Magnetic Scrolls
Adventure Guide
Amiga

K 10311

AMIGA GUIDE

Please make a back-up of the disk before using it. Always use the back-up, and preserve the original. Having made the back-up do not forget to write-protect it!

Loading
To load the adventure, insert the game disk in the internal drive at the 'Workbench' prompt. When the Workbench screen has loaded, double-click on the "Game" disc icon, then double-click on the game icon itself - the title picture should now load. Press any key to start the game.

Screen Layout
Once loaded you will notice that the screen is split into three sections.

The top line contains the following information:-
    The top left is the name of the room that you are currently in.
    The first figure on the right is your score.
    The second figure on the right is the number of moves you have made.

The second section is the Graphics window, which is where the pictures are displayed. Below the picture you will find four scrolls. These scrolls are activated in the following fashion:-

1. Move the mouse over the scroll you wish to pull down.
2. Click once on the left hand button.
3. Select the command you require using the mouse.
4. Click once. The command will now be typed into the input buffer for you.

The graphics window can be set to be as high or as low as you wish by moving the mouse to the Scroll Bar, holding down the right hand button, and moving the window up and down.

The third section is the text window, where your commands and the game's responses are displayed.

Talking to the program
To communicate with the program, simply type in a sentence describing what you want to do. When it is waiting for a command, a '>' prompt and a block cursor are displayed. Once you have typed your command press the <RETURN> key.

Editing Your Commands
The following allow you to edit the current line:

Move left one character	Left arrow
Move right one character	Right arrow
Move left one word	Up arrow
Move right one word	Down arrow
Delete one character to the left	SHIFT-Left arrow or BACKSPACE
Delete one character to the right	SHIFT-Right arrow or DEL
Delete one word to the left	SHIFT-Up arrow
Delete one word to the right	SHIFT-Down arrow

Re-editing Your Last Command
If you discover that you have made a small typing error on your last line, pressing the ESC key will bring it back for editing.

More
When there are too many lines to display on the screen at once the message '<MORE>' appears at the bottom right of the screen. Pressing any key will allow the game to continue.

Function *n*
This will allow you to define any of the ten function keys. For instance, if you decide that you are typing the command 'GET ALL' repeatedly, you can define function 1 to be 'GET ALL', and every time you now press F1 the string 'GET ALL' will be placed on your command line. Function can also be abbreviated to Funct.

Save
This command enables you to save your current position in the game. When prompted for a filename, enter 'DF0:' for the internal drive, or 'DF1:' for the external drive, followed by the filename, e.g. 'DF1:SAVED'. Please do not attempt to save files on the game disk, and remember to replace the game disk after saving a game position.

Restore
To reload a previously saved game type 'RESTORE'; as with 'SAVE' you will be prompted for a filename. Don't forget to put the game disk back in the default drive after loading a saved game.

Printer On (Printer Off)
You can record your game by use of this command which turns the printer on (and off). Do not despair if you have a slow printer, as the adventure maintains its own printer buffer (but please ensure that your printer is switched on before using this feature).

Graphics On (Graphics Off)
If you prefer to play the game without the pictures being displayed they can be disabled with 'GRAPHICS OFF'. They can then be re-enabled with 'GRAPHICS ON'.

Textsize
This command will change the size of your characters. The default is small, however you may toggle this command to select large characters.

Speech
This command toggles the speech synthesiser on and off. The speech will be heard through your monitor in stereo if your monitor can cope, or mono if it can't.

Everything that you type into the game and every reply that you receive from the game will be spoken clearly by the computer. It is quite practical to play the game in this way without even looking at the screen.