

REFERENCE CARD

Apple® II+, IIe, IIc computers

Note: If you have two disk drives, use only drive-1 for all steps in loading, saving, restarting, or resuming a saved game.

Loading To load the game, follow these steps:

1. Turn on the TV or monitor.
2. Hold the A VIEW TO A KILL disk by its label. Carefully slide the disk, label side up, into the disk drive. Close the disk drive door or latch.
3. Turn on the computer. As loading begins, the drive spins briefly. You are asked:

Would you like to resume a saved game?
Type Y or N.

4. Press N (No), if you want to start a new game. A new game will load automatically.
Press Y (Yes), if you want to continue a game that you saved previously. You will be asked to specify which of the games on a storage disk you want to resume. Follow the on-screen instructions to load your saved game.

Saving You can save up to nine games on a STORAGE disk. When you save, you assign the game a number (1-9). If you want to resume the game at a later time, you simply specify its number during loading.

Note: The first time you save, use a blank disk (or a disk with information you no longer want), and follow the on-screen instructions to format it as a storage disk.

To save:

1. When you see the —>, type SAVE and press RETURN. You will be asked:
Would you like to SAVE this game?
2. Press N (No), if you decide you'd rather continue the game without saving.
Press Y (Yes), to begin the save process. Follow the on-screen prompts to assign the game a number and complete the save.
3. When the save process is complete, simply follow the on-screen instructions to return to your game and continue playing when you see the prompt.

Formatting During the save process, you are prompted to remove the GAME disk and insert a STORAGE disk or a blank disk in the drive.

1. If you insert a blank disk that has not been formatted, or a disk with information you no longer want, you'll see this message:

Disk in drive is not a STORAGE disk. Would you like to format it as a STORAGE disk?
WARNING: ANY CONTENTS ON DISK WILL BE DESTROYED.

2. Press N (No) if you change your mind and do not want to format. Follow the on-screen instructions to go back to the game.

Press Y (Yes), to format the disk. Follow the on-screen instructions to complete the save process and return to the game.

Quitting Use the quit feature when you want to stop playing.

To quit:

1. When you see the —>, type QUIT and press RETURN. You will be asked:

Would you like to QUIT this game?

2. Press N (No), to continue the game.

Press Y (Yes), to stop playing.

3. If you press Y (Yes), you will be asked:

Would you like to SAVE this game?

Press N (No), if you wish to QUIT without saving the current game.

Press Y (Yes), if you want to save the current game before you QUIT. See SAVING section for details.

Restarting Use the restart feature if you are in the middle of playing and want to start a new game or resume a saved game.

To restart:

1. When you see the —>, type RESTART and press RETURN. You will be asked:

Would you like to start a new game?

2. Press N (No), to continue in the current game.

Press Y (Yes), to begin the restart process.

3. If you press Y (Yes), you will be asked:

Would you like to resume a saved game?

4. Press N (No), to start a brand new game.

Press Y (Yes), to begin the resume process. Follow the on-screen instructions to select a saved game.

Rebooting If you QUIT your game and then decide to play again, you can reboot the game disk.

To reboot:

1. Hold down the CONTROL key and [⌘], and press RESET.
[Apple IIe or IIc]

or

Hold down the the CONTROL key and press RESET.
[Apple II+]

Printing You can print a running transcript of the game. The print feature is designed to work with any standard printer you may be currently using with your Apple computer. Your printer should be "on-line" or "selected."

Note: Apple II+ or IIe users, your printer card must be in Slot #1 in order to print.

To print:

1. When you see the —>, type PRT and press RETURN. The game responds:

OK.

Printing begins with your next move.

2. To stop printing, type PRT again and press RETURN.

Note: Printing stops automatically whenever play ends for any reason.

Conversing with A VIEW TO A KILL To enter your commands, questions, or responses, just type them in when you see the —>. Then press RETURN.

If you make a mistake typing, use the left arrow key or the DELETE key to back up and erase your error. Then retype your entry.

The standard commands appear in the book *An Introduction To Interactive Fiction*, enclosed in your A VIEW TO A KILL package. You will be facing your toughest assignment yet, 007, so you might want to take a little time to look it over.

Special additional commands, unique to A VIEW TO A KILL, are listed below (examples of how you might use some of the verbs are provided in parentheses):

climb	insert	screw (a lid)
destroy	jump	shine ___ on ___
dial	kick	shoot
draw (a weapon)	kiss	take ___ off of ___
enter	leap	take ___ out of ___
flip	load (a gun)	trip
get in	look at	turn (a handle)
get out	look in	turn on/off
hide	punch	wait
hold		

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