

LEATHER GODDESSES OF PHOBOS[®]

The background of the cover is a deep black space filled with white stars. A large, detailed grey moon is positioned in the upper left. A bright comet with a long tail streaks across the upper right. A small satellite with two red solar panels orbits on the left. In the lower right, a green, mountainous planet is shown with a futuristic, multi-tiered structure on its surface. A bright yellow lightning bolt strikes the structure. A large, reddish-orange planet is partially visible on the right edge.

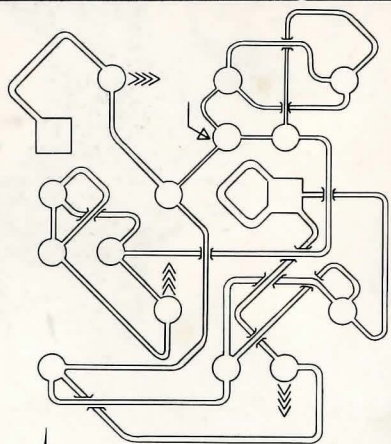
3

EXCITING
PLAYING
MODES

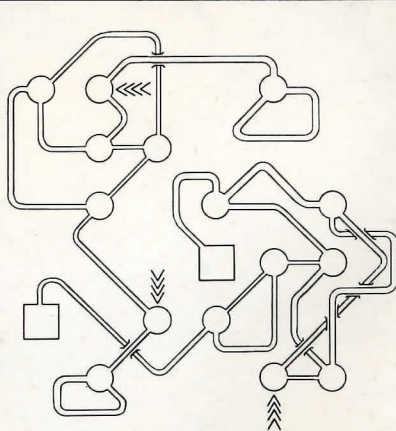
TAME
SUGGESTIVE
LEWD

THE ADVENTURES OF

LANE MASTODON



Secret Catcombs Map
Lower Level



Secret Catcombs Map
Very Lower Level





If you've never played Infocom's interactive fiction before, you should read this entire instruction manual. If you're an experienced Infocom player, just read *Section I: About Leather Goddesses of Phobos*.

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SECTION I: ABOUT LEATHER GODDESSES OF PHOBOS

Preface to the Story

The year is 1936. In the United States, a new miracle fabric called nylon is becoming popular, the Great Plains continue to suffer from a severe drought that is turning the region into a Dust Bowl, Alf Landon is running for President, Victor Hess is receiving the Nobel Prize for Physics for discovering cosmic radiation, *Gone With the Wind* is the best-selling novel, and steak is twenty-five cents a pound. Elsewhere, black track star Jesse Owen is embarrassing Adolph Hitler by winning four gold medals at the Olympic Games in Berlin, Edward the VIII of England is abdicating the throne to marry a commoner, the Spanish Civil War is beginning to heat up, and the Leather Goddesses of Phobos are completing plans to invade the Earth and turn it into their private pleasure world.

Don't let anyone ever tell you that nothing happens in Upper Sandusky, Ohio, because on this day in 1936, you're snatched out of your favorite bar in Upper Sandusky - kidnapped by minions of the evil Leather Goddesses. You are brought back to Phobos as an experimental subject, as preparations continue to enslave every man and woman on Earth.

If you succeed in escaping the clutches of the Leather Goddesses, you will begin an odyssey the likes of which you have never even imagined (except, perhaps, in certain very enjoyable dreams). With your loyal friend and fellow Earthmate at your side, you will begin a naughty, bawdy, rowdy, rousing and very, very amusing romp across the solar system. Your mission, should you be able to catch your breath long enough to think about it, is to collect the materials you'll need to ultimately defeat the Leather Goddesses of Phobos and save humanity! Are you "up" for the job?

Hints

IBM versions only

This version of *Leather Goddesses of Phobos* includes hints! If you ever get stuck, you can type HINT and press the RETURN (or ENTER) key. Then follow the instructions on your screen. Hints progress from a gentle nudge in the right direction to a complete answer with each sequence.

Some Recognized Verbs

This is only a partial list of the verbs that *Leather Goddesses of Phobos* understands. There are many more. Some of the verbs listed can be found in all Infocom stories; others are included especially for *Leather Goddesses of Phobos*. Remember you can use a variety of prepositions with some verbs. (For example, LOOK can become LOOK INSIDE, LOOK BEHIND, LOOK UNDER, LOOK THROUGH, LOOK AT, and so on.)

ANSWER	KICK	ROLL
ASK	KISS	SEARCH
BOARD	KNOCK	SHOW
BUY	LICK	SIT
CLIMB	LIE	SLEEP
CLOSE	LISTEN	SMELL
COUNT	LOOK	STAIN
CUT	MAKE	STAND
DIG	MARRY	TAKE
DRINK	MEASURE	TASTE
DROP	OPEN	THROW
EAT	POINT	TIE
EMPTY	POUR	TOUCH
ENTER	PULL	TURN
EXAMINE	PUSH	UNTIE
FOLLOW	PUT	WALK
GIVE	READ	WEAR
HIDE	REMOVE	
JUMP	RIP	

The Three Levels of Naughtiness

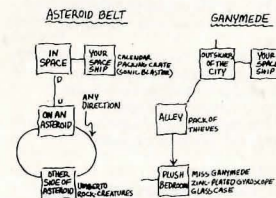
You can select from among three levels of naughtiness. The first is the TAME level, which has absolutely no "bad" language or sex-related situations. Next is the SUGGESTIVE level, which includes some naughty language and sexual innuendo, but nothing that you wouldn't see on network TV. Finally, if you're feeling truly risqué, there's our LEWD level, which includes most of George Carlin's "Seven Words You Can't Say on Television" as well as examples of almost-graphic sex. Naturally, most people find the LEWD level the most fun. You can roughly equate these three levels with the G, PG, and R movie ratings. The story will always begin in the SUGGESTIVE level.

Scratch n' Sniff

Please note that the Scratch n' Sniff card is not included in this ridiculously cheap, but generous package. Please ignore any on-screen references to Scratch n' Sniff numbers. This won't spoil your enjoyment of the game [honest!].

Sample Transcript and Map

This transcript is not from *Leather Goddesses of Phobos*, but it does show many of the typical commands you might use in the story. It contains some simple puzzles and their solutions, and it will give you a good idea of how Infocom's interactive fiction works. The player's commands appear in capital letters after each prompt (>). The map represents the terrain in the sample transcript as you might have drawn it. NOTE: In this sample transcript, you play a male character. In *Leather Goddesses of Phobos* you can be either a male or a female character.



In Space
You are floating in outer space just "west" of your spaceship. A tiny asteroid spins below you.

>INVENTORY
You are carrying a plasma grenade, a pink feather duster, and a radium-powered radio.

>GO DOWN
On An Asteroid
This is a godforsaken hunk of rock with nothing to recommend it. The horizon is deceptively close, forming a craggy circle around you in every direction.
Your rocket ship is floating a hundred feet above you.

>EAST
Other Side of the Asteroid
Your short hike has taken you to the other side of the asteroid, which is as ugly and barren as the first side.
A human is tied to a stake here. Nearby, a tribe of rock-creatures are foraging around for chunks of ice. They obviously intend for this poor fellow to be taken at the stake. Not surprising, considering how much rock-creatures love a good frozen steak.

>ASK THE HUMAN ABOUT THE ROCK CREATURES
"Thank the great red spot of Jupiter! A fellow human! Quick — get me outta here before those rock-creatures turn me into a human popsicle!"
"There's some nice ice over here!" says one of the rock-creatures in a typically gravelly voice.

>EXAMINE THE PLASMA GRENADE
The deadliest weapon this side of Pluto, a plasma grenade is activated by pulling the pin and throwing it — as quickly as possible — at the person or thing you intend to turn into very tiny sub-atomic particles.

One of the rock-creatures stumbles across some particularly frigid frozen methahe, and scrapes its stony claws together in delightful anticipation.
"By the molten pools of Mercury, hurry up!" says the human at the stake.

>PULL THE PIN
The pin slides out smoothly. The grenade throbs with unleashed power.
"Isn't this enough ice?" growls one of the smaller rock-creatures.

>THROW THE GRENADE AT THE ROCK CREATURES
BOOM! The air is filled with a fine dust that one usually associates with vaporized rock-creatures. "Good work! By the way, my name's Umberto, from Ganymede. I pledge that I shall someday repay this debt. Now untie me, will ya?"

>UNTIE UMBERTO
You release Umberto from the stake.

>UMBERTO, FOLLOW ME
"You bet!"

>NORTH
On An Asteroid
Your rocket ship is floating a hundred feet above you.
Umberto follows faithfully.

>SOUTHWEST
Other Side of Asteroid
Umberto is right behind you every step of the way.

>AGAIN
On An Asteroid
Your rocket ship is floating a hundred feet above you.
Like a loyal friend, Umberto stays at your side.

>JUMP UP
This asteroid has almost no gravity, and you jump upwards with ease...

In Space
Umberto arrives a second later.

>ENTER THE ROCKET SHIP
Your Spaceship
There is calendar and a packing crate here.
"Nice ship," says Umberto, who obviously knows a nice ship when he sees one.

>READ THE CALENDAR. OPEN THE PACKING CRATE
It is a copy of the Miss Solar System calendar for 2036, currently open to February. February features Miss Ganymede, a stunning redhead in a see-through spacesuit. Her seductive pose leaves you aching.

Opening the packing crate reveals a sonic blaster.

>LOOK
Your Spaceship
This sleek rocket, built by Uranus Metalworks, is the fleetest little baby in the spacelanes. The controls are simple and well-labelled. The only exit is on the western side of the cabin.

There is calendar and a packing crate here. The packing crate contains a sonic blaster.

>EXAMINE THE CONTROLS
The controls consist of three buttons: a gray button marked "Lunar Base," a red

button labelled "Ganymede City," and a brown button that reads "The Asteroid Where You Just Killed the Rock Creatures."

>TAKE THE SONIC BLASTER
Taken.

>INVENTORY
You are carrying a sonic blaster, a grenade pin, a pink feather duster, and a radium-powered radio.

>TURN ON THE RADIO
The radio hums to life. You tune in to your usual channel, currently filled with innocuous deep space chatter. Suddenly, a message blasts through louder than the rest. "Rayana, the daughter of Ganymede's King Menthos, has been kidnapped by the dreaded space pirates of Deimos. The King is offering a reward of one million ganyimids for her safe return."

"The princess!" yells Umberto, stunned. "We are engaged to be married this very month! Help me rescue her, and you may claim the entire reward!"

>PUSH THE RED BUTTON
A plume of fire spews from the tail of the rocket. You lean forward to maintain your balance.

>WAIT
Time passes...
Ganymede appears through the viewport as a tiny disk.

>WAIT
Time passes...

You are now nearing Ganymede orbit. The landing thrusters kick on. Suddenly the ships rocks. "We've been hit!" Umberto shouts. "It's those scurvy pirates!" The ship dives toward the surface, pulls out at the last moment, and crashes lightly just beyond the city limits.

"Just minor damages," Umberto reports after a cursory inspection. "If you can get me a welding torch and a zinc-plated gyroscope, I'll have her repaired in no time. While you're hunting up those parts, I'll try to find out where those lawless scum have taken Rayana." He dashes out of the ship. Through the viewport, you see him disappear among the narrow, twisting streets of Ganymede City.

>GET OUT OF THE ROCKET SHIP
Outskirts of the City
You are on the edge of Ganymede City, which has been called the roughest town in the solar system. Your rocket can be entered to the east. A dilapidated building lies to the north, and a seedy alley leads off to the southwest.

>ENTER THE SEEDY ALLEY
Alley
This is a blind alley, leading from the mouth of the alley, toward the northeast, to a featureless, unscalable wall just south of you.

Although it's a blind alley, you have no trouble seeing the pack of thieves and cutthroats which have just entered the alley behind you.

>FIRE THE SONIC BASTER AT THE FEATURELESS WALL
(I don't know the word "baster.")

>OOPS BLASTER
Completely eerie. After all, an explosion of this magnitude should make SOME noise, right? In any case, the silent explosion leaves a gaping hole in the wall to the south.
The low-lives draw closer. They also draw knives.

>SOUTH
As you pass through the opening in the wall, it collapses behind you, blocking the pack of thieves.

Plush Bedroom
This luxurious boudoir is lined with soft cushions and draped with the sheerest silks you've ever seen. The carpet is so thick and soft that you remove your boots without even thinking about it. A delicious aroma fills the room.

A glass case stands next to the door at the eastern side of the room. In it sits a zinc-plated gyroscope.

>SMELL THE AROMA
You remember that smell from a heady week you once spent among the vineyards of Io. Someone very nearby must be opening a bottle of powerful champagne.

You hear a sound from the doorway, and spin around as a stunning redhead walks in with two glasses of sparkling champagne. "Ah... I was hoping for some company," she whispers huskily. Studying her as she dims

the lights, you decide that Miss Ganymede is even more magnificent in the flesh than she is in the 2036 Miss Solar System calendar.

>TAME
Tame descriptions. (Yawn.)
"Shall we begin the screening of 'La Grande Illusion' now?" asks Miss Ganymede, continuing to dim the lights.

About the Author
Steven Meretzky (1957-) once enjoyed almost anything that was fun, and virtually everything that was illegal. Now a married homeowner, he spends most of his time doing the lawn.
Other works of interactive fiction by Steve Meretzky:
Planetfall
Sorcerer
The Hitchhiker's Guide to the Galaxy (with Douglas Adams)
A Mind Forever Voyaging
Stationfall

SECTION II: ABOUT INFOCOM'S INTERACTIVE FICTION

An Overview

Interactive fiction is a story in which *you* are the main character. Your own thinking and imagination determine the actions of that character and guide the story from start to finish.

Each work of interactive fiction, such as *Leather Goddesses of Phobos*, presents you with a series of locations, items, characters, and events. You can move from place to place, use the objects you find, and interact with the other characters, to affect the outcome of the story. An important element of interactive fiction is puzzle-solving. You should think of a locked door or a ferocious beast not as a permanent obstacle, but merely as a puzzle to be tackled. Solving puzzles will frequently involve bringing a certain item with you, and then using it in the proper way.

In *Leather Goddesses of Phobos*, time passes only in response to your input, with each input counting as one turn. Nothing happens until you type a sentence and press the RETURN (or ENTER) key, so you can plan your turns as slowly and carefully as you want.

To measure your progress, *Leather Goddesses of Phobos* keeps track of your score. You may get points for solving puzzles, performing certain actions, or visiting certain locations. A perfect score is to be strived for, but of course having fun is much more important.

Starting and Stopping

Starting the story: To load *Leather Goddesses of Phobos*, follow the instructions in the relevant section in the manual.

To get past the opening screen and into the story, just press your RETURN (or ENTER) key. You will then get a description of the opening location of the story, Joe's Bar. Then the prompt (>) will appear, indicating that *Leather Goddesses of Phobos* is waiting for your first input.

Here's a quick exercise to help you get accustomed to interacting with *Leather Goddesses of Phobos*. Type the following command first:

>INVENTORY

Then press the RETURN (or ENTER) key. *Leather Goddesses of Phobos* will respond by telling you what you are holding. Then try:

>READ THE COMIC BOOK

After you press the RETURN (or ENTER) key, *Leather Goddesses of Phobos* will again respond. Now you decide what to do next.

Saving and restoring: It will probably take you many days to complete *Leather Goddesses of Phobos*. Using the SAVE feature, you can continue the story at a later time without having to start over from the beginning, just as you can place a bookmark in a book you are reading. SAVE puts a "snapshot" of your place in the story onto another disk. You should also save your place before (or after) trying something dangerous or tricky. That way, even if you get lost or "killed" in the story, you can return to your saved position.

To save your place in the story, type SAVE at the prompt (>), and then press the RETURN (or ENTER) key. Then follow the instructions for saving and restoring in the relevant section. Some computers require a blank disk, initialized and formatted, for saves. Using a disk with data on it (not counting other *Leather Goddesses of Phobos* saves) may result in the loss of that data, depending on your computer. You can save your position as often as you like by using additional blank disks.

You can restore a saved position any time you want. To do so, type RESTORE at the prompt (>), and press the RETURN (or ENTER) key. Then follow the instructions in the relevant section. You can then continue the story from the point where you used the SAVE command. You can type LOOK for a description of where you are.

Quitting and restarting: If you want to start over from the beginning, type RESTART and press the RETURN (or ENTER) key. (This is usually faster than re-booting.) Just to make sure, *Leather Goddesses of Phobos* will ask if you really want to start over. If you do, type Y or YES and press the RETURN (or ENTER) key.

If you want to stop entirely, type QUIT and press the RETURN (or ENTER) key. Once again, *Leather Goddesses of Phobos* will ask if this is really what you want to do.

Remember when you RESTART or QUIT: if you want to be able to return to your current position, you must first use the SAVE command.

Communicating with Infocore's Interactive Fiction

In *Leather Goddesses of Phobos*, you type your commands in plain English each time you see the prompt (>). *Leather Goddesses of Phobos* usually acts as if your commands begin with "I want to..." although you shouldn't actually type those words. You can use words like THE if you want, and you can use capital letters if you want; *Leather Goddesses of Phobos* doesn't care either way.

When you have finished typing a command, press the RETURN (or ENTER) key. *Leather Goddesses of Phobos* will then respond, telling you whether your request is possible at this point in the story, and what happened as a result.

Leather Goddesses of Phobos recognizes your words by their first nine letters, and all subsequent letters are ignored. Therefore, INQUISITIVE, INQUISITION, and INQUISITIONS would all be treated as the same word by *Leather Goddesses of Phobos*.

To move around, just type the direction you want to go. Directions can be abbreviated: NORTH to N, SOUTH to S, EAST to E, WEST to W, NORTHEAST to NE, NORTHWEST to NW, SOUTHEAST to SE, SOUTHWEST to SW, UP to U, and DOWN to D. IN and OUT will also work in certain places.

Leather Goddesses of Phobos understands many different kinds of sentences. Here are several examples. (Note that some of these objects do not actually appear in *Leather Goddesses of Phobos*.)

>WALK TO THE NORTH
>GO DOWN
>NE
>TAKE THE WHIP
>READ THROUGH MANUAL
>LIE DOWN ON THE BED
>EXAMINE LARGE PULSATING POD
>OPEN THE SPIKED HANDCUFFS
>PUT THE HANDCUFFS ON THE STRANGER
>SMEAR THE PEANUT BUTTER ON MY STOMACH
>PUSH THE BLACK BUTTON

>SHOOT THE VIBRATING RAY GUN AT THE HYPERVENTILATING ALIEN
>INJECT MY SISTER WITH APHRODISIAC
>CLIMB THE FENCE
>LOOK AT THE UNDULATING TENTACLES THROUGH THE ELECTRON MICROSCOPE

You can use multiple objects with certain verbs if you separate them by the word AND or by a comma. Some examples:

>TAKE MELON AND WHIP
>DROP THE SPIKED HANDCUFFS, THE CLEAR JELLY, AND THE AXE
>PUT THE MALE RABBIT AND THE FEMALE RABBIT IN THE CAGE

You can include several sentences on one input line if you separate them by the word THEN or by a period. (Note that each sentence will still count as a turn.) You don't need a period at the end of the input line. For example, you could type all of the following at once, before pressing the RETURN (or ENTER) key:

>READ THE MANUAL. GO NORTH THEN CLIMB IN THE HOT TUB. KISS PAT

If *Leather Goddesses of Phobos* doesn't understand one of the sentences on your input line, or if something unusual happens, it will ignore the rest of your input line (see "Common Complaints").

The words IT and ALL can be very useful. For example:

>FEEL THE LEATHER VEST. TAKE IT.
PUT IT ON
>CLOSE THE HEAVY METAL DOOR.
LOCK IT
>TAKE BOTTLE OF PILLS. CLOSE IT.
PUT IT IN DRAWER.
>TAKE ALL
>TAKE ALL THE NAUGHTY PHOTOS
>DROP ALL BUT THE PIPE AND THE STICK OF INCENSE
>TAKE ALL FROM THE MEDICINE CHEST

>PUT ALL IN THE LARGE ORIFICE
>GIVE ALL BUT PANTYHOSE TO ARRESTING OFFICER

The word ALL refers to every visible object except those inside something else. If there were an apple on the ground and an orange inside a cabinet, TAKE ALL would take the apple but not the orange.

There are three kinds of questions that *Leather Goddesses of Phobos* understands: WHO IS (someone), WHERE IS (something), and WHAT IS (something). For example:

>WHO IS TIFFANY?
>WHERE IS MY APPLIANCE?
>WHAT IS A VENUSIAN SLIME BEAST?

You will meet other people and creatures in *Leather Goddesses of Phobos*. You can "talk" to these beings by typing their name, then a comma, then whatever you want to say to them. Here are some examples:

>BUTCH, HELLO
>UNCLE SMEDLEY, WHERE ARE MY PAJAMAS?
>MASSEUSE, GIVE ME A MASSAGE
>DOCTOR JECKYLL, PUT DOWN THAT NEEDLE
>IRV, OPEN THE CLOSET DOOR. TAKE A SHIRT.
>MENACING ALIEN, PICK UP THE MENACING ALIEN GUN THEN SHOOT YOURSELF

Notice that in the last two examples, you are giving a person more than one command on the same input line. But remember: Most people in the story don't care for idle chatter. Your deeds will speak louder than your words.

Leather Goddesses of Phobos tries to guess what you really mean when you don't give enough information. For example, if you say that you want to do something, but not what you want to do it to or with, *Leather Goddesses of Phobos* will sometimes decide that there is only one possible object you could mean. When it does so, it will tell you. For example:

>UNLOCK THE DOOR
(with the key)
The door is now unlocked.

or

>KILL THE RAPIST
(with the insurance policy)
You read the insurance policy to the rapist, who dies of boredom.

If your command is ambiguous, *Leather Goddesses of Phobos* will ask what you really mean. You can answer most of these questions briefly by supplying the missing information, rather than typing the entire input again. You can do this only at the very next prompt. For example:

>COVER THE BODY
What do you want to cover the body with?

>THE BLANKET
You drape the blanket loosely over poor Mrs. Filbert.

or

>EAT THE MELON
Which melon do you mean, the honeydew melon or the casaba melon?

>HONEYDEW
The honeydew melon is ripe and juicy.

Leather Goddesses of Phobos recognizes over 900 words, nearly all that you are likely to use in your commands. However, *Leather Goddesses of Phobos* uses many words in its descriptions that it will not recognize in your commands. For example, you might read, "The salesperson is busy showing some edible earrings to another customer, and doesn't notice you pocketing the key." If *Leather Goddesses of Phobos* doesn't understand the phrases EDBLE EARRINGS or OTHER CUSTOMER in your input, you can assume that you don't have to refer to them to complete the story: they are only there to provide you with a more vivid description of where you are or what is going on.

SPECIAL COMMANDS

Below are explanations for a number of useful one-word commands. In many cases, these will not count as a turn. Type the command after the prompt (>) and press the RETURN (or ENTER) key.

AGAIN—*Leather Goddesses of Phobos* will respond as if you had repeated your previous command. For instance, typing HIT THE RADIUM-POWERED ROBOT WITH THE SWORD then typing AGAIN would be like trying to hit the robot twice in a row. You can abbreviate AGAIN to G.

BRIEF—This command tells *Leather Goddesses of Phobos* to give you the full description of a location only the first time you enter it. On subsequent visits, *Leather Goddesses of Phobos* will tell you only the name of the location and the objects present. This is how *Leather Goddesses of Phobos* will normally act, unless you tell it otherwise using the VERBOSE or SUPERBRIEF commands.

The SUPERBRIEF command tells *Leather Goddesses of Phobos* to display only the name of a place you have entered, even if you have never been there before. In this mode, *Leather Goddesses of Phobos* will not even mention which objects are present. Of course, you can always get a description of your location and the items there by typing LOOK. In SUPERBRIEF mode, the blank line between turns will be eliminated. This mode is meant for players who are already very familiar with the geography. The VERBOSE command tells *Leather Goddesses of Phobos* that you want a complete description of each location, and the objects in it, every time you enter a location, even if you've been there before.

DIAGNOSE—*Leather Goddesses of Phobos* will give you a medical report of your physical condition.

HINT—IBM users only

If you have difficulty while playing the story, and you can't figure out what to do, just type HINT. Then follow the directions at the top of your screen to read the hint of your choice.

INVENTORY—*Leather Goddesses of Phobos* will list what you are carrying. You can abbreviate INVENTORY to I.

LEWD—This gives you the most risqué version of *Leather Goddesses of Phobos*. See "The Three Levels of Naughtiness".

LOOK—This tells *Leather Goddesses of Phobos* to describe your location in full detail. You can abbreviate LOOK to L.

OOPS—If you accidentally mistype a word, such that *Leather Goddesses of Phobos* doesn't understand it, you can correct yourself at the next prompt by typing OOPS and the correct word. For example, if you typed HAND THE CHAIN SAW TO GARNDMA and were told "I don't know the word 'garndma'" you could type OOPS GRANDMA rather than retyping the entire sentence.

QUIT—This lets you stop. If you want to save your position before quitting, follow the instructions in the "Starting and Stopping" section. You can abbreviate QUIT to Q.

RESTART—This stops the story and starts it over from the beginning.

RESTORE—This restores a previously saved position. See "Starting and Stopping" on page 7 for more details.

SAVE—This puts a "snapshot" of your current position on your storage disk. You can return to a saved position in the future using the RESTORE command. See "Starting and Stopping" for more details.

SCRIPT—This command tells your printer to begin making a transcript of the story as you venture onwards. A transcript may aid your memory but is not necessary. It will work only on certain computers; read relevant section.

SUGGESTIVE—This gives you a moderately risqué version of *Leather Goddesses of Phobos*. See "The Three Levels of Naughtiness".

STATUS—This will give you a bunch of information: your current mode of descriptiveness, the level of "adulthood" you're playing at, your score, a ranking based on your score, and the number of turns you've taken.

TAKE—This command tells *Leather Goddesses of Phobos* to give you the sparest level of descriptiveness. See BRIEF above.

TAME—This gives you a very wholesome version of *Leather Goddesses of Phobos*. See "The Three Levels of Naughtiness" on page 3.

UNSCRIPT—This commands your printer to stop making a transcript.

VERBOSE—This command tells *Leather Goddesses of Phobos* to give you the wordiest level of descriptiveness. See BRIEF above.

WAIT—This will cause time in the story to pass. Nothing in the story will happen until you type a sentence and press the RETURN (or ENTER) key. You could leave your computer, take a nap, eat lunch, take a ride in a hovercraft, compose a sonnet about the mating habits of baboons, and return to the story to find that nothing has changed. You can use WAIT to make time pass in the story without doing anything. For example, if you met a talking baboon, you might WAIT to see if it will say anything; if you were in a moving hovercraft, you might WAIT to see where it goes. You can abbreviate WAIT to Z.

Tips for Novices

1. Draw a map. It should include each location and the directions connecting it to adjoining locations. When you find yourself in a new location, make a note of any interesting objects there. There are 10 possible directions (NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST, SOUTHWEST, UP, and DOWN) plus IN and OUT.

2. EXAMINE all objects you come across in the story.

3. TAKE all objects that you can pick up are important for solving one or more of the puzzles you'll run into.

4. Save your place often. That way, if you mess up or get "killed," you won't have to start over from the beginning.

5. Read the story carefully! There are often clues in the descriptions of locations and objects.

6. Try everything you can think of—even strange or dangerous actions are fun and may provide clues; you can always save your position first. Here's a silly example:

>GIVE THE BASKETBALL TO THE LION
The lion takes an experimental bite out of the basketball but spits it out. It continues to gnaw on your leg.

Here you have a clue that maybe giving something more edible to the lion (that slab of raw meat?) might save your leg.

7. Unlike other "adventure games" you may have played, there are many possible routes to the end of *Leather Goddesses of Phobos*. If you get stuck on one puzzle, move on to another. Some puzzles have more than one solution; other puzzles don't need to be solved at all. Sometimes you will have to solve one puzzle in order to obtain the item(s) or information you need to solve another puzzle.

8. You may find it helpful to go through *Leather Goddesses of Phobos* with another person. Different people may find different puzzles easy and can often complement each other.

9. Read the sample transcript to get a feel for how Infocom's interactive fiction works.

10. You can word a command in many different ways. For example, if you were tired, or wanted to climb between the sheets for some other reason, you could type in any of the following:

>GET IN BED
>GET ONTO THE BED
>LIE DOWN ON THE BED

If you type in a command that *Leather Goddesses of Phobos* doesn't understand, try rephrasing the command or using synonyms. If *Leather Goddesses of Phobos* still doesn't understand your command, you are almost certainly trying something that is not important in continuing your adventure.

IBM users only

11. If you really have difficulty, you can type HINT. The screen will then show you a list of questions to which you can get answers. (Simply follow the directions at the top of your screen to see the hint of your choice.) You don't need to use the hints to enjoy the story, but it will make solving the puzzles easier.

Common Complaints

Leather Goddesses of Phobos will complain if you type a command that confuses it completely. *Leather Goddesses of Phobos* will then ignore the rest of the input line. (Certain events, such as being attacked or walking into a wall, may also cause *Leather Goddesses of Phobos* to ignore the rest of your command, since the event may have changed your situation drastically.) Some of *Leather Goddesses of Phobos*'s complaints:

I don't know the word "_____". The word you typed is not in the story's vocabulary. Sometimes using a synonym or rephrasing will help. If not, *Leather Goddesses of Phobos* probably doesn't know the idea you were trying to get across.

You used the word "_____" in a way that I don't understand. *Leather Goddesses of Phobos* knows the word you typed, but couldn't use it in that sense. Usually this is because *Leather Goddesses of Phobos* knows the word as a different part of speech. For example, if you typed LOWER THE FLAG, you are using LOWER as a verb, but *Leather Goddesses of Phobos* might know LOWER only as an adjective, as in PRESS THE LOWER BUTTON.

There was no verb in that sentence! Unless you are answering a question, each sentence must have a verb (or one of the special commands).

There seems to be a noun missing in that sentence. This usually means your sentence was incomplete, such as EAT THE BLUE or PUT THE BOOK IN THE.

There were too many nouns in that sentence. An example is PUT THE SOUP IN THE BOWL WITH THE LADLE, which has three noun "phrases," one more than *Leather Goddesses of Phobos* can digest in a single action.

I beg your pardon? You pressed the RETURN (or ENTER) key without typing anything.

You can't see any _____ here! The object you referred to was not accessible. It may be somewhere else, for instance, or present but in a closed container.

The other object[s] that you mentioned isn't [aren't] here. You referred to one or more objects in the same sentence, some of which aren't present or accessible.

You can't use multiple [in]direct objects with "_____". You can use multiple objects (that is, nouns or noun phrases separated by AND or a comma) or the word ALL only with certain verbs. Among the more useful of these verbs are TAKE, DROP, and PUT. An example of a verb that will not work with multiple objects is EXAMINE; you couldn't say EXAMINE ALL or EXAMINE THE BOWL AND THE SWORD.

You can't go that way. There is no passage or exit in the direction you want to move.

That sentence isn't one I recognize. The sentence you typed may have been gibberish, such as TAKE ROPE WITH READ. Or you may have typed a reasonable sentence but used a syntax that *Leather Goddesses of Phobos* does not recognize, such as REACH UNDER THE GARMENT. Try rephrasing the sentence.

Running the Story on Your Computer

This tells you how to run your Infocom story on your computer, and provides a few other handy bits of information.

WHAT YOU NEED

IBM PC AND COMPATIBLES

- Required - computer running MS-DOS (version 2.0 or higher)
192 kbytes of RAM
blank disk or hard disk (for your play disk)
- Optional - printer (for SCRIPTing)
blank formatted disk (for SAVES)

ATARI ST

- Required - Atari ST series computer
- Optional - blank 3.5" disks (for SAVES) compatible printer (for SCRIPTing)

COMMODORE AMIGA

- Required - Amiga computer
- Optional - 256 K memory expansion cartridge (for faster execution)
extra 3.5" double-sided disks (for SAVES)
compatible printer (for SCRIPTing)

MAKING A BACKUP COPY

We recommend that you make a backup copy of the original story disk for your personal use. See your hardware manual for instructions on how to make disk copies. Put the original away in a safe place and always use the copy as your regular play disk.

LOADING THE STORY

IBM PC

One Drive or Two Drive System

1. Insert the play disk (this is the disk you made in the previous section) in drive A or your only drive) and turn on the computer.
2. Press <RETURN> twice or until you are at the DOS drive prompt (>).
3. Type in the title of your story (for example ZORK) or the first eight letters of it. Do not include spaces between two word titles (e.g., HITCHHIKER'S GUIDE TO THE GALAXY would be HITCHHIK). At this point you might also want to use one or more of the optional command line switches (see section on Command Options - switches) that are available.
4. Press <RETURN>. In a few moments the story will begin. If it fails to appear consult the Troubleshooting section.

Hard-Drive System

1. Turn on the computer.
2. Connect to the directory into which you copied the files from the original story disk.
3. Type in the title of the story (e.g., ZORK) or the first eight letters of it. Do not include spaces between two word titles (e.g., HITCHHIKER'S GUIDE TO THE GALAXY would be HITCHHIK). At this point you might also want to use one or more of the command line switches that are available.
4. Press <RETURN>

ATARI ST

Turn on your Atari ST and wait for the desktop to appear. Insert the story disk and open the disk window. Click once with the mouse on the program (.PRG) icon to select it, then choose OPEN from the File menu. A standard shortcut is to double-click on the program icon.

COMMODORE AMIGA

Turn on the Amiga and wait for the Workbench to appear. Insert the story disk and open the disk window, then double-click on the story icon. The story can also be started from within the Command Line Interpreter (CLI). If the default drive and directory are not the same as the stories, they must be changed with the "CD" command (for example, CD df1:) Then type in the story name.

TALKING TO THE STORY

Whenever you see the (>) prompt, the story is waiting for you to enter a command. If you make a mistake use the backspace key to erase the error. After you have typed your command, press <RETURN>. The story will respond and the prompt (>) will reappear.

If a description will not fit on the screen all at once, [MORE] will appear at the bottom of the screen. After reading the screen, press any key to see the rest of the description.

THE STATUS LINE

At the top of the screen is an area reserved for the status line. This area is used to display your present location in the story and it is updated after each move. The status line may also display (depending on the game) various other types of information including score, total moves, time, or character attributes.

SCRIPTING

You can use the SCRIPT command to print out a transcript of your moves in the story. The SCRIPT function is an optional feature which is not necessary to complete the story and may not be available with certain hardware. The transcript can be started at any point during the game.

Scripting Procedure

Check to see if your printer is ready and has paper, then type: SCRIPT <RETURN>. A message will appear asking you whether you would like to SCRIPT to a printer or to a file. If you want to use a printer just press <RETURN>.

IBM PC ONLY - To save the transcript to a disk file, enter a legal DOS file name and press <RETURN>. Remember, there is no output to the printer when you elect to write the transcript to a disk file.

COMMODORE AMIGA ONLY - If a problem occurs with the printer, the story will "timeout" (appear to hang) for 30 seconds or so, then a printer error message will appear. If you don't correct the problem before the 30 seconds are up, scripting is automatically cancelled. To stop the transcript type UNSCRIPT.

SAVING/RESTORING A STORY POSITION

You can save your current story position to any disk in any drive, space permitting. No other data on the save disk will be affected. You must use a previously formatted save disk.

IBM PC

1. Type: SAVE <RETURN>. A message will appear similar to this:
Enter save file name. (Default is A:STORY.SAV):
 2. Enter a new file name (legal DOS please) or use the default provided. You may also specify a new default drive along with the file name. If no drive is specified in the default message, and you don't specify one, the Save will be made to the drive you are currently using. If you want to use the default just press <RETURN>.
- When the save is finished the story will respond with a message such as COMPLETED. If it responds with FAILED, consult the Troubleshooting section.
- Initial default file name (the one displayed the first time you type SAVE) is always "STORY".SAV. Whenever you enter a new file name, it becomes your default if the SAVE succeeds. For your convenience, SAVE and RESTORE share the same defaults.

ATARI ST

Using a Single Drive

Type SAVE at the prompt (>). The standard Atari ST dialog box for selecting files will be displayed. The directory in which your save will be stored (including drive identifier) appears near the top of the box.

If you want to SAVE to the story disk itself, simply choose a file name under which to save your position and type it into the selection area. It is not necessary to type ".SAV" after the name, this is added automatically.

To use a different save disk, remove the story disk from the drive and insert the new disk. IMPORTANT: You must click with the mouse on the shaded "title bar" area of the inner directory window to display the directory of the new disk.

After typing in the file name, click on the OK button, or press the RETURN key. If you want to cancel the save operation, click on the CANCEL button. The disk drive will spin for several seconds, and if all is well, the story will eventually respond:

OK
If it responds:
FAILED

consult the Troubleshooting section. After saving your story position, you may continue the story.

Using Multiple Drives

If your save disk is in a different drive from the story disk, the save procedure is identical to using a single drive except that you must identify the second drive by changing the directory specification (the line near the top of the dialog box). When the dialog box appears, edit the directory specification so that the drive letter corresponds to the drive containing your save disk. IMPORTANT: You must click with the mouse anywhere INSIDE the inner directory window to display the directory of the save disk.

The following keys are useful for editing items in the file selection box:

- up and down cursor keys - select item to edit.
- left and right cursor keys - position cursor within item.
- backspace and delete keys - erase the character before or after the cursor.
- ESC key - erase the whole item.

Restoring a Saved Story Position

To return to a previously saved story position, type RESTORE at the prompt (>). A standard dialog box will appear, showing a list of your saved positions on the indicated disk. If there are more save files on the disk than will fit in the window, the scroll bar becomes active. If you want to restore from a different disk, change disks as described in Section on SAVING. Click once over the name of the position you want to restore, then click on the OK button, or press the RETURN key. If you want to cancel the restore operation, click on the CANCEL button.

COMMODORE AMIGA

1. Type SAVE at the prompt (>). A message will appear asking you to choose a name for the save file.
2. If you want to SAVE to the story disk itself, just enter a file name and press RETURN.
3. If you want to SAVE to another disk, you must prefix the file name with either the name of the second disk (e.g., Saves:) or the name of the drive containing it (e.g., df0:). The prefix is needed even if the two disks were swapped using a single drive. If the save succeeds, the prefix becomes the default prefix, and need not be typed again for the next save.

The disk drive will spin for several seconds. If all is well, the story will respond:

OK

If it responds:

FAILED

consult the Troubleshooting section. After saving your position, you may continue with the story.

NOTE: The file "Icon.Data" is used to create icons for new save files. If you delete this file, new save files will not have visible icons.

Restoring a Saved Story Position

You can return to a previously saved story position at any time. Type RESTORE at the prompt (>). The most recently saved or restored position will be displayed as the default. Then enter the name of a save file, as in Section on SAVING.

If you want to return to the default position, you can just press the RETURN key.

TROUBLESHOOTING

If the story fails to load properly, or SAVE/RESTORE or SCRIPT fails, check each of the following items.

IBM PC

1. Make sure all connections on your computer are plugged in, connected properly, and that all power switches are turned on.
2. Make sure all disks are inserted correctly and that all drive doors are closed.
3. Inspect all disks for any visible damage.
4. For SAVE problems, make sure the Save disk is not write-protected. Also, make sure the disk has enough room for a Save file (approx. 35k per Save) and that it has been formatted properly. As a last resort, try a different disk.

You can check to see if your game is damaged by using the \$VERIFY Command.

Type: \$VERIFY at the story prompt (>) and press <RETURN>. If your story is currently frozen (ie. you are unable to type from the keyboard) you will have to reboot the disk, restart the story, and then type \$VERIFY.

After you successfully issue the \$VERIFY command the disk will spin for approximately a minute and then a message, similar to one of the following will appear:

GOOD - The disk has not been damaged and the data is intact. If you are having problems, they are most likely hardware related. It is also possible that there is a bug in the program.

NO GOOD - This indicates that the data on the disk is damaged. Repeat the \$VERIFY procedure several times. If possible, repeat the \$VERIFY procedure on another computer. If the game ever replies positively, the data is intact and you must look elsewhere for any problems you are encountering.

All disk and printer errors are handled within the story. if you encounter an error message you will be given the option to A (abort) or R (retry). In most cases choosing Abort will not throw you out of the game and cause you to lose your position. However, if you get an error message when the game is either Restoring or reading information from the disk (a probable indication of a damaged disk) choosing Abort will throw you back into DOS. In this case consult the section on Troubleshooting.

ATARI ST

1. Inspect all disks carefully for any visible damage.
2. For SCRIPTing, make sure the printer is connected properly, enabled for printing, not out of paper, etc.
3. Try again: the problem may only be only momentary.

If you continue to experience problems, follow this procedure. Reboot the diskette. When the initial screen is displayed, type \$VERIFY at the prompt. The disk drive will spin for a minute or less and one of the following messages will appear.

1. "DISK CORRECT." The disk has not been damaged and the data is intact. The problem may be with your hardware, probably the disk drive. It is also possible the program contains a bug.

2. "DISK FAILED" or "DISK READ ERROR." This reply indicates either hardware trouble or disk damage. Repeat the \$VERIFY process several times. Also try \$VERIFY on another computer. If the story ever replies "DISK CORRECT", the data is intact. If you repeatedly get an internal error message on more than one computer, the disk has most likely been damaged.

COMMODORE AMIGA

1. Inspect all disks carefully for any visible damage.
2. For SAVES, make sure the save disk is not write-protected (the small opening in the corner of the disk should be covered).
3. For SCRIPTing, make sure the printer is connected properly, enabled for printing, not out of paper etc.
4. Try again; the problem may only be momentary.

If the story produces an error message, run the following procedure: Restart the story. When the initial screen appears, type \$VERIFY and press the RETURN key. The disk drive will spin for a minute or so, and a message similar to one of the following will appear.

1. "DISK CORRECT." The disk has not been damaged; the data is intact. This may indicate a problem with your hardware (usually with the disk drive). It is also possible the story contains a bug.
2. "DISK FAILED" or "DISK READ ERROR." This reply indicates either hardware trouble or disk damage. Repeat the \$VERIFY process several times. Also try the \$VERIFY process on another computer. If the story ever replies "DISK CORRECT," the problem is in your hardware. If you repeatedly get an error message on more than one computer, the disk has most likely been damaged.

COMMAND OPTIONS (switches) - IBM PC ONLY

You may issue command options, by using switches, when you load the story. The switches allow you to tell the story extra information about the hardware you are using and how you want the story to be displayed on your computer's screen.

Switches are entered at the same time and on the same line as the story title when you load the story. They are all entered in the form "title" / command (e.g. HITCHHIK/r <RETURN>) with a space between the story title and the /.

Here is a list of switches which you may use.

Display Switches

In most cases, your story will be displayed in the most efficient and aesthetic manner possible. However, because of numerous types of hardware configurations and the different graphics characteristics of each story plus your own wants in terms of how the story display should look, you might try the following options:

/c - selects colour output provided colour compatibility and a colour monitor are available. The /c switch also allows you to select foreground and background colours after the switch (e.g., /c71 gives white on blue, which is the default). Refer to the system documentation for numbers to use.

/m - prohibits colour input. This is the default on machines without colour capability.

Other Switches

/p - If SCRIPTing to the printer isn't working well, type UNSCRIPT, SAVE your position, and quit the story. Then reload the story using the /p switch and try SCRIPTing again.

/f - Disables the UNDO feature in stories that use it. This switch is useful on machines with 256 kbytes or less of memory in the sense that it frees some memory (but disables a useful feature) thereby giving you somewhat faster game play. The UNDO feature is automatically disabled if there is not enough memory to support it. Machines with more than 256k will have enough memory to load the entire game with the UNDO feature, in which case the speedup is negligible.

/k - allows you to specify how much memory the story can use in kbytes. (e.g., /k128) Normally it uses as much as it can get. This switch might be useful if you think that the story is affecting or being affected by other memory resident programs that you have loaded.

COLOUR DISPLAY - ATARI ST ONLY

If you are using a colour monitor, you can change the colours used in the display. At the prompt (>), hold down the SHIFT key and use the four cursor keys to cycle through the available combinations.

If you are using a monochrome monitor, you can reverse the video in the same way.

AMIGA PREFERENCES - AMIGA ONLY

Several aspects of the story presentation can be changed using the Amiga Preferences tool, including text size (60 or 80 columns) and colour. The size can be changed only before the story is started. You also use Preferences to specify your type of printer and the port to which it is connected. The Amiga supports both parallel and serial devices.

MEMORY USAGE AND MULTI-TASKING

- AMIGA ONLY

On a multi-tasking computer such as the Amiga, tasks must share the available memory. Some tasks may require that a certain amount of free memory be available at all times. Also, actions like opening, resizing and hiding windows can temporarily require large amounts of memory.

When the Infocom story loads, it will always leave a specified amount of memory free. The default minimum amount is 64 Kbytes. This can be changed by starting the story from the CLI with a special argument of the form "F/n," where n is the new minimum number of bytes to leave free (for example, Zork F/32000). If you supply an argument, memory use statistics will be displayed when the story loads.

You may need to increase the amount of free memory if, for example, you are running several tasks and switching between them fails or causes the system to hang. On the other hand, you can probably decrease free memory if you are running only the story. This may reduce or eliminate disk activity on versions of the Amiga with limited memory.

Quick Reference Guide

1. To start the story ("boot up"), see the separate Reference Card in the relevant section.

2. When you see the prompt (>) on your screen, *Leather Goddesses of Phobos* is waiting for your input. There are four kinds of sentences or commands that *Leather Goddesses of Phobos* understands:

A. Direction commands: To move from place to place, just type the direction you want to go: NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST, SOUTHWEST, UP, DOWN, IN, or OUT.

B. Actions: Just type whatever you want to do. Some examples: READ THE BOOK or OPEN THE DOOR or LOOK THROUGH THE WINDOW or GIVE THE BALL TO THE CAT. Once you're familiar with simple commands, try the more complex ones described in "Communicating with Infocom's Interactive Fiction".

C. Commands given to other characters: To talk to characters in the story, type their name, then a comma, then what you want to say to them. For example: FRED, GIVE ME THE AXE or OLD MAN, HELLO.

D. Special commands: Some commands, such as INVENTORY or DIAGNOSE, give you specific information or affect your output. A list of these appears in the "Special Commands" section.

3. After typing your sentence or command, you must press the RETURN (or ENTER) key before *Leather Goddesses of Phobos* will respond.

4. On most computers, your screen will display a special line called the "status line." It tells you the name of your current location, your score, and the number of turns you have taken so far in the story.

5. You can pick up and carry many of the items you'll find in the story. For example, if you type TAKE THE TUBE OF JELLY, you will be carrying it. Type INVENTORY to see a list of the items you are carrying.

6. When you want to stop, save your place for later, or start over, read the "Starting and Stopping" section.

7. If you have trouble, refer to the specific section of the manual for more detailed instructions.

INFOCOM FROM MASTERTRONIC

NOW THE ONLY LIMIT IS YOUR IMAGINATION

Classic Infocom Interactive fiction is back - at an irresistible price.

HITCHHIKER'S GUIDE TO THE GALAXY - Written by Douglas Adams, the author of the radio series, book and TV series of the same name, this is the most mind-bogglingly hilarious game ever produced by Infocom. Mr Adams wrote new material and designed problems specially for this interactive story, which follows the plot of the original (with one or two deviations!). As the story begins, you are Arthur Dent, and a bulldozer is about to level your house. Grab a pint of bitter and join Ford Prefect, Trillian, Zaphod Beeblebrox and Marvin The Paranoid Android on a cosmic jaunt into the regions where anything can - and does - happen. And don't forget your towel!

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PLANETFALL - 'Join the Patrol and see the Galaxy'. You took the poster's advice and marched into the recruitment station near your home on the backwater planet of Gallium. PLANETFALL teleports you 100 centuries into the future, onto a Stellar Patrol ship where your rank is Ensign 7th class - about as low as you can go. But then the ship explodes, and you are jettisoned onto a world plagued by floods, pestilence and a mutant Wild Kingdom. Luckily, you are accompanied by Floyd the mischievous robot - who might help you find the secret to saving it...

WISHBRINGER - A postal clerk in the seaside village of Festerton, you set out to deliver an envelope to Ye Olde Magick Shoppe. Familiarity reigns until an old woman in the shop persuades you to help find her kidnapped cat. Then your world takes on the dimensions of a nightmare, where trolls guard bridges, goldfish become piranhas, vultures spy on you, ghosts haunt the cemetery and your little post office becomes a fortress-like tower. You'll want to use The Wishbringer, a magical stone imbued with wishes, again and again as you confront unusual creatures - and finally, The Evil One.

AVAILABLE ON:

PC, Amiga and ST £9.99

(PC versions contain both 5.25" and 3.5" disks)

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For Further information please contact:

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