Magnetic Scrolls
Adventure Guide
Macintosh

MACINTOSH GUIDE

Please make a back-up of the disk before using it. Always use the back-up, and preserve the original. Having made the back-up do not forget to write-protect it!

Loading
To load the adventure, boot your system with a Macintosh System Disk and then insert your game disk. Open the disk by double clicking the icon. When the window appears, double click the game icon and wait for the adventure to start.

Screen Layout
Once loaded you will notice that the screen is split into three sections.

The top line contains the following information:-
> The top left is the name of the room that you are currently in.
> The first figure on the right is your score.
> The second figure on the right is the number of moves you have made.

The second section is the Graphics window, which is where the pictures are displayed. Below the picture you will find four scrolls. These scrolls are activated in the following fashion:-

1. Move the mouse over the scroll you wish to pull down.
2. Click once on the mouse button.
3. Select the command you require using the mouse.
4. Click once. The command will now be typed into the input buffer for you.

The graphics window can be set to be as high or as low as you wish by moving the mouse between a scroll, holding down the button, and moving the window up and down.

The third section is the text window, where your commands and the game's responses are displayed.

Talking to the program
To communicate with the program, simply type in a sentence describing what you want to do. When it is waiting for a command, a '>' prompt and a block cursor are displayed. Once you have typed your command press the <RETURN> key.

Editing Your Commands
The following allow you to edit the current line:

	Normal Mac	Mac Plus
Move left one character	Option + S	Left arrow
Move right one character	Option + D	Right arrow
Move left one word	Option + A	Up arrow
Move right one word	Option + F	Down arrow
Delete one character to the left	Option + W	SHIFT-Left arrow
Delete one character to the right	Option + E	SHIFT-Right arrow
Delete one word to the left	Option + Q	SHIFT-Up arrow
Delete one word to the right	Option + R	SHIFT-Down arrow

You can also delete one character to the left using the BACKSPACE key.

Re-editing Your Last Command

If you discover that you have made a small typing error on your previous line, pressing the § key ('~' key on the Mac Plus, top left of keyboard) will bring it back for editing.

More

When there are too many lines to display on the screen at once the message '<MORE>' appears at the bottom right of the screen. Pressing any key will allow the game to continue.

Function *n*

This will allow you to define up to ten function keys. For instance, if you decide that you are typing the command 'GET ALL' repeatedly, you can define function 1 to be 'GET ALL', and every time you now select Function 1 (by pressing the Option key and '1') the string 'GET ALL' will be placed on your command line. Function can also be abbreviated to Funct.

Save

This command enables you to save your current position in the game. When 'Save' is selected you will be presented with a dialogue box. Enter the name under which you wish to save the game and then click the 'Save' box. Please do not attempt to save files on the game disk, and remember to replace the game disk after saving a game position.

Restore

To reload a previously saved game type 'RESTORE'; as with 'SAVE' you will be presented with a dialogue box. Use the mouse to double click the saved game required. Don't forget to put the game disk back in the default drive after loading a saved game.

Printer On (Printer Off)

You can record your game by use of this command which turns the printer on (and off). Do not despair if you have a slow printer, as the adventure maintains its own printer buffer (but please ensure that your printer is switched on before using this feature).

Graphics On (Graphics Off)

If you prefer to play the game without the pictures being displayed they can be disabled with 'GRAPHICS OFF'. They can then be re-enabled with 'GRAPHICS ON'.

Stipple, Dither, Freehand

These three commands alter the way in which the picture is displayed. It is best to experiment with them to achieve the most desirable results.

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