

# ATARI®

## I. What You Need

### Required

- ATARI 400 or ATARI 800 computer
- 32K bytes of RAM
- One ATARI 810 disk drive

### Optional

- One or more blank, formatted diskettes (for SAVES)
- 40K or 48K bytes of RAM (for faster execution)
- Printer connected to the printer port of an ATARI 850 interface module (for SCRIPT)
- Second 810 disk drive (for convenience with SAVE)

## II. Loading the Game

### One-sided Games

1. Turn off the computer and remove the installed cartridge(s), if any.
2. Turn on Drive 1, insert the game diskette, and close the drive door.
3. Turn on your computer. The disk drive will spin the diskette and the program will load in about thirty seconds.
4. If nothing appears on your screen, something is wrong. (See the Troubleshooting section.)

### Two-sided Games

1. Follow steps 1 to 3 for one-sided games above using side 1 of the game disk.
2. When you are prompted to do so, remove the disk, turn it over, and insert it in the drive. You will not need side 1 again unless you reload or RESTART the game.
3. Press the RETURN key to complete the loading process.

## 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 DELETE key to erase the error one character at a time. (Warning: Do not delete the prompt!) 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. SCRIPTing

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

1. Connect the printer to the printer port of an ATARI 850 interface module connected to the computer.
2. Turn on the printer and the interface module.
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.

FOO  
MUM  
BLE  
BAR  
KLA

5 20  
19 (9)  
CON  
BOZ  
TRA



## V. 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.

## VI. Restarting the Game

The game may be restarted either by using the RESTART command or by pressing the S/RESET key. For a two-sided game, it will be necessary to re-insert the game disk using side 1. You must do this before pressing the S/RESET key. In the case of RESTART, you should wait until you are prompted to do so.

## VII. Saving a Game Position

To save the current position, use the SAVE command. You may SAVE up to five 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 4). 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 (0-4) (Default = 0)

1. Type a number between 0 and 4 to tell the game to use that position on the diskette. Do not press the RETURN key after the digit. (Alternatively, you may press the RETURN key without typing a digit to tell the game to use the default, which in this case is 0.) The game will respond:

Drive (1-8): (Default = 1)

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

2. Press RETURN to tell the game to copy to Drive 1. It will then respond:

— Press RETURN key to begin —

3. Remove the game diskette from the disk drive.

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

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

Please re-insert game diskette,  
— Press RETURN to continue —

6. Remove the storage diskette from the drive and insert the game diskette (side 2 for a two-sided game) again. Close the drive door.

7. 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 3, 5, and 6. Use the appropriate drive number in step 2 for the disk drive that you use in step 4.

## VIII. Restoring a Saved Game Position

To restore a previously saved game position, enter the RESTORE command. Then follow the steps (1 to 7) for SAVE above.

## IX. Initializing Storage Diskettes

Storage diskettes are made using the standard DOS diskette formatting procedure. See ATARI's "Disk Operating System Reference Manual" for detailed instructions.

## X. 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 ATARI dealer for assistance.

1. Check to see that your ATARI and disk drive(s) are plugged in correctly, connected properly, and that everything is turned on.

2. Check to see that the diskette was inserted correctly, and that the drive door(s) is closed.

3. Inspect the diskette carefully for any visible damage.

4. Be sure that the diskette is in the proper drive. The game diskette may only be run from Drive 1 (side 1 for two-sided games). For SAVE/RESTORE, be sure that you have typed the correct drive number 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. Try again: the problem may only be momentary.

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