

# BATTLETECH® Reference Card for the Commodore 64®/128™

This booklet tells you how to run your Infocom game on your computer, and provides a few other handy bits of information.

## I. What You Need

- Commodore 64 or 128
- One 1541 or 1571 disk drive (or equivalent)
- One or two blank disks (for copying your play disk)

## II. Copying Your Original Diskette

Before playing BATTLETECH, you MUST make a copy of the PLAYER side of the original disk that came in your package. The disk that came in your package is write-protected, thus you will not be able to save to it. Removing the write-protection and writing to the disk will invalidate the VERIFY procedure that you use if you are having technical problems.

It is advisable to make a copy of the BOOT side as well. This will insure that you do not accidentally erase or damage your only copy of the game. When the copy procedures are finished, you will be able to play from the back-up copies; put the original disk away for safekeeping.

Remember, any copies of your original disks may only be used in accordance with the licensing agreement found in your package.

### Copy Procedure-PLAYER disk

1. Turn off your Commodore 64 or 128 and all peripherals.
2. Remove any printer interfaces and fast DOS cartridges. BATTLETECH is equipped with its own fast DOS.
3. Turn on your Commodore 64 or 128 and all peripherals.
4. Insert the BOOT side (side 1) of your original disk.
5. At the prompt, type:  
LOAD "MAKEPLAYER",8,1<RETURN>.
6. At the next prompt, type: SYS 4096<RETURN>.

7. The computer will now prompt you for the PLAYER disk (your original disk side 2), and the COPY (your blank disk). It will inform you when the copy procedure is complete.

### Copy Procedure-BOOT disk

You can use any commercially available disk copying program to make a copy of the BOOT side of your original disk onto a blank, formatted disk. Follow the instructions of your copying software.

## III. Loading the Game

1. Turn off your Commodore 64 or 128 and all peripherals.
  2. Remove any printer interfaces and fast DOS cartridges. BATTLETECH is equipped with its own fast DOS.
  3. Turn on your Commodore 64 or 128 and all peripherals.
  4. Insert the BOOT side (side 1) of your back-up disk.
  5. At the prompt, type: LOAD "\*\*\*\*\*",8,1<RETURN>.
- In a few moments, a demo will begin; press the space bar to begin the game. If this fails, consult Section VI.

### Starting a New Game or Restoring a Previous Save

A question will appear asking you if this is your first time playing BATTLETECH. If it is, or if you wish to begin a new game, select YES and a new game will start. If you select NO, you will be asked to choose the number of the save which you want to restore. See Section V for information on saving and restoring.

## IV. Communicating with the Game

All BATTLETECH commands are entered through simple keypresses or joystick movements.

When you encounter a menu, move the highlighted bar up and down in the menu using the joystick or W for up and X for down. Choose the highlighted selection by pressing the joystick button, the space bar or the Return key. Note that the bar will initially highlight one selection; this is not a hint or a pre-selected choice, just a place to put the highlight bar.

Any Yes or No menu can be satisfied with the Y and N keys, or by highlighting the appropriate response using the joystick or A for left and D for right and then pressing the joystick button, space bar or Return key.

As long as you are not in combat, and no other menu or window is on the screen, pressing the space bar will bring up the Main Menu (described in the Instruction Manual). Some of the commands described in the Instruction Manual may not appear in the Commodore version and the order of the selections may be altered. The functioning of the existing options is identical to the description in the manual.

When the computer shows you a descriptive passage or an informational display, it will wait for you to examine it. To continue game play, or to go on to the next screen, press any key.

Any or all of the following key instructions will let you control your party's movement (and similarly menu choices):

### Joystick Movement

Pressing the joystick in any direction will move you in that direction.

### Standard Movement Keys

The keys centered around the S key may be used for movement commands. The W, D, X, and A keys will move you North, East, South, and West, respectively. The corner keys will move you diagonally; Q, E, C, and Z will move you Northwest, Northeast, Southeast, and Southwest, respectively.

## V. Saving and Loading Your Game

Any time you can access the Main Menu (you must not be in combat and no extra menu or window may be visible), you may save your position in the game, or load a previously saved position. The game allows you to keep a maximum of six game saves, numbered one through six, at any one time.

### Saving Your Position

1. Select **Save Game** from the Main Menu.
2. A menu will pop up, allowing you to choose a number from one to six (or to choose **Cancel** and return to game play). Each number is a position to which you may save your game. Select one of them.
3. Follow any prompts to swap disks in and out of the drive.
4. The game will save. You may wish to write down the position number you are saving to and where you are in the game.

### Restoring a Previously Saved Position

1. Select **Load Game** from the Main Menu.
2. Select the position number from which you wish to restore, or select **Cancel** if you wish to return to game play.
3. Follow any prompts to swap disks in and out of the drive.
4. The game will load, and you will return to the spot at which you made the save.
5. If you select a position at which you previously had not made a save, the game will revert to the beginning of the game, as if you had begun a new game. Try loading again from a position you had successfully saved to.

If you encounter any problems with **Save Game** and **Load Game**, refer to Section VI.



## VI. Troubleshooting

### Startup Problems

If the game fails to load properly, or fails to play properly, check each of the following items. If none of these offers a solution, consult your dealer for assistance.

1. Make sure all connections on your computer are plugged in, connected properly, and all power switches are turned on.
2. Make sure all disks are inserted correctly and that all drive doors are closed.
3. Inspect all disks for any visible damage.
4. Remove any printer interfaces and fast DOS cartridges. BATTLETECH is equipped with its own fast DOS.
5. Turn off all devices and try again. The problem may only be momentary or caused by previously run software.
6. If you suspect that the trouble is caused by a problem on your disk, erase your PLAYER disk, and recopy the side 2 of the original disk to a new disk (see section II). If this does not provide a solution, insert your ORIGINAL disk into your computer and use the VERIFY procedure (see below) to check for damage to your disks.
7. If all else fails, you can call the Infocom Technical Support Hotline at (617) 576-3190. Please note that this number is for technical problems only; not hints.

### Save Game, Load Game and Other Problems

1. Check items 1-4 above.
2. Make sure you are using your PLAYER disk, not the original disk.
3. For **Save Game** problems, make sure your play disks are not write-protected.
4. Try again, the problem may only be momentary. If all else fails, you can call the Infocom Technical Support Hotline at (617) 576-3190. Please note that this number is for technical problems only, not hints.

### The VERIFY Procedure

You can check to see if your game disk is damaged by using the VERIFY command. This procedure will take several minutes to run; use it only if your back-up disks will repeatedly not load or play correctly.

1. Insert the BOOT side of the ORIGINAL disk into your disk drive.
2. Type: LOAD"VERIFY",8,1<RETURN>.
3. Type: SYS 4096<RETURN>.

After you have successfully issued the VERIFY command, the program will begin a verification procedure. When that has finished running, a message similar to one of the following will appear:

**GOOD**-This means that the disk has not been damaged and the data is intact. If you are having any problems, they are most likely hardware related. It is also possible that there is a bug in the program. If you suspect that there is a bug, please call the Infocom Technical Support Hotline.

**NO GOOD**-This indicates that the data on the disk is damaged. Repeat the VERIFY procedure a few times; if possible, run the procedure on another computer (such as your dealer's). If the game ever responds positively, the data is intact and you must look elsewhere for the cause of any problems you are encountering.

If you repeatedly get a negative response on more than one computer, the disk has most likely been damaged. Please send the disk only to Infocom for testing and replacement. (Before sending your disk, check the warranty information in your story manual to find out about fees.) To return your disk, send it in a disk mailer to:

Infocom  
125 CambridgePark Drive  
Cambridge, MA 02140  
Attn: Customer Support

# **INFOCOM<sup>™</sup>**

Infocom, Inc., 125 CambridgePark Drive, Cambridge, MA 02140

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