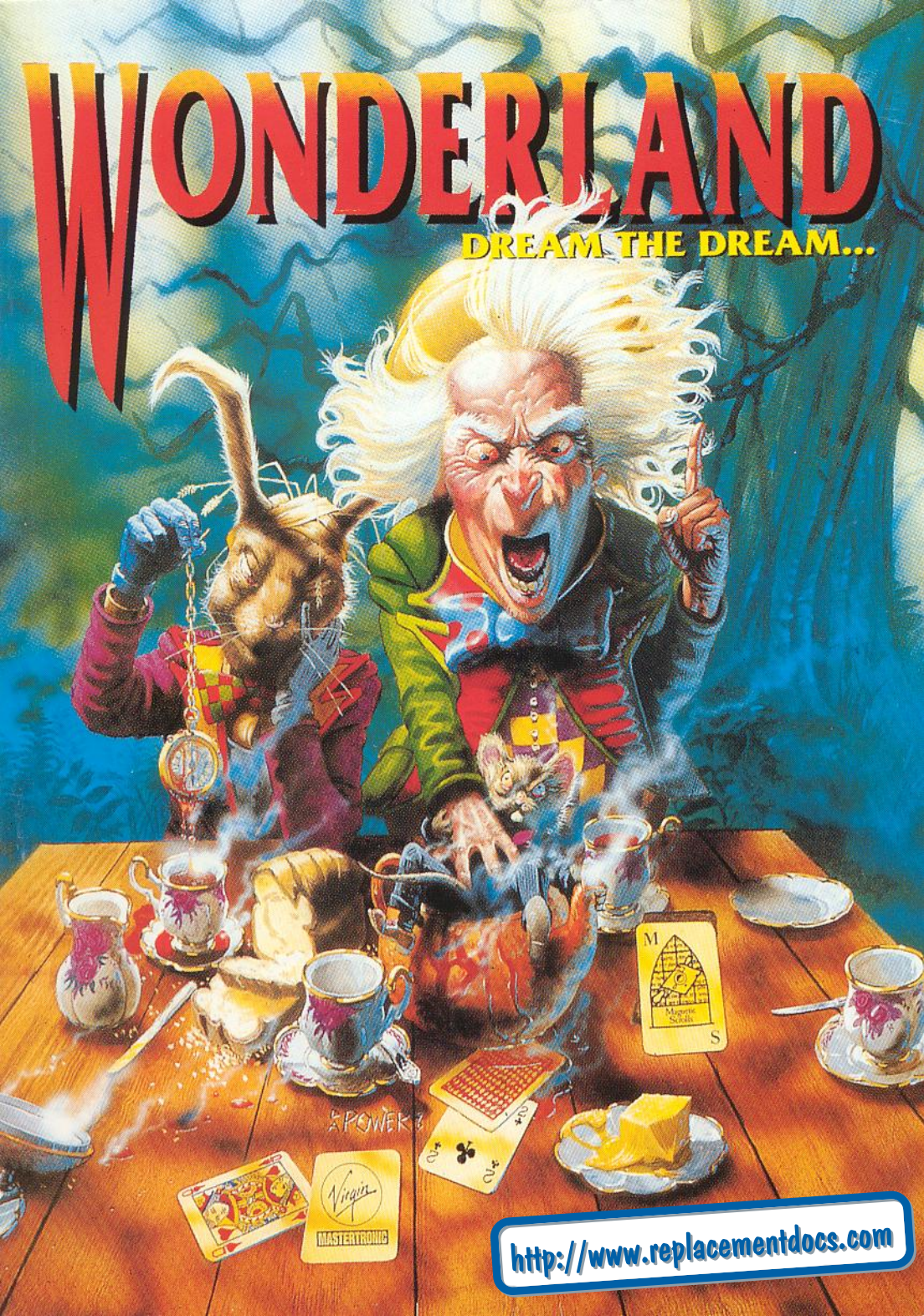


http://www.replacementdocs.com

WONDERLAND
User Guide

Magnetic Scrolls

CREDITS

Game scenario and text by David Bishop.

System design by Magnetic Scrolls.

Programming by Bob Coles, Paul Findley, Ken Gordon, Richard Huddy, Steve Lacey, Doug Rabson, Anita Sinclair, Hugh Steers and Mark Taylor.

Graphics by Alan Hunnisett, Chris Kent, Geoff Quilley and Anna Williams.

Music by Michael Powell.

Testing by Nicole Baikaloff, David Bishop, Terry Haynes, Ian Mathias, Simon McGreggor and Sam van Schaik.

Wonderland is published and distributed worldwide by Virgin Mastertronic.

Copyright © 1990 Magnetic Scrolls Ltd. All rights reserved.

AdLib is a registered trade mark of AdLib, Inc.

IBM is a registered trade mark of International Business Machines Corporation.

MS-DOS is a registered trade mark of Microsoft Corporation.

Unix is a registered trade mark of AT&T Bell Laboratories.

CONTENTS

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

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

PREFACE

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.

Key words 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 capitalised 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 communicating 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.
```

>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.
```

☛ Typing 'E' to the game is simply a short way of saying "Go East."

☛ 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".

>OPEN IT

Opening the packet reveals a pink pill.

>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 action.

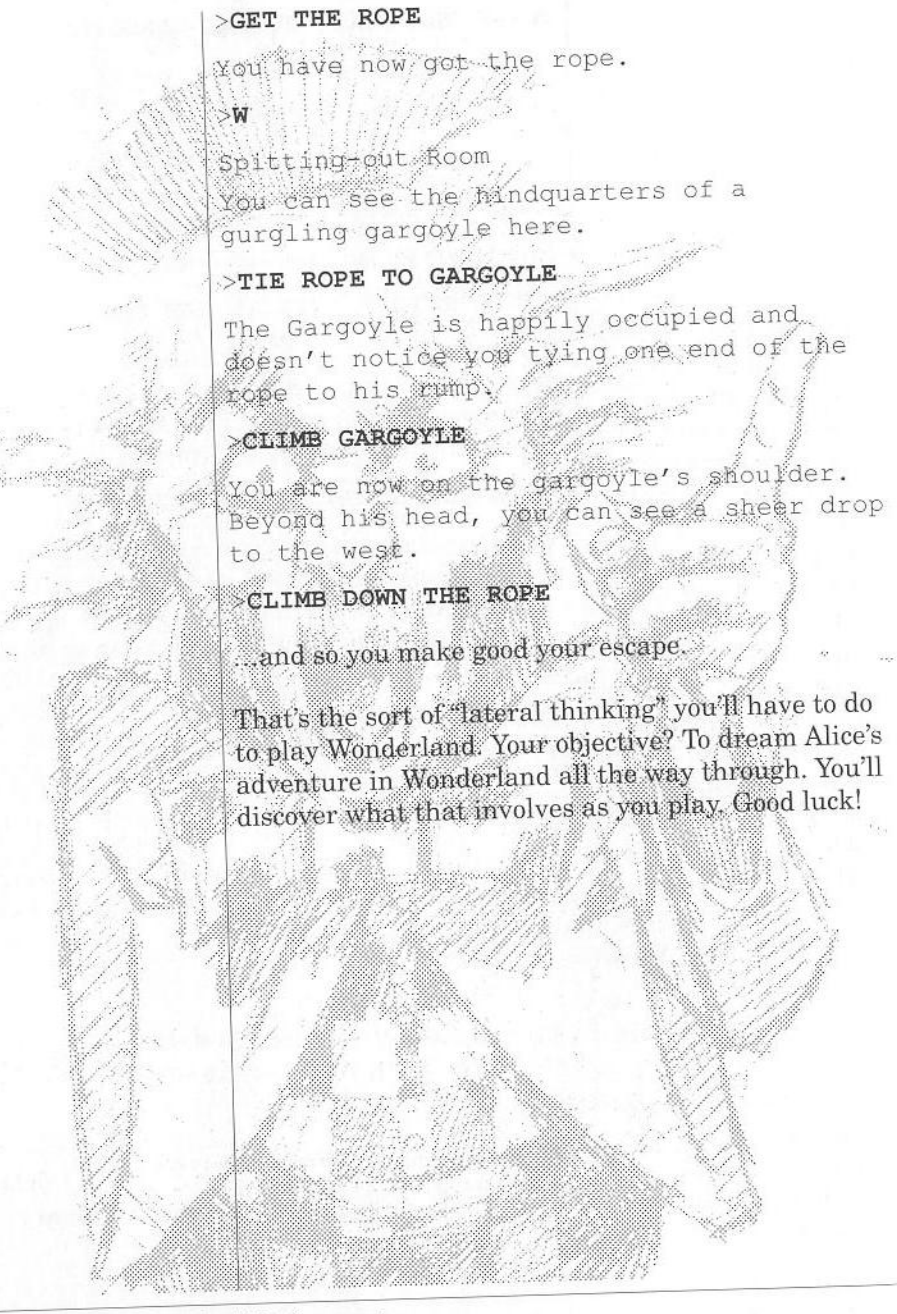
>E

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 into 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.

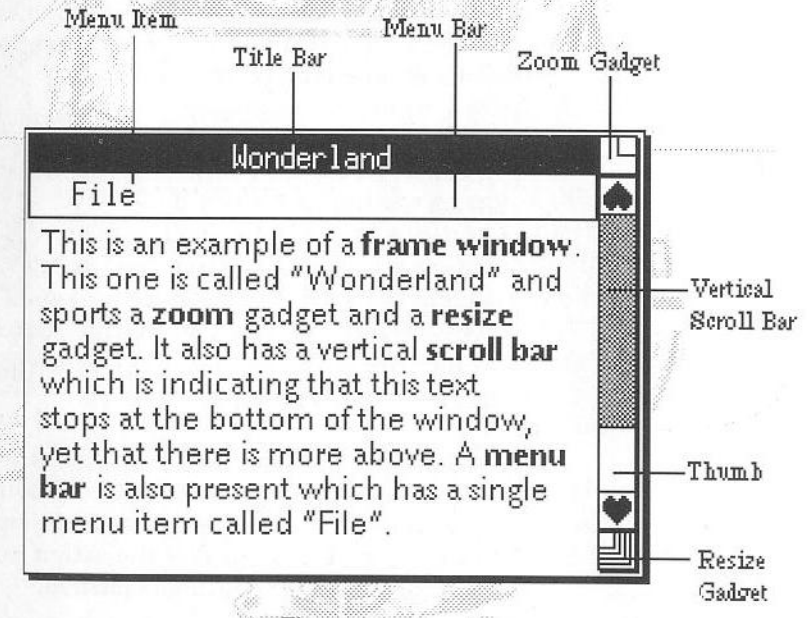


Figure 1.1
A Frame Window

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.

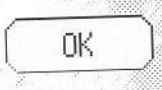


Figure 1.3
An Action Button

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

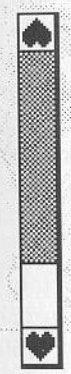


Figure 1.6
A vertical Scroll Bar

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 a 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.

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.

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

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.

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

☛ 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.

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 you 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 1.8 is the icon for the Pear Grove room and appears in the Map Window.

You can manipulate Icons to reveal information about the objects 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 it to the clipboard—but, again, replacing what was there before.

☛ 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.

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

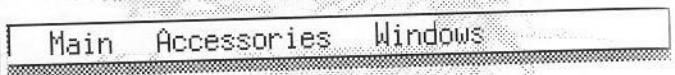


Figure 1.9
The Screen Menu Bar

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.

Accessories



Figure 1.11
The Accessories menu

The Accessories menu offers the following commands

Graphics

Map

Compass

Inventory

Items in room

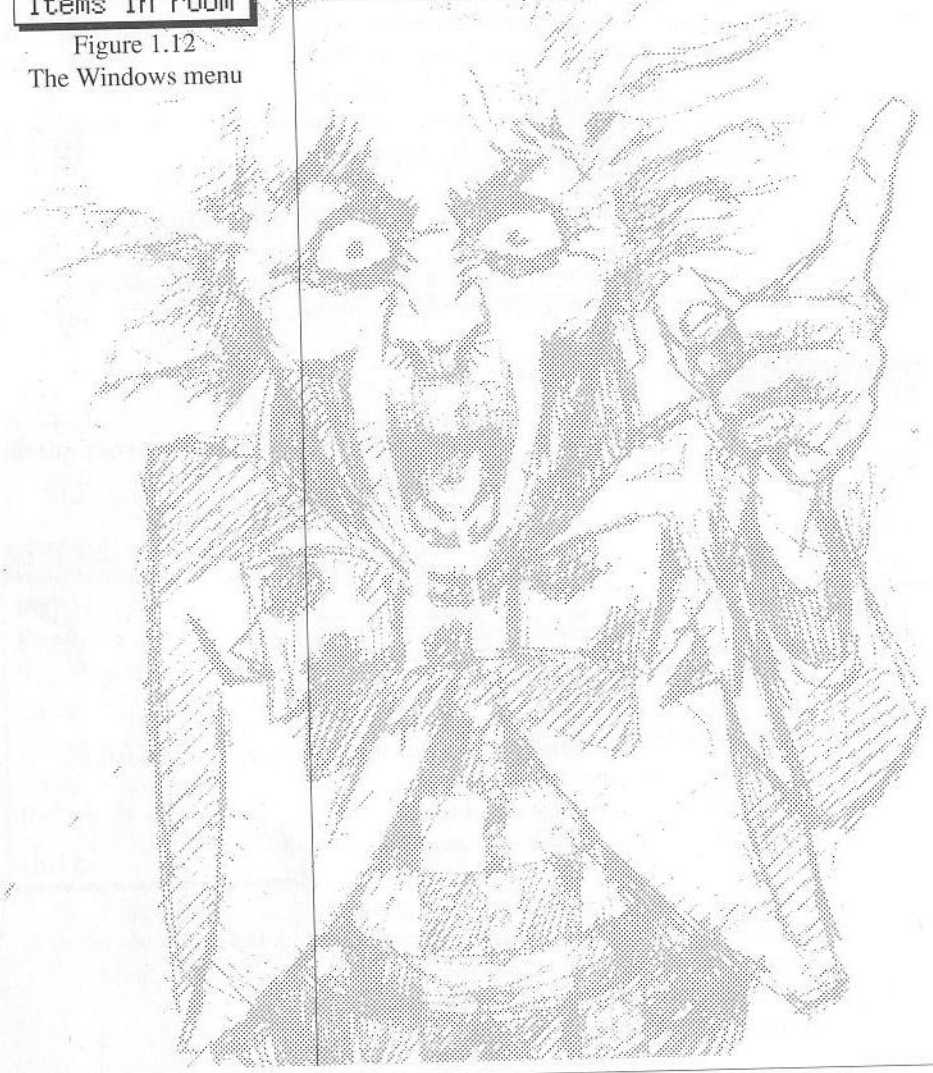
For details of these, see the section 'Accessories'.



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

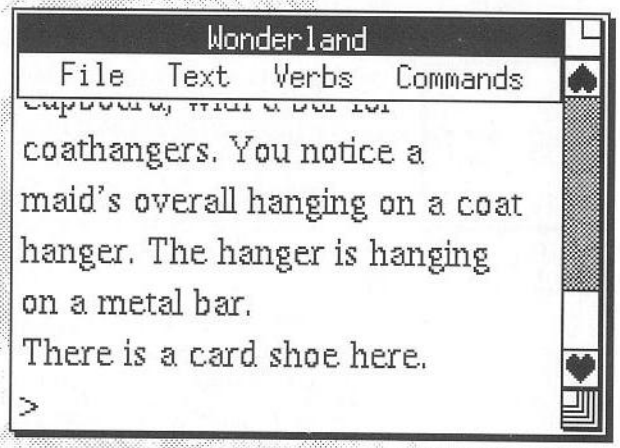


Figure 2.1
The Session Window

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.

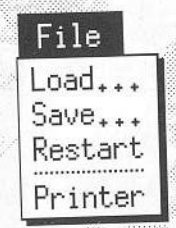


Figure 2.2
The Session Window's File menu

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.

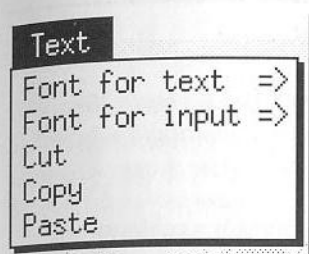


Figure 2.3
The Session Window's Text menu

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



Figure 2.4
The Session Window's Verbs 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.

Cut operates as described above in Editing Text.

Copy operates as described above, in Editing Text.

Paste operates as described above, in Editing Text.

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:

- **Help**
- **Tidy Windows**
- **Preferences**
- **Refresh**
- **Quit**
- **Graphics**
- **Map**
- **Compass**
- **Carried Items**
- **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 instructions will be carried out.

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

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

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

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

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

Accessories

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

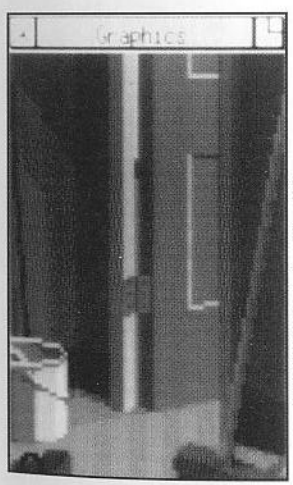


Figure 2.5
The Graphics Window

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-size 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 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 a 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

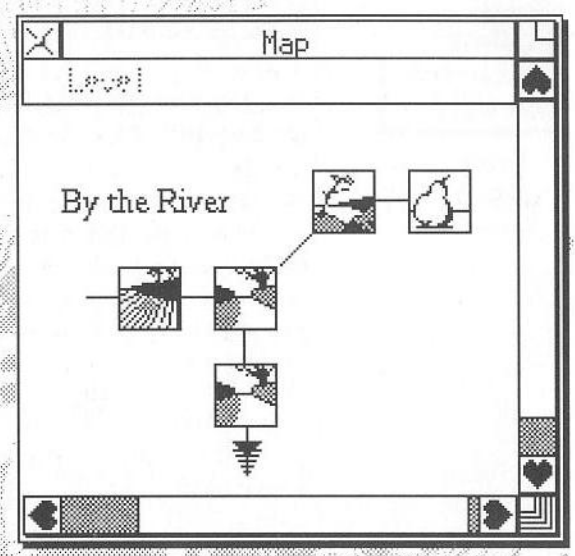


Figure 2.6
The Map Window

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.

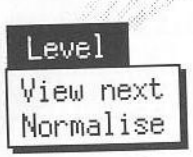


Figure 2.7
The Map Window's Level menu

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

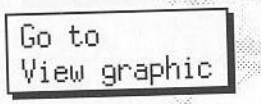


Figure 2.8
The Map Window's pop-up menu

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.

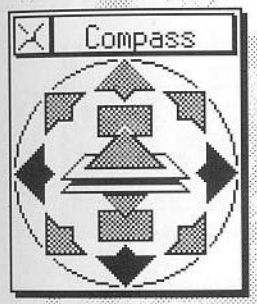


Figure 2.10
The Compass Window

Compass

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

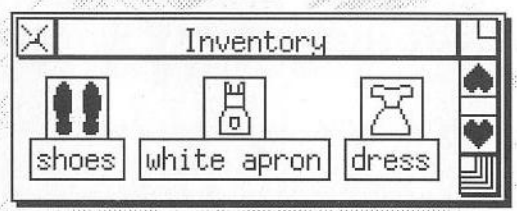


Figure 2.11
The Inventory Window



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

Help

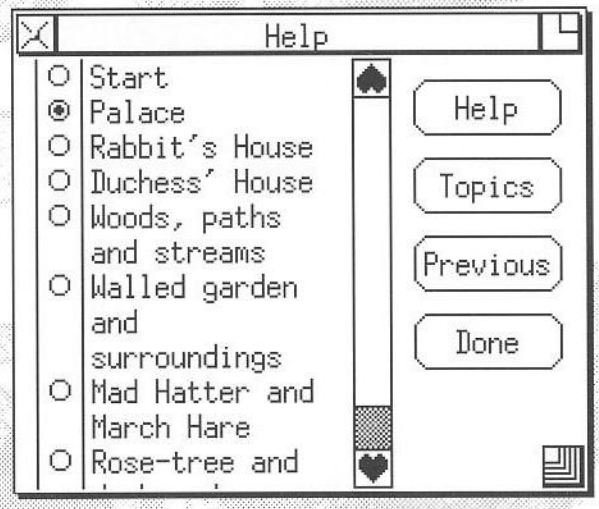


Figure 2.13
The Help Window

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

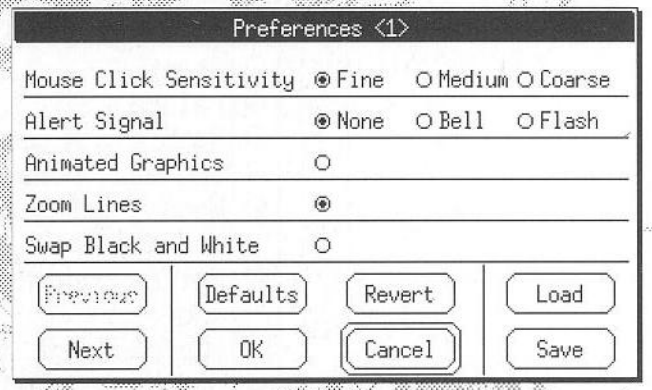


Figure 2.14
The Preferences Window

Choosing **Prefences** 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 and 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

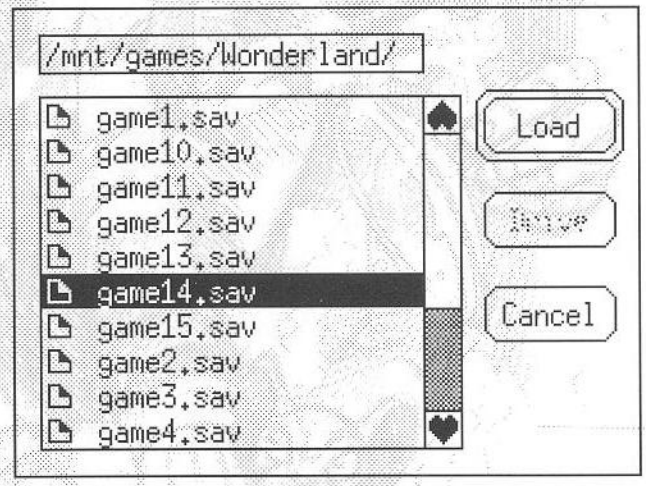


Figure 2.15
The File Selector

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 extensions 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 (/mnt/games/Wonderland in figure 2.15) is too long, ie 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 Scrolls' 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'll 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 on 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		

MUSIC

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 be 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

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.

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.



TIPS FOR BEGINNERS

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

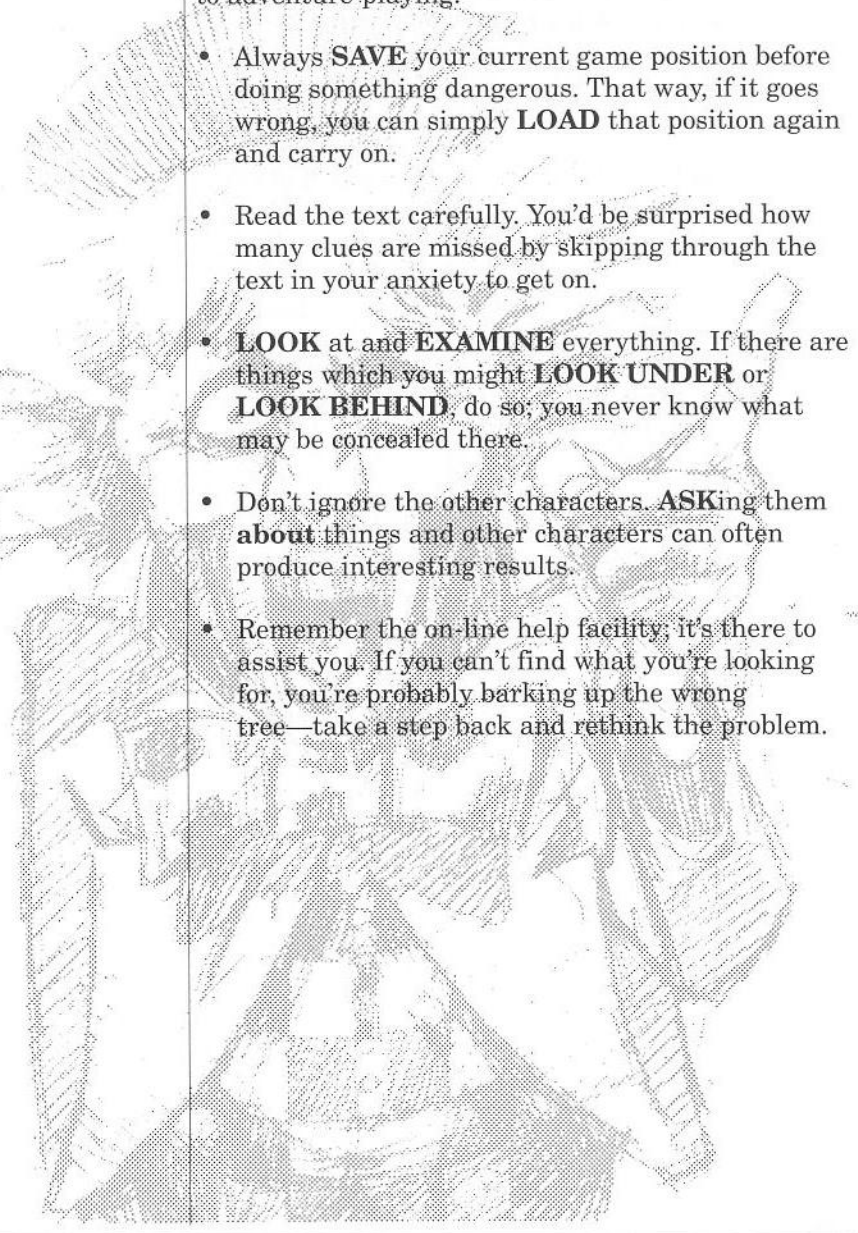
- Always **SAVE** your current game position before doing something dangerous. That way, if it goes wrong, you can simply **LOAD** that position again and carry on.

- 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** at and **EXAMINE** everything. If there are things which you might **LOOK UNDER** or **LOOK BEHIND**, do so; 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.





GLOSSARY

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 Button
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 a 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 a 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.

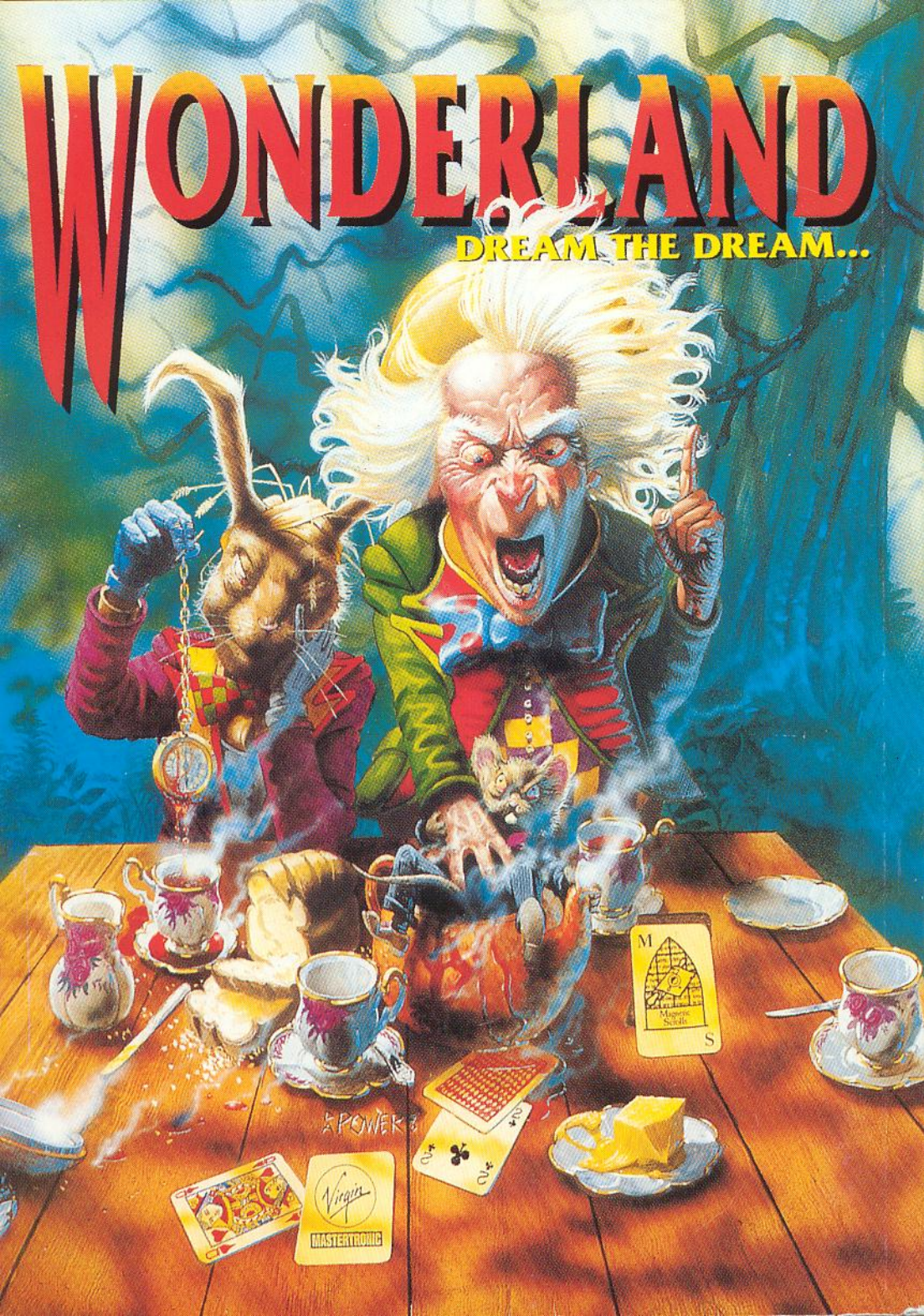
Thumb
The rectangular object which travels up and down the length of a Scroll Bar. Dragging the thumb along the length of the Scroll Bar scrolls the contents of the enclosed Window.

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.


WONDERLAND
DREAM THE DREAM...
M
Magnetic Scrolls
S
POWER
Virgin
MASTERTRONIC