IV. Troubleshooting

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

1. Check to see that your TI-99/4A console, memory expansion card, and disk drive(s) are plugged in correctly and connected properly.

2. Be sure that the system was turned on in the proper order (i.e., disk drive(s) first, console last).

3. Check to see that the diskette(s) was inserted correctly and that the drive door(s) is closed.

4. Inspect the diskette(s) carefully for any visible damage.

5. Be sure that the diskette(s) is in the proper drive(s). Game diskettes may only be run from Drive 1. For SAVE/RESTORE, be sure that you have typed the correct drive number for the storage diskette.

6. For SAVE, be sure that the storage diskette is not write-protected (i.e., there is nothing covering the notch on the side of the diskette).

7. Also for SAVE, be certain that the diskette has been initialized properly. As a last resort, try a different diskette.

8. Try again: the problem may only be 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.

B. If your game hangs or displays an internal error message, run the following procedure:

After booting the diskette and receiving an initial screen, type $VERIFY. You will be prompted to insert game disk 1, then game disk 2. The diskettes will spin for three minutes or less, and a message similar to one of the following will appear.

1. "Game correct." The diskette has not been damaged; the data is intact. This may indicate a problem with your hardware (usually with the disk drive). It is also possible that the program contains a bug. If you suspect a bug, call the Infocom Technical Hotline.

2. "Game failed" or "Internal error." These replies indicate either hardware trouble or disk damage. Repeat the $VERIFY process several times. Also try the $VERIFY process on another computer (such as your dealer's). If the game ever replies "Game correct," the problem is in your hardware.

If you repeatedly get an internal error message with more than one computer, the diskette has most likely been damaged. Please send the **diskette only** to Infocom for testing.

I. What You Need

Required

☐ TI-99/4A home computer
☐ Peripheral Expansion Unit
☐ 32K Memory Expansion Card
☐ One 5¼ inch disk drive
☐ Any one of the following modules: Extended Basic, Mini-Memory, or Editor/Assembler

Optional

☐ One or more **blank**, formatted diskettes (for SAVEs)
☐ Disk Manager module (for formatting SAVE diskettes)
☐ Second disk drive (for convenience with SAVE)
☐ RS232 Interface Card and a compatible printer, either parallel or serial (for SCRIPT)

II. Loading the Game

1. Turn on the power to all parts of the computer system.

2. Insert game disk 1 in Drive 1 and close the drive door.

3. If you are using the Extended Basic module, select "TI EXTENDED BASIC" from the main menu. The program will load automatically.

If you are using the Mini-Memory or Editor/Assembler module, select "TI BASIC" from the main menu. When the computer responds with "TI BASIC READY," depress the ALPHA LOCK key and type

   OLD DSK1.LOAD1 <Enter>.

When the computer responds a moment later with a prompt, type

   RUN <Enter>.

4. The disk drive will spin the diskette and the program will load in one to three minutes, depending on the module you are using.

5. A brief message will appear when the program is finished loading. Remove disk 1, insert disk 2 (which may be the reverse side of disk 1), and press any key to continue. You will not need disk 1 again unless you reload or RESTART the game.

6. If nothing appears on your screen (or if you receive a BASIC error message), something is wrong. See the Troubleshooting section.

III. Talking to the Game

Whenever you see the prompt (>), the game is waiting for you to type in your instructions. You may type up to two full lines of text at a time. If you make a mistake, hold down the FCTN key and press the "S" key to erase the error one character at a time. (You can erase characters only up to the beginning of the current line.) When you have finished typing in your instructions, press the ENTER key. The game will respond and then 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 portion of the screen. After reading the part on the screen, you may press any key to see the rest of the description.

IV. SCRIPTing

The SCRIPT function is an optional feature which is not necessary to play the game and may not be available with certain hardware.

If the SCRIPT command works with your hardware configuration, you may make a transcript of the game as you play it:

1. Connect the printer to either the parallel port or the serial port of the RS232 Interface Card. (Refer to the instructions for your particular printer.) If your printer is serial, it should be set to operate at 300 baud with odd parity.

2. Turn on the printer and load the game as described above.

3. To start the transcript at any time, use the SCRIPT command. The first time you use the SCRIPT command, the game will ask to which port your printer is connected. Type the letter "P" to indicate the parallel port, or "S" to indicate the serial port. Do not press the ENTER key after the letter. (Alternately, you may press the ENTER key without typing a letter to tell the game to use the default, which is the parallel port.)

4. To stop the transcript, use the UNSCRIPT command.

5. SCRIPT and UNSCRIPT may be used as often as desired.

6. If the printer is not ready for any reason (e.g., power off, paper out, etc.), the game will halt until you make the necessary correction to the printer (e.g., turn the printer on, add paper, etc.).

V. 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 whereabouts in the game. Depending upon the type of game, it may also show other information.

Score

In games that keep a score, such as the ZORK® underground adventures, the right side of the status line will show something like this:

Score: 245/920

The first number is your score and the second is the total number of moves you have made. In the example, you have 245 points in 920 moves.

Time

In games that keep track of the time (e.g., the mystery thriller DEADLINE™), the right side of the status line will look something like the following:

Time: 9:22 AM

This shows the current time of day in the game.

VI. Saving a Game Position

To save the current position, use the SAVE command. You may SAVE up to five different game positions on each storage diskette and RESTORE them in any order. To keep track of these different positions, each is assigned a number (from 1 to 5). Each time you SAVE a game position, it will overwrite any position already on your storage diskette that was assigned the number you are specifying now. If you want to SAVE more than one position, you must specify a different position number for each one.

When you enter the SAVE command, the game will respond:

Type backspace to abort
Position (1–5):   (Default = 1)

1. Type a number between 1 and 5 to tell the game to use that position on the diskette. Do not press the ENTER key after the digit. (Alternately, you may press the ENTER key without typing a digit to tell the game to use the default position, which is 1.) The game will respond:

Disk drive (1–3):   (Default = 1)

If you have only one disk drive*, proceed as follows.

2. Press ENTER to tell the game to copy to Drive 1. It will then respond:

Insert SAVE disk and strike any key

3. Remove game disk 2 from the disk drive.

4. Insert the storage diskette and close the drive door. (To prepare this diskette, see Initializing Storage Diskettes.)

VI. Saving a Game Position

5. Press any key. The diskette will spin for forty seconds or less, then the game will respond:

Insert game disk 2 and strike any key

6. Remove the storage diskette from the drive and re-insert the game diskette. Close the drive door.

7. Press any key. If all is well, the game will respond:

OK

If it responds:

Failed

consult the Troubleshooting section.

You may now continue playing. You can use the storage diskette and the RESTORE command to return to this position at another time.

VII. Restoring a Saved Game Position

To restore a previously saved game position, enter the RESTORE command. Then follow the same steps (1 to 7) as for SAVE in the preceding section.

VIII. Initializing Storage Diskettes

Storage diskettes are made with the TI Disk Manager module. Refer to the TI Disk Memory System manual for detailed instructions.

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*If you have more than one disk drive, follow the above procedure, but omit step 3 and step 6. Use the appropriate drive number in step 2 for the disk drive that you use in step 4.