
TWILIGHT'S RANSOM

IBM and Compatibles

System Requirements

Required: IBM compatible computer running MS-DOS 2.0 or greater with 256K memory.

OPTIONAL: Blank formatted disk for storage.

Color monitor and CGA compatible graphics card for pictures. Monochrome monitor for text without graphics.

Blank formatted disk or printer for scripting.

Running Game

- 1) Boot computer.
- 2) Put game disk into drive A.
- 3) Make drive A the default drive (by typing A, if necessary).
- 4) Type RANSOM and press RETURN.

If you are using a color card, a graphic title screen will appear, followed by the game screen. If you don't have the graphics card, the graphic title screen will not appear and the game screen will appear after you push the RETURN button.

The Game Screen

At the top of the screen is the status line display, reporting your current location and the number of moves you have made in the game so far. The center of the screen displays the text descriptions from *Twilight's Ransom*. Near the bottom of the screen at the ">" prompt, you enter your commands. Whenever the cursor is blinking at the ">" prompt *Twilight's Ransom* is waiting for you to enter a command.

Saving and Restarting

To save your game, you will need a blank formatted disk or a hard disk.

To save your position, type `SAVE "filename.ext."` If you want to save to a drive different from the default drive, be sure to include the drive as part of the file name. Example:

`SAVE "t.t"` saves game to the file `t.t` on the A drive.

`SAVE "b:t.t"` saves the game to the file `t.t` on the B drive.

If you are saving to a floppy disk, *Twilight's Ransom* will prompt you to insert the save disk into the drive you specified. If you removed the game disk to save, be sure to return the game disk to the drive after the save is completed.

To restore a game, type `RESTORE "file name.ext."`

Command Parameters

If you want to start *Twilight's Ransom* at a position stored in a save file, type `RANSOM @ filename`, where filename is the name of the save file you want to restore. The game will then begin at the saved position. You can also restore while in the middle of a game. See `SAVE/RESTORE`.

There are two other starting parameters you may impose when beginning *Twilight's Ransom*.

- t Which will eliminate the title screen from the beginning of the game and
- L Which will Load the entire story into memory at the beginning of the game. *Twilight's Ransom* usually only loads parts of the story as needed. If you have enough memory, you can load the entire story into your computer. Loading the entire game will speed up the play of the game and enable you to use the A drive exclusively to save games or transcripts.

You may employ any combination of these parameters, provided you separate the commands by spaces. Examples:

`RANSOM @t.t`

`RANSOM -t -L`

`RANSOM -t -L @t.t`

Scripting

You can produce a transcript of your game session by using the TRANSCRIPT command. This transcript can be printed out on your printer or written to a disk file. To start a transcript type TRANSCRIPT "filename." You can include a drive specification on the filename. Note that if you have not, or can not, load the entire game into memory, then you cannot write a transcript to a disk in the A drive. To write a transcript directly to your printer, use "PRN" as the filename. Make sure your printer is online and ready to print when you issue this command or the system may lock up. To terminate a transcript, type ENDTRANS.

Entering Commands

You can type in commands longer than one line on the screen. As you type past the right edge of the screen, your line will scroll to the left. The maximum number of characters in one command is 254.

You can also edit your command line. By using the PC's left and right arrow keys, you can maneuver the cursor to rest on the character you wish to alter and push the DELETE key to eliminate the offensive character. Characters to the left of the cursor can be eliminated by pressing the BACKSPACE key. To insert a character, simply maneuver the cursor to the desired space and type the character you wish to insert. The PC's "home" and "end" keys will take you to the beginning and end of your input line.

Function keys F1 and F3 restore your last command allowing you to edit the line or repeat the command. Thus the F1 and F3 functions serve as an AGAIN command.

You can press RETURN at any position in a line to execute your command.

Speech Synthesis

If you have an AICOM corporation speech synthesis board installed in your PC, you can have all text descriptions spoken as well as printed on your screen. To activate the speech capability, type SPEECH ON. To disengage the sound board type, SPEECH OFF. *Twilight's Ransom* uses the device name SPK as a default. If you have changed the speech board's device name, you must specify the new name when

activating the speech option. For example, if your speech board has been configured as device SPZ:, activate the board using SPEECH ON "SPZ." Do not include the colon in the speech on command.

WARNING: If you do not have an Aicom speech board installed in your computer, do not issue any speech commands, as the results can be unpredictable. For information on purchasing an Aicom speech board, contact Paragon Software at 1-800-521-2488.

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