

Role-Play Chronicles™ Reference Card for the **Commodore Amiga®**

This booklet tells you how to run your Infocom story on your computer, and provides a few other handy bits of information.

I. What You Need

Required:

- Amiga computer with 512K or more of memory
- Color RGB monitor (Commodore model 1080, 1084, or equivalent)
- Workbench disk, version 1.2 or higher
- Kickstart disk (for Amiga 1000 only), version 1.2 or higher

Optional:

- Blank formatted 3 1/2 inch disks (for saving your position in the story)
- Compatible printer (for SCRIPTing)
- A second disk drive (for convenience with saves)
- A hard disk

II. Copying Your Original Disk

It is advisable to make a copy of the disk that came in your package. This ensures that you will not accidentally erase or damage your only copy of the story. Remember, however, that a copy of the original disk may only be used in accordance with the licensing agreement found in your package.

Your copy of the story may be located on a floppy disk or on a hard disk (if you have one). Copy the disk to another floppy in the usual way; see your hardware manual for instructions. To install the story on a hard disk, just create a new drawer (directory) on the hard disk, with a name similar to that of the story, then drag each icon from the original disk into the drawer.

Always start the story from your copy; put the original away for safekeeping.

III. Getting Started

Turn on your Amiga and load the Workbench in the usual way. Then insert the story disk and double click on the storybook icon. Alternately, the story can be loaded from the Command Line Interface (CLI) by typing its name (enclosed in quotations if longer than one word).

IV. Communicating with the Story

You may direct the progress of the story by using your mouse or your keyboard. To use the mouse, simply point the mouse at your desired selection and click the mouse button. To use the keyboard, press the arrow keys until the selection you desire is highlighted (bold-face type), and press the RETURN or ENTER key. You may quickly move the highlight from the Party Commands section to the Individual Commands section by pressing the space bar.

If a description will not fit on a screen all at once, [MORE] will appear near the bottom of the screen. After reading the screen, press any key or click the mouse to see the rest of the description.

V. SCRIPTing

You can use the **SCRIPT** command to print out a transcript of your moves at any point in the story. The **SCRIPT** function is an optional feature which is not necessary to complete the story and may not be available with all hardware.

1. If necessary, use the Amiga Preferences tool to identify the port to which your printer is connected and to otherwise configure the system for your printer. See your hardware manual for details.
2. Turn on the printer and make sure it is ready.
3. Select **Game** from the Party Commands section at the lower left of your screen.
4. From the Game Menu, select **Controls**.
5. From the Controls Menu, select **Script On**.
6. To stop the transcript, repeat the above and select **Script Off** from the Controls Menu.

You may turn the scripting feature on and off as often as you desire. If a problem occurs with the printer, there may be a 30-second period during which nothing seems to happen. An error message will appear after this time.

VI. Saving a Story Position

You can save your current position in the story to any disk, space permitting, including a hard drive. It may be convenient to use a separate disk just for your saves. No other files on the save disk will be affected. The save disk must have been previously initialized.

1. Select **Game** from the Party Commands section at the lower left of your screen.
2. Select **Save** from the Game Menu. A dialog window will appear.
3. If you want to save to a different disk than the one indicated in the "Disk" box, insert the disk and click on the "Next Disk" button until you see the name of the desired disk in the "Disk" box.
4. Select the "Type a name" box by clicking on it, if necessary, and enter a name for the new save file. Click on the "OK" button, or press RETURN.

The disk drive will spin for several seconds and, if all is well, the story will respond with a message such as **SAVED**. If it responds with **FAILED**, consult the Troubleshooting section.

After saving your story position, you may continue the story.

VII. Restoring a Saved Story Position

To return to a previously saved position in the story, first select **Game** from the Party Commands section at the lower left of your screen. Then select **Restore** from the Game Menu. A dialog window will appear, displaying a list of your saved files. If there are more saved file names than will fit in the window, click in the scroll bar area or on the arrows to see the rest of them.

If you want to restore from a different disk than the one indicated in the "Disk" box, insert the disk and click on the "Next Disk" button until you see the name of the desired disk in the "Disk" box.

Click on the name of the position you want to restore, then click on the "OK" button. If you want to return to your last saved or restored position (the name that you see initially in the "Type a name" box), you need only press RETURN or click on the "OK" button.

The disk drive will spin for several seconds and, if all is well, the story will respond with a message such as **RESTORED**. If it responds with **FAILED**, consult the Troubleshooting section.

VIII. Multi-tasking and Memory Usage

On a multi-tasking computer such as the Amiga, all tasks share the available memory. Some tasks may require that a certain amount of memory be available to work correctly. Also, actions like opening and resizing windows or loading a printer driver can use large blocks of memory.

When the Infocom story loads, it will normally leave a minimum of 64 Kbytes of free memory. This can be changed by starting the story from the CLI with a special argument of the form "F/n", where n is the new minimum number of free bytes (e.g., Deadline F/128000).

You may need to increase the amount of free memory if, for example, you are running several tasks and switching between them causes the system to hang. Be aware that taking this memory away from the story may cause it to access the disk more frequently.

IX. Troubleshooting

Load, SAVE, RESTORE and Other Problems

If the story fails to load properly, or SAVE/RESTORE or SCRIPT fails, check each of the following items. If none of these offers a solution, consult your Commodore dealer for assistance.

1. Inspect all disks carefully for any visible damage.
2. For SAVES, make sure the save disk is not write-protected.
3. For SCRIPTing, make sure the printer is connected properly, enabled for printing, not out of paper, etc.
4. Try again. The problem may be only momentary. If all else fails, you can call the Infocom Technical Hotline at (617) 576-3190. Please note that this number is for technical problems only, not hints.

The Check Disk Procedure

You can check to see if your disk is damaged by using the Check Disk procedure. Select **Game** from the Party Commands section at the lower left of your screen. Then select **Controls** from the Game Menu. Then select **Check Disk** from the Controls Menu. If your story is currently frozen (i.e. you are unable to type from the keyboard) you will have to restart it first.

After you initiate the Check Disk procedure, the disk will spin for a minute or so and a message similar to one of the following will appear:

GOOD—The disk has not been damaged and the data is intact. If you are having problems, they are most likely hardware related. It is also possible that there is a bug in the program. If you suspect that there is a bug, call the Infocom Technical Hotline.

NO GOOD—This indicates either disk damage or hardware trouble. Repeat the Check Disk procedure several times. If possible, repeat the Check Disk procedure on another computer (such as your dealer's). If you ever receive a positive reply, the data is intact and you must look elsewhere for any problems you are encountering.

If you repeatedly get a negative response on more than one computer, the disk has most likely been damaged. Please send the disk only to Infocom for testing and replacement. (Before sending your disk, check the warranty information in your game manual to find out about fees.) To return your disk, send it in a disk mailer to:

Infocom
125 CambridgePark Drive
Cambridge, MA 02140
Attn: Customer Support



125 CambridgePark Drive, Cambridge, MA 02140

The file selection dialog used for Save and Restore was
created by RJ Mical for the Amiga Programmer's Suite.

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