



CORRUPTION

ARCHIMEDES KEYGUIDE

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What you need

For the 'text only' version you will require a 512K Archimedes.

For the graphics version you will need at least one megabyte of RAM.

Loading

To load the adventure type *game. If you are using a hard disk you are required to have done a *dir 0: first

Screen layout

Once loaded you will notice that the screen is split into three sections.

The top line contains the following information:-

The top left is the name of the room you are currently in.

The first figure on the right is your score.

The second figure on the right is the number of moves you have made.

The second section is the Graphics window, which is where the pictures are displayed.

Below the picture you will find four scrolls. These scrolls are activated in the following fashion:-

1. Move the mouse over the scroll you wish to pull down.
2. Click once on the left hand button.
3. Select the command you require using the mouse.
4. Click once. The command will now be typed into the input buffer for you.

The graphics window can be set as high or low as you wish by moving the mouse to the Scroll Bar, holding down the right hand button, and moving the window up and down.

The third section is the text window, where your commands and game responses are displayed.

Talking to the program

To communicate with the program, simply type in a sentence describing what you want to do.

When it is waiting for a command, a '>' prompt and a block cursor are displayed.

Once you have typed your command press the <RETURN> key.

Editing Your Commands

The following allow you to edit the current line:

Move left one character	Left arrow
Move right one charcter	Right arrow
Move left one word	Up arrow
Move right one word	Down arrow
Delete one character to the left	CTRL-Left arrow or BACKSPACE or DELETE
Delete one character to the right	CTRL-Right arrow
Delete one word to the left	CTRL-Up arrow
Delete one word to the right	CTRL-Down arrow

Re-editing Your Last Command

If you discover you have made a small typing error on your last line, pressing the ESC key will bring it back for editing.

More

When there are too many lines to display on the screen at once the message '<MORE>' appears at the bottom of the screen. Pressing any key will allow the game to continue.

Save

This command enables you to save your current position in the game. When prompted for a file name insert a formatted disk and type the name of the saved position. You **MUST** provide a complete path e.g. ':0.SAVED 1' if playing from a floppy rather than a hard disk.

Restore

To reload a previously saved game type 'RESTORE' as with 'SAVE' you will be prompted for a filename. Don't forget to put the game disk back in the default drive after loading a saved game.

Printer On (Printer Off)

You can record your game by use of this command which turns the printer on (and off). Please ensure that your printer is switched on before using this feature.

Graphics On (Graphics Off)

If your machine is capable of displaying the game pictures and you prefer to play the game without the pictures being displayed, they can be disabled with 'GRAPHICS OFF'. They can be re-enabled with 'GRAPHICS ON'.

Installing on a hard disk

First put the game disk in the floppy drive then type;

```
*dir :4.$
```

If you don't have a games directory type;

```
*cdir games
```

now type;

```
*dir games
```

In the following , '*title*' refers to the name of the game (e.g. 'Corruption') and *runtitle* refers to the program which you will run to start the game (e.g. 'runcorrupt'). Note that ADFS limits the file names to 10 characters.

```
*copy :0. title title frq~c  
*copy :0.game runtitle ~c
```

then to run the game, type:

```
*dir $.games  
*runtitle
```