STORY MAKER™
REFERENCE CARD

IBM PC/PCjr Version by Bobbit!

STORY MAKER and the Story Disks it creates are designed to operate under IBM DOS version 2.0 or higher. Install DOS system files on the STORY MAKER Disk for easy loading. Format several Story Disks before using the program for the first time.

TO INSTALL IBM DOS 2.0 OR HIGHER ON YOUR STORY MAKER DISK:
WARNING: Attempts to install non-IBM DOS may damage the program disk!

1. Insert your DOS disk into the drive and close the door. Turn on power to the monitor and computer.
2. Respond to the Date and Time prompts.
3. Replace the DOS disk with the STORY MAKER program disk.
4. At the A▶ prompt, type ◀autoload▶ and press ENTER. You will be instructed to change disks several times.

TO FORMAT STORY DISKS

1. Insert your DOS master disk into the drive and close the door. Turn on power to the monitor and computer.
2. Respond to the Date and Time prompts.
3. At the A▶ prompt, type ◀format /s▶ and press ENTER.
4. When so instructed, insert a blank disk (or one with information you don't want) into the drive. DO NOT INSERT A PREVIOUSLY FORMATTED STORY DISK UNLESS YOU WANT IT ERASED. Press ENTER to begin formatting.
5. You will need one Story Disk for each story you create. Make several Story Disks to have on hand.

LOADING INSTRUCTIONS
(WITH DOS INSTALLED ON STORY MAKER DISK)

1. Remove any cartridges from the computer (PCjr only). Make certain the CAPS LOCK key is off.
2. If you want to use a joystick or touch tablet, plug it in (on the PCjr, it goes in the left port as you look at the back panel).
3. Insert the STORY MAKER Master Disk (or a completed Story disk) into Drive A and close the door. Turn on power to the computer and monitor.

LOADING INSTRUCTIONS
(WITHOUT DOS INSTALLED ON STORY MAKER DISK)

1. Remove any cartridges from the computer (PCjr only). Make certain the CAPS LOCK key is off.
2. If you want to use a joystick or touch tablet, plug it in (on the PCjr, it goes in the left port as you look at the back panel).
3. Insert your DOS master disk into the drive and close the door. Turn on power to the monitor and computer.
4. Respond to the Date and Time prompts.
5. Replace the DOS disk with the STORY MAKER Master Disk (or a completed Story Disk).
6. At the A► prompt, type ◄smaker► and press ENTER.

At the first menu, hold down the CTRL key and use the left or right arrow keys to center the screen. The first time you use Story Maker you should choose ''Read the Instructions,'' then ''Prepare a Story Disk.'' Follow the instructions that appear on the screen. Remember, you will need to prepare one Story Disk for each story you create.

KEY FUNCTIONS

THE MENU SCREENS

◄ ↵ ►	Accepts highlighted choice
◄ESC►	Returns to the last place you were
◄ ↓ ►	Moves highlight to next choice
◄ ↑ ►	Moves highlight to previous choice

THE WRITING SCREEN

◄ESC►	Saves story and exits
◄INS►	Inserts a picture into the story
◄DEL►	Erases character at the cursor
◄ ↑ ►	Moves cursor up a line
◄ ↓ ►	Moves cursor down a line
◄ ← ►	Moves cursor to the left
◄ → ►	Moves cursor to the right
◄ ⇧ ►	Capitalizes next letter

Story Maker will warn you when a story is getting too long to fit on the disk. When you see the prompt, it's time to save your story.

THE DRAWING SCREEN

◄ESC►	Saves picture and exits
◄S►	Allows you to select drawing controls
◄L►	Enters line drawing mode
◄C►	Enters circle drawing mode
◄B►	Enters box drawing mode
◄P►	Enters painting mode
◄U►	Undoes the last thing you did

You can make the most detailed drawings (pixel by pixel) by choosing the keyboard drawing controls.

KEYBOARD DRAWING CONTROLS

◄ ↑ ►	Moves up
◄ ↓ ►	Moves down
◄ ← ►	Moves left
◄ → ►	Moves right
◄SPACEBAR►	Use in place of joystick button to begin and end lines, and to paint
◄ ⇧ ►	Moves cursor faster when pressed with a direction key

Step by step instructions for creating a story, both text and graphics, are on the Story Maker Master Disk. Use Story Maker to keep a diary or journal, write poetry, draw cartoon strips or write illustrated letters!

Hack's Book of Tips introduces you to the fascinating art of creative writing. Hack explains how to create characters, establish settings, and develop plots.

An unlimited variety of pictures can be created to illustrate a story. Several different drawing modes are available including circle, box, point to point, line, and pixel drawing. You can create graphics using a joystick, touch tablet, or the keyboard.

Your completed stories are saved on separate disks called Story Disks. The built-in word processor allows you to edit stories, both text and graphics, even after they have been saved. Since they can be loaded to the computer again and again without using the Story Maker Master Disk, you can even give stories away to friends as gifts!