The Lost
TREASURES
of Infocom

Reference Card • Apple ® IIGS® Version

This document contains the specific instructions for the Apple IIGS version of The Lost Treasures of Infocom, which do not appear in the manual. PLEASE READ THIS DOCUMENT before starting the game. The answers to many of your questions will be here.

• System Requirements

Apple IIgs with 1.25 Megabytes of RAM memory
One 3.5" disk drive

• Hard Disk Drive Installation:

Boot up your hard drive. In the Finder, make a new folder using any name you wish. Copy the files "Lost1.sys16" and "Lost2.sys16" from the disk Infocom1 to your folder. From disks Infocom2, Infocom3 and Infocom4, copy the game files, which have names such as "DEADLINE" and "HITCHHIKER," to your folder. You do not actually need to copy all of the game files, only the ones you wish to play off your hard drive. NOTE: Game files cannot be run directly. You must first run either "Lost1.sys16" or "Lost2.sys16," and select a game file to play from the "game file to run" dialog that appears after the title screen. See below for a more detailed explanation of running the games.

IMPORTANT NOTE: This program uses resources. Do not use a copy program that is not Finder friendly. If you are unsure of your copy program, use the Finder.

• Running the game on a 3 1/2" drive only system:

Simply boot the disk Infocom1. "Lost2.sys16" will be launched automatically. After the title screen, insert a game file disk (disk Infocom2, Infocom3 or Infocom4) and select a game file to run, such as "DEADLINE." Quitting the program will send you to the program launcher, from which you can switch to Lost1.sys16 or another application.

Alternatively, use your own System Disk to boot up either System 5.0.4 or System 6 or later. At the Finder, insert the disk Infocom1 and double-click on the file "Lost1.sys16" or "Lost2.sys16." Then select a game file as above.

NOTE: It is important that you make a backup copy of the game for your own personal use. If you are unfamiliar with copying disks, please refer to your Operator's Manual.

• Important Lost Treasures Info

This new GS version of The Lost Treasures of Infocom comes with 19 Infocom Game Files, located on disks Infocom2, Infocom3, and Infocom4. These files are the "programs" for each particular game, and are given descriptive filenames such as "DEADLINE" for the game Deadline, "HITCHHIKER" for the game The Hitchhiker's Guide to the Galaxy, "HORROR" for The Lurking Horror, etc.

However, these files are just data files and cannot be run by themselves. If you try double-clicking them from the Finder, you will most likely get the message "An application cannot be found for this document." The GS Lost Treasures package comes with TWO different programs to run these game files. They are named Lost1.sys16 and Lost2.sys16, and are located on the Infocom1 disk.

To run Lost Treasures games, launch either one of these programs. After the title screen, a standard file dialog will appear asking you to "select a game file to run." Select a game file to run just as you would normally open a file - opening folders, changing volumes or inserting disks as necessary to find the game file. If you have not installed the files on a hard drive, you will need to insert disk Infocom2, Infocom3 or Infocom4 to find the game file you want. For example, on a single 3.5" drive system, after you have seen the title screen, you might eject the disk Infocom1, insert the disk Infocom2, and double-click the file "ZORK.I".

The executable programs Lost1.sys16 and Lost2.sys16 are Infocom game "interpreters" - they "interpret" the programs in the data files like "DEADLINE," which are written in a special Infocom language. Lost1.sys16 is the "standard" interpreter, and Lost2.sys16 is the "advanced" interpreter. The two different interpreters have somewhat different features, described below.

IMPORTANT NOTE: If you are using Lost1.sys16, you will not see Beyond Zork or The Hitchhiker's Guide to the Galaxy in the "Select game file to run" standard file dialog, even if you are looking at the right disk. This is because Beyond Zork and Hitchhiker's are more advanced game files, and require the advanced interpreter, Lost2.sys16. Therefore, to avoid confusion, we suggest that you initially run Lost2.sys16, which recognizes all the games.

• Using the Menu Options

The pull-down menus in Lost Treasures work just as with any Desktop application on the GS, with one proviso. Many of the options actually translate into text commands which appear on the command line of the game. For example, if you select "Quit," the command "Quit" will appear on the command line of the Infocom adventure you are playing, and then the game will usually respond with something like "Are you sure you want to quit?". At this point, you would have to type "Y" or "yes" and return to actually quit the game. Typing "Quit" and return has the same effect as selecting the menu option.

Some options, such as "script," send a command to the command line, which in turn brings up a dialog, in which you select your options using the mouse. Using the "script" command, you can script to the printer or to a file.

NOTE: Not all menu options are available at all points in a game, such as when the game is waiting for a keypress or at a [MORE].

The Save and Restore options bring up standard file dialogs, in which you can switch disks, open and close folders, select a file for Restore, or type a filename to Save. If you are running System 6.0 or later, inserting an unformatted disk will bring up a dialog asking if you wish to initialize the disk.

• About Lost1.sys16

Lost1.sys16, our "standard" Infocom game interpreter, has several special features which can only be used with "standard" Infocom games. The game text appears in a standard desktop window, which is sizable and has a scroll bar on the right side. Using this scroll bar, you can actually scroll back up to see text which has scrolled off the top of the window. Roughly 8K of text is stored in this "scrollback" buffer.

When you save a game using the standard interpreter, this buffer is saved along with the game. Then, when you restore the game, this buffer is brought back - so the text in the window is restored as well, much like a word processor document. The upshot of this is that when you restore a game, you can review where you left off.

In addition, in the standard interpreter, the font, font size and style for text in the window can be changed using the font, size and style menus.

• About Lost2.sys16

Lost2.sys16 is our "Advanced" Infocom game interpreter, which can run just about any Infocom game, the notable exception being Zork Zero. Use this interpreter to run Beyond Zork or The Hitchhiker's Guide to the Galaxy, or any of the other game files.

Using this interpreter is more like playing a classic "text" version of the games, with the addition of desktop menus and dialogs. Font options are not available in the advanced interpreter, nor is the scrollback buffer.

Save game files are compatible between the advanced and the standard interpreters, but games saved in the Advanced interpreter do not include the scrollback buffer, so restoring the game will not restore the text on the screen.

The advanced interpreter has a special "Switch Game" option in the file menu. This option puts a "QUIT" on the command line to quit the game, but when you leave the game, you will return to the "Select a game file to run" dialog, so you may select a different game to run, rather than exiting the program.

• Out of Memory Errors

If you are running Lost Treasures on a
1.25 Meg GS with a number of desk
accessories or system extensions
installed, you may encounter an out of
memory error when trying to run a
game. If you are running System 6, try
holding down the shift key while
booting up. This will free up some
memory by not loading inits and desk
accessories. If the problem persists,
boot the disk Lost1, which has a
minimal System 6.0 installed.

• Zork Zero

The program Zork Zero is not available
in the Apple IIGS version of the
program. It requires a special
interpreter we were unable to obtain a
license for. If at some later date, we
can obtain the license for Zork Zero,
we will provide free updates to all
purchasers of Lost Treasures.

• Technical Support

For technical support on the IIGS
version of the Lost Treasures, please
direct your questions to:

Big Red Computer Club
423 Norfolk Avenue
Norfolk NE 68701
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