Interactive Fiction Reference Card for the

AMSTRAD CPC/PCW

I. What You Need

Required

☐ Amstrad CPC 464/664/6128 or PCW 8256 or 8512
☐ One Amstrad DDI 1 (CPC 464)

Optional

☐ One or more **blank**, formatted disks (for SAVEs)
☐ A printer (for SCRIPTing)
☐ A second disk drive (for convenience with SAVEs)

II. Loading the Disk

1. Turn on the power to your computer. Then turn on your disk drive(s). Then turn on your printer.

2. Insert a CP/M disk into your disk drive and type | cpm [RETURN]
If your CP/M disk is CP/M plus:-

3. Insert your game disk and at the A› prompt type the name of the game, ignoring spaces, to a maximum of eight characters, and press [RETURN]. (e.g. HITCHHIK, PLANETFA, ZORK1, WITNESS)

4. The story will now load and appear on your screen in about 15 seconds.

If your disk is CP/M Version 2.2:-
Follow steps 1 and 2 as above

5. At the A› prompt leave the CP/M disk in the drive and type SYSGEN [RETURN]. This will load the system tracks into memory.

6. When requested insert the game disk into the drive end hit any key. The system tracks will now be written to your game disk.

7. Remove the game disk and re-insert the CP/M disk.

8. At the A› prompt type BOOTGEN [RETURN]. The boot information will now be read into memory.

9. Place the game disk in the drive and hit any key. The boot information is now being written to your game disk.

The game disk is now usable under CP/M Version 2.2 as follows:-

1. Turn on your computer, disk drive, monitor as usual.

2. Insert your game disk into the drive.

3. Type |cpm [RETURN]

4. At the A› prompt type the name of the game, ignoring spaces, to a maximum of eight characters, and press [RETURN]. (E.g. HITCHHIK, PLANETFA, ZORK1, WITNESS).

5. The story will now load and appear on your screen in about 15 seconds.

III. Talking to the Story

Whenever you see a prompt (>), the story is waiting for your command. You may type up to two full lines of text at a time. If you make a mistake, use the DEL key to erase it. Press the RETURN key when you are finished typing. The story will respond and the > prompt will reappear.

If a description will not fit on the screen all at once, the word [MORE] will appear in the bottom left corner. Press the space bar after reading the screen to view the rest of the description.

Amstrad is a registered trademark of Amstrad Consumer Electronics plc.
ZORK is a registered trademark and DEADLINE is a trademark of Infocom, Inc.

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 location in the story. Depending upon the story, the status line may also provide other information:

Score

In stories that keep a score, such as the ZORK® underground adventure trilogy, the right side of the status line will look something like this:

SCORE: 245/920

The number on the left is your score. The other number tells how many moves you have made since the beginning of the story. In the example above, you have earned 245 points in 920 moves.

Time

In stories that keep track of time, such as the mystery thriller DEADLINE™ the right side of the status line will look something like this:

TIME: 9:22 AM

This indicates the current time in the story.

V. Saving a Story Position

WARNING: Disks used for SAVE and RESTORE are maintained in a special format and should not be used for any other purpose. Files of any other kind stored on the disk will be erased by the SAVE command.

You need a blank formatted disk to save your position in the story (see section VIII)

You will be asked to assign a filename to each SAVEd position. This will allow you to save the story at different positions. The default file will be the last filename you used, or the load file name (e.g. HITCHHIK. SAV, ZORK1. SAV), if you have not previously SAVEd your game in this session. SAVEd files will be overwritten on subsequent saves using the same file name.

1. To SAVE your current position, type SAVE at the › prompt. You will then receive the prompt:- Load SAVE disk then enter filename (default filename is , for example, HITCHHIK. SAV) Type |ENTER| to continue.

2. Remove game disk and insert a blank, formatted SAVE disk, and type your filename.

3. Type|ENTER|. Not typing a filename will result in the default file being used.

The story position will now save and you will receive the prompt. Reinsert game disk if removed and press |ENTER|.

4. Remove the SAVE disk, and reinsert the game disk.

5. Press [ENTER] and the › prompt will return.

You can now continue from where you left off.

If you wish to speed up the SAVE procedure with an additonal drive you can do so by prefacing the filename with the appropriate drive indicator. (e.g. B: HITCHHIK.SAV). PCW owners may also use the RAM disk in memory.

If you receive an error message or the game responds with Failed, consult the Troubleshooting section.

VI. Restoring a Saved Position

To restore a previously SAVEd position, type RESTORE at the > prompt. Then follow steps 1-5 above for Saving a Story Position (Section V).

VII. SCRIPTing

SCRIPTing is an optional feature which is not needed to complete a story and may not be available with certain hardware.

If you have a line printer that connects to the serial extension port on the back of your disk drive, you may make a transcript of your story as you go along.

1. Connect the printer to the serial extension port on the back of your disk drive.

2. Turn on the printer and set it on-line. Then turn on your disk drive(s) and computer.

3. Load the master story disk as described in Section II.

4. To begin the transcript at any time, type SCRIPT at the > prompt.

5. To stop the transcript, type UNSCRIPT.

6. SCRIPT and UNSCRIPT may be used as often as desired for as long as the printer is left on-line.

VIII. Initializing SAVE Disks

Blank disks must be formatted before they can be used to SAVE your story positions. Refer to the documentation provided with your disk drive for information on how to format disks.

IX. Troubleshooting

A. If the story refuses to load properly, if SAVE/RESTORE fails, or if you receive an error message, check each of the following points:

1. Make sure your computer and disk drive(s) are connected properly and everything is turned on.

2. Make sure the disk is inserted correctly into the drive slot and the drive door is closed.

3. Inspect the master story disk and SAVE disk(s) carefully for visible damage.

4. Make sure each disk is in the proper drive. For SAVE/RESTORE make sure that you have specified the correct drive indicator when using an additional drive. Make sure you have specified the correct file name. Ensure you have inserted the game disk in the main drive.

5. When saving a story position, make sure the write-protect notch on the edge of the SAVE disk is not covered. Also make certain the SAVE disk has been formatted properly. As a last resort, try a different SAVE disk.

6. Try again; the problem may be only momentary.

If all else fails, call the Infocom TECHNICAL HOTLINE at (617) 576-3190. Please note that this number is for **technical problems** only.

B. If you receive an error message, try the following procedure:

After loading the story and receiving an initial > prompt, type $VERIFY. The disk will spin for several minutes, and a message similar to one of the following will appear.

DISK CORRECT. The disk has not been damaged: the story data is intact. This may indicate a problem with your hardware (usually the disk drive). It is also possible that the story program contains a bug. If you suspect a bug, call the Infocom Technical Hotline at the number above.

FAILED or INTERNAL ERROR. This reply indicates either hardware trouble or disk damage. Repeat the $VERIFY process several times. Also try to $VERIFY the disk on another computer system (such as your dealer's). If the story ever replies DISK CORRECT, the problem is in your hardware.

If you repeatedly receive an error message with more than one computer, the disk is probably damaged. Please return the **disk only** to Infocom for testing.

INFOCOM™

Infocom, Inc., 125 CambridgePark Dr., Cambridge, MA 02140

2 3 4 5 6 7 8 9—89 88 87 86