COMPREHEND™
INTERACTIVE NOVELS

APPLE INSTRUCTIONS
(Apple versions require at least 64K of RAM)

P☀LARWARE™
from Polarware/Penguin Software, Inc.

GETTING STARTED

To begin, place your disk with side one (label side) up in your disk drive and turn on your computer. This magical procedure is known in the industry as "booting your disk." Depending on the novel, you may be prompted at some points during startup or during play to turn your disk over. Leave your disk in the disk drive unless instructed to turn it over or the results of the current "novel" in progress may be ruined.

PLAYING A COMPREHEND INTERACTIVE NOVEL

You communicate in your novel by typing commands in English. Tell COMPREHEND what you want to do by typing in your command, press RETURN, and COMPREHEND will respond with the results of your actions.

The simplest commands, and most often used, are those for traveling. To walk north, you can type Walk North, Go North, or you can abbreviate with simply North, or even N. Press RETURN after your command. Other directions you can abbreviate are E for East, S for South, W for West, U for Up, D for Down, I for In or Enter, and O for Out or Exit.

To see what you are carrying at any time, simply type Inventory.

More complex commands can contain any combination of verbs, nouns, prepositions, adjectives, pronouns, and direct and indirect objects . . . basically any type of imperative command. Examples are commands such as Read the note, Look at the tree, Look under the wagon, Catch the squirrel with the box, and Feed the penguin sardines. Commands can also be combined into longer sentences, like Catch the cat by the tail and throw it into the tree. (Of course if you can't catch the cat, you won't be able to do too much throwing.)

Each action in a command generally takes some amount of "time." In other words, if you are in a perilous situation, stringing a lot of commands together into one sentence will not get them done any faster. Generally, commands within a sentence are those separated by commas, the word and, or the word then, such as Grab the rope and the food, then run out. That sentence contains three commands: "Grab the rope. Grab the food. Run out." If something drastic is about to happen, you may be interrupted before your command is completed. For example, if grabbing the rope in the above example causes a rock to be dislodged and to start falling, you may be told "Before you can continue . . . a rock begins to fall from above" before you even get the food. This gives you a chance to react differently to the falling rock than just getting the food while it crushes you!

MAPS

When traveling throughout your novel, a map will eventually be handy so you can get back to places and explore paths that you missed earlier. The best way to draw a map is to describe each location in a box on a sheet of paper, then draw lines to other boxes and label the directions taken to get there. Be careful. Some writers create worlds with twisting paths, so if you go north to get somewhere, south may not necessarily return you to the original place!
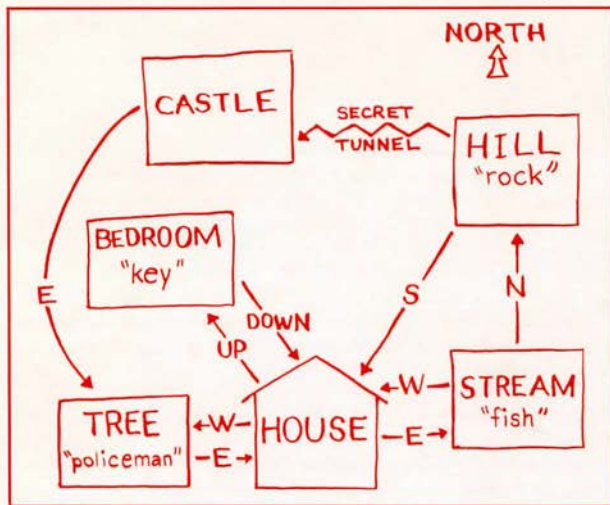
GRAPHICS MODE AND TEXT MODE

When playing through the novel in the graphics mode, there are four scrolling text lines at the bottom of the screen. If a text passage is too long for those lines, COMPREHEND will pause and wait for a keypress before completing the text. You can switch to all-text mode at any time by just pressing RETURN at the input prompt without any command. The all-text screen keeps several lines at the top that describe your current location, in case you need to refer back to the description after it has scrolled up. Pressing RETURN again from text mode returns you to graphics mode.

Besides being useful for re-reading a long passage, checking previous commands, and checking the location description, text mode can be used to speed travel around areas of the "universe" with which you are already familiar. When in text mode, the graphics are not loaded from disk and drawn onto the screen at each location you visit. They are only updated when you return to graphics mode. Be careful when traveling in new regions with the graphics mode off, however. Sometimes a picture is worth a thousand words . . .

SAVING AND RESTORING "NOVELS IN PROGRESS"

It being acknowledged that occasionally it is wise to switch off the computer for such trivial things as eating, sleeping, or visiting with other humans, a method is provided for saving "novels in progress." As a command at the input prompt, simply type **Save**. You will be prompted to enter a number for the saved game (more than one can be saved onto the disk, if you want to share it), and your current situation will be saved onto side 1 of the disk. If you decide that you really don't want to save a game, just press the **RETURN** key.

To restore that situation, at any time while playing (or immediately after rebooting the disk), type **Restore**. You will be prompted for the number of the game you wish to restore, and immediately be put back where you left off. If you decide that you really don't want to restore a game, just press the **RETURN** key.

Hint: sometimes it is wise to save your game just prior to trying something risky (or foolish, as the case may be). That way, if your attempt fails, you can cheat by restoring the game and trying something else.

QUITTING AND RESTARTING

To quit a game in progress, make sure you save your current situation (if you desire), then just turn off your computer or reboot with another disk.

To restart the game, the fastest way is to reboot side 1 of the disk. Since so many variables change during the course of a novel, rebooting is the fastest way to restore them all to their original state.

HINTS

If you get stuck, don't panic! Just send a self-addressed, stamped envelope to:

Hint Department [the name(s) of your interactive novel(s)]
P.O. Box 311
Geneva, IL 60134

We'll rush you a hint book free of charge.

LIMITED WARRANTY

If your interactive novel disk should fail within 60 days of purchase, return it to Penguin Software for a free replacement. After 60 days, please return it with $5 and we'll rush a new disk to you. REMEMBER TO MAIL IN YOUR WARRANTY CARD TO ACTIVATE YOUR WARRANTY.

COMPREHEND was designed and written by Mark Pelczarski and Jeffrey Jay. Graphics for all COMPREHEND interactive novels were created and displayed with The Graphics Magician, which was designed and written by Mark Pelczarski. The COMPREHEND and Graphics Magician software are copyrighted 1985 by Penguin Software, Inc. COMPREHEND, The Graphics Magician, Polarware, and Penguin Software are trademarks of Penguin Software, Inc. Penguins like novel ideas.