

Through strange, savage zones your way will be shown
by the magical stone called

WISHBRINGER[®]



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 *Wishbringer*.

TABLE OF CONTENTS

Section I: About *Wishbringer*

Preface to the Story 3

Hints 3

Wishing for Magic 3

Sample Transcript and Map 3

About the Author 5

Section II: About Infocom's Interactive Fiction

An Overview: What Is Interactive Fiction? 5

Starting and Stopping 5
• "Booting Up"
• Saving and Restoring
• Quitting and Restarting

Communicating with Infocom's Interactive Fiction 6
• Basic Sentences
• Complex Sentences
• Talking to characters in the story

Special Commands 7

Tips for Novices 8
Eleven useful pointers about Interactive Fiction

Common Complaints 9

Running the Story on your Computer 10

Quick Reference Guide 14
The most important things to know about Interactive Fiction

SECTION I: ABOUT *WISHBRINGER*

Preface to the Story

Welcome to the world of Infocom's interactive fiction, a world where:

- you are the hero or heroine in a story,
- you use your own thinking and imagination to guide the story from start to finish,
- you meet other people, who may or may not help you, and
- you can go to new places, figure out mysteries and puzzles, and fight against enemies.

In *Wishbringer*, you're a postal clerk in a small seaside village called Festeron. You deliver a strange envelope to a magic shop, and discover that an old woman's black cat has been kidnapped by "the Evil One." The old woman asks for your help, and when you leave the magic shop, you find yourself trapped in a nightmare world. Your once-quiet town is now full of goons, trolls, vultures, fortress-like towers, and assorted wickedness. You become entangled in the struggle between Good and Evil; extraordinary help is found only in unusual places. Everyone seeks to possess a magic stone of dreams known as *Wishbringer*, but only you can find it and use its powers to make your town safe again. And you only have a few hours!

Hints

IBM version only

This version of *Wishbringer* 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. Most of the hints are nudges in the right direction; the last hint in the sequence is usually a complete answer.

Wishing for Magic

Wishbringer is a powerful and magical stone. If you're holding *Wishbringer*, you can make seven special wishes come true. You can wish for ADVICE, DARKNESS, FLIGHT, FORESIGHT, FREEDOM, LUCK, or RAIN. You wish for these simply by typing WISH FOR ADVICE, WISH FOR DARKNESS, etc.

However, you need more than the stone to make the wishes come true. According to *The Legend of Wishbringer*, you also need a different object for each wish. These are described below.

To WISH FOR ADVICE, you need both *Wishbringer* and a sea shell. As long as you're holding both, you'll continue to receive ADVICE periodically.

To WISH FOR DARKNESS, you need to drink grue's milk and hold the stone. You must wish for DARKNESS soon after drinking the milk; otherwise the wish won't come true.

To WISH FOR FLIGHT, you need to sit on a broomstick while holding the stone. In the story, flying on the broomstick will always take you to the Magic Shoppe.

To WISH FOR FORESIGHT, you must be holding the stone while wearing a pair of glasses. Your wish won't come true if you're simply holding the glasses; you must be wearing them.

To WISH FOR FREEDOM, you must hold the stone and eat candy. Like DARKNESS, you have to WISH FOR FREEDOM soon after eating the candy; otherwise your wish won't come true.

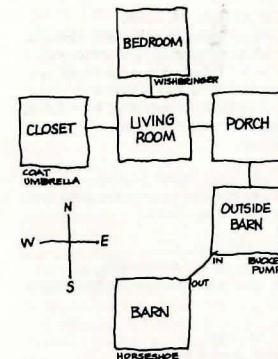
To WISH FOR LUCK, you must be holding both the stone and a horseshoe. Your luck will be broken whenever you drop either the horseshoe or the stone, but will come back whenever you pick them up again.

To WISH FOR RAIN, you need to be holding an open umbrella and the stone. This wish won't work indoors.

Remember that most wishes can be used only once. If you get trapped and use your WISH FOR FREEDOM successfully, you won't be able to use it again later. So use your wishes carefully; you don't want to waste them.

Sample Transcript and Map

This transcript is not from *Wishbringer*, but will give you a good feeling for how Infocom's interactive fiction works. It contains some simple puzzles and their solutions. 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.



You awake suddenly from a deep sleep. You are about to roll over and doze off again when you hear your unicorn, Harry, neighing outside. You get out of bed, turn on the light, and look under the pillow. Whew! There's *Wishbringer*, where you left it. But your wallet, which had been on the bedside table, is missing!

Bedroom

You're standing in your bedroom, which is small but comfortable. A closed door leads south into the living room. In a corner of the room sits a bedside table. Under the pillow on your bed is the magical stone, *Wishbringer*.

>TAKE *WISHBRINGER*
Taken.

>GO SOUTH

The bedroom door is closed.

>OPEN THE BEDROOM DOOR

Okay, the bedroom door is now open.

>GO SOUTH

Living Room

This is your Cozy Living Room, one of the latest models from the Frobozz Magic Cozy Living Room Company. Two rocking chairs sit in front of a fireplace at one end of the room; a telephone rests on an oak desk at the other end. A small picture hangs above the fireplace. The closet door on the west wall is closed. A cool breeze blows through the open front door, which leads east onto your porch.

>LOOK AT THE PICTURE

The picture above the fireplace shows a small white farmhouse, not unlike your own. In red letters above the house are the words "Home Sweet Home." The cool breeze continues to blow through the open front door, making you shiver.

>CLOSE THE FRONT DOOR

You push the door against the wind and close it. Ah, that's better!

>FIND THE WALLET

You can't see any wallet here. Again, you hear your unicorn Harry neighing.

>GO OUTSIDE

The front door is closed.

>OPEN THE DOOR

(Which door do you mean, the closet door or the front door?)

>FRONT

Okay, the front door is now open. A cool breeze blows into the room.

>GO OUTSIDE

Porch
You're standing on the front porch of your home. The white paint is chipped, and the floorboards creak. To the south is the barn. It's chilly out here. You better not go anywhere without your coat.

>GO INSIDE

Living Room

>OPEN THE CLOSET DOOR

Okay, the closet door is now open.

>GO INTO THE CLOSET

Closet
This is your cedar-lined closet. The aromas make you light-headed. Your coat and an umbrella are here.

>TAKE THE COAT. PUT IT ON

Taken.
Again, you hear your unicorn Harry neighing.

Okay, you're now wearing the coat.

>GO OUT THEN WALK EAST THEN

SOUTH
Living Room

Porch

Outside Barn

Your red-and-black barn is here. That's odd; you thought your barn was yellow and green. You look again. Ah. That explains it — the red is the flames licking the walls of the silo, and the black is the thick smoke billowing from the door and windows. A bucket and a pump sit nearby.

>GO INTO THE BARN

The flames are too hot.

>TAKE THE BUCKET. PUMP WATER INTO THE BUCKET THEN POUR THE WATER ON THE BARN

Taken.

You rhythmically pump water into the bucket. There! The bucket is full of water.

You pour the water on the barn and douse a few embers. However, the fire is out of control, and the blazing barn continues to burn.

>LOOK FOR HARRY

You can't see Harry here.

>NORTH. WEST. GO IN THE CLOSET

THEN TAKE THE UMBRELLA
Porch

Living Room

Closet

Okay, you're now holding the umbrella.

>GO INTO THE LIVING ROOM THEN GO

OUT. SOUTH. OPEN THE UMBRELLA
Living Room

Porch

Outside Barn

The umbrella is now open.

>WISH FOR RAIN

A searing bolt of lightning shatters the sky! It strikes the glowing Stone of Dreams, and fractures the sky into a billion raindrops. Everything around you is soaked in a brief but savage downpour. The raging fire dies down and is extinguished.

>GO INTO THE BARN

Barn

The inside of the barn is scorched and charred. Some smoking embers are scattered on the floor. A blackened horse-shoe lies on the ground.

>TAKE THE HORSESHOE

The horseshoe is still too hot to pick up.

>OUT

Outside Barn

>PUMP WATER INTO THE BUCKET

You rhythmically pump water into the bucket. There! The bucket is full of water.

>GO IN THE BARN. POUR THE WATER

ONTO THE HORSESHOE
Barn
A blackened horseshoe lies on the ground.

At first the horseshoe sizzles as you pour the water over it. Then it cools and just gets wet.

>TAKE THE HORSESHOE

You're carrying too many things already!

>INVENTORY

You're carrying Wishbringer, an umbrella, a coat (being worn) and a bucket.

>DROP THE UMBREKKA

(Sorry, but this story doesn't recognize the word "umbrekka".)

>OOPS UMBRELLA

Dropped.

>TAKE THE HORSESHOE

Taken.

>WISH FOR LUCK

The Stone of Dreams brightens as you speak the Wish, and the edges of the blackened horseshoe begin to twinkle with Luck. You hear the phone ringing inside the house.

>GO NORTH THEN WEST

Porch

You hear the phone ringing inside the house.

Living Room

The phone is ringing.

>ANSWER THE PHONE

You pick up the receiver. It's the police calling! They tell you that they've just caught a thief, the Mad Arsonist of Festeron, and they found your wallet! You thank them and hang up the phone. Then you hear someone — or something — outside.

>GO OUTSIDE

Porch

Here's Harry! He's soaking wet, which unicorns hate, but he's obviously happy to see you.

>PET HARRY

Harry nudges you fondly with his horn and looks at you lovingly with his gentle brown eyes.

About the Author

"Professor" Brian Moriarty built his first computer in the fifth grade. This early experience with electronics led him to seek a degree in English Literature at South-eastern Massachusetts University, where he graduated in 1978. He is an active member of the Science Fiction Writers of America and the Nathaniel Hawthorne Society. His interactive fiction titles for Infocom include:

Wishbringer (1985)

Trinity (1986)

Beyond Zork (1987)

SECTION II:

ABOUT INFOCOM'S INTERACTIVE FICTION

An Overview:

What is interactive fiction?

Interactive fiction is a story in which you are the main character. Each interactive story, such as *Wishbringer*, presents you with a series of locations, items, characters, and events. You can affect the direction of the story by moving from place to place, using the objects you find, and interacting with the other characters.

An important element of interactive fiction is puzzle-solving. Think of a locked door or a ferocious beast not as a permanent obstacle, but merely as a puzzle to be tackled. (Find the key that unlocks the door, or figure out what tune will charm and tame that beast.)

In *Wishbringer*, time passes only in response to your input. 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.

Wishbringer measures your progress by giving you a score. You'll get points for solving puzzles and for reaching new locations. A perfect score of 100 is your goal; making sure you have fun getting there is ours.

Starting and Stopping

Starting the story: To load *Wishbringer*, follow the instructions in the relevant section in the manual.

On your screen, you will see a description of the opening location of the story, Hilltop, followed by the prompt (>), indicating that *Wishbringer* is waiting for your first input.

Here are a few inputs for you to try at the first several prompts. After typing each input, don't forget to hit the RETURN (or ENTER) key.

>READ THE SIGNPOST

>INVENTORY

>LISTEN TO THE VOICE

>LOOK AT THE POST OFFICE

>GO SOUTH

You should now have a feel for interacting with the story. You decide what to do next.

Saving and restoring: It will probably take you several days to complete *Wishbringer*. 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. Even if you aren't about to stop playing, it's useful to SAVE 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, type SAVE at the prompt (>), and then press RETURN (or ENTER). Then follow the instructions for saving and restoring. Some computers require a blank SAVE disk, initialized and formatted. Using a disk with data on it (other than *Wishbringer* 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.

Any time you want to return to a saved position, just type RESTORE at the prompt (>), and hit RETURN (or ENTER). Then follow the instructions in the relevant section. You can then continue the story from your save. 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.) *Wishbringer* will ask you to confirm this command.

If you want to stop entirely, type QUIT and press RETURN (or ENTER). Once again, *Wishbringer* will ask to make sure this is really what you want to do.

Remember: when you RESTART or QUIT, you must SAVE if you ever want to return to your current point in the story.

Communicating with Infocom's Interactive Fiction

In *Wishbringer*, you type your commands in plain English each time you see the prompt (>). The computer 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; the computer doesn't care either way.

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

Wishbringer recognizes your words by their first nine letters, and all subsequent letters are ignored. For example, *Wishbringer* would not be able to distinguish between DEMONSTRATION, DEMONSTRATIVE, and DEMONSTRATOR. 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.

Wishbringer understands many different kinds of sentences. Here are examples, using objects and characters that don't actually appear in *Wishbringer*:

>WALK TO THE NORTH
>WEST
>NE
>DOWN
>TAKE THE FOUR-LEAF CLOVER
>PUT ON HAT
>READ THE MANUAL
>LOOK UNDER THE GLASS CASE
>WISH FOR RAIN
>EXAMINE THE PELICAN
>PUSH THE RED BUTTON
>WALK INTO POLICE STATION
>DROP THE ENVELOPE ONTO THE COUNTER
>GIVE BOOK TO LIBRARIAN

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

>TAKE THE BLACK UMBRELLA, THE HAT, AND THE COIN
>DROP THE LETTER AND THE ENVELOPE

You can include several inputs on one line if you separate them by the word THEN or by a period. Each input will be handled in order, as though you had typed them individually at separate prompts. For example, you could type all of the following at once, before pressing the RETURN (or ENTER) key:

>OPEN THE MAILBOX THEN PUT THE LETTER IN IT THEN CLOSE THE MAILBOX. GO SOUTH

If *Wishbringer* doesn't understand one of the sentences on your input line, or if an unusual event occurs, it will ignore the rest of your input line.

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

>TAKE BOX. OPEN IT. PUT IT ON THE TABLE
>CLOSE THE HEAVY METAL DOOR. LOCK IT
>KNOCK ON THE LIBRARY DOOR THEN OPEN IT
>TAKE ALL
>DROP ALL BUT CANDLE
>TAKE ALL FROM THE CARTON
>GIVE ALL BUT THE FISH TO THE PELICAN

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.

When you meet intelligent creatures in *Wishbringer*, you can talk to them by typing their name, then a comma, then whatever you want to say to them. Here are some examples:

>ASK MISS VOSS ABOUT THE VIOLET NOTE
>ASK SERGEANT MACGUFFIN FOR THE CHOCOLATE
>QUESTION THE OLD WOMAN
>BETTY, TELL ME ABOUT STEVE
>GRAVEDIGGER, UNLOCK THE GATE
>ALICE, SIT DOWN

Keep in mind, however, that many creatures don't care for idle chatter; your actions will speak louder than your words. *Wishbringer* tries to guess your intention when you give incomplete information. When it does so, it will tell you. For example:

>GIVE TROMBONE
(to the musician)
The musician accepts your kind offer and starts playing "Dixie."

If your command is ambiguous, *Wishbringer* will ask you to clarify. You can answer these questions simply by supplying the missing information at the very next prompt. For example:

>OPEN THE DOOR
(Which door do you mean, the sliding door or the storage room door?)

>SLIDING
The sliding door is now open.

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 - This will repeat your previous input. For instance, typing KNOCK ON THE DOOR then typing AGAIN would be like trying to knock on the door twice in a row. You can abbreviate AGAIN to G.

BRIEF - This command tells *Wishbringer* to fully describe a location only the first time you enter it. On subsequent visits, *Wishbringer* will tell you only the name of the location and any objects present. *Wishbringer* will begin in BRIEF mode, and remain in BRIEF mode unless you use the VERBOSE or SUPERBRIEF commands. SUPERBRIEF tells

Wishbringer to display only the name of a place you have entered, even if you have never been there before. In this mode, *Wishbringer* will not even mention which objects are present. Of course, you can always get a full 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 familiar with the geography. The VERBOSE command tells *Wishbringer* 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.

IBM version only

HINT - 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 - *Wishbringer* will list what you are carrying and wearing. You can abbreviate INVENTORY to I.

LOOK - This will give you a full description of your location. You can abbreviate LOOK to L.

NOTIFY - Normally the game will notify you whenever your score goes up or down. You can turn off this notification feature by using the NOTIFY command. Typing NOTIFY a second time turns the feature back on.

OOPS - If you mistype a word, such that *Wishbringer* doesn't understand it, you can correct yourself at the next prompt by typing OOPS and the correct word. For example, if you typed GIVE THE LETTER TO THE LIBARIAN and were told "I don't know the word 'libarian,'" you could type OOPS LIBRARIAN at the next prompt only, 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" 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. A transcript may aid your memory, but is not necessary, and will work only on certain computers. Refer to the relevant section for details.

SOUND - You can disable the "beep" which accompanies score notifications by using the SOUND command. Typing SOUND a second time turns the beeps back on.

SUPERBRIEF - This command tells *Wishbringer* to give you the sparest level of description. See BRIEF above.

TIME - This will give you the current time in the story.

UNSCRIPT - This tells your printer to stop making a transcript.

VERBOSE - This command tells *Wishbringer* to give you the wordiest level of description. See BRIEF above.

WAIT - Causes time in the story to pass. Since nothing happens until you type a sentence and press RETURN (or ENTER), you could leave your computer, take a nap, then 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 monster, you might WAIT to see if it will say anything; if you were aboard a moving boat, 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, the connections to adjoining locations, and any interesting objects there. Remember, 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 as many things as you can carry. Most objects that you find are important for solving the puzzles that you'll run into.

4. SAVE your place often, so that 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 ROLLER SKATES TO THE VULTURE

The vulture attempts to eat the roller skates, but eventually gives up. It continues to peck you on the head.

Thus, you discover that maybe giving something more edible to the vulture (that slab of raw meat?) would be better.

7. There are many possible routes to the end of *Wishbringer*. 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. Play *Wishbringer* with a friend! You might find a certain puzzle hard while your friend might find it easy, so two or more players can often have more fun, and do better, than one player alone.

IBM users

9. 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 instructions 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.

10. Read the sample transcript to get a feel for how interactive fiction works.

11. You can word a command in many different ways. For example, if you wanted to pick up a shiny hammer that was sitting on a table, you could type in any of the following:

>TAKE HAMMER
>TAKE THE HAMMER FROM THE TABLE
>PICK UP THE SHINY HAMMER
>GET THE HAMMER

If you type a sentence that *Wishbringer* doesn't understand, try rephrasing it or using synonyms. If *Wishbringer* still doesn't understand, you're probably trying something that isn't important for completing the story.

Common Complaints

Wishbringer will complain if your input confuses it completely. *Wishbringer* would then ignore any further sentences on your input line. (Certain events, such as being attacked, will also cause *Wishbringer* to ignore any additional sentences on your input line, since the event may have changed your situation drastically.) Some of *Wishbringer*'s complaints:

Sorry, but this story doesn't recognize the word "_____". That word is not in the story's vocabulary. Using a synonym or rephrasing may help; more likely, you're just barking up the wrong tree. *Wishbringer* recognizes over 1000 words, all that you need to use and most that you're likely to use. However, *Wishbringer* uses many words in its descriptions that it will not recognize in your inputs. Thus, you might read, "The moon casts violet shadows across the crater" but discover that *Wishbringer* doesn't understand the words MOON or SHADOW or CRATER in your input. When this happens, you can assume that you don't need to refer to those things to complete the story; they are only there to create a more vivid image of your location.

This story can't understand the word "_____ " when you use it that way.

Wishbringer knows the word but couldn't use it in that sense. Usually this is because *Wishbringer* knows it as a different part of speech. For example, if you typed GO TO THE LOWER LEVEL, you are using LOWER as an adjective, but *Wishbringer* might know LOWER only as a verb, as in LOWER THE WINDOW SHADE.

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

The other object[s] that you mentioned isn't [aren't] here. You referred to several objects in the same sentence, and at least one wasn't visible.

There aren't any verbs in that sentence!

Unless you are answering a question, each sentence must have a verb (or one of the special commands). Among the most important verbs that *Wishbringer* understands are TAKE, DROP, PUT, GIVE, LOOK, READ, EXAMINE, OPEN, CLOSE, ENTER, EXIT, EAT and WEAR. There are many more. Remember: you can use a variety of prepositions with your verbs. (For example, LOOK can become LOOK AT, LOOK INSIDE, LOOK BEHIND, LOOK UNDER, LOOK THROUGH, and so on.)

There aren't enough nouns 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 CARVE MY INITIALS ON THE TREE WITH THE KNIFE, which has three noun "phrases," one more than *Wishbringer* can digest in a single action.

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

You can't use more than one object at a time 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, such as TAKE, DROP, and PUT. For example, EXAMINE will not work with multiple objects; you couldn't say EXAMINE ALL or EXAMINE THE BOWL AND THE SWORD.

That sentence didn't make sense.

Please reword it or try something else.

The syntax (sentence structure) you used is not among the 300 or so syntaxes that *Wishbringer* understands. For example, SIT UNDER THE TREE and SKIP AROUND THE MAYPOLE are syntaxes that wouldn't be recognized by *Wishbringer*. There's a limited amount of space in the program, so syntaxes that are less common or not useful aren't included. 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) of 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 relevant section in the manual.

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

A. Directions: 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 what 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. More complex sentences are described in "Communicating with Infocom's Interactive Fiction".

C. Commands to other characters: Talk to characters in the story by typing their name, then a comma, then what you want to say to them. For example: FRED, HI or OLD MAN, GIVE ME THE TROMBONE.

D. Special commands: These give you information, such as INVENTORY, or affect the state of the program, such as VERBOSE. A list of these appears in the "Special Commands" section.

3. After typing your input, you must press the RETURN (or ENTER) key before *Wishbringer* will respond.

4. Your screen display includes a status line which tells you your current location, your score, and the current time (if known).

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 then be carrying it. Type INVENTORY to see what items you have.

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

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

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LEATHER GODESSES OF PHOBOS - A hilarious spoof of 1930s pulp science fiction, you're kidnapped by the evil Leather Goddesses. They take you back to Phobos as an experimental subject, while preparations continue to turn earth into their private pleasure playground. Playing the role of a male or female, you'll embark on a bawdy, rousing and very amusing romp across the solar system. With three 'naughtiness levels', the game will please everyone - from the lewd to the crude.

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on the other side of town. And
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and on about black cats, trolls,
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calls the Evil One. Says she's got
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Be polite. If she offers you a gift,
don't take it ... and whatever you do,
don't let her send you on any errands!

PS: Better hurry.
It's getting Dark outside.

The Boss