond:

* Printer not ready: Abort or Retry?

To abort scripting (equivalent to using the UNSCRIPT command), type the letter A. Otherwise, correct the problem (e.g., turn the printer on, add paper, etc.) and type the letter R.

VI. The Status Line

At the top of the screen, you will see a status line. This line is updated after every move to show your current whereabouts in the game. Depending upon the type of game, it may also show other information:

Score

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

Score: 245 Moves: 920

or

S: 245 M: 920

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

Time

In games that keep track of the time (e.g., the mystery thriller DEADLINE™), the right side of the status line will look something like the following:

Time: 9:22 AM

This shows the current time of day in the game.

VII. Saving a Game Position

WARNING: The diskette used for SAVE and RESTORE is maintained in a special format and should not be used for any other purpose. Files of any other kind stored on the diskette will be destroyed by the SAVE command.

To save the current position, use the SAVE command. You may SAVE up to ten different game positions on each storage diskette and RESTORE them in any order. To keep track of these different positions, each is assigned a number (from 0 to 9). Each time you SAVE a game position, it will overwrite any position that is already on your storage diskette with the number you specified. If you want to SAVE more than one position, you must use a different position number for each one.

When you enter the SAVE command, the game will respond:

Type **backspace** to abort

Position (0-9): (default = 0):

1. Type a number between 0 and 9 to tell the game to use that position on the diskette. Alternatively, you may press the ENTER key to use the default, which in this case is 0. The game will then respond:

Disk drive (A-D) (default = B):

2. Type a letter between A and D to tell the game which disk drive to use. Alternatively, you may press the ENTER key to tell the game to use the default, which in this case is B. the game will respond:

Insert SAVE disk, hit any key to begin:

3. Insert the storage diskette in the selected drive and close the drive door. Strike any key to start the SAVE. The disk will spin for about 5 seconds.

4. If you are saving to Drive A (usually on single-drive systems), the game will then respond:

Insert game disk, hit any key to go on:

Remove the storage diskette from the drive and insert the game diskette again. Close the drive door and strike any key.

5. If all is well, the game will respond:

Ok.

If it responds:

Failed.

consult the Troubleshooting section.

You may now continue playing. You can use the storage diskette and the RESTORE command to return to this position at another time.

The defaults for disk drive and position number are updated to reflect the drive and position last selected. The initial default position is "0" and the initial default drive is "A" for single-drive systems and "B" for multi-drive systems.

VIII. Restoring a Saved Game Position

To restore a previously saved game position, enter the RESTORE command. Then follow the steps for SAVE above.

IX. Initializing Storage Diskettes

Storage, or "SAVE," diskettes are made using the standard IBM Personal Computer diskette formatting procedures. Refer to your Disk Operating System manual for complete instructions.

X. Troubleshooting

If the game fails to load properly or SAVE/RESTORE fails, check each of the following items. If none of these offers a solution, call your computer dealer for assistance.

1. Check to see that your IBM Personal Computer and disk drive(s) are plugged in correctly, connected properly, and that everything is turned on.

2. Check to see that the diskette(s) was inserted correctly, and that the drive door(s) is closed.

3. Inspect the diskette(s) carefully for any visible damage.

4. Be sure that the diskette(s) is in the proper drive(s). The game diskette

may only be run from Drive A. For SAVE/RESTORE, be sure that you have typed the correct drive and slot numbers for the storage diskette.

5. For SAVE, be sure that the storage diskette is not write-protected (i.e., there is nothing covering the notch on the side of the diskette).

6. Also for SAVE, be certain that the diskette has been initialized properly. As a last resort, try a different diskette.

7. If you have turned off your IBM Personal Computer, follow the instructions for loading the game.

8. Try again: the problem may only be momentary.

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