

## The menus:

File - The New, Open, Save, and Quit commands are located in this menu. They do what you would expect them to.

Do - Contains the commands used during the game. These commands can be executed either through their command-key hotkeys, or by pressing the same letter key without the command key. For more information, see "Commands" below.

Help - If you're reading this, you know what this one does. To find out more about who you are, choose The Story. (No, this does not give you some special insight about yourself. It tells you who you are in the GAME!)

Options - Several special preference settings can be changed in this menu. If the item is checked, that preference is currently on. For more information, see "Preferences" below.

Inventory - All the items you are carrying will be listed in this menu, including equipped items. To drop an item, merely choose that item from this menu.

Room menu - Probably if you're reading this immediately after starting the game, this menu will read Path. The name of this menu changes according to the name of the room. This menu lists all of the items and fixtures in the room. To pick up an item, simply select it from this menu. Items can be picked up, fixtures cannot. The difference between items and fixtures is that items have an icon in the menu, fixtures do not.

## The windows:

There are normally 5 windows displayed on the screen. Depending on the preferences settings, there may also be a sixth. These windows are:

Room - This window contains a picture of the room you're in. Note that there is no set direction in which you're looking in this picture. In one room, this window may show the northern section of the room, and in the next, it could show the southern section. This is because this window focuses on the most interesting angle.

Text - This window contains a textual description of the room you're in, including any nasties that may be there and how they're reacting to you. Don't worry, if you enter a room that is inhabited by a nasty, you'll be notified by an alert, so don't worry about not catching something and dying as a result. You should read descriptions somewhat carefully, since they may contain hints as to what you should do.

Items - This window has an icon for each hand. (That'd be two.) The items that are shown in this window (if any) are the ones that are currently equipped. Choosing a command from the Do menu and then clicking an item in this window has the same effect as selecting a command and then selecting the item from the Inventory menu.

Compass - The compass in this window is used for movement. To move in any direction, click on the letter corresponding to that direction. If the letter is grayed out, you cannot go in that direction.

Map - This window is used for the purpose of orienting yourself. (Up is north.) If you're ever confused as to how the room is arranged relative to the compass, refer to this window.

Command - This window is optional, depending on the preference settings. It contains the same commands that are in the Do menu, and it allows you to click on the command in this window rather than select the command from the Do menu.

### Commands (listed in the Do menu):

Equip - allows you to equip an item. Choose Equip from the Do menu and the cursor will change to a hand. This is to prompt you to choose an item to equip. Choose the item you wish to equip from the Inventory menu. When you have done this, the item will appear in the Items window. In order to use the Put Away or Use commands, you must have the item equipped.

Examine - allows you to examine an item or fixture. When you select this command, the cursor changes to a hand, indicating that the program is waiting for you to choose something to examine. To specify the thing to examine, you may select an item from your Inventory menu, select a fixture or an item from the room menu, or click on an item in the Items window. Note that if you click on an item in the Items window without choosing a command first, it has the same effect as examining that item.

Manipulate - allows you to operate a room fixture. For example, to move a table, you would manipulate it. When you choose Manipulate, the cursor changes into a hand indicating that you should select a fixture to manipulate. Choose a fixture from the room menu and you will receive a message telling you what happened.

Put Away - allows you to put away an item that you currently have equipped to make room for another item to be equipped. When you choose Put Away, once again the cursor will change to a hand. Either select the item to be put away from the Inventory menu or click on the item in the Items window, and it will be removed from the Items window.

Read - allows you to read a book, scroll, or other readable item. To do this, choose Read and then choose the item for fixture from one of the menus, or click on an item in the Items window.

Use - allows you to use an item on either another item or on a fixture. Note that any items being used or having something used on them MUST be equipped! To use an item, choose Use. The cursor will change to a hand, at which point you should choose the item to be used either from the Inventory menu or by clicking on the item in the Items window. The cursor will change into a hand holding an object. This is to prompt you for an item or fixture on which the first item will be used. Select an item or a fixture through any of the methods which I'm sure you're well familiar with by now, and you will be given a message telling you what happened.

## Preferences:

Initial Splash Screen - Lets you specify whether to show the splash screen every time you choose New. (The splash screen is the picture of the door with a skull over it.) The default setting for this option is on.

Backdrop - Lets you specify whether to show the gray-filled background window. This is almost a necessity on screens larger than the standard small screens of black and white Macs. The default setting is on.

Sound - Lets you specify whether or not to play sounds. (Not counting system beeps. You can do that through the Sound control panel.) The default setting is on.

Moveable Windows - Lets you toggle the windows between immovable and moveable. When this item is checked, the windows will have title bars. This is also very useful on larger screens. The default setting is off.

Map -> Command - If this item is checked, the Map window will be replaced by the Command window. Unchecked, the Map window is visible and the Command window isn't. The default setting is off.

Command Separate - If this item is checked, the Command window becomes visible. All the other windows will also be visible. Note that if you select this item when Map -> Command is checked, Map -> Command will become unchecked. The same is true in reverse, if you select Map -> Command, Command Separate becomes unchecked. The default setting is off.