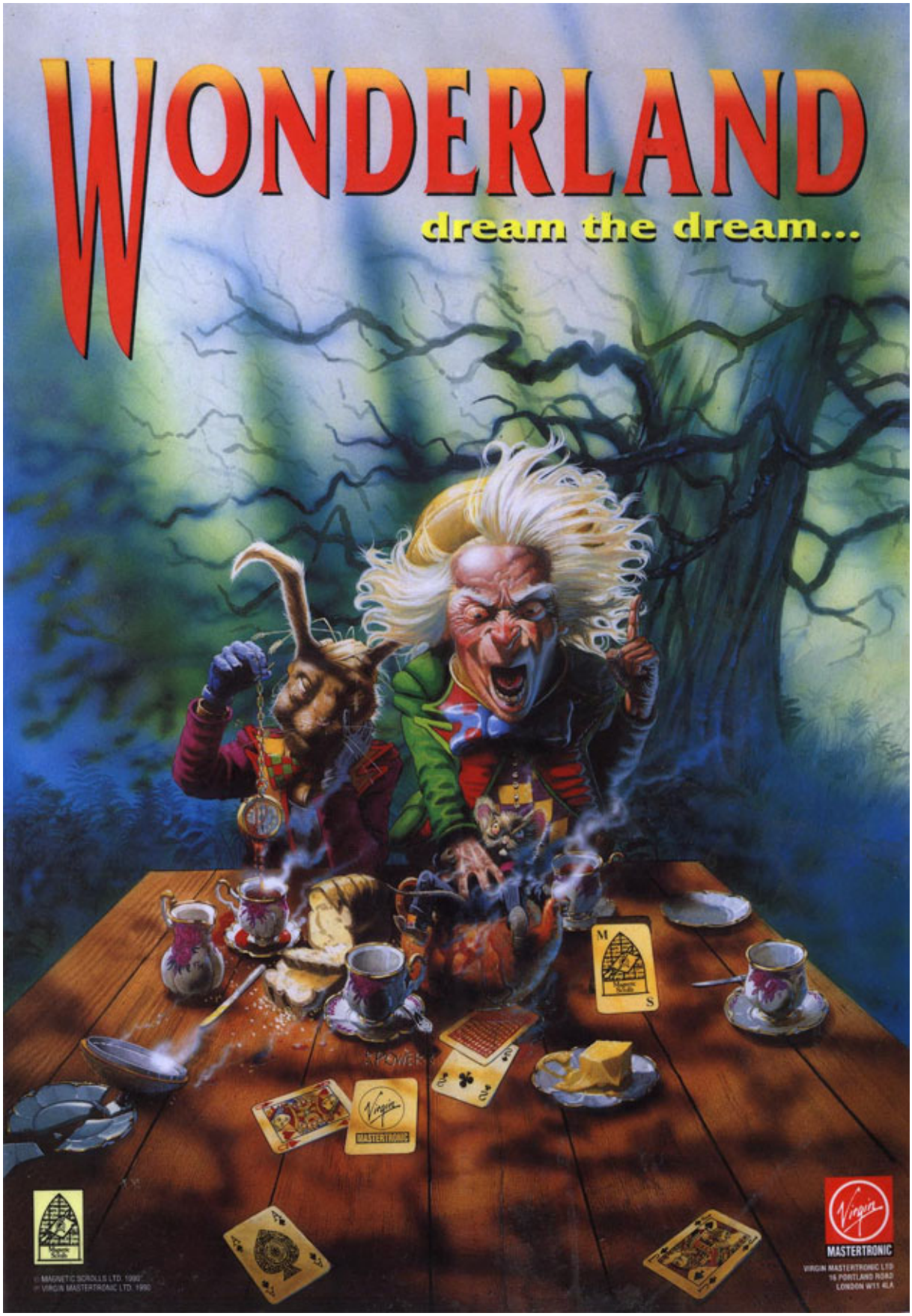
WONDERLAND
dream the dream...
MASTERTRONIC
MASTERTRONIC
VIRGIN MASTERTRONIC LTD
16 PORTLAND ROAD
LONDON W11 4LA

WONDERLAND
User Guide

Magnetic Scrolls

C R E D I T S

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C O N T E N T S

Credits ..... **ii**
Preface ..... **v**
Getting Started **1**
Installing and Running Wonderland 1
An Introduction to Adventuring **3**
Adventure Games 3
A Sample Transcript 5
The Wonderland Environment **9**
An Introduction to Windowing Environments 9
Mouse, Joystick or Arrow Keys 12
If you Don't Have a Mouse or Joystick 13
Manipulating Windows 13
Menus 14
Pull-down 14
Pop-Up 15
Buttons 16
Radio Buttons 16
Action Buttons 16
Icons 17
Editing text 17
The "Clipboard" 18
Inserting Text 18
Deleting Text 18
Working with Selections 18
An Example of Text Editing 19
The Screen 20
The Screen Menu Bar 20
The Wonderland Windows **23**
Session Window 23
Session Window Menus 24
Accessories 27
Graphics 27
Map 29
Compass 31
Inventory and Items in Room 32
Applications 35
Help 35
Preferences 36

C O N T E N T S

Dialogs 39
Interactive - The File Selector..... 39
Passive..... 43
Communicating with Wonderland..... 45
Special Commands..... 46
A Sample Game Transcript..... 47
Abbreviations 50
Music 51
Memory 53
The Memory Manager..... 53
Auto Window Control..... 53
Closing Windows..... 54
Do and Don't 54
Less Powerful Machines 55
Tips for Beginners..... 57
Glossary..... 59

P R E F A C E

This manual has been designed as both a standalone guide to Wonderland and a work of reference to which you can refer as and when the need arises.

It will introduce newcomers to both the world of adventures and the graphical user interface under which Wonderland resides.

The more experienced among you are advised to read through at least the second half of this manual before consigning it to the back of a cupboard. Remember: If you have a problem with this product, the answer is probably contained within these pages.

Wonderland is available for a wide variety of computers, each with its own peculiarities and quirks. Rather than confuse the issue and attempt to be all things to all machines, the contents of this manual reflect the generic nature of the Wonderland interface—very few references will be found to individual computers.

Of course, such information is essential at times—the installation process for example is peculiar to each machine. In such circumstances, supplementary documentation has been included elsewhere in your packaging.

Flipping through these pages you will be aware of a distinct format which exists throughout. This format has been designed to make the manual easy to use and to allow important points to stand out from the main body of the text.

Certain conventions have been adopted too so as to allow at-a-glance recognition of the type of information being conveyed.

In the wide margins to be found on every page, pertinent supplementary information is included

preceded by one of two symbols:

☛ This symbol denotes the presence of additional information which is outside the scope of the main text.

Δ This symbol denotes the presence of additional information which relates to particular hardware configurations and machine type.

Keywords and phrases are defined in the glossary at the end of the manual. As you read through the text you will find that these are highlighted in some way. They may be capitalized or they may appear in a bold typeface; either way you will find them listed in the glossary.

We hope that you enjoy Wonderland, look out for future products from the same stable.

Installing & Running Wonderland

Please refer to the supplementary documentation for a detailed guide to installing and running Wonderland on your machine.

Adventure Games

What is an adventure game?

Computer adventuring is like reading a novel—but you are the main character. The computer presents you with part of the story, then it's up to you to decide what to do next.

Communication

The basic way you “talk” to the computer is by typing instructions from the keyboard. You type these instructions in the Session Window. We'll deal with the various Wonderland windows, and with other ways of communication with the computer, later in this manual. But, for the moment, remember that whenever you see the Prompt symbol in the session window, the computer is waiting for you to tell it what you want to do. The Prompt symbol looks like this:

>

Now you can tell the computer what you want to do. Perhaps you want to pick up an object, perhaps you want to move off in a given direction, or tell something to another character in the game. If you are new to computer adventures, it helps to imagine that the prompt isn't a “>” symbol but the computer asking you “What do you want to do now...?”

What you type is up to you. Although there are a number of basic commands (which, again, we'll go into later). Wonderland is able to understand a great deal of plain English, and, if it doesn't understand your instructions (or if you've typed gibberish) it will

tell you so.

When you have finished typing your instructions, hit the ↵ key. Wonderland will then act upon what you have "done" and give you the next bit of the story.

In Wonderland, you play the part of Alice. The vast domains of Lewis Carroll's Wonderland are there for you to explore. You will be faced with innumerable puzzles and conundrums to solve. Some will be more complex than others but all are soluble using a little imagination, a little common sense, and items or characters which you will encounter in the game.

☛ The ↵ key is represented in different ways on different manufacturers' keyboards. Depending upon the make and model of your computer, the ↵ key may be labelled in one of three ways:

- RETURN
- ENTER
- ↵

In all cases this key is to be found to the far right of the main keyboard area. Wherever reference is made to the ↵ key in this manual, you should use your keyboard's equivalent.

A Sample Transcript

You'll need to approach the puzzles in the right frame of mind… which is best described as "endlessly inventive." Again, if you have never played an adventure game before, here's an example—not from Wonderland, because you wouldn't want to cheat (would you ?) of the sort of thinking you can expect to use. The computer's text is in this type and our commands are in `THIS STYLE`.

```
Spitting-out Room

In this bare stone room, an exit high in
the wall leads west, and another door
leads east. From the east, you can hear
terrible groans and cries.
```

☛ Typing "E" in the game is simply a short way of saying "Go East"

```
> E

Gargle Room

You are in the Gargle Room. The Great
Gargoyle himself is pacing the floor,
moaning "Gargle ! Gargle ! What use is a
Gargoyle without gargle ?" An ignoble
basin stands in the corner, and a shelf
holds a bottle and a glass.

> GET BOTTLE. EXAMINE IT

You have now got the bottle. It is
closed.

> OPEN IT

The bottle is full of absolutely nothing.
```

☛ Always read the text carefully… there are often clues that you would otherwise miss.

☛ "Inventory" is a key word understood by adventure games in general. It allows the player to find out what objects he has in his possession.

> INVENTORY

You are carrying a packet, a red tablet, a screwdriver, a burning bush, three blind mice, and a Rock of Ages.
You are wearing a frilly neglige.

> READ PACKET

The packet says "Dehydrated Water. Add nothing and shake well."

> ASK GARGOYLE ABOUT GARGLE

The Gargoyle says, "It's a nightmare, I tell you! No water, no gargle, how can I do my work ?"

> EXAMINE GARGOYLE

It's quite the ugliest thing you ever saw, dressed in a sacking robe tied at the waist with yards of wet hemp rope.

> GET THE GLASS

You have now got the glass.

> EMPTY PACKET INTO GLASS

You put the contents of the packet in the glass.

> LOOK IN GLASS

What's there to see about a glassful of dehydrated water? The Gargoyle looks at you curiously.

> EMPTY THE BOTTLE INTO THE GLASS

You pour nothing out of the bottle into the glass. As the nothing hits the dehydrated water, there is a gentle and liquid sound and within seconds the glass is full.

> GIVE THE GLASS TO THE GARGOYLE

"What use is a glass of water to me?"

> LOOK AT FOIL PACKET

It says "Compliments of C.A.Vittie DDS".

> PUT THE PINK PILL IN THE GLASS

The pink pill falls, hissing and foaming, to the bottom of the glass. As it effervesces merrily, the familiar aroma is enough to make your teeth ache.

> GIVE THE GLASS TO THE GARGOYLE

"Gargle! Gargle!," says the Gargoyle, "How can I thank you!" He gargles noisily and with repulsive brute satisfaction, tears off his sacking robe, and rushes out of the room.

> FOLLOW THE GARGOYLE

Spitting-out Room

You can see the Gargoyle here… or rather his hindquarters. His head is poking out of the high western aperture and it sounds as though he is doing what Gargoyles do.

> LISTEN

The air about you resonates in sympathy with the Gargoyle's epiglotid notion.

> E

Gargle Room

There is a sacking robe and a length of wet hemp rope here.

☛ Note the structure of this sentence. In this case, using the word "in" is perfectly acceptable because the glass does not contain any other pink pills. However, if the glass did contain one or more pink pills already, it would be necessary to substitute "into" for "in" otherwise the game would interpret the command as an attempt to manipulate a pill in the glass. The response might well be: "Into what?", meaning "Into what should I put the pink pill that is in the glass?"
The golden rule is: If you want to put an object <u>into</u> a container, say so.

☛ So how do we get out of here ? Remember what the gargoyle did, just before he rushed out of the other room ?

```
> GET THE ROPE

You have now got the rope.

> W

Spitting-out Room

You can see the hindquarters of a
gurgling gargoyle here.

> TIE ROPE TO GARGOYLE

The Gargoyle is happily occupied and
doesn't notice you tying one end of the
rope to his rump.

> CLIMB GARGOYLE

You are now on the gargoyle's shoulder.
Beyond his head, you can see a sheer drop
to the west.

> CLIMB DOWN THE ROPE
```

…and so you make good your escape.

That's the sort of "lateral thinking" you'll have to do to play Wonderland. Your objective? To dream Alice's adventure in Wonderland all the way through. You'll discover what that involves as you play. Good luck!

An Introduction to Windowing Environments

The term Graphical User Interface is now commonplace in computerspeak. It is an interface through which the user (you) “talks” to the machine (your computer). You communicate with Wonderland through just such an interface.

We’ll deal with the component parts of a graphic interface in more detail in a moment. Essentially, they are Windows, Icons, Menus and Pointers—which is why it’s sometimes known as the WIMP Interface.

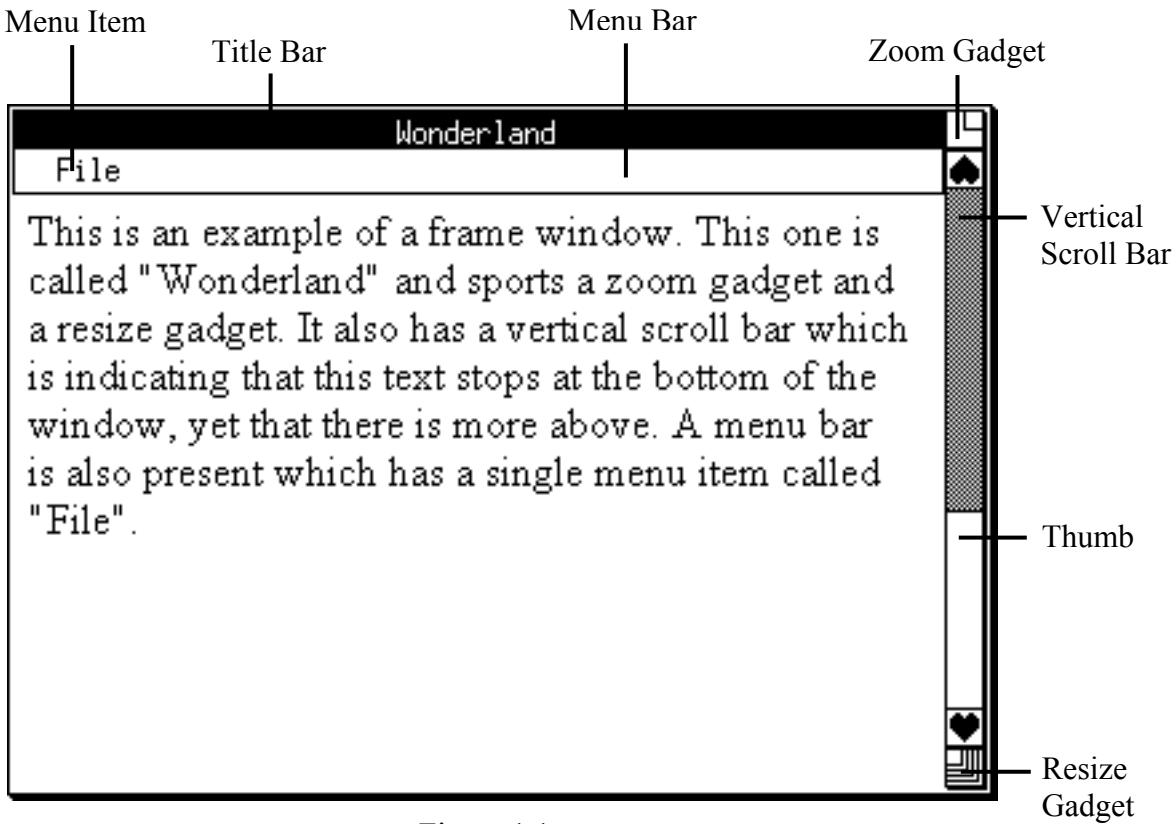

Figure 1.1
A Frame Window

Windows are individual areas of the screen through which you communicate with Wonderland. You can move them, resize them, open them and close them. The Window you are working in at any given time is called the Active Window. Figure 1.1 shows a Frame Window.

Figure 1.2
An Icon

Icons are small pictorial representations of things like Rooms and objects. Wonderland's Icons are “live” in the sense that Clicking on an icon causes something to happen—a Pop-up Menu to appear, for example.

Wonderland boasts two different styles of Icon, Room Icons and Noun Icons. Room icons represent Rooms and noun icons represent nouns (objects) in the game. Figure 1.2 is an example of a noun icon.

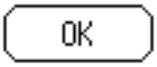

Figure 1.3
An Action Button

A Button is a specialised form of Icon: Clicking on a button in a Dialog Box will choose an option or execute a command.

Wonderland has two distinct types of Button: Radio Buttons and Action Buttons. Figure 1.3 depicts an Action Button.

Radio Buttons can either be “on” or “off” and are usually associated with a nearby piece of text that describes what it is that the button controls. Radio buttons are used—in the main—to select or deselect an option or preference.

Action buttons—as their name suggests—are used to perform actions. You “press” them by pointing and Clicking. Action buttons contain text—usually a single word—that describes the action to be performed when the button is pushed.

Figure 1.4
A Pull-down Menu

Figure 1.5
A Pointer

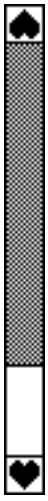

Figure 1.6
A vertical Scroll Bar

Menus are pretty much what they sound like: lists of choices. There are two sorts of Menu in Wonderland. Pull-down Menus are just that: you pull them down from a Menu Bar. Pop-up Menus can be anywhere on the screen, and are activated by clicking on an Icon or a "live" area of a graphic. Figure 1.4 is an example of a pull-down menu.

Pointers are what you use to make your choices—to "pick up" an Icon. Select a Menu Item, activate a Window and so on. You'll see several sorts of Pointer as you move through Wonderland. The arrow pointer (figure 1.5) will appear, for example, when you are in the Menu Bar area or one of the icon windows. The I-beam pointer appears in parts of the game where you can type text. Clicking the Mouse positions the Insertion Point—a blinking "^" mark, which is where text you type will appear.

The Scroll Bar enables you to scroll horizontally or vertically through the contents of a Window, if the window cannot show everything it contains at once. You can move through the window contents by sliding the Thumb within the scroll bar; by clicking on either side of the thumb in the direction you want to scroll; or by clicking on the arrow-like Gadgets which appear at each end of the scroll bar.
The width or height of the thumb is proportional to the size of the window compared to the size of its contents. This means that a large window with small contents will have a large thumb whereas a small window containing much more than you can see at once will have a small thumb.
Additionally, the position of the thumb reflects the position of the currently visible portion of the contents. Figure 1.6 illustrates a vertical scroll bar.

Mouse, Joystick or Arrow Keys

The Pointers in Wonderland can be moved around by a Mouse, a joystick, or by using keyboard equivalents. For the sake of clarity, we'll usually just refer to the mouse, but the equivalents always apply.

There are few basic Mouse terms you need to know:

Clicking is just what it seems: use the mouse to position the Pointer where you want it, then Click the mouse button once.

Double-clicking is like Clicking except once the Pointer is where you want it, click the mouse button twice in quick succession, without moving the Mouse in between clicks.

Dragging. Use the Mouse to position the Pointer where you want it, then press and hold down the mouse button while “dragging” the pointer to its new position. Once it’s in the right place, release the mouse button again.

Selecting Menu Items is like Dragging. Hold down the mouse button and move the Pointer until the menu item you want is highlighted. Then release the button to carry out the command you have selected.

Δ If your mouse has two or more buttons, the right-hand button is only used to bring up pop-up menus. The left-hand button is used for everything else.

If you Don't Have a Mouse or Joystick...

Don't despair. Refer to the supplementary documentation which lists the keyboard equivalents for your machine.

Manipulating Windows

As mentioned above, you interact with Wonderland through various Windows. You can only work in one window at a time—the Active Window. But you can have as many open windows as you like, subject only to the memory available.

Δ Every window you open uses computer memory. Too many open windows may lead to memory problems. For further information, see the section “Memory”.

Wonderland windows can be manipulated in various ways. To summarize:

• You can drag them around the screen by their upper border or Title Bar.

• You can close them by Clicking the Close Gadget in the top left corner.

• You can grow or shrink them by Dragging the Resize Gadget in the bottom right corner.

• You can zoom them in and out by Clicking in the Zoom Gadget at the top right (which will toggle between full size and the last size and position you set with the resize gadget).

• You can also scroll the contents of some Windows around—like the Session Window—by using the Scroll Bars along the bottom and/or right of the window.

Menus

Menus control a large number of functions in Wonderland, from automating commands to loading and saving files. You'll encounter two types of menu.

Pull-down Menus

You access Pull-down Menus from their Menu Bar. Whenever you are in Wonderland, the screen's menu will be there, right at the top of your screen, independent of whatever other Windows may be open. Individual windows have their own menu bars too.

To use a Pull-down Menu:

1. Move the Pointer to the Menu Bar until it is pointing at the menu name you want.

2. Hold down the left-hand mouse button. This will "pull down" the Menu.

3. Still holding down the button, move the pointer until the menu command you want is highlighted.

☛ Nothing will happen in a menu unless you release the mouse button while a menu item is highlighted. If you change your mind, just move the mouse off the menu and release the button. The menu will disappear again.

4. Release the button to carry out the command you have Selected.

Hierarchical menus have a ⇒ symbol to their right. This means that there is an extra level—or more—of commands available to you. To see what they are, move the Pointer onto the symbol and they will appear. They will disappear again if you move the pointer to the left of the symbol.

On occasion, Menus may be too tall to fit within your

screen. If this happens, the menu is split into two or more pieces. The last item appearing on the menu will read “more...”. Positioning the Pointer over this item will allow the menu to cascade, revealing further items which Wonderland was unable to display within the top level menu.

You will often find that certain menu items are “greyed out”, and nothing happens when you choose them. That’s because Wonderland is intelligent, and won’t let you choose inappropriate or potentially harmful menu commands.

Pop-Up Menus

Pop-up menus are like Pull-down Menus, except that they are not attached to a Menu Bar but to Icons and to some parts of the picture in the Graphics Window.

To use a Pop-up Menu:

1. Position the Pointer over the Icon or graphic object whose Pop-up Menu you want to see.

☛ The right-hand mouse button is only used to activate pop-up menus.

2. Press the right-hand mouse button and the pop-up menu will appear.

3. Still holding down the button, move the pointer until the menu command you want is highlighted.

4. Release the button to carry out the command you have Selected.

Buttons

Buttons are controls which you use to turn on or off various functions and to perform certain actions. You "push" a Button by Clicking on it with the left-hand mouse button.

There are two sorts of button in Wonderland.

Radio Buttons

Radio Buttons let you choose one out of a series of options; for example, in the Preferences application (see the section "Applications") you can ask for the Alert Signal to be None, Bell or Flash; you can only select one of those radio buttons. When yon select a radio button, nothing happens until you also select one of the…

Action Buttons

An Action Button, as its name suggests, carries out the appropriate command when "pushed"—that is, when you Click on it. For example, once you have Selected the various Radio Buttons in the Preferences Window, you can then push the **OK** Button, and your choices will be put into action. You will often see that one particular action button is surrounded with a double outline. That's the Default Button, and touching the ↵ key at that point will have the same effect as clicking on the default button.

Icons

Figure 1.7
An Icon with text

Figure 1.8
An Icon without text

Icons are small pictures which appear in the Map, Inventory and Items in Room windows. Each Icon represents an item or Room in the game, and (needless to say) is designed to look like what it represents.
Some icons have text attached to them (those which represent items) which serves to further clarify the depicted object. Figures 1.7 and 1.8 show examples of both types of icon. Figure l.8 is the icon for the Pear Grove room and appears in the Map Window.

You can manipulate Icons to reveal information about the object they represent; to choose from lists of appropriate actions; to show the relevant graphics; and, in the Inventory and Items in Room windows, you can drag the icons from one window to the other to “get” or “drop” the items they represent.

Editing Text

You can edit, Cut, Copy and Paste the text of your current Command Line, using the appropriate commands from the Session Window's Pop-up or Pull-down Menus (See the section “The Wonderland Windows”).

• You can Copy previous command Lines and paste them into your current command line for editing.

• You can Copy text from the game's own responses.

The “Clipboard”

☛ If you cut a piece of text by mistake, don't panic. Where is it? It is, of course, on the “clipboard” So to get it back, all you have to do is select Paste before you do anything else.

When you **Copy**, **Cut**, or **Paste** text, you can think of it as using an electronic “Clipboard”. This clipboard will hold the last chunk of text you copied or cut, and that chunk will remain on the clipboard until you copy or cut something else to take its place.

Inserting Text

Text you type will always be inserted to the right of the insertion point—the blinking • symbol you will see in the Session Window or anywhere else where You can type text.

To move the cursor, use the Mouse to move the I-beam Pointer to where you want it, then click the left-hand button; the Insertion Point will appear in that position.

Deleting text

☛ The labelling of the backspace key may vary from keyboard to keyboard. It is likely to be labelled in one of three ways:
- Backspace
- Delete
- ←

In all cases this key is to be found to the far right of the main keyboard area, on the top row of keys. Wherever reference is made to the backspace key in this manual, you should use your keyboard’s equivalent.

The backspace key will delete text to the left of the cursor, a character at a time.

Working with Selections

Editing actions always apply to all Selected text. For example:

The backspace key will delete all the selected text.

Copy or Cut will affect all the selected text. Cut removes the selected text and sends it to the Clipboard, replacing what was there before. Copy just makes a duplicate of the selected text and sends

☛ If you type over selected text, the very first character you type will immediately replace all the selected text; thereafter, text will be inserted to the right of the cursor.

☛ The Cut, Copy and Paste commands are to be found on the Session Window's "Text" menu. Alternatively, they are available on a pop-up menu which appears when you press the right-hand mouse button when the pointer is within the Session Window.

it to the clipboard—but, again, replacing what was there before.

Paste will replace all the selected text with a copy of the text on the clipboard. The clipboard contents remain unchanged.

An Example of Text Editing

Suppose you have typed

```
> GET THE COLLAR FROM THE GOD AND PUT IT
IN THE BOX WHICH IS IN THE PURPLE
SUITCASE
```

And the game has responded by telling you

```
You can't see a God here.
```

You can edit the mistake—you typed "GOD" instead of "DOG"—like this:

1. Select the previous line, except the > symbol.
2. **Copy** it.
3. Move the cursor to the beginning of the current Command Line.
4. Choose **Paste**. The entire line, complete with **GOD**, will appear there.
5. Select the word **GOD** and type **DOG** in its place.
6. Press the ↵ key to execute your edited command.

The Screen

Whenever you are in Wonderland, and whatever Windows you have open, you will always be looking at the Wonderland screen. It's in the screen that your various windows will appear in. And the screen is home to its own Menu Bar, which is always available to you.

The Screen Menu Bar

Figure 1.9
The Screen Menu Bar

This runs across the top of your computer screen and is always there whenever you are in Wonderland. It has three menus: Main, Accessories and Windows.

Main

Figure 1.10
The Screen Menu Bar's Main menu

Help brings up the Wonderland on-line Help System. (For a detailed explanation of the Help command, see the section "Applications").

Preferences brings up the "Preferences" application which allows you to customize various aspects of Wonderland. (For a detailed explanation of the Preferences command,see the section "Applications").

Set Background ⇒ lets you choose the screen background. Moving the Pointer onto the "⇒" symbol reveals a further sub-menu which lets you select from several background patterns. The background you have selected is marked by a ✓ mark.

Save Layout lets you save your current arrangement of Windows to a disk file; a File Selector prompts you to enter a file name. (For more details, see the section “Dialogs”).

Load Layout lets you load a previously saved arrangement of Windows from a disk file; the File Selector prompts you to choose a file name. (For more details, see the section “Dialogs”)

Tidy Windows does precisely that; useful when your screen has got badly cluttered.

Refresh Screen redraws all open Windows.

Quit quits Wonderland and returns you to the system level.

Figure 1.11
The Accessories Menu

Accessories

The Accessories menu offers the following commands

Graphics
Map
Compass
Inventory
Items in room

For details of these, see the section “Accessories”.

Figure 1.12
The Windows Menu

Windows

The Windows menu gives you a list of currently open Windows; choosing a window from the list brings it to the forefront of the screen. This is useful if, for example, the window you wish to use is buried beneath several others.

The Wonderland windows come in four flavours: the Session window, the Accessories windows, Applications windows and Dialog windows.

Session Window

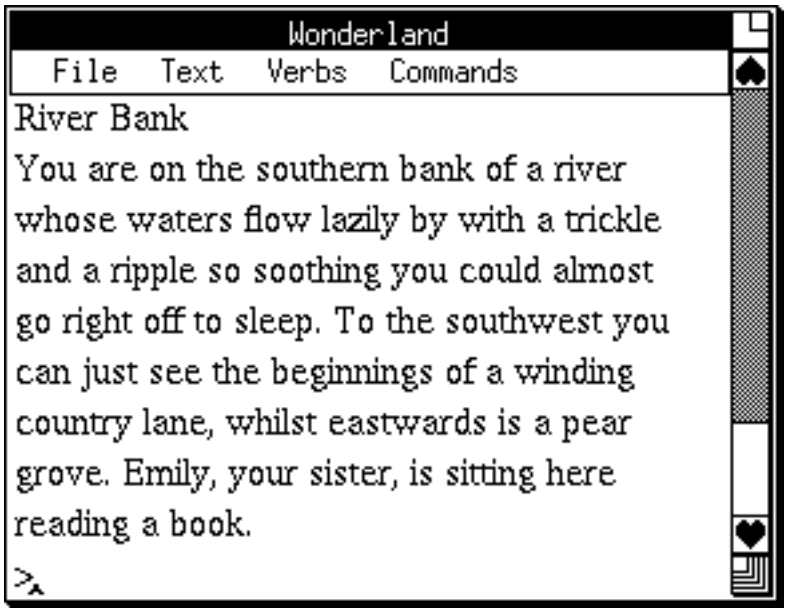

Figure 2.1
The Session Window

The Session Window is the focal point of the game. It's where you type commands directly to Wonderland, and where it speaks back to you.

Everything that happens throughout the system is, in some way or another, reflected in this window. If you were an ascetic or a minimalist, you could play Wonderland almost exclusively in this window. (And if you were playing a pre-Wonderland adventure, you would have no option but to do so…).

Session Window Menus

The Session Window has its own Menu Bar, offering four menus: File, Text, Verbs and Commands. Additionally, a Pop-up Menu is available which duplicates the Cut, Copy and Paste commands of the Text menu.

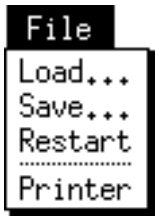

Figure 2.2
The Session Window's File menu

File

Load... opens a File Selector window to let you load a previously saved game position (for example, if you had to stop in the middle of playing Wonderland in order to go to work...). You can choose which of your saved games you want to load. (For more details, see The section "Dialogs").

Save... opens a File Selector window to let you save your current position in the game, for retrieval later with **Load...**. You can choose a descriptive name for your saved game. (For more details, see the section "Dialogs").

☛ Hint: No matter how bad things may seem, it may be worth saving your current game position before choosing **Restart**

Restart will take you right back to square one, will reset your score to zero, will do cruel things like taking away any objects you may have won, and will in general reset affairs as if you had never previously existed. Handle with care….

Printer is a toggle command. Selecting it once causes all the text appearing in the Session Window also to be sent to the printer. Selecting it again stops the printing of text.

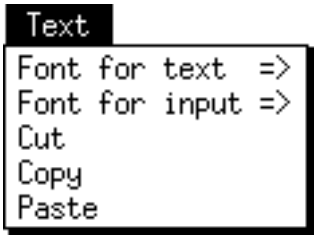

Figure 2.3
The Session Window's Text menu

Text

Font for text is a hierarchical menu command which lets you choose the font, size and style for the text which Wonderland generates. Changes only affect text produced after you have selected your new font.

Font for input has the same effect as **Font for text**, except it affects the text in which your commands appear in the Session Window.

☛ The Cut, Copy and Paste commands are also to be found on a pop-up menu.

Cut operates as described above, in Editing Text.

Copy operates as described above, in Editing Text.

Paste operates as described above, in Editing Text.

Figure 2.4
The Session Window's Verbs menu

Verbs

Verbs offers you a list of common verbs. It's a hierarchical menu command: each verb has a sub-menu listing objects either in your possession or in your current location to which the relevant verb can be applied. Verbs to which no objects are applicable are greyed out. For example, you could **Examine** ⇒ a torque wrench in your inventory, but it would be absurd to even think to drink it; so—assuming no drinkable objects are present—the Menu Item **Drink** ⇒ would be greyed out.

Commands

Commands offers you a list of common commands. You can use it to save typing. Choosing a command from the menu has exactly the same effect as if you typed it yourself in the Session Window.

Special Commands

Many commands available from the screen's Menu Bar and the Session Window's menus may be typed directly to the Session Window.

If you are an able typist or do not own a Mouse or joystick, you may find it more convenient to type the commands.

Here is a comprehensive list:

☛ "Hint" may be typed as an alternative to "Help"

- **Help**
- **Tidy Windows**
- **Preferences**

☛ "Refresh" is equivalent to the "Refresh screen" item on the screen menu bar's "Main" menu.

- **Refresh**
- **Quit**
- **Graphics**
- **Map**
- **Compass**

☛ "Carried Items" is equivalent to the "Inventory" item on the "Accessories" menu.

- **Carried Items**

☛ "Room Items" is equivalent to the "Items in room" item on the "Accessories" menu.

- **Room Items**

All of these commands are described in their respective sections within this manual.

Don't forget; as with all commands typed to the Session Window, you must type a ↵ before your instruction will be carried out.

Accessories

Δ Computers without enough memory may not have all the Accessory windows available at any one time. For details, see the section “Memory”.

Accessories are the second sort of Wonderland windows. They are opened from the Accessories menu on the screen's menu bar.

You might think of them as satellites to the Session Window, complementing and enhancing it, reducing the amount of work you need to do in it, but nevertheless dependent upon it.

The Accessory windows are: Graphics, Map, Compass, Inventory and Items in Room.

Graphics

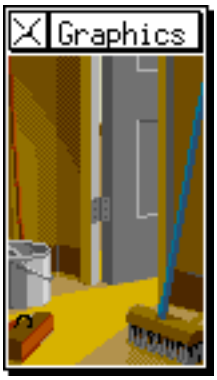

Figure 2.5
The Graphics Window

Choosing Graphics from the Accessories menu opens a Graphics window which will display the illustration relevant to your current location in the game, or a remote location selected from within the Map Window.

Initially the Graphics Window will size itself to fit the picture it contains. This can vary considerably from illustration to illustration.

On some computers, you have the option to choose standard- or half-sized graphics. You select this option from the **Preferences** Window, opened from the **Main** menu on the screen's menu bar. (Preferences is dealt with in the section ”Applications”).

Graphics can be turned on and off by typing **GRAPHICS ON** and **GRAPHICS OFF** respectively to the Session Window.

Δ A Not all machines are capable of displaying Wonderland's graphics. If this is the case with your machine, all menu items relating to graphics will be greyed out.

Δ Some computers may not be powerful enough to animate Wonderland's graphics. If this is the case with your machine, still versions of the scenes will be displayed instead.

Many graphics in Wonderland are animated. You can turn animation on or off in the Preferences Window.

You can resize the Graphics Window yourself by Dragging the Resize Gadget in the bottom right corner. If you make the window smaller than the graphic it contains, obviously you won't be able to see it all at once. You can move the graphic around within its window like this:

1 Press and hold down the left-hand mouse button inside the Graphics Window.

2 Keeping the mouse button depressed, move the hand around. It will "drag" the graphic with it, as though it is moving behind the "frame" of the window.

3 When the part you want is visible, release the mouse button.

Many graphics contain Clickables. These are parts of an illustration which have their own pop-up menus. To find out if part of a given picture is clickable:

1 Position the Pointer over the area of the picture you're interested in.

2 Hold down the right-hand mouse button.

3 If you are on a Clickable, a Pop-up menu will appear.

Graphics Window Menu

The Pop-up Menu which appears when you click on a Clickable graphic object offers you a list of appropriate verbs, similar to the **Verbs** command on the Session Window's menu bar.

Map

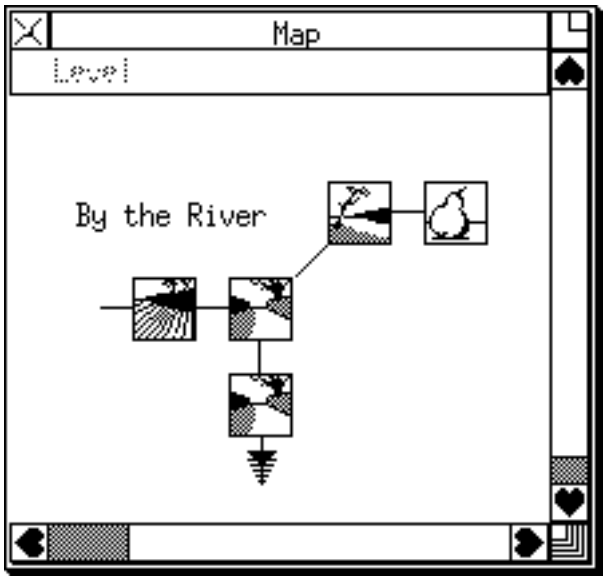

Figure 2.6
The Map Window

Choosing **Map** from the **Accessories** menu on the screen's Menu Bar opens the Wonderland Map Window.

This gives you a visual representation of the geography of the game, although it will only show you those locations which you have explored. You can use the map to move around the game without the need to type; and you can use it to show the appropriate graphic for a location which you aren't currently in.

Each individual location on the map is represented by an icon, so there is no need to remember the names of locations.

The Map Window has both a Pull-down and a Pop-up Menu.

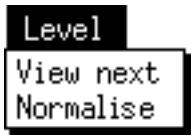

Figure 2.7
The Map Window's Level menu

Pull-Down Menu

The Map Window's Menu Bar has one menu, **Level**, offering the following commands:

View next shows you a different level of the game—for example, an upper storey of a building. Only levels which you have previously explored are available for viewing; until you have progressed past the first level of Wonderland, this menu command is greyed out and will not work.

Normalise returns to the normal mode of the map after you have reviewed other levels using **View next**.

Figure 2.8
The Map Window's pop-up menu

Pop-Up Menu

Clicking the right-hand mouse button on any icon in the Map Window brings up a Pop-up Menu, which offers you two commands: **Go to** and **View graphic**.

Choosing **Go to** takes you to the location in question by the most direct route. This is equivalent to typing "GO TO LOCATION" in the Session Window—and indeed you'll see that text appear in the Session Window if you choose this command. The benefit is that you don't have to remember or type the location name.

Figure 2.9
A Map Window icon

Icons

The icons for individual locations in the Map Window also offer you another way to "Go to" that location: simply Double-click (with the left-hand mouse button) on an Icon, and Wonderland will take you there by the most direct route.

Compass

Figure 2.8
The Compass Window

Choosing **Compass** from the **Accessories** menu on the screen's Menu Bar opens the Wonderland Compass Window.

The Compass Window allows you to move from your current location to any of its neighbouring Rooms by Clicking on the appropriate point of the compass, or on the Up or Down symbols.

You can tell the exits from a given location: any exit direction which isn't greyed out is valid.

Choosing a direction in the Compass window has precisely the same effect as typing that direction yourself; you will see the text appear in the Session Window.

Inventory and Items in Room

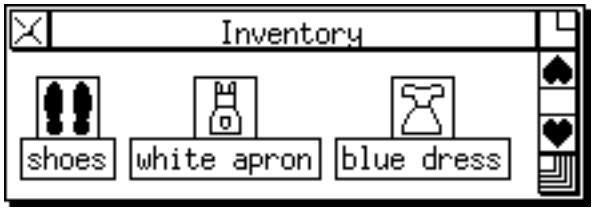

Figure 2.11
The Inventory Window

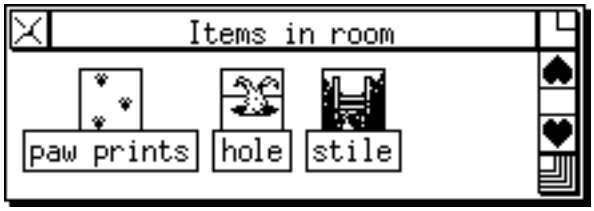

Figure 2.12
The Items in Room Window

Choosing Inventory from the Accessories menu on the screen's Menu Bar opens the Wonderland Inventory Window.

Choosing **Items in Room** from the **Accessories** menu on the screen's Menu Bar opens the Wonderland Items in Room Window.

Icons

Both the Inventory and Items in Room windows show icons representing objects in the game. The Inventory Window shows icons of objects actually in your possession, while the Items in Room window

shows icons representing objects which are visible in your current location. Concealed objects, however, will not be shown: it's no good trying to use Items in Room as a sort of short cut…

Double-clicking on an Icon in the Inventory or Items in Room windows brings up a description of the item.

Dragging an Icon between the two windows drops or gets the item it represents.

To drop an item:

1 Move the Pointer into the Inventory Window.

2 Press and hold down the left-hand mouse button on the Icon representing the object you wish to drop.

3 Drag the icon into the Items in Room Window.

4 Release the mouse button. You have now dropped the object in your present location.

To get an item:

1 Move the Pointer into the Items in Room Window.

2 Click on the Icon representing the object you wish to get.

3 Drag the icon into the Inventory Window.

4 Release the mouse button. You have now got the object in your inventory.

Of course, only items which you can legitimately take or drop may be manipulated in this way. Objects which cannot be picked up or dropped will appear back in their appropriate window shortly after you release the mouse button.

Menus

Holding down the right-hand mouse button on an Icon in the Inventory or Icons in Room windows calls up a Pop-up Menu of appropriate verbs for that item (such as **Examine**, **Open**, **Close**, **Wear** etc.) Inappropriate verbs will be greyed out. This is similar to the **Verbs** menu on the Session Window's Menu Bar. The difference is that **Verbs** starts off with a list of verbs and cascades into a sub-menu of nouns, whereas the Inventory or **Items in Room** begin with a noun—whose icon you selected—and cascade into a sub-menu of verbs. In both cases, inappropriate verbs are greyed out.

Applications

The third type of Wonderland windows are Applications. There are independent of the Session Window. These are two Applications windows: **Help** and **Preferences**.

Help

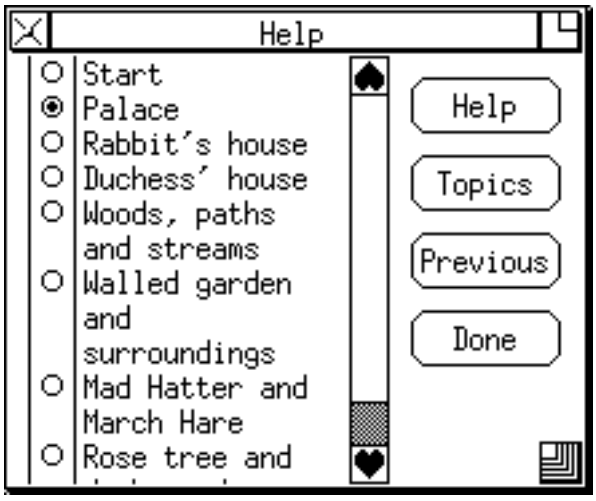

Figure 2.13
The Help Window

Choosing **Help** from the **Main** menu on the screen's Menu Bar brings up the Wonderland Help system.

The Help system is hierarchical in concept, offering you increasingly significant hints about a given area of the game. The first hint you get on any given topic is fairly cryptic; you'll still have to work at it.

Selecting more and more comprehensive hints makes your task easier and easier.

☛ Just browsing through the available Help topics does not affect your score; it is only altered when you actually reveal a given hint answer.

But beware… the game keeps track of the number of hints you consult, and those are reflected in your score, which will tell you how many times you have used Help… and that total is carried over each time you save a game position.

Preferences

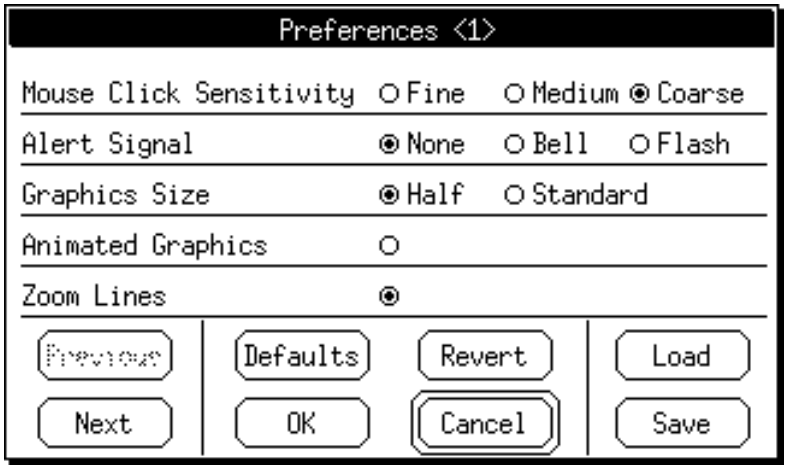

Figure 2.14
The Preferences Window

Choosing Preferences from the Main menu on the screen's Menu Bar brings up the Preferences Window. This allows you to customise Wonderland using a series of Radio Buttons, then to execute (or abandon) your changes using Action Buttons.

Δ These buttons may vary from computer to computer as appropriate. This list is definitive for the IBM PC and compatibles.

Δ Some displays cannot be flashed. If this is the case, this radio button will have no effect if selected.

Radio Buttons

Mouse Click Sensitivity The higher the sensitivity, the stiller you will need to keep the mouse while Clicking or Double-clicking.

Alert Signal This determines whether the system will beep at you, flash its screen at you, or do absolutely nothing when it wants to attract your attention.

Graphics Size lets you choose standard- or half-size graphics.

Animated Graphics turns animation on or off.

Zoom Lines Select this button "on" if you want a pretty zoom effect when windows are opened or closed.

Swap Black and White inverts the screen display—that is, black becomes white and vice-versa.

Tile Applications neatly arranges all the windows on the screen. Note that the Graphics Window is not tiled.

Fast Menus halts everything else—animation, for example—while you select menu commands. When "on", menus will work faster.

Action Buttons

Next or **Previous** takes you to the next or previous page of options.

Defaults loads Wonderland's preset preferences into the window. You might like to think of these as the "Factory Settings".

OK accepts your new set of preferences and returns you to the game.

Revert abandons all your changes and restores the settings to their previous state.

Cancel throws away any changes you may have made end returns you to the game.

Load restores the last set of preferences saved using **Save**.

Save lets you save your current preferences to disk.

Dialogs

The final type of Wonderland window is the Dialog Box. Dialog boxes can be Interactive or Passive. Both sorts deal with housekeeping messages from the Wonderland system: Interactive Dialogs are used when a complex decision is required of you while Passive Dialogs are for simple yes/no-type questions.

Interactive—The File Selector

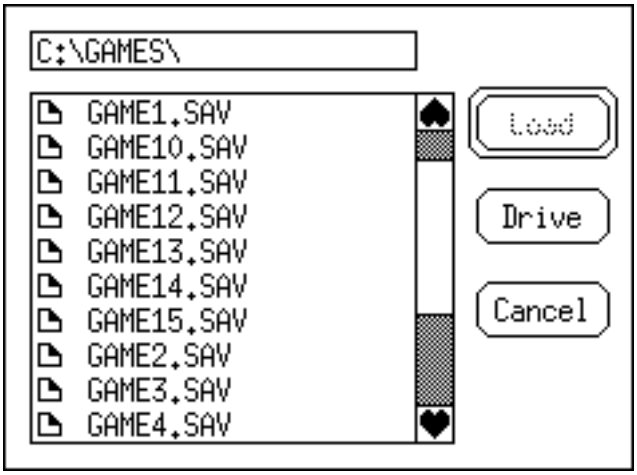

Figure 2.15
The File Selector

The File Selector is the only Interactive Dialog box in Wonderland. You'll see it, whenever you want to load or save a game position or screen layout.

You use it to control where and under what name files are stored and retrieved.

The File Selector has one Pop-up Menu and four Action Buttons (only three of which are used at any one time).

Pop-Up Menu

The Pop-up Menu to be found in the File Selector's Current Directory Window serves a twofold purpose. Primarily it allows directories higher up the hierarchy than the current one to be opened. This is achieved simply by selecting the relevant directory name from the list presented on the menu.

Additionally, it is useful for re-reading the contents of the current directory. This can be used to scan through a selection of floppy disks to locate a particular saved game or layout file.

To do this, simply “log” to the appropriate floppy disk drive using the File Selector’s **Drive** button (see below) and replace the current disk with one whose contents you wish to peruse. If your computer is capable of reliably noticing when a new floppy disk is inserted, the displayed directory will be automatically updated. If, however, this is not the case simply select the top level directory from the Pop-up Menu. This will force the File Selector to re-read the disk in the drive and update its display with the contents of the new disk's directory.

Action Buttons

Load This Button acts on the selected file or directory—to Select something, simply Click on it; its text then becomes hilit. Pressing this Button causes the selected file or directory to be opened and read. The Load button only appears when the File Selector

is invoked to load a file. When saving a file it is replaced by the...

Save button. This is identical in every way to the **Load** button except that it is used to save files rather than load them.

Drive Switch between physical storage devices using this button. Wonderland interrogates your computer at start up to ascertain the number and names of the disk drives attached to it. The File Selector will cycle through all the available drives with successive Clicks of this button.

Cancel quits from the File Selector, returning you to the main Wonderland system.

To save a file:

1 Choose Save from the appropriate Menu—the Session window's File menu if you want to save a game position or the screen menu bar's Main menu if you want to save a screen layout—the File Selector will appear.

2 Choose the disk drive (if necessary) on which to save the file by Clicking the Drive button.

3 Choose the directory in which to save the file by "opening" it.Opening directories is done in one of two ways depending upon whether you wish to move down or up through the directory hierarchy. To go down, Double-click on any listed directory name—so doing will open the directory. To go up, use the Pop-up Menu which appears in the Current Directory Window at the top of the File Selector. Simply hold down the right-hand mouse button in this window and select the appropriate directory name from the list.

4 Type the name you wish to assign to the file—its "file name".

5 Click the **Save** button or press the ↵ key.

Loading a file is a very similar process. The only real difference is that there is no need to type the file name. Instead you simply select the file you are interested in from the list of those available. This is done by Double-clicking on the name of the file, or by Selecting it (single Click) and pressing the **Load** button.

Note that the File Selector will distinguish between the two types of file which can be saved and will not allow one to be loaded inappropriately—a layout cannot be loaded as a saved game for example.

This is achieved in different ways depending upon the type of computer you own. In the main, however, file name extension will be used—.SAV for saved games and .LAY for layout files. These extensions are automatically added to the name you choose when saving a file. This means that if your choice of file name included an extension, that extension will be replaced with either .SAV or .LAY.

If the Current Directory Window's contents (C:\GAMES\ in figure 2.15) is too long, i.e. part of the directory name is obscured, the text may be panned about by Dragging it with the left-hand mouse button. In this fashion even the lengthiest of directory names may be read in its entirety.

The File Selector will remember where and on which disk drive the last successful file read or write operation took place. When invoked subsequently it will open the remembered directory. This saves changing directory and/or drive every time you wish

to save a game or layout.

Illegal operations—invalid characters in file names, logging to a floppy drive with no disk in it etc—are all trapped by the File Selector. Warning dialogs are used to keep you informed of any problems with your actions or the hardware.

As mentioned above, only files appropriate to the current operation can be loaded by the File Selector. Inappropriate files are greyed out or not listed. These cannot be Selected or opened.

Passive

Passive Dialog boxes are used by Wonderland when it wants to inform you of some housekeeping process. A simple yes/no decision is all that is usually required and you indicate you choice by Clicking the appropriate Button in the Dialog Box.

For example, you may in certain circumstances receive a low memory warning from the system. The Dialog may ask your permission to close a particular Window. You may accede by Clicking the **OK** button or deny the request by clicking **Cancel**.

In other circumstances, the Dialog may allow you to retry an operation which failed. If, for example, you select **Printer** from the **File** menu in the Session Window, but haven't connected a printer to your computer, you will see a Dialog Box which says:

Printer error; check cables and connections.

This dialog box will offer you the options to **Retry** or to **Cancel**; simply choose the option you want by Clicking the appropriate button.

COMMUNICATING WITH WONDERLAND

Communicating with Wonderland is as simple as we could make it. Thanks to Magnetic Scroll's powerful parser technology, you can "talk" to the game in plain English. You'll be amazed at the complexity of the sentences Wonderland can unravel and act upon.

As you have discovered if you have already read the earlier sections of this manual, we have radically changed the ways in which you communicate with the game. You can travel from Room to room by clicking on the map; you can pick up, put down and manipulate objects in all sorts of ways by using the Graphics, Inventory and Items in Room windows and their Menus. In fact, you should be able to play Wonderland with an absolute minimum of typing.

We think this is a great way of playing adventures, and quite an improvement to the old days… but you'll still have to use the Session Window and the keyboard to do some things.

The main thing to remember is that Wonderland is intelligent but it's not telepathic. If you type gibberish, wildly obscure, or simply impossible commands, it won't be able to comply.

The best way to get the hang of Wonderland's capabilities is to play it. We'll run through a transcript of a hypothetical game session (not a session of Wonderland, so don't look for clues) in a moment.

Special Commands

Before we look at a sample game transcript, here are a few commands which you will use a lot, which have particular meanings:

INVENTORY gives you a list of all the things you are carrying. If you are using the Inventory window, you will see icons representing those things.

AGAIN repeats the last command line.

SCORE shows you how you are doing.

VERBOSE, **BRIEF** and **NORMAL** determine how much information Wonderland gives you. **VERBOSE** means that you will see a complete description of a room every time you enter it; we recommend this mode for beginners. **BRIEF** is exactly the opposite: you'll never get the description unless you **LOOK** in the room. **NORMAL** is the default mode; you get the full description the first time you enter a room, but on subsequent occasions you only get the name.

WAIT makes one turn of the game pass without you doing anything at all... which doesn't mean that nothing happens. Don't forget there are other characters beside you, and often you may wait to see what one of them does.

QUIT ends the game.

GRAPHICS ON and **GRAPHICS OFF** enable and disable the graphics respectively.

SOUND ON and **SOUND OFF** enable and disable the music respectively.

A Sample Game Transcript

You can get a long way with simple, two-word commands like GO NORTH or OPEN BOTTLE. But to do more complex things, you'll need more complex commands. Let's go through some of these. Let's suppose you want to:

```
> ENTER THE RABBIT HOLE
```

You can move around the game by GOing to a particular place or in a particular direction. The directions you can use are NORTH, SOUTH, EAST, WEST,NORTHEAST, SOUTHEAST, NORTHWEST and SOUTHWEST. You can also go UP, DOWN, IN and OUT. Of course, not all of these directions are available in every Room (a "room" is shorthand for any defined location in the game). You can also use the abbreviations (see below) or move around using the Map Window or the Compass Window. If you don't know which directions you can move, type EXITS or look at the Map or Compass.

Now: you discover that it's pitch dark in the rabbit hole, so you decide you want to

```
> TURN ON MY LANTERN
```

That's a straightforward command, but it's worth noticing that Wonderland understands pronouns like MY, HIS, HERS, HIM, HER, THEM and IT. It will assume that a pronoun applies to the last relevant noun you entered; for example, let's assume that you see a cockroach at the bottom of the rabbit hole. Typing

```
> LOOK AT THE COCKROACH
```

will not only give you a description of the cockroach, but (assuming our cockroach is male) will also set the pronoun HIM—The current list of pronouns can be accessed at any time by typing **PRONOUNS**.
So now you can

```
> ASK HIM ABOUT THE MARCH HARE
```

If the cockroach knows anything about the March Hare, he will tell you. That's always the case if you ASK someone ABOUT something (providing you're entitled to know it). You can also TELL someone ABOUT something.
If you want to be friendly you can say

```
> COCKROACH, HELLO
```

or

```
> SAY TO COCKROACH, HELLO
```

But the cockroach is taciturn, and goes away, leaving behind a small leather case. You might

```
> OPEN THE CASE THEN LOOK INSIDE IT
```

which is a combination of two simple commands, OPEN CASE and LOOK IN CASE. You can link commands together with AND, a comma, THEN, or simply a full stop. So OPEN BOTTLE THEN DRINK LIQUID, OPEN BOTTLE, DRINK LIQUID or even OPEN BOTTLE. DRINK LIQUID all do the same thing.

Opening the case reveals a glass box containing a tiny jewel. Doing things efficiently is usually a good idea, so instead of plodding through one command at a time, you might

```
> GET THE JEWEL FROM THE GLASS BOX WHICH
IS IN THE BAG
```

and Wonderland will have no difficulty in working out what you want. If there were two jewels in the glass box, the game might respond

```
Which jewel, the red one or the green
one?
```

in which case you could reply by saying

```
> THE RED JEWEL
```

or even just

```
> RED
```

Moving into the next room, we find a table, piled with various useful things. But there's also a flamingo there, which you don't want. You don't have to GET everything one at a time; you can simply say

```
> GET EVERYTHING THAT IS ON THE TABLE
EXCEPT THE FLAMINGO
```

and all will be well. Among the things you now have is a piece of paper. If you just LOOK at it, you may well only learn that it has some writing on it. So you

```
> READ THE WRITING
```

or

```
> READ THE PAPER
```

The paper tells you that there's a potion in the cupboard which may be useful; but the cupboard is full of other things too. You notice a crate on the floor, so you can save time by deciding to

```
> PUT EVERYTHING WHICH IS IN THE CUPBOARD
EXCEPT THE POTION IN THE CRATE THEN GET
THE POTION AND PUT EVERYTHING FROM THE
CRATE IN THE CUPBOARD.
```

Yes—Wonderland can understand all that; you have saved time; and the room is back as you found it.

Now you may want to go back to, let's say, the Rose Garden... but first you need to find your book, which you left somewhere else. You can type

```
> FIND BOOK THEN GO TO THE ROSE GARDEN
```

Remember—Wonderland will only FIND things you've lost or GO TO places you've already been.You can't use them to go on fishing trips for things or places you suspect exist but can't locate with your own efforts.

Abbreviations

There are a number of commands you'll want to use regularly once you are used to playing Wonderland. These commands have abbreviated forms, and include:

Get	G	Drop	DR
Inventory	I	Look	L
Examine	EX or X	With	WI
Pronouns	PN	From	F
North	N	South	S
East	E	West	W
Northeast	NE	Northwest	NW
Southeast	SE	Southwest	SW
Up	U	Down	D
Out	O		

M U S I C

Δ Music may not be supported on some machines. Please refer to your packaging for details.

Wonderland has a repertoire of several different tunes. These are played at certain points throughout the game. Generally, each tune is associated with a particular area of the game. The exception to this rule occurs during the game's load time when the title picture is accompanied by some introductory Music.

You can control the music in several ways.

☛ Note that **SOUND ON** and **SOUND OFF** refer only to the music; the Alert bell signal is unaffected.

Typing **SOUND ON** and **SOUND OFF** to the Session Window will enable and disable the music respectively.
A finer level of control is available by virtue of the fact that the music is triggered by the printing of Room description text: If a room has a tune associated with it, that tune will be played when the room's description is printed in the Session window.

Δ DOS users: The Roland and Ad Lib sound cards are supported for IBM PCs and compatibles. Please ensure that the Ad Lib sound driver is <u>not</u> active in your system; Wonderland has its own driver. Using both will not cause a problem, but valuable memory will be wasted.

For example, if you are playing Wonderland in **NORMAL** text mode (see Special Commands in the section "Communicating with Wonderland"), music will he automatically played the first time you enter a "musical" room. Subsequent visits to that room will not replay the tune.

Playing in **VERBOSE** mode will ensure that the relevant tune is played every time you enter the room. Conversely, using **BRIEF** mode means that you will never hear the music.

Typing **LOOK** to the Session Window—even in **BRIEF** mode—will always produce a room description. Hence, this is a good way to force Wonderland to play a tune.

The Memory Manager

Wonderland is a large and complex program, and there is a good chance that it will not fit into RAM all at once. The job of the Memory Manager is to allocate and keep track of the way memory is used by Wonderland. It decides what and what not to include at any point in the game.

It may be necessary for the Memory Manager to close down one Application or Accessory window in order to open another. When this situation crops up, the Memory Manager will ask you, via Dialog Boxes, to help by selecting something to close down.

Auto Window Control

You may from time to time notice what seem to be odd things happening: windows close, or open mysteriously, for example. This is because Wonderland's Memory Manager has a sophisticated system of Auto Window Control which decides which windows have precedence at any one time. For example, if you are short on memory, and you open the Help Window, the Auto Window Control may shut down the Map Window. It will, however, remember the status of the Map, and, as soon as you close the Help Window, the Map will re-open.

At first, this might be disconcerting… you may have forgotten all about the Map Window while you were rummaging frantically through Help, and may be perplexed when, on quitting Help, an inexplicable Map suddenly appears. Now you know why.

Closing Windows

When memory is at a premium, any operation which is potentially memory-intensive (for example, pulling down a menu) may exhaust what memory your machine has left.

The Memory Manager will intercept this problem and request that a Window be closed to free up some memory. It will offer you, through Passive Dialog boxes, suggestions as to which window(s) you want to be closed. You can choose the ones you want.

In some (rare) circumstances, if you reject all the Memory Manager's suggestions, you may end up with the chance to cancel the operation which caused the problem in the first place.

Do and Don't…

Δ DOS users:
Wonderland does not take full advantage of extended memory; it's DOS memory that counts.

All areas of the system need memory to function—some more than others. As a rule of thumb, the more stable your approach, the better; opening and closing Windows ad hoc and frequently will soon consume available memory, putting a lot of pressure on the Memory Manager.

Here are a few specifics which should help keep memory struggles to a minimum:

DO ensure that your computer is set up to allow its maximum memory configuration.

DO ensure that any non-essential memory-resident software is disabled prior to running Wonderland.

Refer to your computer's instruction manual if you are unsure about this.

DO NOT mix large Fonts if you can avoid it.

DO NOT attempt to continue playing if the Memory Manager starts making requests noticeably more often than usual. In that case,

1 Close down all windows

2 Re-open them one by one. If that has no noticeable effect, then

3 Save your current game position

4 **Quit** Wonderland

5 Re-run Wonderland

Less Powerful Machines

The slower DOS computers, particularly those with an 8MHz clock rate, are likely to run Wonderland with impaired performance. Animation will be slow, as will text scrolling.

Δ DOS users will have noted on the packaging that we recommend you to install Wonderland on a hard disk. You can run it from floppies, although the system will prompt you to swap disks from time to time.

T I P S F O R B E G I N N E R S

Here are a few simple pieces of advice for newcomers to adventure-playing.

- Always **SAVE** your current game position before doing something dangerous. That way, if it goes wrong, you can simply **LOAD** that position again and carry on.

- Read the text carefully. You'd be surprised how many clues are missed by skipping through the text in your anxiety to get on.

- **LOOK** and **EXAMINE** everything. If there are things which you might **LOOK UNDER** or **LOOK BEHIND**, so do; you never know what may be concealed there.

- Don't ignore the other characters. **ASK**ing them about things and other characters can often produce interesting results.

- Remember the on-line help facility; it's there to assist you. If you can't find what you're looking for, you're probably barking up the wrong tree—take a step back and rethink the problem.

Accessories
Collective name for the group of Wonderland windows which complement the Session Window. They are: Graphics, Map, Compass, Inventory and Items in Room.

Active Window
The Window which currently has the Keyboard Focus.

Action Buttons
See “Buttons”.

Alert Signal
The visual or audible signal given by Wonderland when it wants to attract your attention.

Applications
Collective name for the group of Wonderland windows which exist separately from the Session window. They are: Help and Preferences.

Arrow Keys
The up, down, left and right direction keys which can be used to move Pointers around the Wonderland screen. Also called cursor keys.

Auto Window Control
In situations where memory is at a premium, it may not be possible for Wonderland to reside in its entirety in the available RAM of your machine. In this situation the system prioritises Windows in such a way that when one opens it does so at the expense of another (which is closed down). However, when the open Window is later discarded, Wonderland reinstates the Window that it shut down. This process is termed Auto Window Control.

Bell
The audible signal sounded by Wonderland when it wants to attract your attention. See also “Alert Signal” and “Flash”.

Button
An area of the screen which may be Clicked to set an option or perform an action. Buttons have text associated with them which describes the operation of the button. Wonderland has two types of button: Action buttons and Radio buttons. Action Buttons perform actions when clicked and Radio Buttons are used to choose options.

Click
Pressing and releasing a button on a Mouse within a short space of time constitutes a click. The mouse should not be moved before the button is released.

Clickable
A “live” area of a graphic image in the Graphics window. These are usually objects which form a significant part of the picture.

Clipboard
A conceptual label for a piece of computer memory in which text which has been Cut or Copied resides. The text may be Pasted at the Insertion Point at a future time.

Close Gadget
The rectangular Gadget which appears in the top left corner of many Frame Windows. It is used to close the window.

Command Line
The bottom line of the Session Window into which you type your instructions to the game.

Compass Window
An Accessory used to navigate around the game.

Copy
The term used to describe what happens to a selected region of text when it is sent to the Clipboard but not deleted from the screen. See also “Cut”, “Paste” and “Clipboard”.

Cut
The term used to describe what happens to a selected region of text when it is sent to the Clipboard and deleted from the screen. See also “Cut”, “Paste” and “Clipboard”.

Current Directory Window
The area at the top of the File Selector where the disk directory currently being examined is displayed.

Default Button
An Action Button which responds to the ↵ key being pressed by behaving as if it had been Clicked. The default button is distinguished from other Action Buttons by virtue of its double border. See also “Button”.

Dialog Box
A special window which appears when the system requires either confirmation or more information before proceeding. There are two types of dialog: Passive and Interactive. Passive dialogs require only that you click a button to acknowledge the dialog or to make a simple decision. Interactive dialogs need more information than can be readily requested by a passive dialog—a file name for example.

Double-click
Two Clicks in rapid succession. See also “Click”.

Drag
The action of holding down a mouse button and moving the mouse pointer to a new position before releasing the button. Used to reposition windows on the screen amongst other things.

File Selector
An active dialog box used to select the path and file name of a file to be read in or written out.

Flash
The visual signal given by Wonderland when it wants to attract your attention. See also “Alert Signal” and “Bell”.

Font
Text characters on the screen and on printed output will normally conform to a specific style. A set of characters corresponding to a particular style is known as a font.

Frame Window
A Window with a frame around it. Frames serve to define the edges of the window and to provide space for Gadgets which operate on the enclosed Window.

Gadget
A small graphical object which may be Clicked to perform a specific task. Gadgets differ from Buttons in that they perform set actions whereas Buttons are more general-purpose, their action being described by text to be found either within or adjacent to the Button. Gadgets are most often found attached to Frames.

Graphics Window
An Accessory used to display still and animated images.

Help Window
An Application providing on-line help for Wonderland.

Icon
A graphical object used to represent a concept or real-world object.

Insertion Point
The point in a text window where typed characters will appear. The insertion point is marked by a ^ symbol.

Interactive Dialog
See “Dialog Box”.

Inventory Window
An Accessory providing a graphical representation of the objects you are currently carrying or wearing in Wonderland.

Items in Room Window
An Accessory providing a graphical representation of the objects present at your current location in Wonderland. This does not include carried items or things which are hidden in some way.

Keyboard Focus
The Window in which typed characters appear when you use the keyboard is said to have the keyboard focus. A cursor showing the Insertion Point will normally be active in this Window.

Map Window
An Accessory providing a graphical representation of the explored geography of Wonderland.

Memory Manager
The part of the Wonderland system concerned with managing computer memory.

Menu
A list of items or commands which can be selected with the Pointer. There are two types of menu in Wonderland: Pop-up and Pull-down. Pop-up menus are associated with a specific Window and appear when the right-hand Mouse button is pressed whilst the Pointer is within the boundaries of that Window. Pull-down menus are attached to Menu Bars and are activated when the left-hand Mouse button is pressed whilst the Pointer is placed at the relevant position within the Menu Bar.

Menu Bar
The area of a Window set aside for Pull-down Menus.

Menu Item
An item appearing on an menu.

Mouse
A pointing device which by virtue of its motion, moves a Pointer on the screen. Mice have one or more buttons which are pressed to indicate to the computer that some action is required.

Passive Dialog
See “Dialog Box”.

Paste
The term used to describe what happens to the contents of the Clipboard when they are transferred to a text Window. See also “Cut”, “Copy” and “Clipboard”.

Pointer
An on-screen cursor—usually an arrow shape—which indicates the current Mouse position.

Pop-up Menu
See “Menu”.

Preferences
An Application used to customise various aspects of the Wonderland system.

Prompt
A cursor (>) used by the Wonderland parser to indicate that it is waiting for your next command.

Pull-down Menu
See “Menu”.

RAM
A three-letter acronym standing for Random Access Memory. This is the type of memory used by your computer to store transient information.

Radio Button
See “Button”.

Resize Gadget
A Gadget used to alter the size of a Window.

Room
The smallest distinct geographical area of Wonderland.

Scroll Bar
Scroll bars are attached to the bottom and/or right-hand edge of some Windows. They allow the Window’s contents to be panned about so that a particular area of interest may be viewed. Wonderland’s scroll bars also convey information: The position of the Thumb along the length of the scroll bar indicates where in the Window’s contents the visible portion currently is; and the size of the thumb relative to the length of the scroll bar is indicative of the proportion of the contents which is currently visible. Clicking on the arrow shapes at each end of the scroll bar or Dragging its Thumb moves the contents of the Window.

Select
Something is said to be selected when it is highlighted in some way. An item on a list may have its text colours inverted, for example. Things are usually selected with a single Click, or, in the case of Menu Items, by placing the pointer over the item.

Session Window
The main Window in Wonderland. This is where you type your commands and where Wonderland responds to what you have done. This Window cannot be closed.

Thumb
The rectangular object which travels up and down the length of a Scroll Bar. Dragging the thumb along the length of the Scroll Bar scrolls the contents of the enclosed Window.

Title Bar
These are attached to Frame Windows and are located along the top edge. The title bar contains the name of its Window and becomes inverted when that Window has the Keyboard Focus. Positioning the Pointer over the title bar and dragging it to a new location on the screen moves the entire Frame Window to that position.

Window
An area of the screen.

Zoom Gadget
A gadget found in the top right-hand corner of a Frame Window. Clicking on this gadget toggles the size and position of the Window between its maximum size and its last set size and position.

Zoom Lines
A visual effect occurring when Windows are opened and closed.

Getting Started
IBM PCs and Compatibles

About the Wonderland Install Program

The Wonderland install program does a great deal more than simply copying the Wonderland files onto your chosen disk(s) It performs the following tasks:

1. It calculates the power/speed of your machine relative to the IBM PC/XT, which is defined as having rating of 1. This rating is printed out for you.
On less powerful machines, animation is disabled by default, otherwise they would run unsatisfactorily slowly. You can choose to override this, but we do not advise it.

2. It works out, and tells you, how much free memory you have. The more memory available, the better. We recommend a minimum available figure of 500K RAM. Below certain limits, the install program will advise you that there is insufficient memory to go ahead.

Note: Memory-resident drivers will affect the available memory figure. *WARNING Wonderland will only run under DOS 2.0 or later versions.*

3. It then checks on the availability of graphics cards.
If there are a number of cards present, the install program will generally choose the card with the highest resolution. You may change this default if you wish. For example, you may prefer viewing in EGA rather than in the more powerful VGA mode.
Furthermore, the RAM on both the EGA and VGA cards can be used by Wonderland as storage space. The EGA card has more free memory for Wonderland to exploit, enhancing overall performance.
In some cases, you may need to change the default to take advantage of installed graphics cards. For example, the Tandy display adapter looks like a CGA to the install program. Similarly, an SVGA card (Video 7- or Paradise-compatible) appears like a normal VGA. You must tell the install program if you have one of these cards or Wonderland will be unable to use them to full advantage.
Note: Wonderland prefers the VGA mode over the SVGA. This is because of the additional memory available to it when running in this mode.

4. It identifies all disk drives attached to the machine.
The install program uses this information to produce a list of installation choices, and, in the case of floppy drives, the number of disks required to install Wonderland. Suppose you have a single 5.25" floppy drive (A:) which can format 360K or 1 2M floppies, and a hard disk (C:). The install program will offer you three options:
1. Install on A: using 9 360K floppies;
2. Install on A: using 3 1.2M floppies; or
3. Install on C: (The install program's default choice)

Note: also that you can install Wonderland on mixed media, for example on a combination of 3.5" and 5.25" floppies—providing the install program can see both types of drive on your machine.
Note: On older machines—Tandys in particular—the install program may be unable to differentiate between 5.25" and 3.5" diskdrives. If this situation arises, you will be asked to confirm which type you have.

5. It asks you whether or not you wish Sound to be produced for the Roland or AdLib sound cards.
If you have an AdLib card installed, we recommend that you remove the AdLib sound driver by editing your CONFIG.SYS file and rebooting your machine. If you are unsure how to do this then consult your DOS Manual. Wonderland has its own built-in driver for the AdLib card. Removing the standard driver will free up valuable memory within your machine thereby improving the performance of Wonderland.

6. It installs the Wonderland file set according to its defaults or your replacement criteria.
Immediately before installation begins, if you are using a hard disk, the install program will suggest, as a default, a suitable place to install Wonderland: C:\GAMES\WONDERLAND.
You can alter this path and directory if you so wish.
This choice is not available for floppy installations; the program will simply begin the installation process with the usual requests for new disks.

7. It (optionally) decompresses graphics onto a hard disk.
Once the main installation is finished (providing the game has been installed on a hard disk and a suitable graphics card is available), the install program will ask if you want to decompress the graphics onto the hard disk. This uses a lot of disk space but increases performance considerably, particularly in the time it takes to display a large illustration.
Note: There are several particularly large animated scenes in Wonderland. Preparing these for display will necessitate closing down all the currently open windows. Once this preparatory work has been carried out, however, and the graphic is on display, you may reopen the windows which the Wonderland Memory Manager was forced to close. The installation program will check the available space on your hard disk and warn you if there is insufficient to complete the installation process. If your disk is particularly full, you may find either that you are unable to install Wonderland or that there is insufficient space to decompress Wonderland's graphics.

Overriding Installation Defaults

The install program will prompt you for each default it offers, and ask if you want to override it. The default option is always given in square brackets in each case.

- Type Y <RETURN> to override the offered default, or
- Type N <RETURN> or just <RETURN> to accept the offered default.
  or
- Type <RETURN> to obtain a brief explanation of how and why the default was chosen.

Note: The symbol <RETURN> refers to the key labelled Enter, Return or ↵ on your keyboard. YOU do not have to type the word "Return". In fact, if you do, nothing will happen.

Installing Wonderland

You may install Wonderland on a variety of media. These are as follows.
1. A hard disk drive
2. One or more 5.25" floppy drives
3. One or more 3 5" floppy drives
4. A combination of 5.25" and 3.5" floppy drives

Note: If you intend to install Wonderland on floppy disks, please ensure that you have an adequate supply of formatted disks to hand.

A Step-by-step Guide to Installation

Before you start, please ensure that the DOS system prompt is visible on your screen and waiting for your commands. Note that this may necessitate quitting from any automatically executed programs once your machine has booted.
The following instructions assume that you have installed Wonderland on floppy drive A. If this is not the case, you should substitute your chosen drive for all references to A:.
1. Put your Wonderland Disk 1 into drive A
2. At the system prompt, type A: <RETURN>
3. At the next system prompt, type INSTALL<RETURN>
4. Follow the instructions as they appear on screen referring as necessary to this and previous sections of this document for guidance.

If you have insufficient memory for Wonderland to be installed, the installation program will warn you of the problem. If this happens:
1. Check and turn off memory-resident software—for example, RAM disks, caching programs, non-standard drivers or memory-resident software.
2. Reboot your computer
3. Try again !

If you have insufficient disk space for Wonderland to be installed, again the installation program will inform you. If this happens:

1. Delete all unwanted files from your hard disk
2. Restart the installation program

The optional facility to decompress Wonderland's graphics onto your hard disk requires a large amount of free disk space. If the required space is not available you will be warned in the installation dialogue. You may continue with the installation at this point if you do not wish to take advantage of this feature. If you want to install the decompressed graphics on your disk, however (and we advise that you do so).

1. Delete all unwanted files from your hard disk
2. Restart the installation program

Starting Wonderland

Wonderland may be run straight from the floppy disks supplied or from a version created using the install program. You are strongly advised to install Wonderland.

However you intend to run Wonderland, ensure that the DOS system prompt is visible on your screen and waiting for your commands. Note that this may require you to quit from any automatically executed programs once your machine has booted.

Running Wonderland from the Master Disk Set

The following instructions assume that you have installed Wonderland on floppy drive A. If this is not the case, you should substitute your chosen drive for all references to A:.

1. Put your Wonderland Disk 1 into drive A
2. At the system prompt, type A: <RETURN>
3. At the next system prompt, type WONDERLAND <RETURN>
4. Follow the instructions as they appear on the screen

Running an Installed Version of Wonderland

Once Wonderland has been installed onto either a hard disk or floppies, you may run it as follows.

Running from a Hard Disk

The following instructions assume that your hard disk is called C: and that you have installed Wonderland in the default directory offered by the install program (C:\GAMES\WONDERLAND). If this is not the case, you should substitute your chosen drive and/or path for all references to C: and \GAMES\WONDERLAND.

1. At the system prompt, log to your hard drive by typing C: <RETURN>
2. Now change to the Wonderland directory by typing CD \GAMES\WONDERLAND <RETURN>
3. Then start the game by typing WONDERLAND <RETURN>

Running from Floppies

The following instructions assume that you have installed Wonderland on floppy drive A. If this is not the case, you should substitute your chosen drive for all references to A:.

1. Insert disk 1 or your installed disk set into drive A
2. At the system prompt, log to drive A by typing A: <RETURN>
3. Now start the game by typing WONDERLAND<RETURN>

Using the Mouse, Joystick or Arrow Keys

Ideally you will be using a mouse to control Wonderland. If you do not own a mouse, however, there are two further options available to you. Note: If you intend to use a mouse, please ensure that you have a mouse driver installed. This may require you to edit your CONFIG.SYS file. If you are unsure how to do this consult your DOS Manual.

Joystick

Wonderland interprets the movements and button presses of a joystick to simulate a mouse. Moving the joystick to the left will cause the on-screen mouse pointer to move in that direction. Similarly, movements to the right, forward and backward cause the pointer to go right, up and down respectively. It is not possible here to be specific as to which joystick button acts as the left or right mouse button since the placing of these buttons will vary from joystick lo joystick. Try it!

Arrow Keys

The arrow (or cursor) keys are located on your numeric keypad which lies to the right of the main keyboard area. There are four of them and each is marked with an arrow. You may have a keyboard which also has a cursor keypad (between the main keyboard area and the numeric keypad) where these keys are duplicated. You may use whichever set of arrow keys you prefer.

In addition to the arrow keys, two further keys are set aside for simulating the left and right-hand mouse buttons. These are the Home and Page Up keys. You should treat the Home key as the left-hand mouse button and the Page Up key as the right. These too are to be found on the numeric keypad and may be duplicated on a cursor keypad.

Stop Press

On disk 1 of the supplied master disks you will find a file named READ.ME. This file contains additional information regarding specific quirks and problems you may encounter with certain hardware configurations. To read this file

1. At the DOS system prompt, insert your supplied master disk 1 into drive A
2. Log to drive A by typing A: <RETURN>
3. At the next system prompt, type TYPE READ.ME <RETURN>
4. The contents of the file will be displayed. You may pause the scrolling of the text if it goes off the top of your screen by typing ^S. To restart the text scrolling, type ^Q

Note: The symbol ^ simply means that you hold down the “control” key on your keyboard. This may be labelled “Control” or “Ctrl”. You must hold this key down and press the S or Q key simultaneously.

WONDERLAND
QUICK REFERENCE GUIDE

This guide will provide you with the minimum amount of information required to allow you to play Wonderland. It will tell you how lo “talk” to Wonderland; how to manipulate windows, menus, buttons and icons; how to edit the text you type; how to load and save your current position within the game, and how to restart Wonderland. A list of useful Special Commands is also given.
Wonderland is a large and complex game and has many more features than can be described here. For a detailed look at the entire system you are strongly advised to read through the User Guide provided.
This guide does not tell you how to install and run Wonderland. If you have not yet done this then refer to the machine specific supplementary documentation entitled “Gelling Started” before continuing.
A familiarity with the use of a mouse is assumed within this guide, as is a basic knowledge of a few simple windowing terms. If you are unsure—or do not own a mouse—please refer to the Wonderland User Guide and the machine specific supplementary documentation entitled “Getting Started” before continuing.
Note that graphics and sound are not supported on all machine configurations.

Communicating with Wonderland
You ”talk” to Wonderland by interacting with various windows, menus, buttons and icons. However, the focal point of all communication is the Session Window—the place where you type your commands and where Wonderland displays its responses. Simply describe what it is that you wish to do by typing a plain English command (“Examine the book”, “Go East”, or “get the pear” for example) to the Session Window.
Now, the preceding description will sound very familiar to you if you have played a text adventure game before. With most text adventures, however, the Session Window is the only means of communication available to you. Wonderland, on the other hand, offers a whole range of alternative means by which you can pass your instructions to the game without the need to type them. These alternatives come in many forms and in each case offer you much more than just a different way to type your intended command. They also provide an at-a-glance visual indication of the current state of the game and your progress therein. This additional information does away with the need to, for example, remember the names of all the individual items that you are carrying, or ask the game for a list of the available exits from your current location.

Examples
As a practical exercise, let's review the three example commands—“Examine the book”, “Go East” and “Get the pear“—given above and find alternative ways to do the same things without typing anything. In each case we’ll assume that Wonderland has just been run and that only the Session Window is open.

1. “Examine the book” There are three ways that we can issue this command without the need to type. Firstly, if you pull down the Verbs menu from the Session Window's menu bar (by pointing at it and pressing the left-hand mouse button) you will find a menu item that says Examine ⇒. Move the mouse pointer over the ⇒ symbol to reveal a sub-menu giving a list of objects from which you may choose. The word “book” will be among the listed items. Highlight this word by positioning the mouse pointer over it and release the mouse button. The command “Examine the book” will appear in the Session Window exactly as if you had typed it. The game will then give you a description of the book.
The second and third ways to achieve the same result both involve using one of the Accessory Windows—the Items in Room window. To open this, pull down the Accessories menu located on the menu bar at the top of your screen and select Items in room from it. A new window will appear containing icons which depict the major objects present in your current location. One of these icons will be the book. You now have a choice: You can either invoke a pop-up menu which offers a list of verbs—including “examine”—appropriate to the book, or you may open a third window (called the Icon Description Window) in which the descriptive text for the book will appear.
To use the pop-up menu, position the mouse pointer over the book icon and press the right-hand mouse button (the right-hand button is used exclusively to call up pop-up menus). A menu will appear from which you may select the word “examine”. On releasing the button the command “Examine the book” will once again be sent to the Session Window.
To open the Icon Description Window, simply double-click the left-hand mouse button while the pointer is positioned over the book icon. This time, rather than a command being sent to the Session Window, the description of the book will appear in its own window. This window will remain open until you either close it or ask for the Description Window of a different icon.

2. “Go East” This involves using another Accessory, namely the Compass Window. Select the menu item Compass from the Accessories menu. A compass rose will appear showing the eight points of the compass as well as Up and Down exits. You will find that some of the compass points are “greyed out” or disabled and do nothing when you click on them. This is because the compass only allows you to choose directions in which it is possible to go. You can use the compass to provide a visual representation of the available exits from your current room.
Assuming you are still in the first room of the game, you will find that the Eastern point of the compass is not disabled as there is a valid exit in that direction. Click on it using the left-hand mouse button. Your command is sent to the Session Window and the game will move you to the location east of where you currently are. Note that the disabled areas of the compass change to reflect the exits from the new room you now occupy.
A second way of navigating around the game (but only between rooms that you have previously visited) is offered by the Map Window which is also available from the same Accessories menu as the compass. To move about the game using the map simply double-click (left-hand button) on the icon of the room you wish to go to. Alternatively, use the pop-up menu available from any of the map icons (remember right-hand button). Note that the map allows you to travel directly to any previously explored room in the game to which you have legitimate access whereas the compass only allows travel between adjacent locations.

3. “Get the pear” Go to the Pear Grove by using either the Compass Window or by typing the command “Go east” directly to the Session Window.
There are four ways to obtain the pear (five if you type the command). The first involves using the Session Window’s Verbs menu as we did in the first example, only this time you would choose the menu item Get ⇒ rather than Examine ⇒.
Secondly, and again just as before by opening the Items in Room Accessory and selecting “Get” from the pear icon’s pop-up menu.
The third method involves both the Items in Room and the Inventory Accessories. Open these from the Accessories menu as previously described and position them (see below under “Manipulating Windows” if you are unsure about this) in a free area of the screen. If you now locate the pear icon in the Items in Room Window and drag it into the Inventory Window, you will find that you are now carrying the pear. Of course, if you wanted to drop it you could simply drag it back to the Items in Room Window.
Fourthly, if your machine supports Wonderland’s graphics, you may open the Graphics Window (Accessories menu again). Once the illustration of the Pear Grove has been displayed, point at one of the pears on the trees and press the right-hand mouse button to obtain a pop-up menu which will allow you to “Get” the pear.

Of course, all these examples apply equally to other areas and objects encountered within Wonderland. Experiment to familiarise yourself with the various Accessories provided.

Window Manipulation
Windows may be opened, closed, resized, zoomed and repositioned. Some allow you to scroll their contents either horizontally, vertically or in both directions.
Not all of the above apply to all windows, but you will soon learn to recognize the familiar “gadgets” which allow these manipulations and thereby know which are appropriate to any particular window.
Gadgets are always operated by using the left-hand mouse button. Remember, the right-hand button is only used for pop-up menus.

Opening
Windows are generally opened by selecting them from menus. Choosing the Inventory item from the Accessories menu, for example, opens the Inventory Window.

Closing
You close windows by clicking in the small rectangular gadget known as the Close Box. This is located in the top left corner of the window.

Resizing
You may make a window larger or smaller by dragging the Resize gadget found in its bottom right corner. Note that all windows have a maximum and a minimum size. You will not be able to resize them past these limits.

Zooming
The Zoom gadget is located in the top right corner of a window. Clicking it will toggle between the largest allowed size for the window and the last size and position you set.

Positioning
With the mouse pointer in the Title Bar area of a window, drag the window to its new position.

Scrolling
Some windows have Scroll Bars. They may be vertical or horizontal. If the contents of a window are larger than the window itself, you may scroll through them in several ways. By clicking on the arrow-like gadgets at each end of the scroll bar, by clicking in the grey areas above and below (for vertical scroll bars) or to the left and right (for horizontal) of the thumb; or by dragging the thumb itself to a new position.

Loading and Saving Game Positions
You may save your current game position or restore a previously saved one at any point while playing Wonderland.
To do this choose either Load… or Save… from the Session Window’s File menu or, alternatively, type the command (“Load” or “Save”) directly to the game. When you do this a “File Selector” dialog box will appear which allows you to choose where and under what name your game position will be stored or retrieved from.
Use of the File Selector is described in full in the Wonderland User Guide.

Restarting Wonderland
To reset the game back to its original starting position choose Restart from the Session Window’s File menu. Alternatively, type the command (“Restart”) directly to the Session Window.

Special Commands
In addition to the normal game-playing commands (“Examine book”, “Go East” etc), you may type a series of special commands to the Session Window to control several aspects of the way that the game is presented to you.

Graphics on/off
You may type “Graphics on” and “Graphics off” to enable and disable the display of graphics. Remember, not all machine configurations support Wonderland’s graphics.

Sound on/off
“Sound on” and “Sound off” determine whether or not music is produced. Not all machine configurations support Wonderland’s music.

Printer on/off
Alter you have typed ”Printer on” to the Session Window all further text appearing in that window is also sent to your printer. “Printer off” stops the flow of text to the printer.

Normal, Verbose and Brief
“Normal”, “Verbose” and “Brief” may be typed to the Session Window to modify the way in which location descriptions are produced when you move from room to room in Wonderland.
In Normal mode (the default), a full description of a room is produced the first time you visit it. Subsequent visits just give the room name and any objects or characters which may be present.
Verbose mode forces Wonderland to produce a full room description each time you change room, regardless of whether you have previously visited the location.
Brief does the opposite of Verbose. Only the room name (along with a list of objects and characters present) is produced.
Note that you may force a full room description to be produced at any time by typing “Look” or simply “L” to the Session Window.

Getting Help
Wonderland has its own on-line help facility which is available to you at all times. Choose Help from the Main menu on the menu bar at the top of your screen. A new window will appear—the Help Window. To obtain help on a particular area of Wonderland just select (click) the area of interest in the Help Window and press (click) the Help button. Repeat this process until you reach the subject for which you require help. To reveal more and more detail, press the More button.

Further Reading
A detailed look at Wonderland and all its features may be found in the supplied Wonderland User Guide.

HELP AND TIPS INFORMATION

If you find that you are having technical difficulties operating your Virgin software, first check the product information sticker to be sure your computer configuration matches the system requirements listed. Also, please be sure you have attempted to follow the directions in the manual first.

IBM Users - Clear your computer's memory of any RAM resident programs (TSR's), such as menus, utilities or memory managers. These programs can be found in your AUTOEXEC.BAT file and/or your CONFIG.SYS file. If you cannot find any TSR's being loaded, or you don't know what might be memory resident, you can boot your computer directly from a DOS diskette. To do so, please follow the directions below:

Creating A Boot Disk
To make a book disk, boot up your computer with your hard disk drive, and be certain you are at the DOS prompt, in your DOS directory, which usually appears as a drive letter, a path designation and a greater than sign (i.e., "C:\DOS>"), insert an appropriate blank disk into your A: drive then type the command listed for your disk drive and disk type:

	High Density Disk & High Density Drive or Double Density Disk & Double Density Drive	Double Density 5.25" Disk & High Density Drive	Double Density 3.5" Disk & High Density Drive
DOS 3.11-4.0	`FORMAT A: /S`	`FORMAT A: /4 /S`	`FORMAT A: /N:9 /S`
DOS 5.0	`FORMAT A: /S`	`FORMAT A: /F:360 /S`	`FORMAT A: / F:720 /S`

Once you have created a boot disk, you will need to create a CONFIG.SYS file. To do this, type the following at your A:> prompt:

```
1) COPY CON CONFIG.SYS (ENTER)
2) FILES=30 (ENTER)
3) BUFFERS=25 (ENTER)
4) Press (F6) & (ENTER)
```

If done successfully, you should see the message "1 File(s) copied.". You may also wish to create an AUTOEXEC.BAT that automatically loads your mouse driver. Please refer to the operating manual for your mouse to learn how to do this.

Unless the "boot from floppy disk" option has been disabled on your machine, this will boot your computer to a clean DOS from which you can run your product.

C64, Amiga, Atari and Apple Users - If you are having difficulty, be sure you have removed all additional unnecessary peripherals such as printers, additional floppy drives, modems, etc. In other words, anything that might use up memory.