

# **Club Caribe<sup>SM</sup>** **Guidebook**

**Version 2B**

**Beta Test Documentation**

**For use with the Commodore 64 or 128 and Q-Link<sup>®</sup>**

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# Introduction

## Welcome to Club Caribe!

Are you looking for a HOT vacation spot where you can make new friends, participate in EXCITING events and have FUN? Then Club Caribe is where you want to be! Club Caribe gives you the interactivity of Q-Link's People Connection with graphics sophistication, creating an online world of fun and excitement.

From the moment you sign on, you cease to exist as only words on a screen. You become a guest of Club Caribe and are able to custom-tailor your image.

Then it's up to you! Relax on the luxurious Club Caribe beaches or have a drink at one of our friendly pubs. Play a game in one of our Arcade rooms or get married to your Caribe sweetie at the Chapel. Visit the exotic fish in the Aquarium or buy some goodies in the Shops!

Club Caribe Teleports enable you to get around the island, and there are even Automatic Teller Machines so you can get your banking done!

The information in this Guidebook will help you with the special functionality you'll enjoy in Club Caribe . Sit down, give it a read and you'll be ready to start exploring and enjoying your island vacation.

Have fun! We'll see you on the beach!

## Getting Started

### Equipment Compatibility and Set Up

To use Club Caribe, you must have a Commodore 64, 64C, 128, or 128D, a 1541/1571 disk drive (or 100% compatible drive), a monitor, a joystick, Q-Link Version 3.0 or greater software, and the Club Caribe disk.

The joystick should be plugged into Port 1 of your Commodore machine.

*The Club Caribe software may not work properly if there is a second disk drive or a printer attached to the serial port of your disk drive, or if there is any other equipment, besides that which is stated above, attached to your computer.*

### Adding "Club Caribe" to Your Q-Link Disk

**Please Note:** "ADDCARIBE" will only work with Q-Link Version 3.0 or greater disks. If you are using a Pre-3.0 version of the Q-Link software, you will be unable to add "Club Caribe." You only need to use "ADDCARIBE" once on your Q-Link disk. If you need a newer version of the Q-Link software, you can order it in THE MALL's "Q-Link Store."

1. Disconnect or disable any FastLoad-type cartridges.
2. If you are using a Commodore 128 or 128D, enter C64 mode.
3. Insert Side A of your Club Caribe disk into the disk drive.
4. Type: **LOAD"ADDCARIBE",8,1** <press RETURN>
5. Follow the onscreen instructions for adding "Club Caribe" to your Q-Link disk.
6. Reset your computer by turning it off and then on again.

**Additional Note:** If you receive the message "Your Q-Link Disk does not have enough space left to add Caribe files," go to the next section "Making Room on Your Disk."



# Getting Started

## Making Room on Your Disk

**Please Note:** If you have successfully updated your Q-Link disk, you can skip this section.

Your Q-Link disk must have at least seven blocks free so you can add the Club Caribe files to it. When you run the "ADDCARIBE" program, the program will tell you if your disk has an insufficient number of blocks free.

To delete files from your Q-Link disk, first list the disk directory by typing: **LOAD"\$",8** <press RETURN>

At the "Ready" prompt, type: **LIST** <press RETURN>

Your Commodore will display a list of all the files on your disk. Delete any files that YOU stored on the disk, such as E-Mail, downloaded files, etc. Many of these files may appear at the bottom of the directory.

To delete a file, type:

**OPEN15,8,15,"SØ:filename":CLOSE15** <press RETURN>

where "filename" is the name of the file you want to delete.

If there still is not enough room on the disk, which may occur on some Q-Link Version 4 disks, you can delete the Q-Link demo programs to make room for Club Caribe. To delete these files, insert the Q-Link side of the disk. Then type:

**OPEN15,8,15,"SØ:QDEMO":CLOSE15** <press RETURN>

**OPEN15,8,15,"SØ:9904":CLOSE15** <press RETURN>

## Getting Started

### Entering and Exiting Club Caribe

**Beta Testers Note:** You may only enter Club Caribe with the name selected as your "Testing" screen name. This is the same name with which you have access to the "Club Caribe Test Station."

**Please Note:** Do not put Write-Protect tabs on your Club Caribe disk.

#### To Enter Club Caribe:

1. Enter PEOPLE CONNECTION using the same Q-Link disk to which you added "Club Caribe" earlier.
2. Once in PEOPLE CONNECTION, press F7, cursor down to "Play or observe an online game" and press F1.
3. Press F1 a second time, selecting "Start a Game" to get the games menu. The top menu item will be "Club Caribe." If it is not, you either forgot to run "ADDCARIBE" or there is a disk problem. **Beta Testers:** If you have already run "ADDCARIBE" and there appears to be a disk problem, post your problem on the bug board in the "Test Station."
4. Remove your Q-Link disk from the disk drive, insert your Club Caribe disk with side A up, and press F1 again. The screen will blank out for a moment while the title screen is loading.
5. Once you are instructed to, flip the disk over to the "Imagery" side (side B) and press any key.
6. If this is your first time in Club Caribe, you will enter the "Registration Area" to create your Guest... Good luck!
7. You must leave the Imagery disk in the drive while in Club Caribe.

#### To exit Club Caribe:

Press SHIFT-RUN/STOP. Your disk drive will access the disk for a few moments and then a message will appear asking you to insert your Q-Link disk. You will be returned to PEOPLE CONNECTION.



# Getting Started

## Guest and Spectator Modes

You can roam Club Caribe in two different forms: as a Guest or as a Spectator. To switch from Guest mode to Spectator mode (and back again), just press F1.

In "Guest" mode, you are fully visible and may walk, talk, perform actions, and more. In Club Caribe, each area or room is called a "region." When you walk around the island, you are traveling from region to region. Each region generally looks at least a little bit different from any other region on the island. There is a limit of 6 Guests per region in Club Caribe. If you try to walk into a region which already has 6 Guests in it, you will hear a soft "bong" sound and the message "That way is blocked right now" will appear on your screen. To continue in that direction, simply switch to "Spectator" mode (press F1) and try again.

When you are in "Spectator" mode, you do not have a "body" onscreen, and will not be affected by the 6-Guests-per-region limit. Spectators appear onscreen as a blue "eye" in the upper left corner of the graphics screen. While a Spectator, you may move into any region using the GO command for changing regions. However, you may not talk or perform any actions (such as reading a note). There is no limit to the number of Spectators who can be in the same region, so this mode is useful for attending game shows, watching backgammon tournaments, etc. To find out how many spectators are in the region, move the cursor up to the "eye" and press F7.

## The Club Caribe Registration Area and Welcome Room

The first time you enter Club Caribe, you must create your Guest, deciding such things as your height, sex, and hair and clothing colors. Just follow the onscreen instructions to complete this one-time process.

## Getting Started

### Registration Area and Welcome Room (Cont.)

Once your Guest is created, you will enter a region called the "Club Caribe Welcome Room." You will only see this region on your first trip to Club Caribe. After you leave the "Welcome Room," you will be able to go to the Help/Information Desk for assistance (see "Getting Help in Club Caribe"). If you are entering Club Caribe during normal "reception" hours, one of our friendly Club Caribe Guides will be on hand to help you get oriented. Guides can be easily recognized because they will have names beginning with "CCG."

You begin your stay with two objects in your pocket: a piece of paper and a token. See page 7 for help in how to **GET** something from your pocket. The paper is a rectangle-shaped object, and the token is a small blue circular object. Pages ##### and #####, respectively, give more information on these two objects.

When you enter the Welcome Room, you will be in Spectator mode. If you wish to switch to Guest Mode, press F1. To exit the Welcome Room, in either Guest or Spectator mode, point the cursor at the door, press and hold the button, push the joystick UP, or away from you, to get the **GO** icon, and release the button while still pushing up. You will now enter Club Caribe!



If the door is closed, you will need to open it. In order to do this, you must be in Guest mode. If you are still in Spectator mode (i.e., your Guest figure is not onscreen and there is a blue "eye" in the upper left corner), you will need to press F1. Once you are in Guest mode, point the cursor at the door, press and hold the button, pull the joystick DOWN, or toward you, to get the **DO** icon, and release the button while still pulling down. You will walk to the door (if not already there) and open it. You can then leave in the manner described above.

**Beta Testers Note:** Club Caribe Guides may not be available during Beta Testing.



# Keyboard and Joystick Functionality

## Using the Joystick

Once in Club Caribe, you will see a cross-hair cursor  on your screen. You can move this cursor around with your joystick. Pressing the joystick button causes a question mark  icon to appear in place of the cursor. While the button is pressed, you can move the joystick in any of four directions to get other icons:



**GO** Push UP to get the **GO** icon to appear. Releasing the button when the icon is at **GO** causes you to walk to the indicated spot. **GO** is used for changing regions and for moving around in a region. To leave a region, move the icon to the extreme edge of the screen in the direction you wish to move and **GO**.



**GET** Push RIGHT for the **GET** icon, to pick up the object being pointed at by the cursor. Note: Some objects may not be picked up. If you try to **GET** an object which is not **GET**able, a beep will sound. To **GET** an object from your pocket, point at yourself and issue the **GET** command. Then point at the desired object and press the button. You can only hold one thing at a time. (Reminder: You will not be able to **GET** things if you are in Spectator mode.)



**PUT** Push LEFT for the **PUT** icon, which will cause you to place the object in your hand where the cursor is pointing, if possible. To **PUT** an object in your pocket, point at yourself while holding the object and issue the **PUT** command. You may carry up to 5 objects in your pocket, including paper.



**DO** Push DOWN for **DO**. **DO** activates an object (a switch, machine, vendo, etc.). Certain objects must be in your hand in order to activate them. For other objects, such as vendos, you may have to **GO** to the object first and then **DO**.

As long as the joystick button is held down, you can change the icon without causing an action. If the joystick is left in the center position for a few seconds, the question mark icon will return, allowing you to release the button with no action at all.



## Keyboard and Joystick Functionality

### Guest Actions

Using the CONTROL key and the numbers along the top of the keyboard, your Guest can perform a variety of actions.

CONTROL-1: Wave

CONTROL-2: Point

CONTROL-3: Handout

CONTROL-4: Jump

CONTROL-5: Face front

CONTROL-6: Face rear

CONTROL-7: Bend

CONTROL-8: Normal

CONTROL-9: Punch

CONTROL-0: Frown\*

\* For selected head styles.

### Function Key Usage

Once in the Club Caribe "Welcome Room," you will see an "eye" in the upper left corner of your screen (as well as anything else in the room). That's you 'in Spectator mode! If you wish to become a Guest (a LOT more interesting), press F1. In Club Caribe, the function keys have the following properties:

F1 Toggles between Guest and Spectator modes.

F2 Toggles the region change music on or off.

F3 Shows the last 12 people who have entered Club Caribe, if they are still online.

F4 Not used at this time.

F5 Not used at this time.

F6 Changes (on your screen only) how "skin tone" (or pink) appears on your screen. For example, flesh tone on your screen could be light blue with dark blue horizontal stripes.

F7 Gives HELP text for the object pointed at by the cursor.

F8 Not used at this time.

## Club Caribe Mail and Esp

In Club Caribe, there is a mail system which is separate from the regular Q-Link E-Mail system. That is, Club Caribe mail can only be read or sent in Club Caribe, and normal Q-Link E-Mail cannot be read or sent while in Club Caribe. ESP allows Club Caribe Guests to instantly contact any other Guest who is currently online and in Club Caribe. ESP is similar to Q-Link's Online Messages.

### Preparing Mail and Messages

All text in Club Caribe uses paper. At the bottom left corner of your pocket is your paper supply. Normally, the paper appears as a plain rectangle. However, if you have mail, it will look like an envelope. (See page 10 for information on reading your mail.)

To use paper, for mail or messages, **GET** a piece of paper from your pocket (see page 7). While holding the paper, point at yourself or at the paper and issue the **DO** command to enter the text editor.

The regular graphics screen will be replaced by a pink screen with a yellow bar at the bottom. This is the paper. The cursor becomes a triangle-shaped pointer. The yellow bar at the bottom of your screen shows four commands: **ERASE, REPLY, MAIL IT, QUIT.**

To select a command, aim the pointer at the command using the joystick and press the button. The middle two commands are used for Club Caribe mail only. **ERASE** will clear the screen (and the paper) of all text and graphics. **QUIT** saves the current text and graphics, and exits you from editing.

The Club Caribe text editor allows full-screen editing, as well as enhanced graphic characters (using the SHIFT or CONTROL key). To create text and graphics, move the pointer to the place on the paper where you wish to start and begin typing. Do not use the arrow keys for cursor movement; they cause the arrow characters to be entered as part of the text.



## Club Caribe Mail and ESP

### Sending Mail

To send mail to another Guest, enter the text editor as explained on page 9. On the first line of the paper, type: **to: screenname** where "screenname" is the screen name of the Guest to whom you wish to send mail. You can type your message on any of the following lines. In Club Caribe, there is a limit of 15 lines in each piece of mail.

Once you are finished entering your message, move the pointer to **MAIL IT** and press the button.

If your mail is returned to you marked "Undeliverable," then one of following things happened:

- The addressee's screen name was spelled wrong,
- The addressee has never been a Club Caribe guest,
- The addressee's name was not preceded by "to:" or
- There was something on the first line other than the addressing information.

### Reading Mail



If someone sends you mail, you will be notified with the message:

**\* You have MAIL in your pocket. \***

To read your mail, **GET** the mail from your pocket (see page 7). Your mail is indicated as an "envelope icon." Once you are holding your mail, point at it and issue the **DO** command to read it.



## Club Caribe Mail and ESP

### Reading Mail (Cont.)

To reply to a piece of mail, simply select **REPLY** from the yellow bar at the bottom of the screen. The screen will clear all the text and automatically put "**to: <sender's screen name>**" at the top of the screen. Now type in your reply and select **MAIL IT** to send it.

***Important:** If you wish to keep the original piece of mail, do not use **REPLY** to answer the message; start a new piece mail as explained above.*

### Sending ESP

To talk to someone privately or who is not in the same region, simply type:

**to: screenname**    <press RETURN>

where "screenname" is the screen name of the person you wish to speak with, in the buffer at the top of your screen. While you are in Club Caribe, you cannot ESP Q-Link members who are not in Club Caribe. Also, members not in Club Caribe cannot send Q-Link Online Messages to you. You will receive the prompt: "**ESP:**" Enter your message and press return. You'll note that the "**ESP:**" prompt will return, allowing you to send multiple messages. The addressee will receive a message of "**ESP From <your screen name>:**" followed by your message.

To stop sending ESP to that person, press **RETURN** on a blank line and you will exit ESP.

If the screen name is entered wrong, or if the addressee is no longer in Club Caribe, the message "Cannot contact <screenname>" will appear on your screen.

***Please note:** While in ESP, the control keys, functions keys and joystick will not function.*

## Other Club Caribe Features

### Talking in Club Caribe

To talk, simply type your message into the white input line and press RETURN. Your message will be seen by everyone in the region, including the Spectators.

When you talk, your message appears in the form of a colored "word balloon" in the top portion of your screen (above the graphics window). While in a region, each person will have a unique color-coded word balloon. These colors may change from region to region, but are consistent within a region.

When you change regions, the text above the graphics screen will move up one line, leaving a blank line between the word balloons of the previous region and those from the new one. The text portion of your screen cannot be manually scrolled to see text which has already been moved up and off the screen.

### Changing Regions

Going from one region to another in Club Caribe is similar to walking from one room to another in a building, or between areas in a park. Up to 6 Guests can be present in a Club Caribe region at one time, plus an unlimited number of Spectators.

There are several possible directions by which you can exit a region. Pointing the cursor at the extreme edges on the left, right, or bottom of the screen and issuing the GO command will cause you to attempt to exit the region in the chosen direction. If the cursor is not completely against the edge of the screen, you will walk to the edge of the screen but not exit. In most cases, to exit via the top of the screen, you can point anywhere above the horizon line at the sky and issue the GO command. Indoors, you may need to point at an open doorway to exit in that direction.



## Other Club Caribe Features

### Changing Regions (Cont.)

If there is not an exit in the direction you have chosen, you will walk up on the screen as far as possible and stop. You will then receive the message: "There is nowhere to go in that direction." Try another direction to exit.

Occasionally, when trying to exit a region (or even just walking within a region), you will stop walking too soon or you will hear a "beep" sound and will not be able to move at all. When this happens, you have usually encountered an obstacle which you must walk around.

When leaving the region, your screen will go black while your computer is receiving information about the next region. Occasionally, the screen will go black before you even reach the edge of the screen. This is done to speed up the changeover time between regions. Any Guests or Spectators in the current region will see you walk all the way to the edge of the screen before exiting.

When a region is full (either with the maximum number of Guests permitted, or with too many objects), a Guest trying to enter that region will receive the message "That way is blocked right now." In this case, either try another direction, or press F1 to become a Spectator and pass through the region that way.

If you issue a command as another Guest is leaving the region, your cursor may remain flashing until that Guest leaves. Once the other Guest is gone, your command will be carried out, if possible. Your cursor may also remain flashing for a few seconds at other times while your computer is receiving a transmission from the network.

To find out the name of the region you are in, point the cursor at any point on the ground, but not at any objects which may be on the ground, and press F7.



## Other Club Caribe Features

### Tokens



There is no money in Club Caribe. Instead, Guests use Tokens to perform various business transactions. Tokens are used to purchase items from Vendos (see the section on "Vendos" below), to activate Teleports, etc. Tokens also may be used for special events within Club Caribe.

As a Guest of Club Caribe, we establish an "ATM Account" for you. Your account begins with a 10-token balance. You also receive 1 token in your pocket. Each day that you enter Club Caribe, you will have one token added to your account.

Tokens appear as small, shiny blue circles. Instead of having several different styles of tokens for different denominations, each token is able to increase or decrease in value. For example, if you have a 5-token piece in your pocket and put a 3-token piece into your pocket, instead of having two different tokens, they will combine into a single 8-token piece. If you point the cursor at a token and press F7, you will get a message telling you the current denomination of the token, as well as some Help text for making change.

### Making Change

If you are holding a token and issue the **DO** command while pointing the cursor at the token or at yourself, a message will appear in the white input line telling you the current denomination of the token and prompting you to choose the amount you wish to keep in your hand. After you enter a number (less than or equal to the available amount), you will put the balance back into your pocket.

### Automatic Teller Machines (ATMs)

You can access your "account" for more tokens, or to put some tokens away for a rainy day, by using an ATM. ATMs are located near the shops. For a quick way to get to an ATM, go to the nearest Teleport and 'Port to address "ATM" - you'll appear right at the ATMs!

## Other Club Caribe Features

### ATMs (Cont.)

To see what your current account balance is, point the cursor at the ATM and issue the **DO** command.

To withdraw available funds, point at the ATM and **GET**.

To deposit some of your tokens, make sure you are holding the amount you wish to deposit (see "Tokens" for help in making change). Then point at the ATM and issue the **PUT** command.

### Vendos

Most items which are generally available in Club Caribe can be purchased from Vendos. Each Vendo can hold up to ten different items. You can cycle through the different items by pointing the cursor at a Vendo and issuing the **DO** command. If you are not standing next to the Vendo, you will first walk to the Vendo. When the Vendo cycles to the next item, it also shows the price of the item it is displaying. Pointing the cursor at the item shown and pressing F7 will give a brief description of that item and will also show the cost.

To purchase the item shown, make sure you are holding a token of sufficient denomination for that item, point at the vendo, and issue the **PUT** command.

### Changing Your Guest's Appearance

One of the wonderful things about Club Caribe is that you aren't stuck with the same head style and body colors forever - you can change them almost anytime you wish!

There's a shop called "La Vous New" where you can purchase spray cans to change your body color, or buy a new head in "Plastic Surgery," or even change your sex!



## Other Club Caribe Features

### Changing Your Guest's Head Style

To remove the head you are wearing, simply point at your head (not your body) and issue the **GET** command. Your head will appear in your hand.

If you are holding a head (and are not currently "wearing" one) and you issue the **PUT** command while pointing at yourself, the head will appear on your shoulders. When attempting to put on a head, do not point the cursor above your shoulders (where your head should be). This will have the effect of putting the head behind you.

### Teleports

There are two ways to get around in Club Caribe: You can walk, or you can Teleport. Walking is the scenic, and more interesting, route, but can take some time if you wish to get to the other end of the island. Teleports, however, can take you from one point on the island to another almost instantaneously!

Each Teleport has an address, or destination code. Teleports are free for all Guests to use, but require a token to activate them.

To activate a Teleport:

- Make sure you have a token in your hand (any denomination).
- Point the cursor at the bottom section of the Teleport.
- Issue the **PUT** command.

If you are not standing at the Teleport, you will walk to it. Once there, you will activate the Teleport with the token and the lightning bolt design will begin to flash. While still pointing at the Teleport, simply type the address of the Teleport to which you wish to go (e.g., "Help" or "Games") into the white input buffer and press RETURN. There is no prompt for the address. Your screen will blank out and, in a few moments, you will appear at the Teleport which has the address you entered!



## Other Club Caribe Features

### Teleports (Cont.)

For a complete list of all Teleport address, go to Teleport address "LIBRARY" using the above directions. In the Library you will find a monitor listing all the Teleport locations on the island.

### Chairs

In Club Caribe, you will occasionally encounter chairs and barstools. To sit in a chair or a barstool, point at the chair and issue the **GO** command. (Remember that you may need to walk around other objects first.) Once you are at the chair, issue the **GO** command again while pointing at the chair; this will cause you to sit in the chair.

While sitting in a chair, you may only talk (or ESP). Control keys and Function key commands will not work, and the only joystick command which will be active is the **GO** command, which will cause you to stand again.

### Containers

Guests can only hold a total of five objects in their pockets at any one time. If you find your pockets getting a little full, try purchasing a box or a bag!

These containers extend your carrying abilities several times over since each bag can hold up to 5 objects and each box can hold up to 10 objects.

So to extend your carrying power, you can purchase several containers and place your other items in a container before putting that container in your pocket.

## Other Club Caribe Features

### Monitors and Plaques

Occasionally, you will see a plaque or monitor on walls or desks. These contain information such as Teleport addresses and daily events. To see what information is available on a plaque or monitor, point the cursor at the plaque or monitor and issue the **DO** command. A screen similar to the "paper" screen will appear, except the commands at the bottom will be: **FORWARD**, **BACK**, **PAGE**, and **QUIT**. If the information there only takes up one screen, **FORWARD** and **BACK** will have no effect. When there are two or more pages to be read, these two commands allow you to page through the screens as if you were turning pages in a book. **PAGE** lets you select a certain page to read. **QUIT** returns you to the regular graphics screen. You cannot add, delete, or change information which is found on plaques and monitors.

### Memory Limitations

Because of the limitations of the Commodore 64 memory, occasionally you may run out of available memory while you are in Club Caribe.

This may happen once in a while in crowded regions, where there are several Guests and many objects all in the same region.

When available memory starts running low, you may not be able to see all the objects in your pocket, or in a container, at one time.

If you notice this happening, try putting some objects back into other containers or into your pocket.



## Getting Help in Club Caribe

The Club Caribe Guidebook provides most of the basic information needed to get around Club Caribe. However, on occasion you may have a question which is not covered by the Guidebook.

In Club Caribe, there is a region called the "Help Desk" where you can often find friendly Club Caribe Guides to answer your questions or to give needed directions. The easiest way to get to the "Help Desk" is to find the nearest Teleport and go to destination "HELP" (follow the instructions given on the Teleport by pointing at the 'Port and pressing F7).

The Club Caribe Library (Teleport destination "Library") is another source of information, where you can find books and monitors containing information and stories about Caribe.

***Note to Beta Testers:*** If all else fails, post your question on the chat board in the Testing Station and get answers from your fellow testers!

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