

PLAYER REFERENCE CARD/THE APPLE MACINTOSH VERSION

"DR. DUMONT'S WILD P.A.R.T.I."

WARNINGS:

1. **DO NOT** remove the disk from the drive at any time.
2. **DO NOT** flip the write-protect tab to the DON'T WRITE (Write protected) position. The game *needs to write* to this disk. We recommend you make a back-up copy.
3. Yes, we know, you're horrified by number 2. So make a backup copy using ANY standard method of copying a disk. If you decided to do this, which we hope you do, please do not share your disk with others. We provided you with a *NON-COPY-PROTECTED* disk for *your* protection-not so some guy down the street could save himself some bucks and put us out of business.
4. When making a backup, **Do Not** copy the files one at a time. Copy the disk as a whole to a new disk and **Do Not** change the Locked/Unlocked state of any file on your disk.

PULL-DOWN MENUS:

Yes, Virginia, there is a Menu Klaus. A short note is in order, though. Due to the way in which the twisted programmer went about coding this sytem, normal screen refreshing (as we Mac Users are used to) was not fully possible. But we did the next best thing...when a new window or dialog box appears on the screen and is then dismissed by your clicking the mouse button, the screen is erased and a LOOK command is entered. This LOOK is free of charge and is not logged by the move counter. I know we're nice guys, but hey! Life is short! We could've left a gaping hole there instead!

THE APPLE MENU:

ABOUT Dr. Dumont... This fascinating selection provides you with that standard dialog box listing the game credits and version number.

Desk Accessories are supported but *not* guaranteed.

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SAVE & RESTORE and the Check Mark:

You are allowed to save and restore four different game states to the game disk. Each time you save to a different position, a check mark appears beside this new position. This tells you which position was last saved to, hopefully eliminating your saving over a critical position. RESTORE tells you the current position you have restored from (or, if you have not yet restored, position 1).

SAVE 1 (ctrl S): This is the equivalent of typing SAVE 1 from the keyboard. The last save position is unchecked and the SAVE 1 position is now checked.

Save 2... Save 3... Save 4...

RESTORE 1 (ctrl R): This is the equivalent of typing RESTORE 1 from the keyboard. This position is checked, telling you which save position you are currently playing.

Restore 2... Restore 3... Restore 4...

QUIT (ctrl Q): This is a fast and nasty quit from the game. Use it after you have saved and are certain you do not want to continue. It will **not** confirm your intentions. It will quit immediately.

The Edit Menu:

This menu exists solely for the benefit of the desk accessories and is disabled for the story.

The Fonts Menu:

This menu will display all fonts available on your disk. The current font is the font with the check mark beside it.

The font's size is the size with the check mark beside it. When the game starts, it assumes Geneva 12 point as the default font and size.

To change the font to any font listed in the menu, select that font. Only the "true" sizes for that font are listed, so if you select Monaco, for example, you may not see 14 point listed in the menu.

To change size, select the size from those available *after* you have selected the different font. If you are not changing fonts, simply select the different size from those listed.

You may add or delete fonts by using Font Mover which came on your Macintosh System Disk. Font sizes from 8 to 24 points are supported.

The Inventory Menu:

Selecting this menu gives you a list of the items you are carrying. It is available only as a list and performs no function.

The Special Menu:

The Special Menu contains some story-specific commands as well as some system commands.

Score: This saves you the trouble of entering SCORE from the keyboard.

Moves: This also is a miraculous time-saver. It types the MOVES command for you.

The First Koan The Fourth Koan
The Second Koan The Fifth Koan
The Third Koan

These five commands allow you to refresh your memory at any time during the story. They each open a window and display the Koan in question.

Page Breaks/No Page Breaks: This allows you to over-ride the end of the page "[PRESS ANY KEY FOR MORE]" thing and will put the story in the "automatic" scroll mode, ie: continuous scrolling.