

COMPREHEND™ INTERACTIVE NOVELS

MACINTOSH INSTRUCTIONS

P·LARWARE™
from Penguin Software, Inc.

GETTING STARTED

To begin, place your disk in the disk drive while the power is turned off, and turn on your computer. You will have to wait a moment or two while the novel is loaded. Each time you start, make sure the computer is off first. Leave your disk in the disk drive or the results of the current "novel" in progress may be ruined.

PLAYING A COMPREHEND INTERACTIVE NOVEL

You communicate in your novel by typing commands in English. Tell COMPREHEND what you want to do by typing in your command, press RETURN, and COMPREHEND will respond with the results of your actions.

The simplest commands, and most often used, are those for traveling. To walk north, you can type **Walk North**, **Go North**, or you can abbreviate with simply **North**, or even **N**. Press RETURN after your command. Other directions you can abbreviate are **E** for East, **S** for South, **W** for West, **U** for Up, **D** for Down, **I** for In or Enter, and **O** for Out or Exit.

To see what you are carrying at any time, simply type **Inventory**.

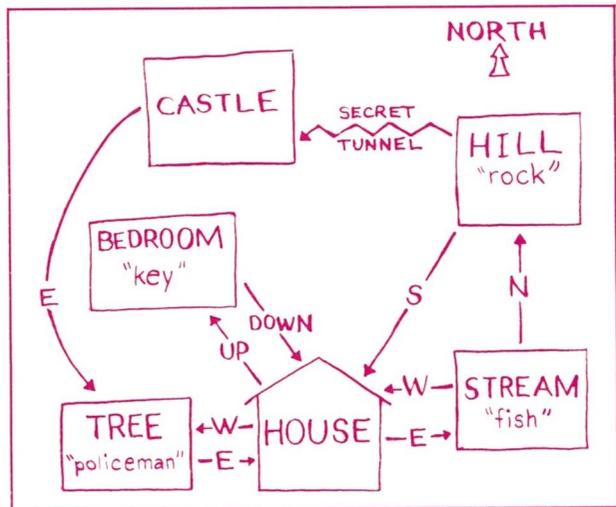
More complex commands can contain any

combination of verbs, nouns, prepositions, adjectives, pronouns, and direct and indirect objects . . . basically any type of imperative command. Examples are commands such as **Read the note**, **Look at the tree**, **Look under the wagon**, **Catch the squirrel with the box**, and **Feed the penguin sardines**. Commands can also be combined into longer sentences, like **Catch the cat by the tail and throw it into the tree**. (Of course if you can't catch the cat, you won't be able to do too much throwing.)

Each action in a command generally takes some amount of "time." In other words, if you are in a perilous situation, stringing a lot of commands together into one sentence will not get them done any faster. Generally, commands within a sentence are those separated by commas, the word **and**, or the word **then**, such as **Grab the rope and the food, then run out**. That sentence contains three commands: "Grab the rope. Grab the food. Run out." If something drastic is about to happen, you may be interrupted before your command is completed. For example, if grabbing the rope in the above example causes a rock to be dislodged and to start falling, you may be told "Before you can continue . . . a rock begins to fall from above" before you even get the food. This gives you a chance to react differently to the falling rock than just getting the food while it crushes you!

MAPS

When traveling throughout your novel, a map will eventually be handy so you can get back to places and explore paths that you missed earlier. The best way to draw a map is to describe each location in a box on a sheet of paper, then draw lines to other boxes and label the directions taken to get there. Be careful. Some writers create worlds with twisting paths, so if you go north to get somewhere, south may not necessarily return you to the original place!



THE MACINTOSH SCREEN

During your novel the computer screen will be divided into four windows. The top center portion of the screen will always show a picture of your current location.

The left side contains a compass with the four cardinal directions and up and down buttons. For quick travel simply use your mouse and click on the direction in which you want to go.

The text window at the bottom portion of the screen is where commands that you type and all responses appear. The novel has a text buffer which stores the last one hundred lines or more of text that appeared in the text window. To view past lines move your cursor to the scroll bar (the small up and down arrows to the immediate right of the text window) and click on the UP arrow. To get back to the current text, click on the DOWN arrow. When you save a situation the lines in the text buffer are saved also.

On the right side of the screen are special-option buttons. The purpose of these buttons is to simplify actions or commands that are frequently used in a specific novel. One button is marked INVENTORY.

Rather than type in the word "INVENTORY" all you do is click on this button. Another is labelled **WHERE?** Clicking on it will always redescribe your current location. The options on the other buttons will vary from novel to novel. For example, a button may be spells in a Fantasy novel, or teleport in a Science Fiction novel.

SAVING, LOADING, QUITTING AND RESTARTING

The File Menu contains the options you use to Load and Save a novel in progress, Start a new novel, or Quit. To load or save a situation in your novel, select one of the four games from the menu. You will then see a dialog box with three options: **LOAD**, **SAVE** or **NEVERMIND**. The save option will record the status of your situation on disk so you can resume later where you left off. It also enables you to restart the novel from that point if you get killed. Loading will restart the novel from the point at which you saved it. When you start your interactive novel, it will automatically load the last situation you saved. Trying to load a game that hasn't been saved yet will automatically set up a new game. You can also set up a new game at any time by selecting the **RESET CURRENT GAME** option. A new novel will be started with the game that has the checkmark by it in the File Menu.

The quit option will exit the novel and eject the disk. When you select the **QUIT** option, you will be provided with the opportunity to save the situation first, or to change your mind and keep playing.

HINTS

If you get stuck, don't panic! Just send a self-addressed, stamped envelope to:

Hint Department [the name(s) of your interactive novel(s)]
P.O. Box 311
Geneva, IL 60134

We'll rush you a hint book free of charge.

LIMITED WARRANTY

If your interactive novel disk should fail within 60 days of purchase, return it to Penguin Software for a free replacement. After 60 days, please return it with \$5 and we'll rush a new disk to you. **REMEMBER TO MAIL IN YOUR WARRANTY CARD TO ACTIVATE YOUR WARRANTY.**

COMPREHEND was designed and written by Mark Pelczarski and Jeffrey Jay, and adapted for the Macintosh by Robert Hardy. Graphics for all **COMPREHEND** interactive novels were created and displayed with **The Graphics Magician**, which was designed and written by Mark Pelczarski. The **COMPREHEND** and **Graphics Magician** software are copyrighted 1985 by Penguin Software, Inc. **COMPREHEND**, **The Graphics Magician**, **Polarware**, and **Penguin Software** are trademarks of Penguin Software, Inc. Penguins like novel ideas.