NIGHTWALKER
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User's Manual by Gayle Brown

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The scene is the port city of New Orleans. Can you, as the much-maligned cub reporter, tap into the local grapevine for the scoop on the rumored drug ring?

Strange things have been happening along the waterfront. Local citizens have been found floating face down in the Mississippi. Cash, and lots of it, has been showing up in the hands of some unlikely characters around the docks. Of course, no one's talking — not to the police, anyway.

A few bucks placed in the right hands might get you the information you need. But judge your sources carefully — one mistake, and you might find yourself going for a midnight swim.

ABOUT THE GAME

Nightwalker is a unique program that combines the most exciting aspects of "Adventuring" with the additional twist of a dialogue format. The object of the game is to make your way through the waterfront area and check out the various establishments to obtain the necessary information to expose the drug ring and get your story. Your reactions to the characters and situations encountered will determine the outcome of this interactive mystery.

GAME ELEMENTS

Visual Mode

The Visual Mode places you on the waterfront — the scene of the recent murders and alleged drug ring. Your perspective will be that of looking down upon the various buildings and walkways. Movement about the area can be accomplished as follows:

COMMODORE VERSION	ATARI VERSION
F = move forward	Joystick forward = move foward
B = move backward	Joystick backward = move backward
L = turn left	Joystick left = turn left
R = turn right	Joystick right = turn right

TRS-80 and IBM-PC VERSIONS

forward = ⬆
backward = ⬇
left = ⬅
right = ➡

Using the above commands, you may enter a building (via the light gray "doors" on the COMMODORE version or the open spaces on the ATARI version) and then speak with the occupants and check for clues via the Dialogue Mode.

Once a building has been entered, it CANNOT be reentered unless a new game is begun. The Command keys used in this mode enable you to accomplish a variety of tasks: selecting evidence from stored observations, saving the game for future sessions, taking an inventory, or obtaining help. To access all commands (except Dialogue) in the Visual mode, you must remain outside a building. To access the Dialogue mode, move inside a building.

Dialogue Mode — COMMODORE Version

After pressing the appropriate key to move inside a doorway, you will be told DIALOGUE IS FORTHCOMING. DO YOU WISH TO CONTINUE? Type Y or N to indicate whether you wish to enter. There will be a slight pause before the dialogue is displayed. Note that as you read the dialogue, certain phrases and sentences (referred to as observations) will be printed in REVERSE video. This indicates that the statement may contain valuable information.

Dialogue Mode – ATARI Version

After moving inside a doorway, press the joystick trigger button. The Command key list will appear. Press S to begin a conversation.

Dialogue Mode – IBM-PC, TRS-80 versions

When asked a question by one of the "locals," answer it by typing Y or N. Answer honestly — these people know more about you than you think!

After using the arrow keys to move inside of a building, the Dialogue Mode can be accessed by pressing @ (* on IBM-PC) and then S. There will be a slight pause before the dialogue is displayed. Note that as you read the dialogue, certain phrases and sentences (referred to as "observations") are followed by a ——>. This symbol indicates that the statement contains information pertaining to your goal of finding out who's doing what. If you find a statement particularly interesting, it can be stored as an observation. This is done by pressing O. You will then see the prompt, OBSERVATION STORED. If you think a statement is of no apparent use to you and do not wish to store it, continue the dialogue by pressing the SPACE BAR.

Use the following commands as needed in the Dialogue mode.

Key Commands

F,B,L, and R. These keys permit movement about the waterfront area in the Visual mode and enable you to enter a building and access the Dialogue mode. There will be a slight pause after pressing any one of these keys before the next scene is displayed. The   keys move you about in the TRS-80 and IBM-PC versions.

L   When you are in the Visual mode, pressing @ (* on the IBM-PC) and then L will "look" inside to give you the name and nature of the structure. Press L for the ATARI version.

O   This command is used in the Dialogue mode to store observations for later review as possible evidence. Press O after any statement printed in REVERSE (or followed by a ——>) in the Dialogue mode that you wish to store. Though you may store any number of observations, it is wise to be selective. The O command will also display your list of stored observations in the Visual mode. Simply press @ (* on IBM-PC) and then O. Just press O for the ATARI.

SPACE BAR   Note that not all observation statements (printed in REVERSE or followed by a ——>) made by a character in the Dialogue mode are worth storing as observations. If you judge a statement to be worthless, press the SPACE BAR to continue the dialogue.

F   When the game begins, you have $500 in expense money. Manage your money carefully! While outside a building in the Visual mode, press @ (* on IBM-PC) and then F to take account of your finances. Press F on the ATARI.

I   In the Dialogue mode you will have the opportunity to pick up a variety of objects. Pressing @ (* on the IBM-PC) and then I will allow you to take an inventory of your collection in the Visual mode. Just press I on the ATARI.

E   This command is used in the Dialogue mode to present collected evidence to the character(s) of your choice AFTER they have made a statement printed in REVERSE. See "Selecting and Presenting Evidence" in the following section for further information.

Q   If you wish to quit the game while you are in the Visual mode, press @ (* on IBM-PC) and then Q. Type Y at the ARE YOU SURE? Y/N prompt. You will then be asked if you wish to

save the game. Press Y and you will be asked to type your name (or any name you wish to use) to save the current game. TRS-80 users should use their second disk or SIDE B of the program to save any games. Make sure that the side chosen is inserted in the drive so that the saved game can be found. Press Q for the ATARI version.

H   Should you forget the list of commands while in the Visual mode, just press @ (* on the IBM-PC) and then H to see the command keys displayed on-screen. Press H for the ATARI version.

<RETURN>   If the @ key is accidentally pressed and you are prompted for a COMMAND, press <RETURN> to resume play.

S   Press @ for the TRS-80 (* for the IBM-PC) and S simultaneously to speak with the inhabitants of a building after entering a building in the map mode.

Joystick button   Press the joystick button whenever you enter a building and wish to display the Command Key list. Press the Command key of your choice to access its function. Pressing <RETURN> is not necessary. (ATARI version only).

Selecting and Presenting Evidence

After storing a number of observations, it is a good idea to review them so that you may choose only the best for evidence. Access the observation list from the Visual mode by pressing @ (* on the IBM-PC) and then O. You can mark the observation as evidence by typing a number beside that particular observation and pressing <RETURN>. (<ENTER> for TRS-80, ? for IBM-PC.) The list will be redisplayed, and all the selected evidence will be shown in REVERSE (or followed by a —>). You may select a MAXIMUM of 15 pieces of evidence. Two asterisks (**) will mark the evidence chosen in the TRS-80 and IBM-PC versions.

When enough evidence has been gathered to expose the drug ring,

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present it to the character of your choice when you are in the Dialogue mode. Press E after a statement (displayed in REVERSE or followed by a —>) is made by the character you wish to tell. Although it is possible to present your evidence to more than one person, it is also possible to divulge your information to the WRONG person. Armed with this knowledge, prepare to enter the world of Nightwalker...

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LOADING INSTRUCTIONS — COMMODORE 64 DISK

1. Make certain the disk drive and monitor are connected properly to the Commodore 64. Consult your owner's manual and disk manual for proper connections.

2. Turn the power on to the disk drive and monitor before powering up the Commodore 64. The READY prompt will appear on the screen.

3. Insert the Nightwalker disk into the disk drive.

4. Type: NEW and press <RETURN>.

5. Type: LOAD"FIRST",8 and press <RETURN>.

6. The computer will respond with:
SEARCHING FOR FIRST.

7. When the file has been found, LOADING will appear on the video display.

8. After the file has loaded, the READY prompt will appear.

9. Type: RUN and press <RETURN>.

10. A tone will sound on your monitor and the screen will say:

VOLUME ADJUSTMENT
PRESS <RETURN> WHEN FINISHED

11. Press <RETURN> after adjusting the volume. The screen will say:

INITIALIZING

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12. The title screen will appear and a brief musical theme will play. The screen will say:

DO YOU WISH TO CONTINUE A PREVIOUS GAME? Y/N

DO YOU WANT INSTRUCTIONS? Y/N

To play a previously saved game, type Y to the prompt DO YOU WISH TO CONTINUE A PREVIOUS GAME. Insert the disk on which you saved the game, type in its filename and press <RETURN>. The saved game will load, and you will resume where you left off. (See Q under Command Keys for instructions on saving a game).

Type Y to the prompt DO YOU WANT INSTRUCTIONS to review the important points of NIGHTWALKER. Press <RETURN> as prompted. After all instructions have been displayed, there will be a brief pause and the game will begin.

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LOADING INSTRUCTIONS - ATARI DISK

1. Place your NIGHTWALKER disk into the drive with
   the A side facing up.

2. Turn on your ATARI.

3. After a few moments, the Title Screen will appear,
   and a brief musical interlude will play.

4. The screen will say: DO YOU WISH TO LOAD A
   PREVIOUS GAME (Y/N)? If "yes," type the name
   under which you saved the game; if "no," the
   screen will say: DO YOU WANT INSTRUCTIONS (Y/N)?
   Press Y to display a brief summary of the game.
   After the instructions appear, a list of the
   available Command Keys will be displayed.

5. IMPORTANT! At certain points in the game, you
   will be asked to remove the disk and replace it
   with side B facing up. Follow the on-screen
   prompts as stated.

NOTE:

It is advised that you place a write-protect tab on your
original NIGHTWALKER disk. Save games on another formatted disk
(see your disk drive manual for instructions).

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LOADING INSTRUCTIONS - TRS-80 MODEL I

1. You will receive NIGHTWALKER on either a two-
   sided (flippy) disk, or on two separate disks.
   Place a write-protect tab on the Adventure
   International program disk(s) and then insert disk
   1 (or Side A) into Drive 0.

2. Place a blank, unformatted disk into Drive 1.
   Press the Reset button (located at the rear of the
   keyboard on the left-hand side) while holding down
   the <ENTER> key. At the DOS PLUS prompt, type
   BACKUP :0 :1. Type the date, or just press <ENTER>.
   (IF YOU HAVE ONLY ONE DRIVE, insert the Adventure
   International disk in Drive 0 and type BACKUP :0 :0.
   Then follow the onscreen instructions.)

3. The blank disk will be formatted and the program
   will be copied. Press <ENTER> when prompted to
   insert the system (program) disk. (It's already
   in Drive 0.). If NIGHTWALKER (in Drive 0) is on
   a flippy disk, turn the disk over to Side B. If
   the program is on two separate disks, remove Disk
   1 from Drive 0 and replace it with Disk 2.
   Repeat the instructions in Step 2 from typing
   BACKUP.

4. When the DOS PLUS prompt reappears, remove the
   original Adventure International disk from Drive
   0 and put it in a safe place. Insert your new copy
   of Disk 1 in Drive 0 and press the Reset button.
   The program will load and run automatically.
   Press any key to start.

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LOADING INSTRUCTIONS — TRS-80 MODEL III

The disk you have purchased is in Model I format. It will be necessary to use the CONVERT utility on TRSDOS to run the program on your Model III. While NIGHTWALKER can be played on a single-drive Model III system, TWO drives are required to convert it from Model I format. If you have only one disk drive, copy Model III TRSDOS onto the Adventure International disk using the BACKUP command (consult your DOS manual) and mail it to us. We will put NIGHTWALKER onto the disk and return it to you. If you have two drives, follow the instructions below to use the CONVERT utility.

1. You must first make a copy of your TRSDOS disk. To do this, place your DOS disk in Drive 0 and a blank, unformatted disk in Drive 1.

2. Press the orange Reset button located on the upper right-hand side of the keyboard while pressing <ENTER>. At the TRSDOS READY prompt, type BACKUP.

3. Answer the SOURCE Drive Number? with 0 and press <ENTER>. The Destination Drive Number is 1, press <ENTER>. Type PASSWORD in answer to the SOURCE Disk Master Password? prompt.

4. When the Backup procedure is complete, the TRSDOS Ready prompt will reappear. Remove the original DOS disk from Drive 0 and replace it with your newly copied DOS disk from Drive 1. Press Reset. When The TRSDOS Ready prompt reappears, type DIR to see how many granules of space are free. There must be at least 73 free granules to accomodate the NIGHTWALKER program. Use the KILL or PURGE command to delete any unnecessary files that were copied to your new disk from the original DOS disk. Consult your DOS manual if you encounter any difficulties during this procedure.

5. Place Disk 1 (or Side A) of the NIGHTWALKER program disk into Drive 1. Press the orange Reset button. When the TRSDOS prompt appears, type CONVERT and press <ENTER>. Your SOURCE Drive is 1 and your DESTINATION Drive is 0. If you are asked for a Password, type PASSWORD and press <ENTER>. As the various program files are converted, their names will appear on-screen. When all the files have been converted, the TRSDOS Ready prompt will reappear. Replace Disk 1 (which is in Drive 1) with Disk 2 (or Side B of flippy) and repeat this procedure from typing CONVERT. If the prompt: EXISTING FILE, USE (Y/N)? appears, press N. When finished, remove the original NIGHTWALKER disk from Drive 1 and put it in a safe place.

6. At the TRSDOS Ready prompt type:

   AUTO BASIC FIRST -F:1 -M:47800 <ENTER>

7. Press Reset and the program will load and run automatically. Press any key to start. At future sessions, you need only press Reset to load the program.

LOADING INSTRUCTIONS — IBM

1. Remove all disks from disk drives.

2. Turn off IBM.

3. Wait 15 seconds.

4. Insert a system disk into drive A (DOS 1.0 or 2.0 or MS-DOS).

5. Turn on IBM.

6. When asked for date and time, type them in.

2 DRIVE OWNERS

1. Insert Nightwalker in Drive B.

2. Type COPY BASICA.COM A: B: press <RETURN>.

1 DRIVE OWNERS

1. Copy BASICA.COM from your system disk to the Nightwalker disk enclosed.

TO RUN NIGHTWALKER

1. Load the system disk and answer the date and time questions.

2. Insert the Nightwalker disk into Drive A.

3. Type NIGHTWALK press <RETURN>.

The game will now load and play.