Magnetic Scrolls
Adventure Guide
Atari 800XL/130XE

ATARI 800XL/130XE GUIDE

What you need

To play the adventure you will need the following:

> 1 Atari 800XL or 130XE computer
> 1 Atari 1050 disc drive

Making a backup copy

Before you begin playing, it is advised that you make a backup copy of the two master discs, by following the procedure below:-

1. Format two blank discs in 'double density' (using, for example, DOS 2.5 or 3.0)
2. Invoke the backup facility by switching on the computer with the 'Master disc 1' in Drive 1, and the **SELECT** key held down.
3. The backup facility will then proceed automatically, prompting you to change discs as necessary. Follow the prompts carefully and once you have responded to each one, press any key to continue.
4. When both discs have been successfully duplicated, remove the disc from the drive and switch off the computer.
5. Write protect your two backup discs and label them '1' and '2'. Always use them in preference to the originals which should be carefully preserved.

Loading the game

Insert your copy of 'Disc 1' in Drive 1 and switch the computer on. The game will load automatically.

Text screen layout

The text display area is divided into two sections.

The top line displays your current status. Reading from left to right the information is:

> The name of the location that you are currently in.
> Your score to date.
> The number of moves completed since the start of the game.

The rest of the display is devoted to the game itself.

Communicating with the game

When waiting for your input, the game will display a prompt character '>' and a steady solid block cursor. At this point, simply type in a sentence describing what you wish to do, end by pressing the **<RETURN>** key.

Editing your input

The following keys allow you to edit your current input line:

Cursor left	Move the cursor left
Cursor right	Move the cursor right
Cursor up	Move the cursor one word to the left
Cursor down	Move the cursor one word to the right
Insert key	Enter 'insert' mode
Delete key	Delete character left of cursor

When in 'insert' mode the program will display a blinking cursor. To exit 'insert' mode without entering the line press the <RETURN> key or any of the cursor movement keys.

Re-editing your last line

If you discover that you have made a typing error on your previous line after you have entered it, pressing the <ESCAPE> key will bring it back for editing.

Graphics

The graphics will be displayed automatically when you first enter a room with an illustration. You may vary the size of the displayed picture using the two function keys SELECT and START which scroll it up and down respectively.

When displaying a new picture, the program will scroll it down to the same position occupied by the previous one.

Commands relating to graphics are as follows:

GRAPHICS ON	Switches the graphics on
GRAPHICS OFF	Switches the graphics off

Please note that the game normally begins in the 'GRAPHICS ON' mode, however, you may override this by loading the game with the OPTION function key held down, forcing it to start in 'GRAPHICS OFF' mode. This will improve response times, particularly on the Atari 800XL. The key may be released once the loading message is displayed.

More

When there are too many lines to display on the screen at once, the message 'More' will appear at the bottom left of the screen. Pressing any key at this point will continue the scrolling.

Save

This command allows you to save partially completed games, which you may return to at a later time (Also strongly advised before doing something dangerous!).

The program will ask you for a game number to identify the game, and will permit a maximum of eight games to be stored at any one time on a given disc. Using a game number which already exists on the disc will cause the existing file to be overwritten.

Please note that files are _not_ written out in DOS format, so be sure to use a formatted disc which does not contain any files which you may want to keep.

The game will prompt you to change discs as necessary during the SAVE operation. Press any key once you have responded to each prompt. Should an error occur, the program will notify you and allow three further attempts before abandoning the SAVE and returning to the game.

Restore

This command allows you to restore a previously saved game (you did save before you tried to ride the dragon, didn't you?). As with SAVE, it will allow three further attempts if an error occurs.

Changing discs

Occasionally, the game will require you to change discs. You will be prompted to insert the appropriate one. Pressing any key after you have done so will allow the program to continue.

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