



Magnetic Scrolls
Adventure Guide
Amstrad PCW

AMSTRAD PCW 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, first boot CP/M (by inserting side B of the Amstrad supplied disks and switching the machine on) then insert side A of your game disk, type GAME and press the <RETURN> key.

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. The window size can be set as high or low as you wish by using the 'up' arrow (to reduce the size of the window) and the 'down' arrow (to increase it).

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:

Move left one character	Left arrow
Move right one character	Right arrow
Move left one word	[+] (found to the left of the space bar)
Move right one word	[--] (found to the right of the space bar)
Delete one character to the left	<-DEL
Delete one character to the right	DEL->
Delete one word to the left	ALT <-DEL
Delete one word to the right	ALT DEL->
Move to start of line	EXCH/FIND
Move to end of line	LINE/EOL

Re-editing Your Last Command

If you discover that you have made a small typing error on your last line, pressing the COPY key 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.

Save

This command enables you to save your current position in the game. You will be prompted for a file name. This must be a valid CP/M file name, the extension '.GAM' is used for saved game files, thus the names SAVED.ONE and SAVED.TWO will both produce a file called SAVED.GAM. This name may be preceded with a drive specifier e.g. 'A:', 'B:'. Care should be taken not to save game positions onto your game disk.

Restore

To reload a previously saved game type 'RESTORE'; as with 'SAVE' you will be prompted for a filename.

Printer On (Printer Off)

You can record your game by use of this command which turns the printer on (and off).

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 and Dither

When you enter a room that contains a picture, the program decides which is the best method of displaying the picture. You can override this decision with one of the above commands.

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