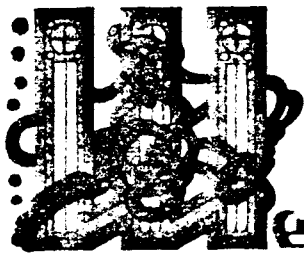


:If you truly are the one
 brave enough to face
 UNSPEAKABLE PERIL,
 let your wizardly
 powers reveal
 OUR WORDS.





... Necrus ...

... the Circle of Enchanters/
have foreseen that a ruthless and
powerful evil may one day
seize this land.

Should that time
arrive we can foresee the coming
of one of a living Enchanter/
and whose heart and will may
triumph over the wizards' dark
necromancy. It is our hope that
this encounter needs our words.

U We cannot see your face through
the mists of time, but this we know
in truth... You are promising in
magic but have not gained your
full skills. That is as it must be for
the Warlock would recognize one
of the Council of Elders and would
sense the presence of a more power-
ful Enchanter. Thus in your
obscurity you may find your way
to his lair before he knows the
mortal danger you pose.

Four spells will arm you as you
begin your quest. FROTZ shall

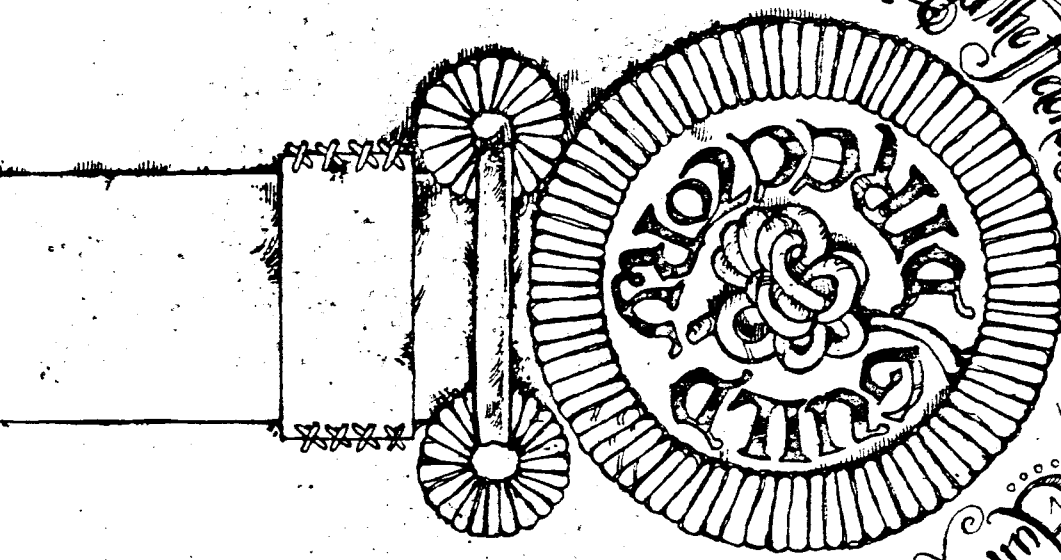
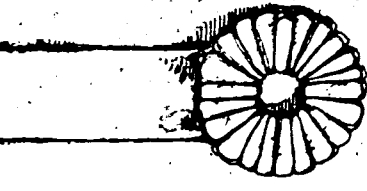
with guinness tonight. in fact you will
build a bridge of language to all
the animals of the land. GUSTO
writes magic; by it you shall
commit spells to your treasured
spell book. BLOAB is a spell of
protection; with it you may guard
your most precious possession.

• Never forget young Enchanter/
that magic is your only weapon.
By your vows to the Council of Elders
you have cast aside the common
protections of sword and armor.
Therefore you will need many
more spells to accomplish
your quest. These will be revealed
to you. Always be alert.

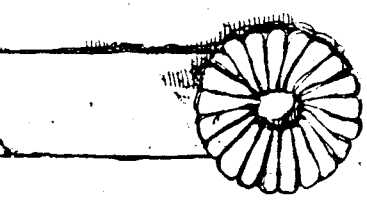
• Though your way will be harsh
and your steps fraught with danger/
remember throughout your quest
that you are the only hope of this
land. We pray that our successors
will choose wisely and that you
will prove yourself worthy of the
title Enchanter. Signed with our
mark and cast into the ages...

• The Circle of Enchanters

Be it declared
That those who by the Guild Masters of this land
should know of the skills and gifts of their
Our learning is the fruit of many
Friend or foe, mark well our words
stand together in mutual respect.
* for the Enchanters
Treatise for the Thaumaturgists
Jocundus for the Cartographers
of the Sorcery
of the Physicians



of our descendants or be of a civilization that
have achieved. Our words represent the
Our Guilds are the heart of the
have found many potent
The one who reads the wisdom of
of the Orders
of the Scribes
of the Physicians
Guild
as your Guild
in the last
our Guild
has succeeded our
our hands and
minds can
create
our own
will speak
to our
humble
and
of their
words
our
words
our
words
our
words



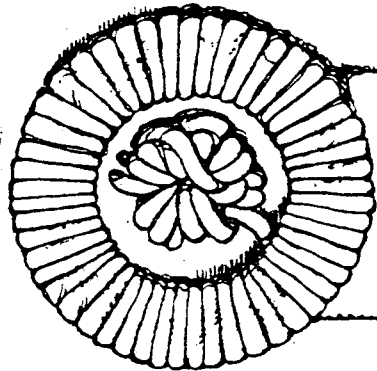
Prepared with the **P**alliance, Journeyman, Mr. Blank has been his talents in printing. In addition to his talents as a woodblock printer, he has been hailed throughout the land as an artist of marble type. **P**rise verance of the **P**rinters **G**uild.

He has also gained wealth from his share of a woodcutting, he was of a bold and enterprising spirit, and the concealed deed of a noble family. **J**ehling was Sachly, he was of a bold and enterprising spirit, and the concealed deed of a noble family. **J**ehling was Sachly, he was of a bold and enterprising spirit, and the concealed deed of a noble family.

At the age of maturity was taken in by a wicked man, who was of a bold and enterprising spirit, and the concealed deed of a noble family. **J**ehling was Sachly, he was of a bold and enterprising spirit, and the concealed deed of a noble family.

You, their mighty labors, which they accomplished for the nonce, of skill every day, and revenge their weary at the Guild Hall.

Blank early in the new art of printing, he was of a bold and enterprising spirit, and the concealed deed of a noble family. **J**ehling was Sachly, he was of a bold and enterprising spirit, and the concealed deed of a noble family.



Heed the Words of the Circle of Enchanters

The evil Warlock has subjugated this land to his power. Many have dared oppose him, all have failed. Many, many years before our age, the Elders of the Circle of Enchanters foresaw the possibility of these dread occurrences. In their great wisdom, they realized that no accomplished Enchanter could penetrate the Warlock's defenses unrecognized, and that the task of freeing the land would fall to a young journeyman conjurer. Reluctantly, the current Circle has identified you as the one to whom they must entrust our fate:

As a newly fledged Enchanter, you have learned your lessons but have not faced all your tests. You are a person of great power, but in the ranks of necromancers you are a lowly and ignorant person indeed. Naturally, your former masters in the Circle of Enchanters have trained you well in the basics of magic. You will be greatly aided by the spells you know and the spells you will learn, but you must also rely on your powers of observation and quick wits.

COMMAND, CONJURE & CAST

Practical **ADVICE** on the **MYSTIC ARTS** courtesy of the

THAUMATURGIC GUILD

An Enchanter of even your level would have no difficulty with the basics of magic, but of course there were times when you were dozing during a lecture on Spell Casting. Not to mention the seminars on Thaumaturgical Theory that you spent turning flies into tiny dragons. So just in case, here's a refresher course.

Spells are ways of performing magic. Each spell is known by the one-word name through which the spell can be used. Magic spells usually have a duration and sometimes a delay before they can be used again. Remember: Magic spells are dangerous things, particularly to wizards. Wizards' heightened abilities in this realm carry the penalty of heightened sensitivity to spells cast by others. Sometimes a spell which a mundane person would not even notice will have a profound effect upon you!

As a certified wizard (if a somewhat lowly one), you have a personal spell book, in which you record the spells you are capable of using. Your book contains a few spells before the game begins; others may be added during your travels.

You may find spell scrolls here and there. These are extremely valuable objects. They may be used directly to

cast spells, but so doing uses up the spell and scroll permanently, so it is usually much better to write them into your spell book. Then, you can use them many times.

The Rules of Spell Casting

Newly found spells may be written into your spell book by using the **GNUSTO** spell ("write magic"), which you learned early in your academic career. Once a spell is written in your spell book, it may be used again and again. (Some spells are too powerful to be written by a wizard of your limited experience. Such spells may still be used if they are found on scrolls, but the spell will be gone after it is used.)



Reading your book lists the spells you have written, along with their meanings. You might experiment with the spells already in your book to learn their uses.

Before a spell in your book can actually be used, it must be memorized. Only a small number of spells can actually be memorized at one time, and when you use a spell you have memorized, you forget it. You must memorize spells to use them again. The **SPELLS** command lets you know which spells are memorized.

Using Your Spell Casting Powers

You can use spells either by saying **CAST** (the spell's name) **AT/ON** (something) or, more simply, by saying: (the spell's name) (something). Some spells are so general in application that they require no object - just typing the spell name is enough.

For example, suppose there were a spell named **BOZBAR** that you had written in your spell book or were carrying on a spell scroll:

>LEARN BOZBAR or **>MEMORIZE BOZBAR** would make the spell available for immediate use.

>BOZBAR HORSE >CAST BOZBAR AT HORSE >CAST THE BOZBAR SPELL AT THE HORSE would all have the same result: **BOZBAR** the poor horse.





THE GUILD OF CARTOGRAPHERS

Latitude and Longitude

While a wizard of sufficient skill may transport himself great distances with a twitch of his smallest toe, your level of skill restricts you to more common forms of transportation, such as walking. You should not consider yourself above snooping around, as your surroundings are almost always dangerous. The best way to move from place to place is to type the direction in which you want to move. You can use all eight compass directions, which can be abbreviated to N, E, S, W, NE, SE, NW, and SW. UP and DOWN are also important, and can be abbreviated to U and D. IN and OUT may also work in certain places.

Exploration

ENCHANTER™ calls each location a "room." When you enter a room for the first time, ENCHANTER displays the name of the room, its description, and descriptions of any interesting objects in the room with which you might want to interact. When you return to a room, only the name of the room and names of the objects in it are normally displayed. Walking around a room is unnecessary; anything inside a room is always within reach. (Unless, of course, you are sitting or lying down or the object is somehow enclosed or protected.)

The VERBOSE command tells ENCHANTER to display the full description of every room and every object each time you see them, not just the first time. The SUPERBRIEF command tells ENCHANTER to display only the name of the room, and not any of the objects in it, even on your first visit there. When you are in SUPERBRIEF mode, you can still get a description of the room and the objects present by typing LOOK or L. The BRIEF command tells ENCHANTER to return to the initial mode, in which you see descriptions only on your first visit to a room.

Examining Objects

Many objects in ENCHANTER are important either because they are magical or because they are useful for more common purposes, such as providing nourishment. (Even Enchanters must eat and sleep!) Examine or read every object that seems important—it's the only way that you can expect to survive your apprenticeship and acquire new skills. Even life-threatening actions may lead to new insights. Don't forget that your mentor, Belboz the Necromancer, is skilled at the revival of those given up for dead. (Besides, you can always start over again, or SAVE your position first. See the section by the Scribes.) Trying the bizarre can be fun and often will give you a clue. Here's a nonsense example:

```
>GIVE THE MAGIC GERANIUM TO  
THE WOLF
```

The wolf considers, for a moment, eating the geranium instead of you. Then he decides the better of it and advances towards you.

In addition to learning something useful about the culinary preferences of wolves, you have a clue that perhaps feeding something else (a steak?) to the wolf would be more useful.

There are many possible routes to the successful completion of ENCHANTER. Some problems that you encounter along the way have more than one solution; others may not need to be solved at all. Sometimes using one way to solve a problem will make it harder or impossible to solve another, and sometimes it will make it blissfully easy.

Until you have mastered those spells dealing with clairvoyance and the prediction of the future, you might find it easier to play ENCHANTER with another person. One person might find a problem difficult while another might find it easy; two players often complement each other.

Pen to Parchment

At one time Enchanters could recall in complete detail even the tiniest events in their lives, and even project these recollections upon clouds for the amusement of the populace. Alas, such skills are forgotten now, so you will find it useful to make a map as a protection against becoming hopelessly lost. Remember that there are 10 possible directions, plus IN and OUT.



“WORDS DICTATE ACTIONS” — SO SAYS THE MAGICIANS GUILD

It is easy to communicate with ENCHANTER. When you see the prompt (>), ENCHANTER is waiting for you to type in your instructions. When you have finished doing so, press the RETURN or ENTER key. ENCHANTER will respond, and the prompt will reappear for your next action.

When you play ENCHANTER (or any other INTERLOGIC™ game), you type your commands in plain English. You can pretend that all your sentences begin with “I want to...,” although you should not type those words explicitly. ENCHANTER will digest your request, and tell you whether your command is possible in that situation, as well as anything interesting that happens as a result of your action.

Commanding Sentences

All words are recognized by their first six letters, and all subsequent letters are ignored. Therefore, ENCHANter and ENCHANtment would look the same to ENCHANTER.

ENCHANTER understands many different kinds of sentences. These examples use objects or situations that do not actually occur in the game:

TAKE THE SCROLL. TAKE ALL OF THE SCROLLS. TAKE ALL BUT THE WAND. GO OUT. DROP THE NEWT INTO THE POT. EXAMINE THE LARGE RED DEMON. PUSH THE GREEN BUTTON. HIT THE GREEN BUTTON WITH THE MAGIC WAND. LOOK UNDER THE WORKBENCH. READ THE SPELL BOOK. GIVE THE SPELL BOOK TO THE FROG. REACH INTO THE HOLE.

You must separate multiple objects of a verb by the word AND or by a comma. For example:

DROP THE SWORD AND THE MAGIC KNIFE. TAKE THE SPRIG OF IVY, THE MISTLETOE, AND THE SPOTTED FROG. PUT THE NEWT AND THE MERCURY INTO THE MORTAR.

You can include several sentences on one input line if you separate them by the word THEN (not AND) or by a period. No period is necessary at the end of the input line. For example, you could type the following on one input line:

READ THE SCROLL. WRITE ON IT. DROP THE IDOL INTO THE LAKE THEN LOCK THE DOOR

There are only two kinds of questions that ENCHANTER understands. The first is WHO IS (someone), and the other is WHERE IS (something). For example: WHO IS ENTHARION? WHERE IS THE SPELL BOOK?

The Gentle Art of Persuasion

You will meet other creatures — some human, some not — as you play ENCHANTER. You can talk to a creature by typing its name, followed by a comma, followed by whatever you want to say to it. For example:

IMP, WHERE IS THE SPELL BOOK?
HENCHMAN, FOLLOW ME. ADVENTURER, KILL THE MONSTER. SQUIRE, GIVE ME THE WAND THEN CLEAN OFF THE SANDALS.

ENCHANTER tries to be clever about what you really mean when you don't give complete information. For example, if you want to do something, but you don't specify what to do it with or to, ENCHANTER will sometimes decide that there was only one possible object you could have meant. When it does this, it will tell you parenthetically. For example:

>UNLOCK THE DOOR
(with the key)
The door is now unlocked.

If your sentence is ambiguous, ENCHANTER will ask what you really meant. Most such questions can be answered briefly. For example:

>SLICE THE SCROLL
What do you want to slice the scroll with?

>THE SCIMITAR

The scroll is reduced to paper dolls.

>TAKE THE SCROLL

Which scroll do you mean, the evil enchanted scroll or the lovely vellum scroll?

>ENCHANTED

The evil in the scroll flows inexorably up your arm. It seems to be seeking out your heart!

The Power of Vocabulary

ENCHANTER uses many more words than it will accept in your inputs. ENCHANTER recognizes a vocabulary of hundreds of words — nearly all the words that you would be likely to use in playing the game. However, descriptions of rooms, objects, or events may use words that ENCHANTER couldn't possibly digest. These words are used only to enhance your mental imagery, and are not necessary for you to use to complete the game. If you find that ENCHANTER doesn't know a word you wish to use or its likely synonyms, you almost certainly don't need that word to solve the game.

Completely mystifying sentences will cause ENCHANTER to complain in one way or another. (See the section by the Physicians for an explanation of these complaints.) After making the complaint, ENCHANTER will ignore the rest of the input line. Unusual events, such as being attacked, will also make ENCHANTER ignore the rest of the sentences you typed, since the event may have changed your situation dramatically.

crüveners

A

To simplify your mission, you may order ENCHANTER to give you information by typing specific commands. These commands can be used again and again as needed. Some will constitute a move, and time will elapse; others will not cause time within the game to elapse. Type these commands after the prompt (>) appears:

AGAIN * Tells ENCHANTER to respond as if you had repeated your previous sentence (unless you are talking to a character). You may abbreviate AGAIN to G.

BRIEF * Commands ENCHANTER to describe in full *only* newly encountered rooms and objects. Rooms already visited and objects already seen will be described by displaying the room name and the object names only. BRIEF is the initial mode of the game.

DIAGNOSE * Tells you if you are tired, thirsty, or hungry.

INVENTORY * Lists all of the items that you are carrying. You may abbreviate INVENTORY to I.

LOOK * Describes your surroundings in detail. You may abbreviate LOOK to L.

QUIT * Ends the game session. If you want, you can SAVE your position first. You may abbreviate QUIT to Q.

RESTART * Starts the game over from the beginning.

RESTORE * Restores a game position made using the SAVE command.

SAVE * Saves a game position onto a diskette.

SCORE * Gives you your current score and remaining based on that score.

SCRIPT * Commands your printer to start making a transcript of the game as you play. (This feature is not available on every system.)

SPELLS * Lists the spells you currently have memorized from your spell book.

SUPERBRIEF * Commands ENCHANTER to show you only the name of the room when you enter, and no other information.

TIME * Gives the current time of day in the game. You may abbreviate TIME to T.

UNSCRIPT * Commands your printer to stop making a transcript.

VERBOSE * Tells ENCHANTER to show you a full description of the room and the objects in it whenever you enter a room. (See BRIEF and SUPERBRIEF.)

VERSION * Gives you the release number and the serial number of your version of ENCHANTER.

WAIT * Causes time in the game to pass. Normally, between your moves, no time is passing as far as ENCHANTER is concerned. WAIT is used to make time pass in the game without doing anything. It might be useful if you are waiting for a specific time, waiting for a character to arrive, waiting for an event to happen, etc. You can abbreviate WAIT to Z.

Sentence Syntax

⌊ Sentences must contain at least a verb or a command.

⌊ Multiple objects of the verb must be separated by the word AND or by a comma.

⌊ Several sentences typed on the same input line must be separated by a period or the word THEN. A period is not needed at the end of a line of input.

⌊ Only two kinds of questions may be asked: WHO and WHERE.

⌊ Directions may be abbreviated as follows: N (North), S (South), E (East), W (West), NE (Northeast), SE (Southeast), NW (Northwest), SW (Southwest), U (Up), D (Down). IN and OUT may also be useful.

Marking Time and Resuming Place

Should you wish to stop playing but resume from the same position at a later time, use the SAVE command. This comes in handy because it takes many hours to play ENCHANTER, and you may not want to play an entire game in one sitting. Also, the cautious or prudent player can use SAVE as a protection before attempting something dangerous or tricky. Then even if you are "killed," you can return to the SAVEd point. To save a game position, type SAVE at the game prompt (>) and then follow the instructions on your Reference Card. Remember that some systems require a blank, initialized disk for storage. To resume playing after you have made a SAVE, type RESTORE at the prompt and follow Reference Card instructions. You can then continue playing from your RESTOREd position. (It would probably be wise to look around to reorient yourself.) You can RESTORE any position at any time during play.

If you want to stop playing altogether, type QUIT. ENCHANTER will ask you to confirm that you really want to leave the game. Type Y for YES.

To start over from the beginning, type RESTART. Once again, ENCHANTER will ask you to confirm your decision.

Q

B

ENCHANTER will tell you when it can't digest your input, or if it wants you to clarify your instruction. Some of the common ENCHANTER responses are:

I DON'T KNOW THE WORD (your word). The word you typed is not in the game's vocabulary. Sometimes a synonym or rephrasing will help here. If not, you can usually be sure that the word isn't important in playing the game.

I CAN'T USE THE WORD (your word) **HERE**. ENCHANTER knows your word, but cannot understand it the way it appears in your input. It may be that ENCHANTER uses the word as a different part of speech. For example, you may be using **LIGHT** as a noun (as in "turn on the light"), but ENCHANTER knows **LIGHT** only as a verb (as in "light the lamp"). Or it is possible that your sentence made no sense at all: "Open the take," for example.

YOU MUST SUPPLY A NOUN! This usually indicates an incomplete sentence, such as "Eat the red" or "Put the bomb in the," where ENCHANTER expected another noun but couldn't find one.

I FOUND TOO MANY NOUNS IN THAT SENTENCE. An example is: "Shoot the wraith in the bed with the crossbow." A valid ENCHANTER sentence contains, at most, one direct object and one indirect object.

I BEG YOUR PARDON? You did not type anything after the prompt (>) and before you pressed the RETURN or ENTER key on your keyboard.

I CAN'T SEE ANY (object) HERE. The object you referred to was not found in your vicinity.

I CAN'T USE MULTIPLE DIRECT (or INDIRECT) OBJECTS WITH (your verb). You can use multiple objects (that is, nouns or noun phrases separated by AND or a comma) only with certain verbs. Among the more useful of these verbs are TAKE, DROP, and PUT.

I DON'T UNDERSTAND THAT SENTENCE. You typed a sentence that was gibberish, at least as far as ENCHANTER was concerned. You might try rephrasing the sentence.

Official Observations of the Esteemed Guild of Physicians

A Log of the Commands We Heed

The following list of useful words includes some common verbs, some commands, and those special commands and verbs described by the Scriveners. This list *does not* represent the entire vocabulary available to an Enchanter and makes no mention of the numerous command variations you can construct by using prepositions (e.g., LOOK could also be LOOK UNDER, LOOK AT, etc.).

AGAIN (or G)*	CLOSE	ERASE
ASK	CONNECT	ESCAPE
ATTACK	CUT	EXAMINE
AVOID	DESTROY	FILL
BRING	DIAGNOSE*	FIND
BRIEF*	DRINK	FLY
BURN	DROP	FOLLOW
CAST	EAT	GIVE
CLIMB	ENTER	HIDE

JUMP	REACH
KILL	READ
KNOCK	RESTART*
LEARN	RESTORE*
LEAVE	SAVE*
LIE	SCORE*
LIGHT	SCRIPT*
LISTEN	SEARCH
LOCK	SHAKE
LOOK	SHOW
MAKE	SLEEP
MEMORIZE	SPELLS*
MOVE	STAND
QUIT (or Q)*	STAY
POINT	SUPERBRIEF*
POUR	TAKE
PULL	TELL
PUSH	THANK
PUT	THROW
RAISE	TIE

TIME (or T)*
TOUCH
TURN
UNLOCK
UNSCRIPT*
UNTIE
VERBOSE*
VERSION*
WAIT (or Z)*
WAKE
WALK
WAVE
WEAR
WRITE

The wizards at Infocom are never satisfied. Before we release a game we spend long months conjuring, scrutinizing the game for errors, and testing them on hordes of thralls. Then we cast powerful spells of exorcism and extermination on any sprites, glitches, or bugs.

Even after our games are released to the material world, they are not beyond our powers. Should you be startled by a missed bug, or nettled by some inconsistency of description, or convinced that ENCHANTER was either too difficult or too easy, or seized by the desire to communicate with us in the world of darkness and light - we'd love to hear from you. Just mail your missive to:

Infocom, Inc.
55 Wheeler Street
Cambridge, MA 02138



Advice on

LOADING YOUR BOW

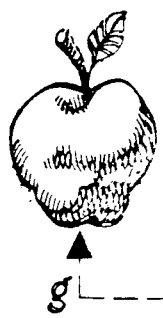
from the

FLETCHER'S GUILD

Now that you have shared in the wisdom of the Guilds, you are ready to play ENCHANTER. To load the game, follow the instructions on the Reference Card (included in the game package). A brief introductory passage will appear, followed by the copyright notice and release number you will then see the description of the game's starting location. Finally, the prompt (>) will appear. It is time to begin!

Scoring and True Aim

ENCHANTER keeps track of your score as a rough measure of your progress in the game. A perfect score is to be strived for, but of course a true Enchanter is above such mundane considerations and will consult the score only to measure progress towards more worthy goals.



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Infocom, Inc.
55 Wheeler Street
Cambridge, MA 02138

ATARI®

I. What You Need

Required

- ATARI 400 or ATARI 800 computer
- 32K bytes of RAM
- One ATARI 810 disk drive

Optional

- One or more blank, formatted diskettes (for SAVES)
- 40K or 48K bytes of RAM (for faster execution)
- Printer connected to the printer port of an ATARI 850 interface module (for SCRIPT)
- Second 810 disk drive (for convenience with SAVE)

II. Loading the Game

One-sided Games

1. Turn off the computer and remove the installed cartridge(s), if any.
2. Turn on Drive 1, insert the game diskette, and close the drive door.
3. Turn on your computer. The disk drive will spin the diskette and the program will load in about thirty seconds.
4. If nothing appears on your screen, something is wrong. (See the Troubleshooting section.)

Two-sided Games

1. Follow steps 1 to 3 for one-sided games above using side 1 of the game disk.
2. When you are prompted to do so, remove the disk, turn it over, and insert it in the drive. You will not need side 1 again unless you reload or RESTART the game.
3. Press the RETURN key to complete the loading process.

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, use the DELETE key to erase the error one character at a time. (Warning: Do not delete the prompt!) When you have finished typing in your instructions, press the RETURN key. The game will respond and then the prompt (>) will reappear.

If a description will not fit on the screen all at once, [MORE] will appear in the bottom left portion of the screen. After reading the part on the screen, you will need to press the space bar to see the rest of the description.

IV. SCRIPTING

If you have a printer, you may make a transcript of the game as you play it:

1. Connect the printer to the printer port of an ATARI 850 interface module connected to the computer.
2. Turn on the printer and the interface module.
3. Load the game as described above.
4. To start the transcript at any time, use the SCRIPT command
5. To stop the transcript, use UNSCRIPT.
6. SCRIPT and UNSCRIPT may be used as often as desired as long as the printer is left on-line.

WARNING
DO NOT turn power on or off with disk in drive. DO NOT remove or replace disk while busy light is on. Any of these actions will damage disk and void warranty.

INFOCOM

Infocom, Inc., 55 Wheeler Street, Cambridge, MA 02138

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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. Restarting the Game

The game may be restarted either by using the RESTART command or by pressing the S/RESET key. For a two-sided game, it will be necessary to reinsert the game disk using side 1. You must do this before pressing the S/RESET key. In the case of RESTART, you should wait until you are prompted to do so.

VII. 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 0 to 4). Each time you SAVE a game position, it will overwrite any position that is already on your storage diskette with the number you specified. If you want to SAVE more than one position, you must use a different position number for each one.

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

Please insert SAVE diskette,
Position (0-4) (Default = 0)

1. Type a number between 0 and 4 to tell the game to use that position on the diskette. Do not press the RETURN key after the digit. (Alternatively, you may press the RETURN key without typing a digit to tell the game to use the default, which in this case is 0.) The game will respond:

Drive (1-8): (Default = 1)

If you have only one disk drive, proceed as follows:

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

— Press RETURN key to begin —

3. Remove the game diskette from the disk drive.

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

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

Please re-insert game diskette,
— Press RETURN to continue —

6. Remove the storage diskette from the drive and insert the game diskette (side 2 for a two-sided game) again. Close the drive door.

7. Press the RETURN 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.

If you have more than one disk drive, follow the above procedure, but omit the steps numbered 3, 5, and 6. Use the appropriate drive number in step 2 for the disk drive that you use in step 4.

VIII. Restoring a Saved Game Position

To restore a previously saved game position, enter the RESTORE command. Then follow the steps (1 to 7) for SAVE above.

IX. Initializing Storage Diskettes

Storage diskettes are made using the standard DOS diskette formatting procedure. See ATARI's "Disk Operating System Reference Manual" for detailed instructions.

X. Troubleshooting

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

1. Check to see that your ATARI and disk drive(s) are plugged in correctly, connected properly, and that everything is turned on.

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

3. Inspect the diskette carefully for any visible damage.

4. Be sure that the diskette is in the proper drive. The game diskette may only be run from Drive 1 (side 1 for two-sided games). For SAVE/RESTORE, be sure that you have typed the correct drive number for the storage diskette.

5. 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).

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

7. Try again: the problem may only be momentary.