

INTERLOGIC™ Reference Card for the

APPLE® II

I. What You Need

Required

- Apple II or Apple II Plus (or Apple III in Apple II emulation mode)
- 32K bytes of RAM
- One 16-sector diskette drive

Optional

- One or more blank, formatted diskettes (for SAVES)
- Language Card or 16K RAM board (for faster execution)
- Printer connected to a parallel, serial, or communications card in Slot 1 (for SCRIPT)
- Second diskette drive (for convenience with SAVE)

II. Loading the Game

1. Turn off the power to your Apple and open the disk drive door(s).
2. Insert the game diskette in Drive 1 and close the drive door.
3. Turn on your computer. If you have an autostart ROM, the disk drive will automatically spin the diskette. If you do not have an autostart ROM, you will see a grid pattern and the asterisk prompt. Type 6, hold down the CTRL key and press P, release them both, and press RETURN. The disk drive will spin the diskette and the program will load.
4. If nothing appears on your screen, something is wrong. (See the Troubleshooting section.)

III. Talking to the Game

Whenever you see the prompt (>), the game is waiting for you to type in your instructions. You may type up to two full lines of text at a time. If you make a mistake, use the left-arrow key to erase the error. When you have finished typing in your instructions, press the RETURN key. The game will respond and then the prompt (>) will reappear.

If a description will not fit on the screen all at once, [MORE] will appear in the bottom left portion of the screen. After reading the part on the screen, you will need to press the space bar to see the rest of the description.

IV. The Status Line

At the top of the screen, you will see a status line. This line is updated after every move to show your current whereabouts in the game. Depending upon the type of game, it may also show other information:

Score

In games 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, you have 245 points in 920 moves.

Time

In games that keep track of the time (e.g., the mystery thriller DEADLINE™), the right side of the status line will look something like the following:

TIME: 9:22 AM

This shows the current time of day in the game.

V. SCRIPTING

If you have a printer, you may make a transcript of the game as you play it:

1. Connect the printer to a parallel, serial, or communications card in Slot 1.
2. Turn on the printer.
3. Load the game as described above.
4. To start the transcript at any time, use the SCRIPT command.
5. To stop the transcript, use UNSCRIPT.
6. SCRIPT and UNSCRIPT may be used as often as desired as long as the printer is left on-line.

VI. Saving a Game Position

To save the current position, use the SAVE command. You may SAVE up to eight different game positions on each storage diskette and RESTORE them in any order. To keep track of these different positions, each is assigned a number (from 0 to 7). Each time you SAVE a game position, it will overwrite any position that is already on your storage diskette with the number you specified. If you want to SAVE more than one position, you must use a different position number for each one.

When you enter the SAVE command, the game will respond:

PLEASE INSERT SAVE DISKETTE,
POSITION (0-7): (DEFAULT = 0)

1. Type a number between 0 and 7 to tell the game to use that position on the diskette. (Alternatively, you may press the RETURN key to tell the game to use the default, which in this case is 0.) The game will respond:

SLOT (1-7): (DEFAULT = 6)

If you have only one disk drive, proceed as follows:

2. Press RETURN to tell the game to copy to a drive in Slot 6. It will then respond:

DRIVE (1-2): (DEFAULT = 2)

3. Type 1 to tell the game to copy to the diskette in Drive 1. Now it will respond:

—PRESS 'RETURN' KEY TO BEGIN—

4. Remove the game diskette from the disk drive.
5. Insert the storage diskette and close the drive door. (To prepare this diskette, see Initializing Storage Diskettes.)

6. Press the RETURN key. The diskette will spin for ten seconds or less, then it will respond:

PLEASE RE-INSERT GAME
DISKETTE,

—PRESS 'RETURN' TO CONTINUE—

7. Remove the storage diskette from the drive and insert the game diskette again. Close the drive door.

8. Press the RETURN key. If all is well, the game will respond:

OK

If it responds:

FAILED

consult the Troubleshooting section.

You may now continue playing. You can use the storage diskette and the RESTORE command to return to this position at another time.

If you have more than one disk drive, follow the above procedure, but omit the steps numbered 4, 6, and 7. Use the appropriate slot and drive numbers in steps 2 and 3 for the disk drive that you use in step 5.

VII. Restoring a Saved Game Position

To restore a previously saved game position, enter the RESTORE command. Then follow the steps (1 to 8) for SAVE above.

VIII. Initializing Storage Diskettes

Storage, or "SAVE," diskettes are made using the standard Apple diskette initialization procedures. See either Apple's "Disk Operating System Manual" (DOS 3.3) or the "Apple Pascal Reference Manual" for detailed instructions.

IX. Troubleshooting

If the game fails to load properly or SAVE/RESTORE fails, check each of the following items. If none of these offers a solution, call your Apple dealer for assistance.

1. Check to see that your Apple and disk drive(s) are plugged in correctly, connected properly, and that everything is turned on.
2. Check to see that the diskette(s) was inserted correctly, and that the drive door(s) is closed.
3. Inspect the diskette(s) carefully for any visible damage.
4. Be sure that the diskette(s) is in the proper drive(s). The game diskette may only be run from the main drive. For SAVE/RESTORE, be sure that you have typed the correct drive and slot numbers for the storage diskette.
5. For SAVE, be sure that the storage diskette is not write-protected (i.e., there is nothing covering the notch on the side of the diskette).
6. Also for SAVE, be certain that the diskette has been initialized properly. As a last resort, try a different diskette.
7. If you have turned off the Apple, or have pressed the RESET key, follow the instructions for loading the game.
8. Try again: the problem may only be momentary.

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