TASS TIMES

in TONETOWN™

THE BOOK

ACTIVISION
ENTERTAINMENT SOFTWARE®

Tass Times in Tonetown was created by Interplay Productions.

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Special thanks to R. S. F. Lehrberg.

Tonetown Times by Paula Polley. *Tass Times in Tonetown: The Book* by Steven Young.

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Contents

Are You Tass? Are You Tone?

Are you tass? Are you tone?
Somebody's vanished—through a hoop—into the unknown.
Or have you been here before, under a triangular moon?
Do you wear a Troppo look or is it Jonboi Waltune?

Sleuth out the cabin. The clues may unjar you.
Where the Dogwonder leads leaping—will you follow?
The mystery unravels in a different dimension,
But your guide by your side is none other than "The Legend."

Tonetown is hometown if you're *ultra plus chic*.
In need of some styling? Just visit the 'Tique.
Bangle up some hooplets, lay down some picks,
Jump on a jumpsuit, then to Freddie's for kicks.

But wait—read the *Times*—enigma on enigma.
The truth? Wrapped in darkness. Something to dig for.
And evil lurks—snarly, underworldly-wise,
Three ways times three ways he plots your demise.

So get to unriddling, stop fiddling around.
If you're here as a tourist, Tonetown's not your town—
If you loop through the hoop, you must loop it alone.
Are you tass? Are you tone?

Let the Tass Times Roll

Here's how to load *Tass Times in Tonetown* into your computer.

Amiga™ Computers

1. Turn on your computer and monitor.

2. When so instructed, insert the Kickstart™ (version 1.1) diskette in your disk drive.

3. When instructed to insert the Workbench™ diskette in your disk drive, insert the *Tass Times* diskette.

Apple® II Series Computers

1. If you have one, connect a joystick or mouse to your computer.

2. Insert the *Tass Times* diskette in your disk drive, label side up.

3. Turn on your computer and monitor.

4. When instructed to do so, remove the diskette from your disk drive and re-insert it, label side down, then press **RETURN**.

Apple Macintosh™ Computers

1. Insert the *Tass Times* diskette in your disk drive, label side up.

2. Turn on your computer.

Atari® ST™ Computers

1. Turn on your computer and monitor.

2. Insert the *Tass Times* diskette number 1 in disk drive A, label side up. *If you have two disk drives*, insert diskette number **2** in drive B. Open (click twice on) file drawer **A**.

3. After the diskette loads, click twice on **TASS.PRG**.

4. *If you have only one drive*, exchange diskette number 2 for number 1 when instructed to do so.

Commodore 64™ and 128™ Computers

1. Plug a joystick into port 2 of your computer.

2. Turn on your computer, disk drive, and monitor or TV.

3. *If you have a Commodore 128*, type **GO64** and press **RETURN**. When the prompt **ARE YOU SURE?** appears, type **Y** and press **RETURN**.

4. Insert the *Tass Times* diskette in your disk drive, label side up. Type **LOAD "*",8,1** and press **RETURN**.

5. When instructed to do so, remove the diskette from your disk drive and re-insert it, label side down, then press **RETURN**.

IBM® PC™, PCjr™, Tandy® 1000, and Compatible Computers

1. Connect a joystick or mouse, if you have one, to your computer.

2. Insert the *Tass Times* diskette in your disk drive and turn on (or reset) your computer and TV or monitor.
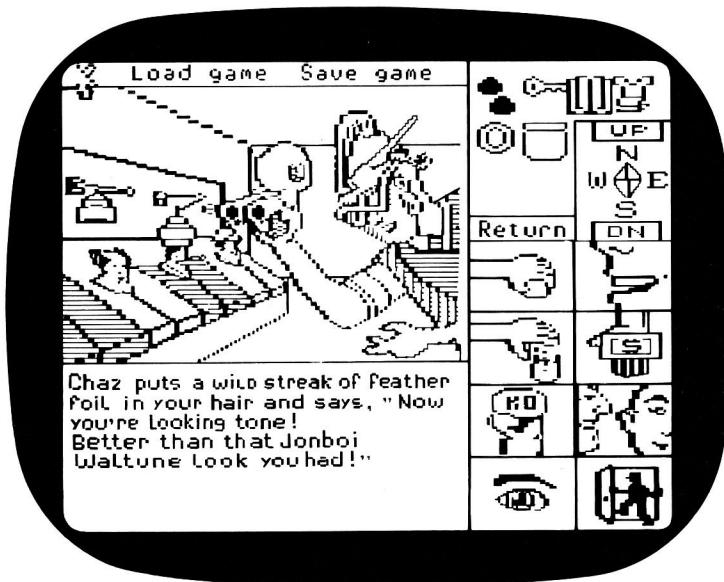
Following the title and credit screens, press any key to start the game.

If you're resuming the adventure at some point where you left off previously, see "Saving and Loading the Adventure" on page 11.

Tonetown Travel,
Tonetown Talk
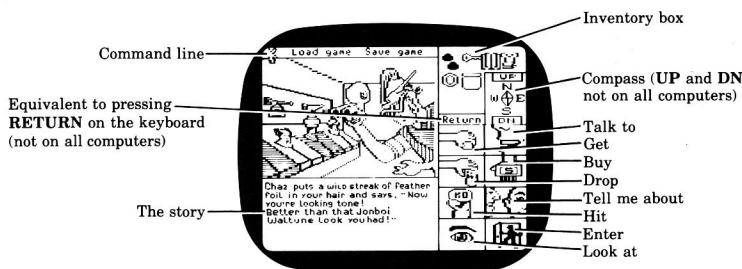
To travel, talk to people, and solve the mystery in *Tass Times*, you use your computer keyboard and—if you have one—a joystick or mouse to enter commands.

Each screen of the adventure is arranged something like the one shown here, with a few slight variations on some computers. The elements shown are explained in detail in the following pages.

For saving and loading games in progress (the words **Save** and **Load** do not appear on all computers).

Command icons:

If you have a joystick or mouse: In the information that follows, *"click on"* means "place the cursor over the object or icon on the screen and press the joystick or mouse button" (the left mouse button on Atari ST and Amiga computers). Also, if the word **Return** appears on your screen, you may click on it as an equivalent to pressing **RETURN** (or **Enter**) on your keyboard.

Because of the many types of mouse and joystick available, it's impossible to describe the exact use of each type in *Tass Times*. The descriptions that follow are based on the most commonly used types. If yours differs, a quick test run of your joystick or mouse with *Tass Times* should give you a good idea of how to use it in Tonetown.

If you _don't_ have a joystick or mouse, _read the information in this book for joystick and mouse operations anyway._ It may offer you some valuable clues—or at least some ideas for _getting at_ some valuable clues.

When you're using the keyboard, whatever you type appears on the command line on the screen.

To erase or "edit" part or all of a command line, use the **Delete**, **Backspace**, or horizontal arrow keys, depending on which computer you're using.

End every command you type in by pressing **RETURN** (on your keyboard it may be labeled **Return** or **Enter**). If you have a joystick or mouse and the word **Return** appears on your screen, you may also click on the word to end your command.

Remember that the key words in your commands are the verbs, nouns, and prepositions—for example, **TALK TO MAN** or **CLIMB UP LADDER**.

When you combine more than one action in a single command—for example, **CLIMB UP LADDER AND TALK TO CREATURE**—keep in mind that the actions will be performed separately, not simultaneously. In other words, if you climb the ladder and the creature pushes you off, you may not get a chance to talk to him—ever.

If you type in a command and don't get any action, try using different words to express what you want to do. Especially when you're around the people of Tonetown, you'll find that they can be a little finicky about certain matters of style and etiquette.

You can use the function keys on your computer as "shortcuts" on a few important commands; see page 12.

Getting Around Town

With a joystick or mouse, you can move in any direction simply by clicking on the corresponding point of the on-screen compass: North, South, East, and West. If you want to climb up something or descend, you can click on **UP** and **DN** if these appear on your compass.

With the keyboard, you can type the first letter of the direction you want to go, then press **RETURN**.

On Amiga, Atari ST, IBM, Tandy, and compatible computers, you can also use the directional arrow keys—up, down, right, and left—to move north, south, east, and west, respectively.

If you like, you can make one long move over several directions by typing in a series of directions, *separating them with periods*, before pressing **RETURN**. For example, you might type **N.E.N.** to move north, then east, then north again. During such a series of moves, you won't miss—or avoid—whatever might happen to you while moving in any one of the specified directions.
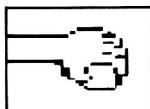
If you want to climb up something or descend, and **UP** and **DN** do not appear on your compass, you must type what you want to do from the keyboard.

The Talk of the Town and Other Tass Pastimes

With a joystick or mouse, you can use the command icons to talk to characters and perform other common actions. Simply click on the icon for the action you want to perform. In some cases you can then click on the object or person you want to act on or talk to; in other cases you may find that you have to type in the name of the object or person from the keyboard, then press **RETURN**.

If you don't have a joystick or mouse, *read the following information about the icons anyway.* Each one stands for an action verb that you'll probably want to use often in your commands (see "Function Key Shortcuts" on page 12). Also, the various ways the icons can be used may give you some ideas for making your trip to Tonetown more tass.
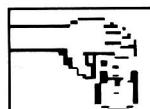
Here are some tips and special notes on using the icons:

Get. Use this to place items that you want or think you may need in your inventory. For example, there are clues to be gathered, special items that may come in handy later on, and things that will help you "fit in" in Tonetown.

In some cases you can click on the **Get** icon, then click on the thing you want in the scene on the screen; in other cases you may find that you have to type the name of the object from the keyboard—for example, when the object is not visible on the screen. And of course there may be some things that you just can't take with you.

One special use of the **Get** icon: you can click on it twice to collect *everything* in a scene. Typing **GET ALL** from the keyboard will also do the trick.

Drop. The opposite of the **Get** icon, this *removes* items from your inventory. Just as with the **Get** icon, you may be able to click on the item you want to remove, or you may have to type its name from the keyboard; and you can click *twice* on the **Drop** icon (or type **DROP ALL** from the keyboard) to remove *everything* from your inventory.

As you'll see, your inventory is just like any piece of luggage: it can't hold everything. When your cup runneth over and you want to add something to it, you'll have to drop something first.

Hit. When nothing but force will do, click on this to strike a blow—to another character or to an object—then click on the poor creature or thing you want to hit or type its name from the keyboard.
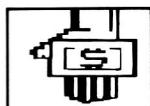
Look at. Click on this for a detailed description of someone or something that interests you, then click on the object of your interest or type its name from the keyboard.

One special use of the **Look** icon: you can click on it *twice* for a description of the *entire* scene on the screen.

Talk to. Use this icon to start a conversation with somebody, then click on the person you want to talk to or type his or her name from the keyboard—if you know it. Some Tonetownians are particular about being addressed by name. So get to know who's who. The local newspaper is a good source of information.

Buy. Yes, there are things to buy in Tonetown, even though the coin of the realm may seem a bit strange to you. Use this icon in the usual way: click on it, then click on the object you want to buy or type its name from the keyboard. Anything you buy goes into your inventory.

Tell me about. Once you're involved in a conversation with someone, you can ask him or her to tell you about—well, anything or anybody you see (or have seen) on the screen. Although of course Tonetownians are just like most folks in at least one respect: not everybody knows everything about everything and everybody.

Enter. Click on this to go through a door, into a building, or wherever you want to go—if you're sure you want to go there, that is—then specify where "there" is by clicking on it or typing its name from the keyboard.

Talking to people with the keyboard. Again, Tonetownians can be very particular about being addressed by name. If you want to have a pleasant (and informative) conversation with someone, you *must* start your statements with the name of the person you're talking to—for example, **CHAZ TELL ME ABOUT THE BOOK**.

Evil Lurks

Not everything that goes down in Tonetown is totally tass. In fact, there's a good chance—make that *several* good chances—that you'll find yourself pushing up the moonflowerets before you have a chance to say "Jamac's Salon." In which case you'll have to start all over again.

You may not be able to avoid taking a fall or two or nine, but you can avoid the frustration of having to start over every time. When you sense danger, type **QUICKSAVE** and press **RETURN** before making another move. This will store your progress so far. If you then meet your demise, type **Y**, then type **QUICKLOAD** and press **RETURN** to resume play where you were when you got dusted.

You can make a **QUICKSAVE** and **QUICKLOAD** even quicker—see "Function Key Shortcuts" on page 12.

If You're Called Out of Town

If you wish to stop play while in the middle, you can save your progress so that you can pick up where you left off at a later time. You can save at least eight separate games on most systems, assigning each one a number.

The words **Save** and **Load** appear automatically in the upper-left portion of the screen in Commodore 64/128, Apple II, and Macintosh versions. Simply use your mouse, joystick, or keyboard to carry out the command. Amiga, Atari ST, IBM PC/PCjr, and Tandy 1000 users must first place the cursor above the picture.

To save a game with a joystick or mouse, click on the word **Save** with the joystick or mouse button (the *right* mouse button on Amiga and Atari ST computers) and hold the button down. Holding the button down, use the joystick or mouse to "pull down" the **Save** menu and highlight a game number for the game to be saved, then release the button.

To save a game with the keyboard, type **SAVE GAME** and press **RETURN**, then follow the instructions on the screen for assigning a number to the game you're saving.

To load a game with a joystick or mouse, click on the word **Load** with the joystick or mouse button (the *right* mouse button on Amiga and Atari ST computers) and hold the button down. Holding the button down, use the joystick or mouse to "pull down" the **Load** menu and highlight a game number for the game to be loaded, then release the button.

To load a game with the keyboard, type **LOAD GAME** and press **RETURN**, then follow the instructions on the screen for specifying the number of the game you want to load.

Function Key Shortcuts

If your computer has function keys, you can use them as handy shortcuts to several common commands.

Amiga, Atari ST, IBM, Tandy, and compatible computers have 10 function keys; if you have a PCjr, you must hold down the **Fn** key while pressing the corresponding number key, 1–10. With Apple II computers, you must hold down the **SHIFT** key while pressing the corresponding number key, 1–9. Commodore 64 and 128 computers feature function keys 1–8. The Macintosh does not have function keys.

Function Key	Command
1	Save game
2	Load game
3	Repeat last command
4	Tell me about
5	Drop
6	Get all
7	QUICKSAVE
8	QUICKLOAD
9	Talk to
10	Look at

Getting the Lowdown
in Tonetown

To solve the mystery—and have an ultra-tass time while you're at it—take some tips from the great investigative reporters, canine and otherwise:

- Be curious. Look at everything, and don't forget to look *inside* things. Talk to everyone.

- Write things down—good reporters take notes. Drawing a map of Tonetown and environs isn't a bad idea, either—it might come in handy if you want to backtrack or move fast from one place to another.

- Place as many things as you can in your inventory, whether you can just pick them up or have to buy them. There's no telling what you might need later on.

- Read the *Tonetown Times* cover to cover—it contains a wealth of information on the local scene, and you might just pick up a tidbit or two that will be crucial down the line.

- Take chances. After all, nothing ventured, nothing gained— and with the **QUICKSAVE** option (see page 10), you don't even have that much to lose.

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