

AMNESIA

IBM

Getting Started

From a disk drive — Insert *Amnesia* disk 1 in drive A and close the drive door. Turn on your computer.

From a hard disk — To install *Amnesia* on your hard disk, turn on your computer and boot DOS. Put program disk 1 in drive A and type **A:**, then press **Enter**. Next, type **INSTALL**, then press **Enter**. The menu appears, offering you three choices:

1. Install *Amnesia* on your hard disk
2. Make a backup copy of your *Amnesia* disks
3. Return to DOS

Type the number of your choice, then follow the onscreen instructions. When you're done, the program tells you how to return to DOS.

After you load *Amnesia*, the program asks if you want to load a saved game. Type **Y** or **N**. If you type **N**, a sequence of screens puts you at the start of the *Amnesia* adventure. Press **Enter** when you've finished reading each screen. If you want to play a saved game, read "Saving and Loading Games" below.

Performing Actions

You perform actions in *Amnesia* by typing plain English instructions on the keyboard. For instance, leave a room by typing **Leave**. Perform multiple actions by typing sentences like: **Leave the room then go to the elevator and press the up button**. Note that **+**, **&**, *and*, and *then* are all synonyms. Pressing **Control-R** repeats your last action.

Talking to Characters

Sometimes, you may need to talk with characters in the game. Here are some ways you can address people you meet in *Amnesia* (note that it's not necessary to use the word "say.")

Luke, where is Central Park?

Ask Beth about Joe

Saving and Loading Games

Type **Save Game** to save a game in progress. (You can't type **Save Game** in response to a direct question, so it may be a few moves before you'll have an opportunity.) If you're using a hard disk, follow the onscreen instructions. If you're using floppies, wait for the prompt, then insert a disk to save the game on. *Important: this disk will be reformatted when you save your first game on it. Make sure it doesn't contain any information you want to keep!* Up to seven games can be stored on one disk.

Type the name you want to save the game under, and press **Enter**. After the game is saved, a prompt asks you to reinsert the program disk. *Amnesia* will resume automatically from the point at which you saved the game. (Beware: due

to hardware variations, a game saved on one kind of IBM compatible may not run on another.)

To load a previously saved game, reboot the disk and answer **Y** to the "Load a Saved Game?" prompt. You have an opportunity to load a saved game each time you boot the disk.

Printing a Travelogue

If you'd like to document your journeys through the Big Apple, turn on your printer. Your printer must be connected to port LPT1 in the back of your computer. Use a sheet feeder or continuous-fold paper. Type **Turn Printer On**. Everything that appears on your screen from that point on will be printed. Type **Turn Printer Off** to cancel printing.

NOTE: Because *Amnesia* is an all-text adventure game, it will work with many printers without difficulty. However, if you get strange printing results, you may need to adjust the switch settings on your printer. Consult your printer manual for the switch adjustments that will correct the problem.

Very rarely, some printers print *Amnesia* documents double-spaced.

Quitting *Amnesia*

From a floppy disk — Remove your *Amnesia* disk from the drive and press **Control/Alt/Delete** simultaneously.

From a hard disk — Press **Control/Alt/Delete** simultaneously to reboot your computer from DOS.

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