

APPLE[®] Macintosh[™]

I. What You Need

Required

- Apple Macintosh Computer

Optional

- Extra 3½ inch disks (for SAVES)
- Second disk drive (for convenience with SAVES)
- Expanded memory and/or a hard disk drive (for faster execution)
- Apple Imagewriter or compatible printer (for SCRIPTing)

II. Making a Backup Copy

You should make a backup copy of the story disk, in case the original disk becomes unusable.

When you start the story from a copy, it will eject the copy and ask for your original story disk. After the original is inserted, it too will be ejected. Reinsert the copy and continue. The original disk will not be needed at any other time during the course of the story.

III. Starting the Story*

Turn on the Macintosh, insert the story disk, and wait for the desktop to appear on the screen. Click once with the mouse on the storybook icon to select it, then pull down the File menu and choose Open. A standard shortcut is to double-click on the storybook icon.

IV. Talking to the Story

Whenever you see the prompt (>), the story is waiting for your instructions. You may type a full line of instructions at a time. If you make a mistake, use the backspace key to erase the error. When you have finished typing in your instructions, 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.

* If you have an International Macintosh, first run the Localizer program. It contains instructions for adjusting the keyboard software for proper keyboard operation. You will need to run the Localizer only once. If you have a U.S. Macintosh, you don't need the Localizer.

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V. The Status Line

Near the top of the screen you will see a status line. This line is updated after every move to show your current position in the story. Depending on the story, it may also show other information:

Score and Moves

In stories that keep a 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 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

The SCRIPT function is an optional feature which is not necessary to complete the story and may not work with certain hardware.

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

1. Connect the printer directly to the printer port at the back of the Macintosh. Turn it on and make sure it is ready.
2. Start the story as described in Section III.
3. Type SCRIPT at the prompt (>) to start the transcript. To stop the transcript, type UNSCRIPT. Note that SCRIPT is available only with a draft quality font.
4. SCRIPT and UNSCRIPT may be used as often as desired.

VII. Saving a Story Position

You can save your current position to the story disk or any other disk, space permitting. The save disk may be located in any drive. A SAVE typically requires from 10 to 20 Kbytes of free space on a disk. Other data on the save disk will not be affected.

1. Type SAVE at the prompt (>). A standard Macintosh dialog box will be displayed. The name of the disk that your SAVE will be stored on appears in the upper right corner of the box.
2. If you want to SAVE to the disk currently named in the dialog box, skip to #3. Otherwise, if you have a single disk drive, click on the EJECT button, remove the story disk from the drive, and insert the save disk. If you have more than one drive, click on the DRIVE button until the name of the desired disk appears in the box.

3. Choose a file name under which to save your position and type it into the box. File names cannot use the colon character [:]. If you want to cancel the SAVE operation, click on the CANCEL button.

4. Click on the SAVE button. The disk drive will spin for several seconds. If all is well, the story will respond:

OK

If it responds:

FAILED

consult the Troubleshooting section.

You may now continue the story.

VIII. Restoring a Saved Story Position

You can return to a previously saved story position at any time, as follows:

1. Type RESTORE at the prompt (>). A standard dialog box will appear, showing a list of your saved positions on the most recently used disk. If you want to see a list of your saved positions on another disk, click on either the EJECT or DRIVE button as in Section VII.
2. Click once over the name of the position you want to restore, then click on the OPEN button. If you want to cancel the restore operation, click on the CANCEL button.

A saved position can also be restored directly from the desktop. Follow the directions in Section III, but select the icon for the saved position.

IX. Macintosh Features

Stories on the Macintosh have several additional features, available from the menus at the top of the screen

Apple Menu

The usual Macintosh desk accessories are available in the Apple menu.

File Menu

You can issue certain story commands by choosing them from the File menu. These commands include Save, Restore, Script, Unscript, Restart and Quit.

Edit Menu

You can do standard text editing on the instruction line. Move the cursor around by pointing and clicking with the mouse, and use Cut, Copy and Paste to change or add to the text. Press RETURN when you have finished editing.

Font Menu and Size Menu

The text of the story can be displayed in different fonts and font sizes. The currently available fonts and sizes are listed in their respective menus. You can add or remove fonts from these menus by using the standard Font Mover utility. Note that you should not remove the Monaco font, as it may be required by the story.

X. Troubleshooting

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

1. Inspect all disks carefully for any visible damage.
2. For SAVES, make sure the SAVE disk is not write-protected (the small opening in the corner of the disk should be closed).
3. For SCRIPTing, make sure the printer is connected properly, enabled for printing, not out of paper, etc.
4. 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, run the following procedure.

After booting the disk and receiving an initial screen, type \$VERIFY. The disk drive will spin for a minute or less and a message similar to one of the following will appear:

1. "DISK CORRECT:" The disk has not been damaged; the data is intact. This may indicate a problem with your hardware (usually with the disk drive). It is also possible the story contains a bug. If you suspect a bug, call the Infocom Technical Hotline.
 2. "DISK FAILED" or "DISK READ ERROR:" This reply indicates either hardware trouble or disk damage. Repeat the \$VERIFY process several times. Also try the \$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 with more than one computer, the disk has most likely been damaged. Please send the **disk only** to Infocom for testing.

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