

ELECTRONIC NOVEL™ REFERENCE CARD

ATARI® 520ST

START-UP INSTRUCTIONS

WHAT YOU NEED

An Atari 520ST • One disk drive • A monitor

OPTIONAL EQUIPMENT

A second disk drive • One or more blank, formatted disks • A printer

STARTING THE ELECTRONIC NOVEL

1. Be sure that your 520ST is plugged in and that the disk drive and mouse are attached to the main unit.
2. If the computer is not already on, turn on the monitor, the disk drive, and then the computer. Insert the TOS System Disk into drive A to "boot" the ST.
3. When the Floppy Disk icons appear, eject the System Disk and insert the Electronic Novel program disk with the label toward the front of the drive, facing up. Then double-click the Floppy Disk A icon.
4. When Floppy Disk A opens, double-click the GO.PRG icon. The novel will load and begin automatically.

The Electronic Novel will ask you a simple but very important question when you begin (be sure to have your book handy).

TROUBLESHOOTING CHECKLIST

If your Electronic Novel did not load properly, answer each of these questions:

1. Is your computer plugged in? Are the disk drive and mouse cables firmly connected?
2. Are your monitor, disk drive, and computer all turned on?
3. Is the program disk inserted properly with the label toward the front of the drive and facing up?
4. Can you detect any physical damage to the disk?

If these questions do not reveal the problem, repeat the loading instructions in sequence.

SPECIAL FEATURES

SAVING AND RESUMING

BOOKMARK

Perhaps you've made progress in an Electronic Novel and you'd like to pick up next time where you left off. Some novels are designed so that you cannot always save your position. Usually, though, you can bookmark your novel on a blank, formatted disk. After you have formatted your bookmark disk, do not use it for anything except storing versions of Electronic Novels.

To bookmark your Electronic Novel, follow these steps:

1. Be sure that the disk you will use as a bookmark disk is formatted and unlocked. Then, from inside the novel, type **BOOKMARK** and press Return or choose the command from the File Menu. **Do not insert your formatted bookmark disk until you are prompted to do so.**
2. Your screen will clear and then you will see this message:

Bookmark drive A or B?

(or press Esc to abort)

In case you have two drives, you may want to use drive B for your bookmark disk. Type either

A or **B** to choose the bookmark drive. If you change your mind and want to abort the bookmark process, you can do so by pressing the Esc key.

Next you will see this message:

Please insert bookmark disk. Press RETURN.

(or press Esc to abort)

If you want to proceed with the bookmark, eject the program disk and insert the bookmark disk. If you have two disk drives, leave the program disk in drive A and insert the bookmark disk into drive B. After you have inserted the bookmark disk, press Return.

3. Next you will see a list of any novels you may have already saved, followed by this message:

Name this saved novel:

Type the name of the version you want to save and then press Return. The bookmarked version of the novel will be saved on your bookmark disk. If you have one drive, you will be prompted to eject the bookmark disk and reinsert the program disk. If you have two drives, leave the program disk in drive A and the bookmark disk in drive B. When you press Return, the novel will begin again automatically.

RESUME NOVEL

You can use this command to reopen a version of a novel you saved with the BOOKMARK command. Follow these steps:

1. From inside the novel, type **RESUME NOVEL** and press Return or choose the command from the File Menu.
2. Your screen will clear and then you will see this message:

Bookmark drive A or B?

(or press Esc to abort)

If you have two drives, you may want to use drive B for your bookmark disk during the resume process. Type either **A** or **B** to choose the drive which will contain your bookmark disk. If you change your mind and want to abort the resume, you can do so by pressing the Esc key.

Next you will see this message:

Please insert bookmark disk. Press RETURN.

(or press Esc to abort)

If you want to proceed with the resume, eject the program disk and insert the bookmark disk. If you have two disk drives, leave the program disk in drive A and insert the bookmark disk into drive B. After you have inserted the bookmark disk, press Return.

3. Next you will see a list of names of previously saved versions of the novel. Below the list you will see this message:

Which version do you want to resume?

Type the name of the version exactly as it appears in the list and press Return. You will be prompted to insert the program disk. If you have two drives, leave the program disk in drive A and the bookmark disk in drive B. When you press Return, a question similar to the one you answered during loading will appear. Again, be sure to have your book handy. After you answer the question, the novel will resume from the point at which you saved it.

PRINTING

PRINTER ON

If you have a printer connected to your ST, you can use this command to create a printed record of the novel. Follow these steps:

1. Be sure that your printer is turned on and cabled correctly to your computer.
2. From any point inside the novel, type **PRINTER ON** and press Return. Whatever commands you type now, together with the Electronic Novel text responses, will both print and display on your monitor.

●● NOTE ●● You can use the PRINTER ON command only *after* you have answered the question the novel asks during loading.

To stop printing, use the PRINTER OFF command.

PRINTER OFF

To end a printing session, type **PRINTER OFF** and press Return or choose the command from the File Menu. Printing will stop.

USING THE MENUS

Electronic Novels make use of the 520ST pull-down menus. The Desk Menu contains the standard set of Desktop options.

FILE

This menu contains some general commands and some which control special features. Their functions are described in the back of your Electronic Novel book and on this reference card. When you choose a command from the File Menu, it is not necessary to press Return after choosing it. The command will appear in the command window at the bottom of your screen and execute automatically.

COMMANDS

This menu gives you quick access to more commands which you will use often in the course of play. It is not necessary to press Return after choosing a command from this menu; the command will execute automatically.

SHORTCUTS

You can reduce your typing by using the Shortcuts Menu to create and store commands of your own. Follow these steps:

1. Type whatever you like, a single word or a complete command, in the command window.
2. Next, you can select what you typed in two ways. Either choose Enter from the Edit Menu *or click the right mouse button*. The words you typed will appear highlighted in the command window.
3. Pull down the Shortcuts Menu, move the pointer to one of the sets of brackets, and click. The words you typed and selected will be stored in that position on the Shortcuts Menu. You can store up to thirty characters between each set of brackets.
4. In the future, you can use the words you stored. Pull down the Shortcuts Menu, move the pointer to the words you want, and click. The words you stored in that position will appear in the command window. To enter them as a command, press Return. You can also enter the command with the mouse by clicking the left mouse button in any area of the screen.

TALK

This menu makes it easy for you to begin dialogue. The name of one character is already stored on the menu. Pull the menu down and choose the character's name. The name will appear in the command window, followed by a space and an open quote. Type whatever you want to say to the character. When you're finished, press Return.

You can add the names of the other characters as you meet them. To do so, type the new name, a space, and an open quote in the command window. Then select what you typed and store it between a set of brackets on the Talk Menu in the same way that you stored words on the Shortcuts Menu. Each set of brackets will hold a message up to thirty characters in length.

The names you stored, together with the open quotes, will remain on the Talk Menu for future use. If you run out of space, you can store new characters' names over old ones.

EDIT

This menu contains only the Enter command. It is useful for selecting the last line you have typed in the command window. You can then store the line you select in either the Shortcuts or the Talk menus.

USING SPECIAL KEYS

CLR HOME KEY

Pressing this key will erase a line you just typed. However, you must press Clr Home before pressing Return on the line you want to erase. If you press Clr Home on a blank line, nothing will happen.

INSERT KEY

Pressing this key will repeat the last line you typed and followed with a Return. The line will repeat on a new command line, but to enter it as a command, you must follow the repeated line with a new Return.

BACKSPACE

Pressing the Backspace key allows you to back up and correct mistakes before you press Return. It deletes the character before the cursor and moves the cursor backward one space.

F1-F10

These keys allow you to select information you stored on the Shortcuts Menu. They work in order: F1 selects information in the first set of brackets on the menu, F2 information in the second set, and so on. Holding down the Shift key while pressing F1 through F10 allows you to select names stored on the Talk Menu in the same way.

ESC

Pressing the Esc key allows you to stop the changing world of the novel. It performs the same function as the PAUSE NOVEL command.

When you press Esc, this message will appear at the bottom of your screen:

Press any key to continue.

When you press a key, the action of the novel will resume. By pressing either Return or the spacebar, you can avoid typing an unwanted character on the command line.



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