

ATARI[®] ST[™] 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

- Atari ST Series computer

Optional

- Blank 3½ inch disks (for SAVES)
- Compatible printer (for SCRIPTing)

II. Making a Backup Copy

In accordance with the licensing agreement in your package, we recommend that you make a backup copy of the story disk for your personal use. See your hardware manual for instructions on how to make disk copies. Put the original away in a safe place and always use the copy as your regular play disk.

III. Starting the Story

Turn on your Atari ST and wait for the desktop to appear.* Insert the story disk and open the disk window. Click once with the mouse on the program (.PRG) icon to select it, then choose open from the File menu. A standard shortcut is to double-click on the program icon.

* For playing Interactive Fiction PLUS[™] games with a color monitor, you will need to set the screen resolution to **medium** (using the options menu) before you start the program.

IV. Talking to the Story

Whenever you see the prompt (>), the story is waiting for you to enter a command. If you make a mistake, use the backspace key to erase the error. After you have typed 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.

V. The Status Line

At the top of the screen is a status line. This line is updated after every move to show your current position in the story. Depending upon the type of story, it may also show other information.

Score

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

Score: 245/920

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

Time

In stories that keep track of the time, such as the mystery thriller DEADLINE[™], the right side of the status line will look something like the following:

Time: 9:22 a.m.

This shows the current time of day in the story.

VI. 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. To stop the transcript, type UNSCRIPT.
3. SCRIPT and UNSCRIPT may be used as often as desired.

VII. Saving a Story Position

You can save your current story position to any disk in any drive, space permitting. No other data on the save disk will be affected. You must use a previously formatted save disk.

Using a Single Drive

Type SAVE at the prompt (>). The standard Atari ST dialog box for selecting files will be displayed. The directory in which your save will be stored (including drive identifier) appears near the top of the box.

If you want to SAVE to the story disk itself, simply choose a file name under which to save your position and type it into the selection area. It is not necessary to type ".SAV" after the name, this is added automatically.

To use a different save disk, remove the story disk from the drive and insert the new disk. **IMPORTANT:** You must click with the mouse on the shaded "title bar" area of the inner directory window to display the directory of the new disk.

After typing in the file name, click on the OK button, or press the RETURN key. If you want to cancel the save operation, click on the CANCEL button. The disk drive will spin for several seconds, and if all is well, the story will eventually respond:

OK

If it responds:

FAILED

consult the Troubleshooting Section.

After saving your story position, you may continue the story.

Using Multiple Drives

If your save disk is in a different drive than the story disk, the save procedure is identical to using a single drive except that you must identify the second drive by changing the directory specification (the line near the top of the dialog box). When the dialog box appears, edit the directory specification so that the drive letter corresponds to the drive containing your save disk. **IMPORTANT:** You must click with the mouse anywhere **INSIDE** of the inner directory window to display the directory of the save disk.

The following keys are useful for editing items in the file selection box:

- Up and down cursor keys—select item to edit.
- Left and right cursor keys—position cursor within item.
- Backspace and delete keys—erase the character before or after the cursor.
- ESC key—erase the whole item.

VIII. Restoring a Saved Story Position

To return to a previously saved story position, type RESTORE at the prompt (>). A standard dialog box will appear, showing a list of your saved positions on the indicated disk. If there are more save files on the disk than will fit in the window, the scroll bar becomes active. If you want to restore from a different disk, change disks as described in Section VII.

Click once over the name of the position you want to restore, then click on the OK button, or press the RETURN key. If you want to cancel the restore operation, click on the CANCEL button.

IX. Color Display

If you are using a color monitor, you can change the colors used in the display. At the prompt (>), hold down the SHIFT key and use the four cursor keys to cycle through the available combinations.

If you are using a monochrome monitor, you can reverse the video in the same way.

X. 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 Atari ST dealer for assistance.

1. Inspect all disks carefully for any visible damage.
2. For SCRIPTING, make sure the printer is connected properly, enabled for printing, not out of paper, etc.
3. If the story is an Interactive Fiction PLUS™ game (look at the lower right corner of the package) and you are using a color monitor, make sure your screen resolution is set to **medium** or higher.
4. Try again: the problem may be only 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 continue to experience problems, follow this procedure.

Reboot the diskette. When the initial screen is displayed, type \$VERIFY at the prompt. The disk drive will spin for a minute or less and one of the following messages will appear.

1. "DISK CORRECT:" The disk has not been damaged and the data 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. "DISK FAILED" or "DISK READ 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 data is intact.

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

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