

READ ME

This file discusses some of the finer points of the Macintosh implementation of Sierra adventure games. The "Reference Card" supplied with the game gives you all the information you really need, but there are other things some people will want to know.

Quick-Start Instructions:

Simply turn on your Mac, insert game disk 1, and double-click on the game icon. Press the Return key to bypass the opening sequence.

If you have a Macintosh II, you must boot up from your hard-disk or your normal start-up disk. The System Folder on your game disk is missing a few things needed to boot a Mac II.

Backing up your original game disk:

Be sure to format a double-sided disk, then follow the instructions on the reference card.

CAUTION regarding your Save Games:

While you may use your program disk for save games, we strongly recommend that you NOT do so. Prepare a separate initialized save game disk. When saving your game, click on drive to switch to your save game disk. You will see your save game Dialog box on the screen.

Installation on other disks:

The games may easily be installed on a hard disk. To install the game on your hard disk simply drag the icon of game disk 1 onto the hard disk's icon. When installed onto a hard-disk, the supplied System Folder is copied, but never used. You may delete it if you wish.

The System Folder:

The System Folder supplied on the product disk contains the tried-and-true System 3.2 and Finder 4.1. These versions of the system files work on all Macintoshes other than the new Mac II. Since (virtually) all Mac IIs already have hard-disks, the System Folder on the game disk is not used.

In order to make the game fit onto the disks the System file has been stripped down to the bare essentials. Many Fonts, DAs, FKeys, Drivers and other Resources are not on the product disk. Because of this, booting from the product-disk may not let you do printing, screen-dumps, AppleTalk and other things. To regain all those facilities, simply install the game on a hard-disk, or boot with a disk that has a fully equipped System Folder.

The Icon Bar:

Along the left side (or across the top) of the game's screen is a column of icons. These icons allow you the convenience of giving many commands without typing them out. In general, the first click on an icon will do some action or display a window, the second click will dismiss it.

The "Menus" icon hides or shows part of the background hidden under the menu bar. Clicking it again restores the menu bar. On Macs that have a large screen this icon is not used.

The "Status" icon calls up the "Status Window." From it you can see your score, turn the sound on and off, and look at any objects in your inventory. To look at an object simply click the mouse on the object's name in the list of objects. You will be shown a picture and description of the selected object. Clicking the Status icon again will dismiss the status window. The Status window also has three buttons, the "Exit" button simply dismisses the window. Clicking on the "Use It" or "Give It" buttons is the same as typing "use (selected object)", or "give (selected object)".

The "Input" icon brings up the command input dialog box with your previous typed in command shown. From here you may edit the command, or over-type it. Clicking on the "Input" icon again is the same as pressing the Return key, or clicking on the "OK" button. Pressing command-period in this window is the same as clicking on the "Cancel" button.

You can do standard Macintosh cut-and-paste editing within the input dialog. Both the Edit menu and command-key equivalents are supported.. When text is pasted into this dialog a space character is inserted before the text. This is consistent with cutting and pasting words as a unit. If you do not want the space padding during a paste operation use command-shift-V to paste. The Undo operation is not a true undo — it merely clears input text.

The "Look" icon is the same as typing "look at room" or "look". It is meaningful only in certain scenes. Clicking it again will dismiss the "look" text window.

The "Pause" icon will temporarily halt the game. Click it again to resume the game.

Storing saved games in a folder:

You may find it convenient to store your saved games in their own folder rather than scattering them across a disk. First create a folder from the desktop with "New Folder". Then, when you next save a game, select that folder from within the Save Game / Restore Game dialog boxes.

Shutting Down:

When you want quit and turn off your Macintosh, be sure to do a proper shut-down from the desktop: select "Shut Down" from the "Special" menu . Your disk(s) will be ejected and the screen will go blank. Then you may turn off the power. Not shutting down is rarely fatal, but it is important if you are using a hard-disk or if you rearrange the desktop.

Compatibility:

This version is compatible with the Macintosh 512K, and 512K Enhanced, the Mac XL (Lisa), the Mac Plus, the Mac SE, and the Mac II. On the Macintosh II be sure to set the screen depth to one-bit (2 colors), or 4-bits (16 colors). Also, if you have a Macintosh II, boot up from your hard-disk, not from your game-disk. Its System Folder is missing a few things needed to boot a Mac II.

MultiFinder and Switcher are supported — with three minor shortcomings. The animation is halted when the game is "Suspended". The game window is not drag-able. And, on the Macs other than the Mac II, background processing may make music and animation "jerky".

The game requires 512K of memory to run. If you are using a "RAM disk" or the "RAM cache" you may have to reduce the amount of memory they use, or turn them off.

Verb, Modifier, Noun and Do It menus:

To assist with entering commands you may use the "Verb", "Modifier" and "Noun" menus to insert words into the command dialog box. The "Do It" menu will submit a complete command for you. These menus only provide a few of the possible commands, they are only intended to be helpful some of the time. Clever Macintosh users can use the "Resource Editor" to modify these menus if they desire.

Miscellaneous:

You may move the main character by "dragging" the mouse ahead of him as he walks along.

Saved games have their own icons, and they behave like standard Macintosh documents. That is, you can double-click on a saved game and the program will start-up directly to that saved game. The file on your game disk named "begin ..." (the dots in this example represent your adventure game initials) is a saved game document.

When you quit the game, you are asked if you want to save the game first, or cancel the quit. If you find this confirmation inconvenient, try command-shift-Q to quit. This will quit the game immediately. Similarly, you can immediately "Revert" to the previous game with command-shift-R.

The file on your game disk named "Game Buttons" is a small HyperCard stack containing buttons that you can paste onto your Home Card.