PowerTools
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CAP'N MAGNETO

CAPTAIN MAGNETO

A comic-book fantasy for the Apple ///

by Al Evans

Graphics by Celeste Evans

Game Copyright 1983 by Al Evans

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As the game begins...

You awake under an apple tree in a grassy, sunlit grove. As consciousness slowly returns, you realize you are unable to remember where you are or why. You are Captain Lance Magneto, of the Intergalactic Rangers. But you seem to be on the surface of an alien planet, dressed in peasant garb. Checking your few possessions, you find three apples, three small bags of costume jewelry, and a rusty oilcan. Not much to go on. A scrap of paper reads "...the crown is in the hands of a dangerous, reclusive creature called... (the paper is smeared here)... and must be recovered or..." The rest of the paper is gone. Dim half-memories of other times and other places taunt you from the dark recesses of your mind, fighting for attention with the sun and the trees. You brush them aside as leftover dreams, arise, and start walking west...

"The player could be introduced into an environment where he performs experiments, ponders the results, and ultimately gains understanding and control of that environment."

P. David Lebling,
in Byte, December 1980

Required Equipment...

Cap'n Magneto requires a 256K Apple /// with a second disk drive, a ProFile, or any other mass storage device. A color monitor is optional, but very nice.

Welcome to GAMEWORLD...

Welcome to GAMEWORLD, the world of Cap'n Magneto. Cap'n Magneto is a new kind of computer game combining features of adventure, fantasy role-playing, and video games. You will learn to play in a few short minutes, but it may take you weeks to win.

GAMEWORLD is inhabited by a wide variety of creatures. Each has its own individual and class characteristics, and some have special talents. Some are brave, some are cowards. Some are predictable, and some are completely flaky. Many of them will be friendly and helpful. Particularly at the beginning of the game, Cap'n Magneto needs friends. For reasons unknown, he's lost most of his memory and most of his possessions. Friends help him fight and provide important information concerning the planet and his mission there.

Other creatures are dangerous. They will attack and try to kill Cap'n Magneto and his friends. At first, Cap'n Magneto has no weapons or

armor -- apparently they've been stolen. Fortunately, he will have opportunities throughout the game to acquire these essentials.

These Instructions...

You probably don't want to read instructions right now; you'd rather play the game. The following section will tell you how to get it running. The section after that gives a brief description of how it all works and explains the command keys. The rest is optional reading, and can be left for later if you like.

Getting Started...

If you don't have two floppy disk drives or if you want to install Cap'n Magneto on your ProFile immediately, please skip this section and refer instead to the Appendix.

1. First of all, copy the two sides of your original Cap'n Magneto disk onto two blank floppy disks. We shipped it on one disk to save YOU $10, but it must be on two different disks to run because of a "feature" of Apple /// Pascal. The disk is not copy-protected in any way. We trust you to recognize that it would be unjust to make copies for your friends -- the author put almost a year of labor into Cap'n Magneto's 3700 lines of Pascal and 6K of assembly language.

2. Label the copy of the original side 1 "/CAPN.MAGNETO -- Boot Disk" and place it in the built-in drive of your Apple ///.

3. Label the copy of the original side 2 "/MAGNETO.DATA" and place it in drive 2 (the outboard drive).

4. Turn your Apple /// on or (if it's already on) press <CONTROL><RESET>.

What's happening...

The inboard drive will whirr, and you'll get the usual message from SOS telling you it's alive and well. After a few more seconds, you will see the **Cap'n Magneto** title page, and the second drive (or ProFile) will go into action. A status line at the bottom right of the screen tells you what the program's doing. Next, you'll see the introduction from the title page of these instructions, just to get you in the proper mood. Press a key (when in doubt, <RETURN> will do nicely) and the screen will go blank for a couple of seconds. When it clears, you will see Cap'n Magneto walking West, in the center of a sort of map/landscape, toward an apple tree. Don't let him wander far; he has no armor or weapons at this point. Press the <ESCAPE> key, and the screen will fill with a cryptic display of commands. We'll get to those in a moment, but first -- a

few words about the largest world ever made of pure electrons.

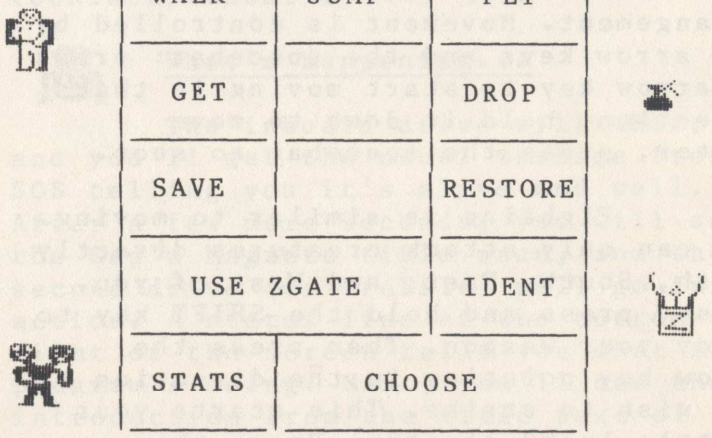
How GAMEWORLD Works...

GAMEWORLD is a distant planet, and the physical laws are somewhat different from those of Earth. In particular, the planet is toroidal -- doughnut-shaped -- instead of spherical. On this planet, you can only move North, South, East, and West -- a highly rectilinear arrangement. Movement is controlled by the arrow keys and the spacebar: press an arrow key to start moving in that direction, hold it down to move faster, press the spacebar to stop.

Fighting is similar to moving. You can only attack creatures directly North, South, East, and West of you. First, press and hold the SHIFT key to ready your weapon. Then press the arrow key pointing in the direction you wish to strike. This starts your "battle luck" counter. Press the spacebar (or any other key) when the counter reads over 50, and you hit. Otherwise, you miss. If the counter does not start running immediately, be patient a moment -- it's just not your turn yet.

The Commands...

Although most of the commands can be entered by first letter (for example, "D" for Drop or "F" for fly), the number keys on the right side of your Apple /// have been assigned special functions for fast play. They are laid out like this:



Don't worry about remembering them all. You can see this chart (and pause the game) any time during play by pressing the <ESCAPE> key. Here's what the commands do:

WALK, JUMP, FLY: Choose Cap'n Magneto's mode of movement. He can always (well, almost always) walk. But he can only jump or fly when he's dressed properly and has appropriate supplies.

GET: Press this key (or "G"), then the arrow key pointing toward the object you wish to pick up.

DROP: Some items can be kept for a time, then dropped as a gift to a friendly creature or bribe for an unfriendly one. Press this key (or "D" or "O" for "offer") and you will see a menu of items which can be dropped. Use the up and down arrows to move the white bar over the item you want to drop, then press the CHOOSE key (ENTER), followed by the arrow key pointing toward the creature you wish to pacify.

SAVE: Saves the present game. An extremely useful way of cheating death. Up to 10 games (numbered 0 to 9) can be saved at any time. You can assign a password to a saved game if you wish. The password can be any combination of numbers and letters, caps and/or lower case. This will keep other players from accidentally wiping out your game, but REMEMBER THE EXACT PASSWORD! You can't restore your saved game without it!

RESTORE: Restores the game; puts you exactly where you were last time you SAVEd it. If the game was saved with a password, you must enter exactly the same password to restore it.

USE ZGATE: A ZGATE is a type of matter transporter peculiar to

GAMEWORLD. They instantaneously move the user to another location on the planet. If Cap'n Magneto has one or more ZGATES, he will immediately be transported somewhere else when this key (or "Z") is pressed -- a handy way out of a tight situation. Unfortunately, he doesn't have a control unit for them and cannot tell what destination they're set for. Incidentally, nearly all of the creatures on GAMEWORLD will accept ZGATEs as gifts and use them immediately.

IDENT: Shows the names of objects or creatures directly North, South, East, and West of you.

STATS: This key (or "S") gives a readout of your present condition. Most items are self-explanatory. If Cap'n Magneto's strength reaches 0, he's dead. His "Rating" is dynamically updated by the Intergalactic Rangers Central Office, and represents your efficiency. You can have a high score and a low rating, or a low score and a high rating. Under certain circumstances, you can also determine from this display whether you can jump or fly.

CHOOSE: Choose which item to drop. The RETURN key can be used instead.

ADDITIONAL COMMANDS: Press the <ESCAPE> key to pause the game and/or

review the command chart. Press "Q" to quit. Hold down the <CONTROL> key and press "S" to switch the sound off and on.

General Guidance...

As in life, the primary objective in Cap'n Magneto is to survive and learn. When the game begins, Cap'n Magneto has no weapons or armor, and very little knowledge. His first objective is to make friends with a few of the natives, who will protect and inform him. The next item of business is to obtain weapons and armor and explore the immediate vicinity, to learn the basics of movement and fighting.

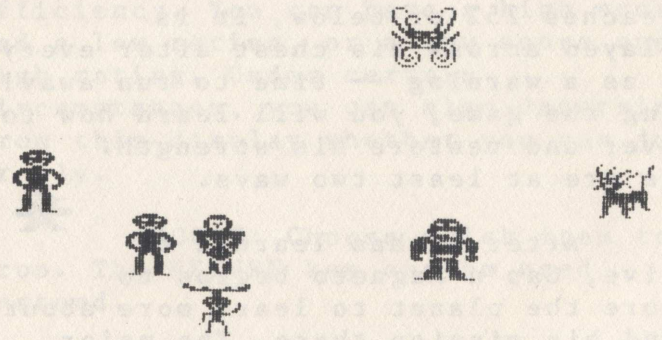
Right at first, when Cap'n Magneto is relatively weak and defenseless, the most important factor to watch is his strength. He starts out with 100%, but loses strength every time he is hit in battle. When it reaches 25% or below, it is displayed across his chest after every move as a warning -- time to run away! During the game, you will learn how to recover and restore his strength. There are at least two ways.

After he has learned to survive, Cap'n Magneto begins to explore the planet to learn more about it and his mission there. The major geographical features include a river and a large maze. The river and its

associated lake are shallow and can be waded, but the banks are steep and impassible almost everywhere. The maze is both difficult to enter and dangerous in the early stages of the game.

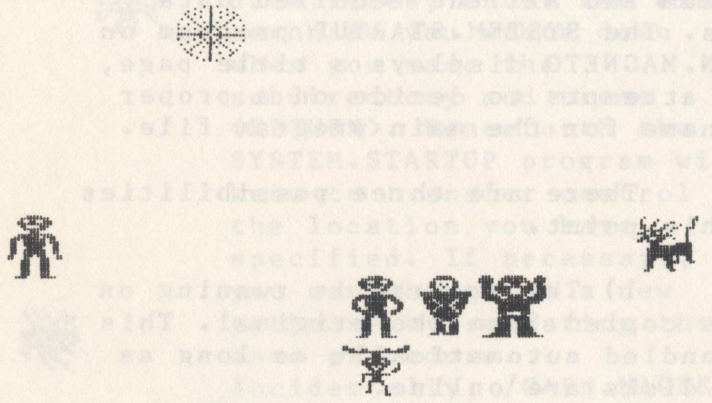
All of the items you see during the game -- and perhaps some you don't see -- are potentially useful. Since Cap'n Magneto has his standard-issue IGR 4-dimensional knapsack, there is no limit to the number of items he can carry comfortably. You might as well take everything you can find.

Valuable Hint!: Cap'n Magneto can only be attacked or defended by creatures immediately adjacent to him. Various obstacles scattered all over GAMEWORLD can be used to block attackers or change the relative positions of defenders.



As a Last Resort...

Finally, if you become completely discouraged -- well, it IS your computer and your game, so we've included a "spoiler". The game saved in slot #9 on the data disk supplied has a completely-equipped and all-but-invincible Cap'n Magneto in the very final stages of play. The author sincerely hopes you are entertained enough to play the whole game from beginning to end, but if you run out of time and/or patience -- the password is SNEAK, all caps, just like that.



APPENDIX -- OTHER MASS STORAGE DEVICES

Cap'n Magneto can be installed on any mass storage device. We will use the example of the Apple ProFile, but the same procedure can be used for any blocked device (hard disk or high-density floppy disk) with sufficient capacity.

First, a few words about what's going on. Cap'n Magneto runs under Apple /// Pascal version 1.1. The boot disk /CAPN.MAGNETO contains all the SOS files and Pascal files required to start up the Apple /// Pascal system, plus a short program (SYSTEM.STARTUP) which is automatically executed when the boot process is complete. The second disk, /MAGNETO.DATA, contains the main program and all the required data files. The SYSTEM.STARTUP program on /CAPN.MAGNETO displays a title page, then attempts to decide on a proper pathname for the main program file.

There are three possibilities at this point.

1) The program is running on disks copied from the original. This is handled automatically as long as both disks are online.

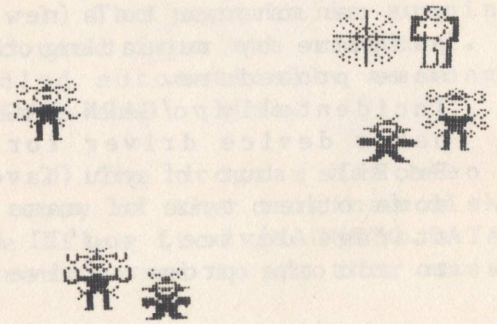
2) The program has been booted from a copy of the original disk, but all the files from /MAGNETO.DATA have been transferred to another mass-

storage device such as the ProFile. This can be accomplished in the following manner:

a) Using the System Utilities program, make a new subdirectory on your ProFile. Write down the pathname to this subdirectory; you'll need it in a moment. Now copy ALL files from the disk /MAGNETO.DATA to this subdirectory.

b) Boot the disk /CAPN.MAGNETO. When the title begins to be displayed, press <ESCAPE>. You will be prompted to enter the pathname for your data files; enter the exact pathname you wrote down when you made the subdirectory and press <RETURN>. Henceforth the SYSTEM.STARTUP program will know to transfer control to the location you have specified. If necessary, you can change to a new pathname by repeating the same procedure. Incidentally, /CAPN.MAGNETO has a device driver for the ProFile, but if you have some other type of mass storage device, you'll have to add the proper driver to

the disk's SOS.DRIVER file.

3) Finally, if you have an interpreter-switching program such as Quark's Catalyst version 1.0, you may want to install the whole game on your ProFile. First, follow the procedure in 2)a) above. Then copy the files SYSTEM.STARTUP and SYSTEM.STAR.LIB to the same subdirectory, and follow the standard procedure for installing a Pascal program in your system's toplevel or Pascal menu. NOTE: Do not change the name of SYSTEM.STARTUP!

Cap'n Magneto can be installed automatically under Catalyst version 2.0. Select the "Install Program" option in the Catalyst editor, then select the "Miscellaneous Mabufacturers" option. Insert the boot disk /CAPN.MAGNETO in the internal drive, then press the space bar and follow instructions.