

# APPLE® II SERIES

This booklet tells you how to run your Infocom story on your computer, and provides a few other handy bits of information.

## I. What You Need

### Required

- Apple IIe with the extended 80-column text card or an Apple IIc
- 128K bytes of RAM
- One 16-sector disk drive

### Optional

- One or more **blank** formatted disks (for SAVES)
- Printer (for SCRIPTing)
- Second disk drive (for convenience with SAVES)

Note: the size of this Interactive Fiction PLUS story prevents you from making a backup copy of the story disk. If a defect occurs in the story disk, the disk will be replaced in accordance with the warranty described in your story manual.

## II. Loading the Disk

Turn off your Apple. Insert the story disk in Drive 1 and turn on the computer. If you have an autostart ROM, the story will automatically load. If you do not have an autostart ROM, you will see a grid pattern and the asterisk prompt. Type 6, hold down the CONTROL key and press P, then release them both and press RETURN. The disk drive will spin and the story will load. After about 30 seconds, you will see a message asking you to insert side 2 into the drive. Remove the story disk, flip it over and reinsert it into the same drive. Press RETURN to complete the loading process. You will not need to flip the disk again unless you reboot or use the RESTART command. If nothing appears after a minute or so, consult the Troubleshooting Section.

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### III. Talking to the Story

Whenever you see the prompt (>), the story is waiting for you to enter a command. Your command can be up to one line in length. If you make a mistake when entering a command, use either the left-arrow or DELETE key to erase the error. After you have typed in your command, press the RETURN key. The story will respond and the prompt will reappear.

If a description will not fit on the screen all at once, [MORE] will appear at the bottom of the screen. After reading the screen, press any key to see the rest of the description.

### IV. SCRIPTING

You can use the SCRIPT command to print out a transcript of your moves in the story. The SCRIPT function is an optional feature which is not necessary to complete the story and may not be available with certain hardware.

If the SCRIPT command works with your hardware configuration, you may make a transcript as you go along.

1. To start the transcript at any time, make sure the printer is ready, then type SCRIPT at the prompt (>).
2. When prompted, enter the slot number (1-7) in which your printer card is installed. (On an Apple IIc the slot number is the port number, which should be 1.)
3. To stop the transcript, type UNSCRIPT.

SCRIPT and UNSCRIPT may be used as often as desired.

### V. Saving a Story Position

**Warning:** The disk you use 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 SAVE disk will be destroyed by the SAVE command.

You need a blank, initialized disk to SAVE your story positions. See your *Apple Disk Operating System Manual* (DOS 3.3) or *Apple Pascal Reference Manual* for instructions on initializing a diskette.

You may save up to 4 positions per SAVE disk and RESTORE any one at any time. To save more than 4 positions you must use a new disk. Each position is assigned a number from 1 to 4. You specify a position number (1 to 4) each time you use the SAVE command, and you write over anything previously saved with that number. You must use a different number for each position you want to save.

1. To save your current position, type SAVE at the prompt (>) and press RETURN. You will see the following:

```
SAVE POSITION  
POSITION 1-4 (DEFAULT is 1) >
```

Before you insert the SAVE disk, specify which position on the disk you will use or press RETURN to use the default (position 1).

2. You will then see:

```
DRIVE 1 OR 2 (DEFAULT is 1) >
```

The story is asking you which disk drive you want to use. If you have only one disk drive, press RETURN to save to drive 1. If you have 2 drives it will be more convenient to use the second drive for SAVES, so type "2" (and RETURN).

3. You will then see:

```
SLOT 1-7 (DEFAULT is 6) >
```

The story is now asking you which slot you want to use. Apple IIc owners will not see this message. Specify the slot number or press RETURN for slot 6.

4. Finally, you will see:

```
POSITION 1, DRIVE #1, SLOT 6.  
ARE YOU SURE? (Y/N)?
```

The position, drive, and slot numbers should match the ones you just entered. If any of them is incorrect, press N to repeat from step 1. If they are correct, press Y.

You should now proceed according to the message prompts that will appear on the screen. If you follow the prompts correctly you will finally see:

```
OKAY, DONE
```

If you see

```
FAILED
```

consult the Troubleshooting section of this booklet.

You may now continue the story. You can use the SAVE disk and the RESTORE command to return to this position at any time.

### VI. Restoring a Saved Story Position

To return to a previously saved story position, type RESTORE at the prompt (>). Then follow the steps in Section V. above.

## VII. Troubleshooting

A. If the story fails to load properly, or if SAVE, RESTORE or SCRIPT fails, check each of the following items. If none of these offers a solution, consult your dealer for assistance.

1. Make sure all connections are secured and all power switches are turned on.
2. Inspect all disks for any visible damage.
3. Make sure each disk is in its proper drive. The story disk may only be run from the main drive. For SAVE/RESTORE, make sure that you have typed in the correct drive and slot numbers for the SAVE disks.
4. Make sure all disks are inserted correctly and all drive doors are closed.
5. Make sure your SAVE disk is not write-protected.
6. Make sure your SAVE disk has been initialized properly. As a last resort, try a different disk.
7. If you have turned off the Apple or have pressed the RESET key, follow the instructions for loading the disk (Section II above).
8. 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.

B. If you receive an error message, follow this procedure:

Boot the story disk and start the story. When the initial screen is displayed, type \$VERIFY at the prompt(>). The disk will spin for 5-10 minutes and one of the following messages (or something like one of them) will appear.

1. "DISK CORRECT:" This indicates that the disk has not been damaged and the story program is intact. The problem may be with your hardware, probably the disk drive. It is also possible the program contains a bug. If you suspect a bug, call the Infocom Technical Hotline number.
2. "INTERNAL ERROR ." This reply indicates either hardware trouble or disk damage. Repeat the \$VERIFY process several times. Also try \$VERIFY on another computer (such as your dealer's). If the story ever replies "DISK CORRECT," the problem is in your hardware.

If you repeatedly get an internal error message on more than one computer, the disk has most likely been damaged. Please send the **disk only** to Infocom for testing.

# INFOCOM

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