

# LOOM™

## IBM®/Tandy® Reference Card

### Contents

Your *Loom* package should contain the following:

- Six 5.25" disks or three 3.5" disks
- One Dolby® Stereo cassette tape
- One *Book of Patterns*
- One User's Manual
- One red gel
- One Roland MT-32/LAPC sound board Upgrade Disk Certificate

### Getting Started

**NOTE:** *We recommend that you first make a backup copy of all disks and put the originals in a safe place. The disks are not copy-protected, so to copy them, just follow the instructions that came with your computer.*

You can play *Loom* from either a hard disk drive or a floppy disk drive.

**To play *Loom* from a floppy drive,** after booting, place Disk 1 in drive A, type **a:** and press **ENTER**.

When you see the **A>** prompt, type **loom** and press **ENTER** to start the game.

**Follow the instructions on screen,** and insert other disks when asked.

**To install *Loom* on a hard disk,** we have provided a utility that will automatically copy the program to your hard disk from the floppies included in the package. To run it, boot your computer, then insert Disk 1 in drive A, type **a:** and press **ENTER**. (This utility will also work from drive B. If using drive B, replace these "A's" with "B's".)

When you see the **A>** prompt, type the word **install** followed by a space, the letter of your hard disk, a colon, and then press **ENTER**. For example, if your hard disk is 'C', type:

**install c:**

and press **ENTER**. This will install the game in a directory called **loom** on your hard disk. You can move the game if you wish by simply copying all the files into a new directory.

**To play the game from your hard disk,** use these commands:

Switch to the correct drive (for example, type **c:** and press **ENTER**)

**cd \loom** and press **ENTER** (to change to the correct directory)

**loom** and press **ENTER** (to start the game)

## Setting Preferences

When loaded, the program will select the best graphics mode for your machine. It will also check to see if you have a mouse driver or joystick installed or an AdLib,<sup>™</sup> CMS/GameBlaster or SoundBlaster sound board, and will set up the game appropriately. If you wish to override these default settings, you may do so by adding the following letters (separated by spaces) after typing **loom** when you start the game:

- a** AdLib Music Synthesizer or CMS/SoundBlaster sounds
- g** CMS/Gameblaster sounds
- ts** Tandy sounds
- i** Normal sounds (internal speaker)
- m** MCGA graphics mode
- v** VGA graphics mode
- c** CGA graphics mode
- e** EGA graphics mode
- t** Tandy 16-color graphics mode
- 2d** Use 2 floppy drives

For example, to start the game in CGA graphics mode with AdLib sounds, type:

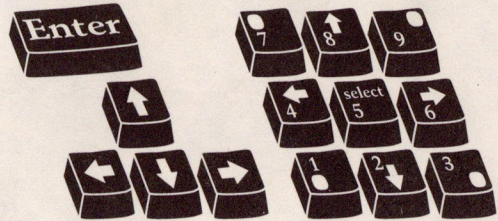
**loom a c**

**Note:** The game will run in the default mode if you select a mode or input device that your machine cannot support. If you have an EGA or MCGA graphics card and are willing to trade fewer colors for faster response, you may want to try playing the game in CGA graphics mode.

Within the game, if the scrolling is too slow (when the picture moves sideways), you can select instant repositioning of the screen by holding down the **ALT** key and pressing **i**.

## Cursor Controls

For keyboard cursor control, use either the arrow keys or the keypad:



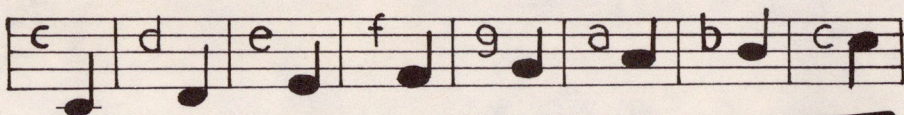
Numbers 1, 3, 7, and 9 move the cursor directly to the corners of the display; use the even-numbered keys for finer control.

You can use a mouse for cursor control if you have installed a compatible mouse driver. Both mouse buttons correspond to the **ENTER** key. If you have a joystick, its button(s) will also correspond to the **ENTER** key.

If you have both a mouse and a joystick installed, you may select one as your controller by holding down the **ALT** key and pressing **m** for mouse or **j** for joystick. You may also recalibrate your joystick if the cursor is drifting across the screen by centering the joystick and pressing **ALT j**.

## Keyboard Controls

To spin drafts using the keyboard, you can use either of the following sets of keys:



**Note:** these keys correspond to the tonal positions of the distaff on the screen.

### Function and Command Keys

Save or Load a Game	<b>F5</b>	(Only when the cursor is visible.)
Bypass a Cut-Scene	<b>ESC</b>	
Restart a Game	<b>F8</b>	
Pause the Game	<b>SPACE BAR</b>	
Sound Control	<b>F6</b>	(One press disables music but retains sound effects. Second press disables all sounds. Third press restores all sounds.)
Message Line Speed:		
Faster	<b>&gt;</b>	<b>(Shift .)</b>
Slower	<b>&lt;</b>	<b>(Shift ,)</b>
Reposition Instantly	<b>ALT i</b>	(Use instant repositioning if you find scrolling is too slow.)
Mouse On	<b>ALT m</b>	
Joystick On	<b>ALT j</b>	(Be sure to center joystick first.)
Exit Game	<b>ALT x</b> or <b>CTRL c</b>	
Version Number	<b>CTRL v</b>	

## Save/Load Instructions

If you are playing from floppy disks (and not a hard drive), you will need a blank, formatted disk BEFORE you start to play. This disk will become your Save/Load disk. If you are playing *Loom* from a hard disk, your games will be saved in the directory with the game files.

Press **F5** when you want to save or load a game. If you are playing from floppy disks, you will be asked to insert your Save/Load game disk.

Once the Save/Load screen is displayed, you can move the cursor and click on either **SAVE**, **LOAD** or **PLAY**. The **SAVE/LOAD** option will not be available during the opening sequence.

### To SAVE:

Click on the **SAVE** option. The current list of saved games will be displayed in slots along the left side of the screen. Select a slot by pointing the cursor to it and clicking. Now you will be able to type a new name for that slot or use the backspace key to change the existing name. Pressing **ENTER** will reactivate the cursor. Click the cursor on **OK** to save the game, or **CANCEL** if you have changed your mind and do not wish to save it.

### To LOAD:

Click on the **LOAD** option. The current list of saved games will be displayed in slots along the left side of the screen. Select a slot by pointing the cursor to it and clicking. Click the cursor on **OK** to load the game, or **CANCEL** if you have changed your mind and do not wish to load it.

**Note:** Loading a previously saved game will cause you to lose the game you are currently playing.

**SAVE/LOAD** is disabled during cut-scenes (whenever the cursor disappears from the screen).

## IBM/Tandy Credits

IBM/Tandy Edition by

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Additional Programming by

Kalani Streicher and Peter Lincroft

IBM/Tandy Soundtrack by

David Hayes and Dave Warhol

AdLib Music Synthesizer Soundtrack

by Eric Hammond

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