

LOOM™

Atari ST Reference Card

Contents

Your *Loom* package should contain the following:

- ✓ Three 3.5" disks
- ✓ One Dolby® Stereo cassette tape
- ✓ One *Book of Patterns*
- ✓ One User's Manual
- ✓ One red gel

Getting Started

NOTE: We recommend that you first make backup copies of all disks and put the originals in a safe place. The disks are not copy-protected, so to copy them, just follow the instructions that came with your computer.

You can play *Loom* from either a hard disk drive or a floppy disk drive.

To play *Loom* from a floppy drive, insert Disk 1 in your disk drive (Drive A) and boot off this disk. Open the Drive A drawer and double-click on the *LOOM.PRG* icon.

Follow the instructions on screen, and insert other disks when prompted.

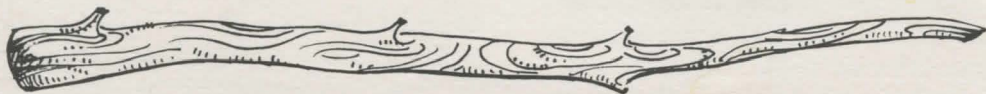
To install *Loom* on a hard disk, create a new folder on your hard disk called "*LOOM*". Copy the contents of all of your *Loom* game disks into your new folder. When you have finished copying all of the files, double-click on the *LOOM.PRG* icon in your new folder.

Save/Load Instructions

If you are playing from floppy disks (and not a hard drive), you will need a blank, formatted disk BEFORE you start

Keyboard Controls

To spin drafts using the keyboard, you can use either of the following sets of keys:



Note: these keys correspond to the tonal positions of the distaff on the screen.

Function and Command Keys

Save or Load a Game	F5	(Only when the cursor is visible.)
Bypass a Cut-Scene	ESC	
Restart a Game	F8	
Pause the Game	SPACE BAR	
Sound Control	F6	(One press disables music but retains sound effects. Second press disables all sounds. Third press restores all sounds.)
Background Animation	F7	(Switches background animation off and on.)
Message Line Speed:		
Faster	>	
Slower	<	
Reposition Instantly	ALT i	(Use instant repositioning if you find scrolling is too slow.)
Exit Game	ALT x	
Version Number	CTRL v	

to play. This disk will become your save/load disk. If you are playing *Loom* from a hard disk, your games will be saved in the directory with the game files.

Press **F5** when you want to save or load a game. If you are playing from floppy disks, you will be asked to insert your save/load game disk.

Once the save/load screen is displayed, you can move the cursor and click on either **SAVE**, **LOAD** or **PLAY**. The **SAVE/LOAD** option will not be available during the opening sequence.

To SAVE:

Click on the **SAVE** option. The current list of saved games will be displayed in slots along the left side of the screen. Select a slot by pointing the cursor to it and clicking. Now you will be able to type a new name for that slot or use the backspace key to change the existing name. Pressing **RETURN** will reactivate the cursor. Click the cursor on **OK** to save the game, or **CANCEL** if you have changed your mind and do not wish to save it.

To LOAD:

Click on the **LOAD** option. The current list of saved games will be displayed in slots along the left side of the screen. Select a slot by pointing the cursor to it and clicking. Click the cursor on **OK** to load the game, or **CANCEL** if you have changed your mind and do not wish to load it.

NOTE: Loading a previously saved game will cause you to lose the game you are currently playing.

SAVE/LOAD is disabled during cut-scenes (whenever the cursor disappears from the screen).

Atari ST Credits

Atari ST Edition by Aric Wilmunder & Dan Filner
Additional Programming by Kalani Streicher
Atari ST Soundtrack by David Hayes & Dave Warhol

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