

COMMODORE 64®

ELECTRONIC NOVEL™

REFERENCE CARD

Start-up Instructions

What You Need

A disk drive • A monitor

Optional Equipment

One or more blank disks • A Commodore printer • A 1541 Flash add-on assembly for faster loading and responses

Starting the Electronic Novel

1. Be sure that your computer, disk drive, and monitor are plugged in.
2. Check to be sure that your disk drive is empty. Then turn on the disk drive, the monitor, and the computer.
3. Open the disk drive door and insert the Electronic Novel program disk with the Side 1 label toward the front of the drive, facing up (or to the left in a vertical drive). Close the disk drive door.
4. Be sure that the SHIFT LOCK key on your keyboard is in the up position. Type **LOAD "*" ,8,1**. Then press RETURN.
5. Next this message will appear on your monitor:

```
SEARCHING FOR *  
LOADING
```

The novel will load for a few moments.

5. Next a border line will appear at the bottom of your screen and you will be prompted to insert another side of the program disk. Follow the messages at the bottom of your screen. After you have inserted the correct side and pressed RETURN, the novel will continue loading and then

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. Are your computer, disk drive, and monitor plugged in and the cables firmly connected?
2. Do you have any cartridges in the cartridge slot? If so, remove them.
3. Do you have any serial devices (a modem, a printer, etc.) besides your disk drive connected to your computer? If so, disconnect them and repeat the loading instructions. If you want, you can reconnect a printer after loading.
4. Is the program disk inserted properly with the Side 1 label toward the front of the drive? Is the label facing either up or to the left in a vertical drive?
5. Is the disk drive door completely closed?
6. Can you detect any physical damage to the disk?

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

Making a Backup Copy

You can make spare copies of your Electronic Novel program disks. Copies are good to have in case your originals are lost or damaged. To make a copy, follow these steps:

1. Start with three blank disks. Your Electronic Novel is stored on three labeled sides of the two program disks. You must copy each of the three sides onto a different blank disk. You don't have to format the blanks before you use them; the copy program will format them for you. You should remove any write-protect tabs from the blanks, however.
2. Insert the first Electronic Novel program disk with the Side 1 label toward the front of the drive.
3. Type **LOAD "BACKUP",8** and press RETURN. The backup program will load for a few moments.
4. When **READY** appears on your monitor, type **RUN** and press RETURN. Follow the disk-swapping instructions which appear during the copy process. The source should be Side 1 of the program disk; the destination should be one of the blanks.
5. When the copy is finished, this message will display on your screen:

DONE. PRESS <RETURN> TO COPY ANOTHER.

Press RETURN to repeat the process, using Side 2 as the source and the second blank disk as the destination. Finally, use Side 3 as the source and the third blank as the destination. *Do not* try to copy onto both sides of a blank disk.

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. To do so, you will need a blank disk. Don't try to bookmark or write files to your program disk.

The bookmark disk you use to save your current position should first be formatted. Consult your VIC-1541 User's Manual for the correct formatting procedure. If your blank disk has a write-protect tab, be sure to remove it before formatting. After you have formatted your bookmark disk, do not use it for anything except storing versions of Electronic Novels. Any other files written to it will be destroyed by the bookmark process.

Some Electronic Novels are designed so that you cannot always save your position. Usually, though, to bookmark your novel, follow these steps:

1. From inside the novel, type **BOOKMARK** and press RETURN. **Do not insert your formatted bookmark disk until you are prompted to do so.**

•• NOTE •• If you make a mistake and you want to stop the bookmark process, type **A** to abort.

2. Next you will see this message at the bottom of your screen:

Type a version number (1-8).

Type a number from 1 through 8. Give each saved version of the novel a different number. After you have saved 8 versions and you use 1 again, you will replace the original bookmarked version 1. Note the number you give each saved version of the novel. You will need to use the last number with the **RESUME NOVEL** command to pick up where you left off.

3. After you have typed a version number, you will see this message:

Insert bookmark disk. Press RETURN.

Remove the program disk, insert the bookmark disk, and close the disk drive door. Then press RETURN.

4. Depending upon your position in the novel, you will be prompted to insert a particular side of the program disk. Follow the messages at the bottom of your screen. When the bookmark process is complete, the novel will begin again where you left off.

RESUME NOVEL

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.

•• NOTE •• You can use the **RESUME NOVEL** command only *after* you have answered the question the novel asks during loading.

2. Next you will see this message at the bottom of your screen:

Type a version number (1-8).

Type the number of the version you want to resume.

3. After you have typed a version number, you will see this message:

Insert bookmark disk. Press RETURN.

Remove the program disk, insert the bookmark disk, and close the disk drive door. Then press RETURN.

4. Depending upon your position in the novel, you will be prompted to insert a particular side of the program disk. Follow the messages at the bottom of your screen. When the resuming process is complete, the novel will begin again from the point at which you typed the **BOOKMARK** command.

Printing

PRINTER ON

If you have a 1541 disk drive and a Commodore printer connected to your computer, 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. *Do not* use the **PRINTER ON** command unless you do have a printer. It will cause the novel to run erratically and you'll probably have to start over.

2. Follow steps 1 through 5 under *Starting the Electronic Novel* on this reference card.

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

3. After you have answered the question, 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. To stop printing, use the **PRINTER OFF** command.

PRINTER OFF

To end a printing session, type **PRINTER OFF** and press RETURN. Printing will stop.

Using Special Keys

F1 or F3

Pressing the F1 or F3 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.

F5 or F7

Pressing the F5 or F7 key will erase a line you just typed. However, you must press F5 or F7 before pressing RETURN on the line you want to erase. If you press F5 or F7 on a blank line, nothing will happen.

CRSR →

Pressing the right cursor key will repeat the characters on the last line you typed and followed with a return. The effect is similar to pressing F1 or F3, except that pressing the right cursor key repeats the line one character at a time.

DEL

Pressing the DEL 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.

RUN/STOP

Pressing the RUN/STOP key allows you to stop the changing world of the novel. It performs the same function as the **PAUSE NOVEL** command. When you press RUN/STOP, 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.

SYNAPSE

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