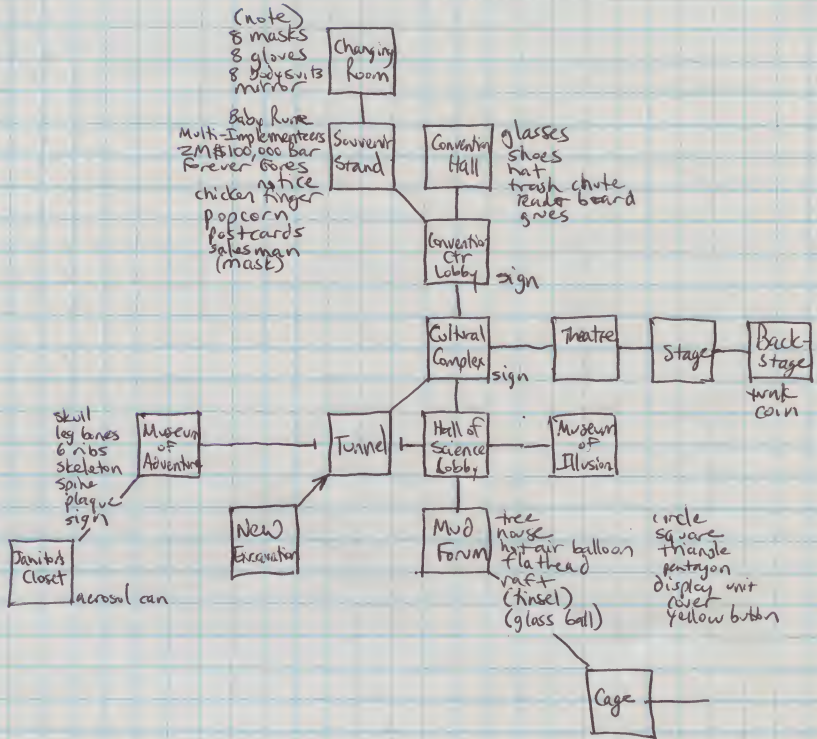


Notes on Actual Info-Games

ZORK: The Undiscovered Underground

Blank & Berlin



Balloon
 House
 Tree
 Flathead
 Raft



MINI-ZORK SCORING

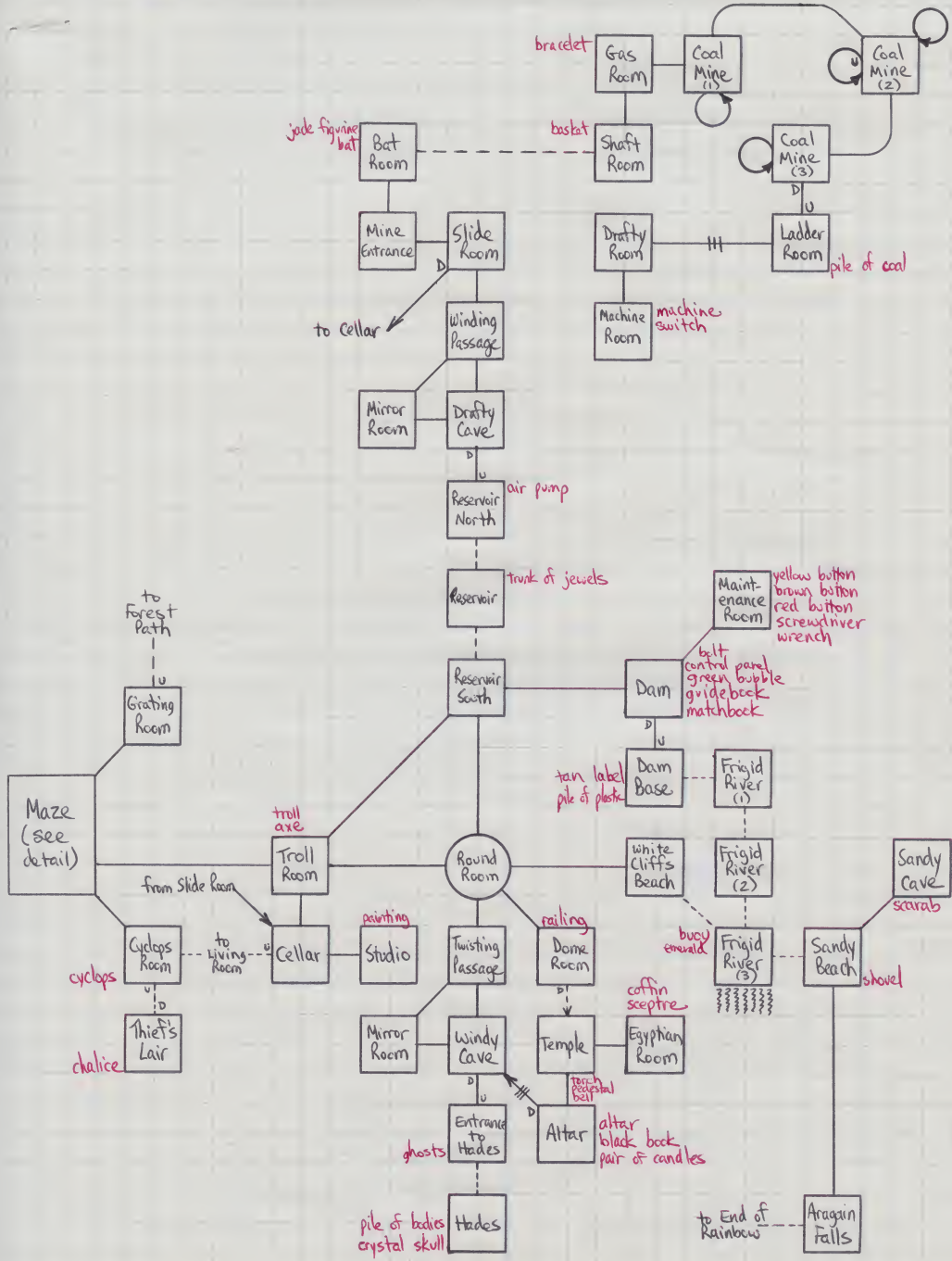
11/4/87

<u>Treasures</u>	<u>Points</u>
bag of coins	11
chalice	20
trunk of jewels	15
jade figurine	13
bracelet	10
diamond	25
painting	7
torch	12
coffin	13
sceptre	9
crystal skull	22
emerald	18
scarab	15
egg	6
pot of gold	19

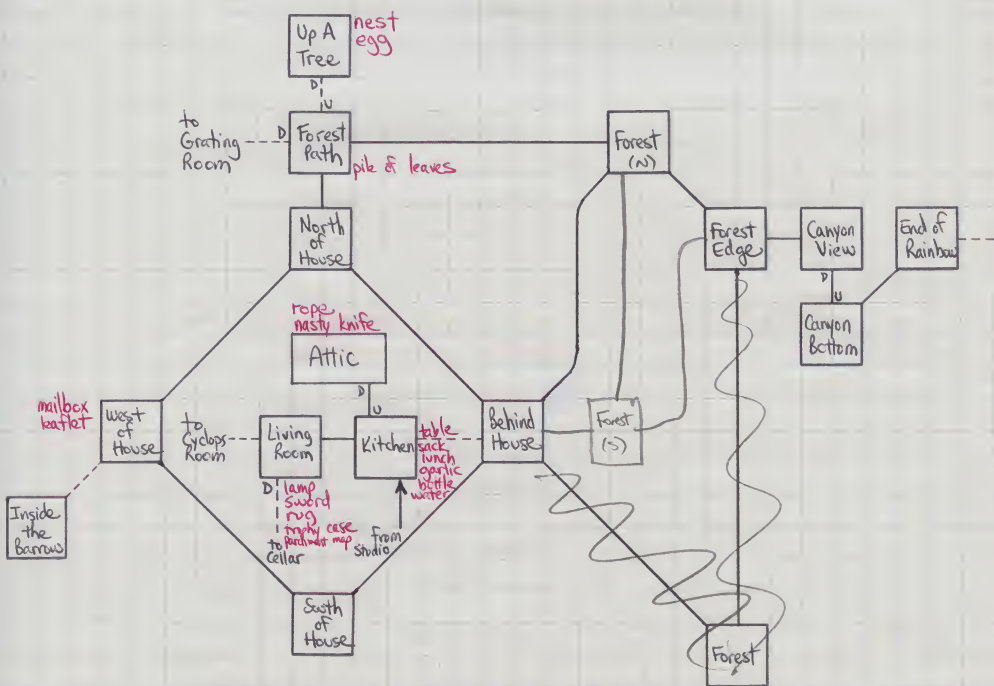
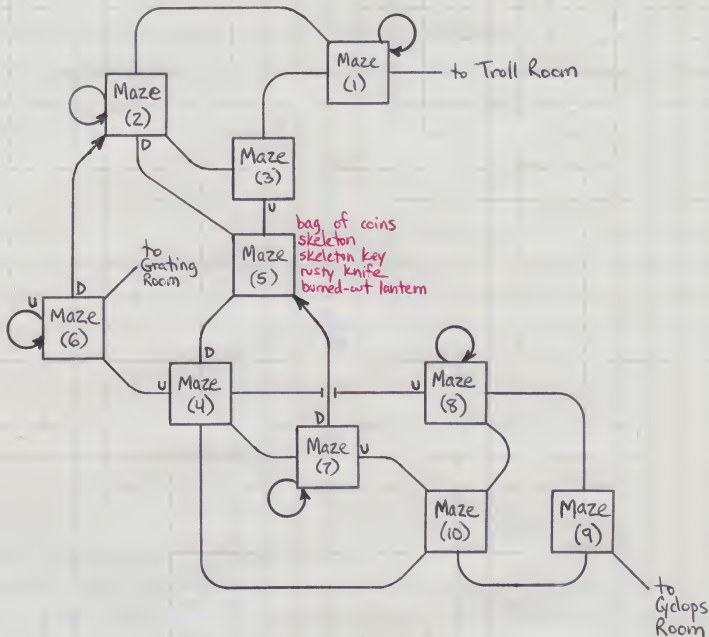
<u>Other</u>	<u>Points</u>
entering the Kitchen	10
entering the Cellar	25
killing the troll	10
opening the dam	20
praying at the Altar	15
entering the (lit) Drafty Room	10
putting entering the Thait's Lair	20
putting the 15 th treasure in the case	25

other things to cut

- * two forest rooms
- * nails pseudo
- * [How about the...] parser features
- * some OOPS features
- * guidebook
- * "Mine Entrance"
- * replace "Inside the Burrow" with an EXIT-F (beware: statusline)

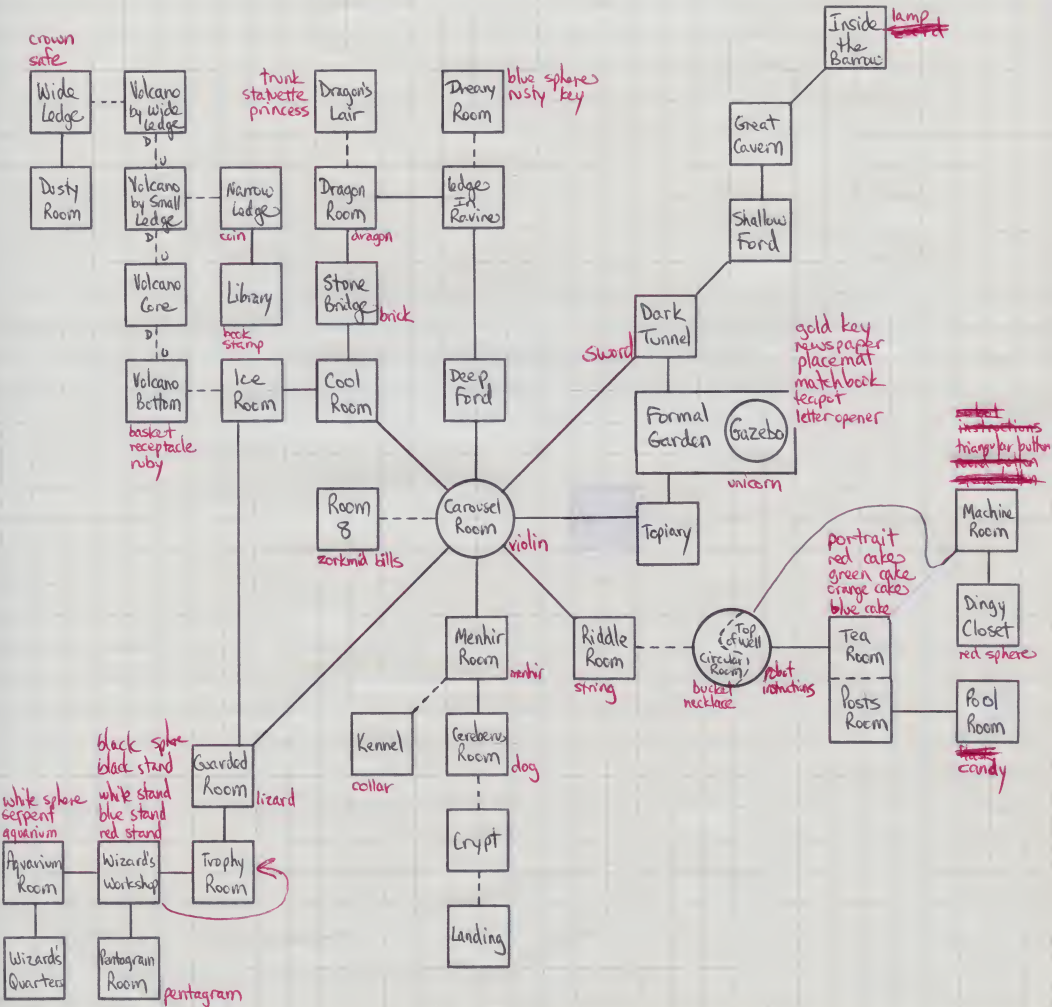


MAZE



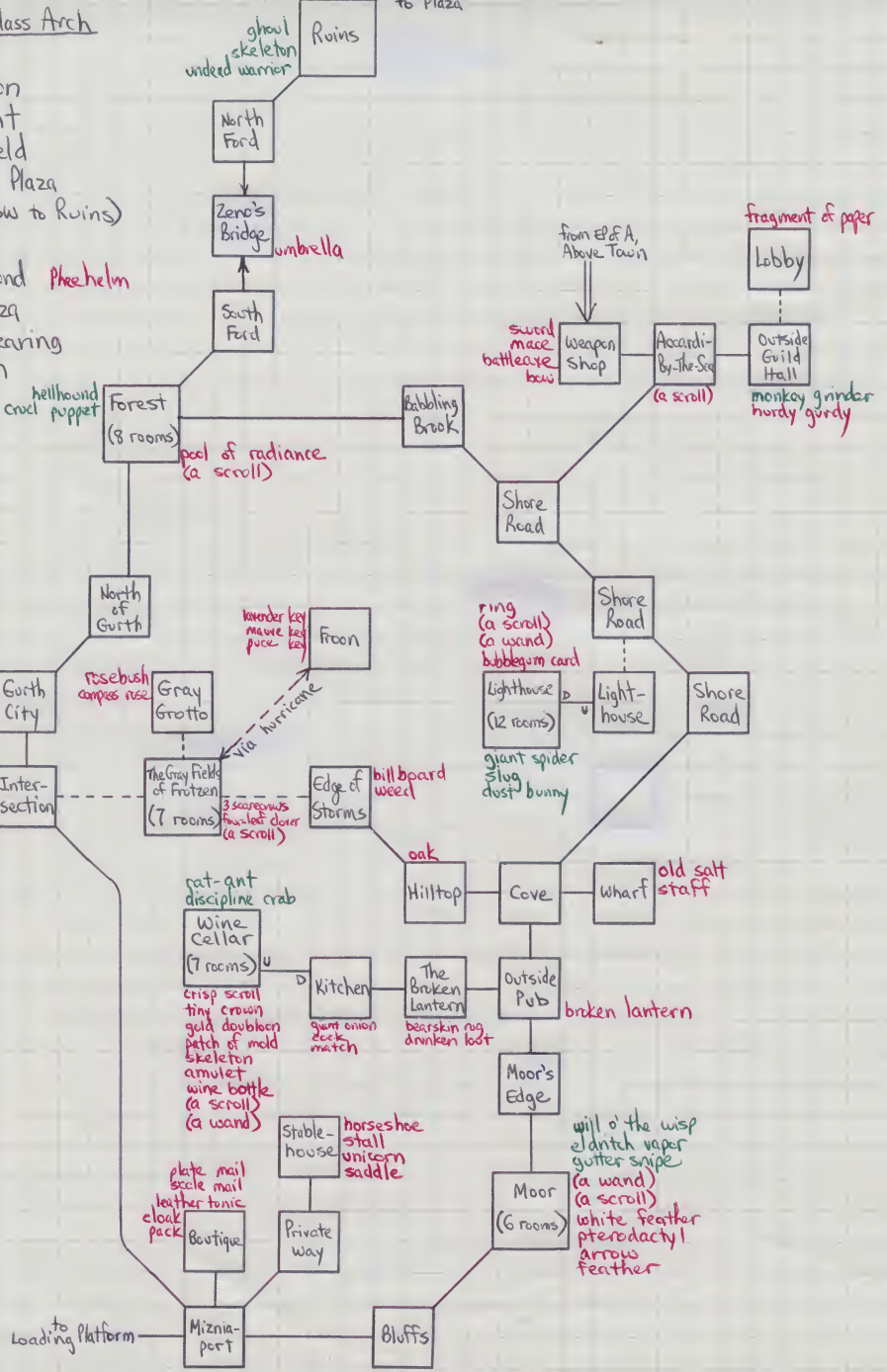
Things to cut MUNGING ROOMS?

- MICROSCOPIC LETTERING/FLASK
- EXPLODE-CAKE
- SOME SPELLS



The Hourglass Arch

- Void
- Desolation
- Pavement
- Rocky Field
- Crumbled Plaza
- Plaza (sw to Ruins)
- Plaza
- Battleground **Phaehelm**
- New Plaza
- Forest Clearing
- Savannah
- Void



- ghost skeleton
- underd warner
- umbrella
- hellhound
- cruel puppet
- pool of radiance (a scroll)
- billboard weed
- oak
- broken lantern
- will o' the wisp
- elritch vapor
- gutter snipe (a wand)
- white feather pterodactyl
- arrow feather

- Flask
- hourglass
- rabbit's foot
- silver scabbard
- grand feather dock
- 3 scarecrows
- fox-lot door (a scroll)
- quint onion
- deck match
- beastskin rug
- drunken foot
- plate mail
- scale mail
- leather tonic
- cloak pack

- from EP of A, Above City
- from EP of A, Above Town
- ring (a scroll)
- ca wand
- bubblegum card
- giant spider
- slug
- dust bunny
- old salt staff
- horseshoe
- stall
- unicorn saddle
- private way
- to Platform

- Rosebush
- compass rose
- via hurricane
- billboard weed
- oak
- broken lantern
- will o' the wisp
- elritch vapor
- gutter snipe (a wand)
- white feather pterodactyl
- arrow feather

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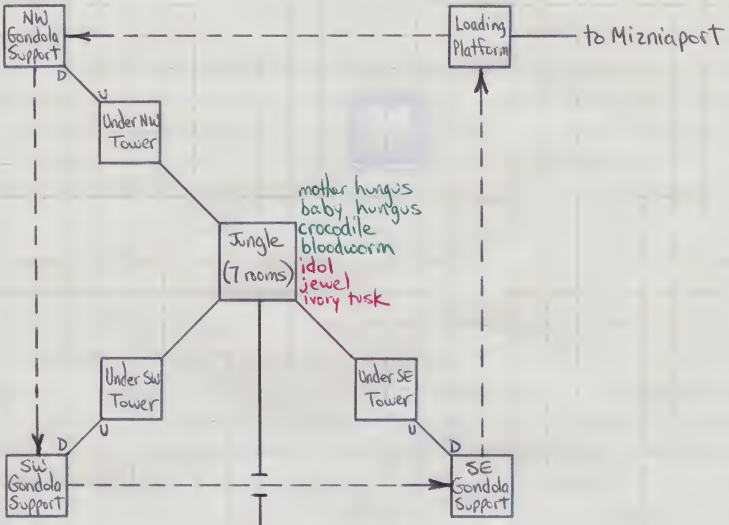
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- bubblegum card
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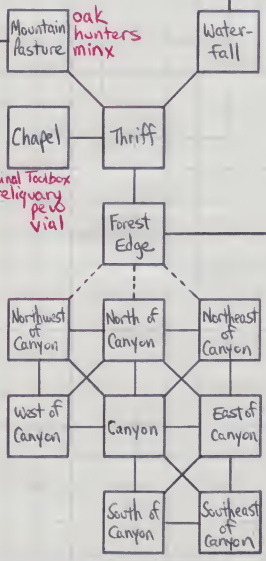
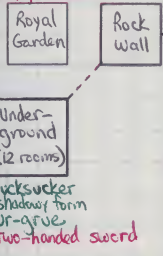
- ghost skeleton
- underd warner
- umbrella
- hellhound
- cruel puppet
- pool of radiance (a scroll)
- billboard weed
- oak
- broken lantern
- will o' the wisp
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- gutter snipe (a wand)
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- Flask
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- 3 scarecrows
- fox-lot door (a scroll)
- quint onion
- deck match
- beastskin rug
- drunken foot
- plate mail
- scale mail
- leather tonic
- cloak pack

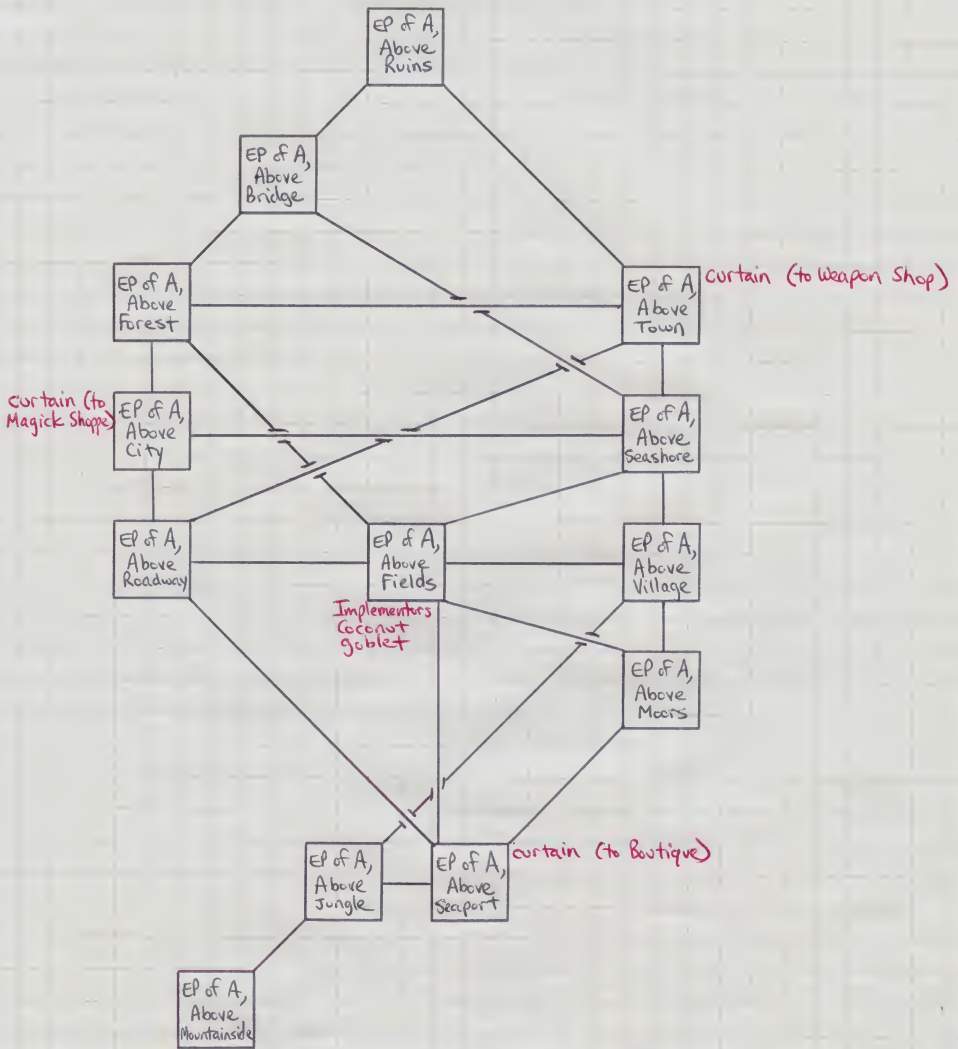
- from EP of A, Above City
- from EP of A, Above Town
- ring (a scroll)
- ca wand
- bubblegum card
- giant spider
- slug
- dust bunny
- old salt staff
- horseshoe
- stall
- unicorn saddle
- private way
- to Platform



jar
 circlet
 morgia
 plant
 platypus
 braided statue

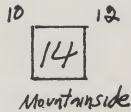
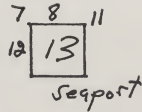
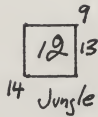
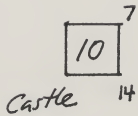
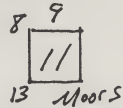
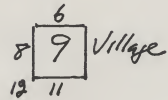
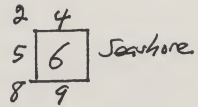
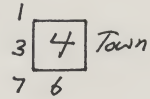
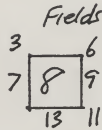
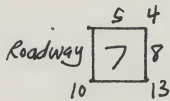
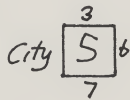
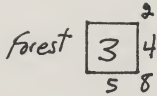
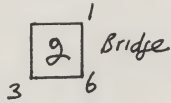
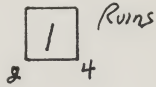


Under-ground (12 rooms)
 licksucker
 shadowy form
 ur-afue
 two-handed sword

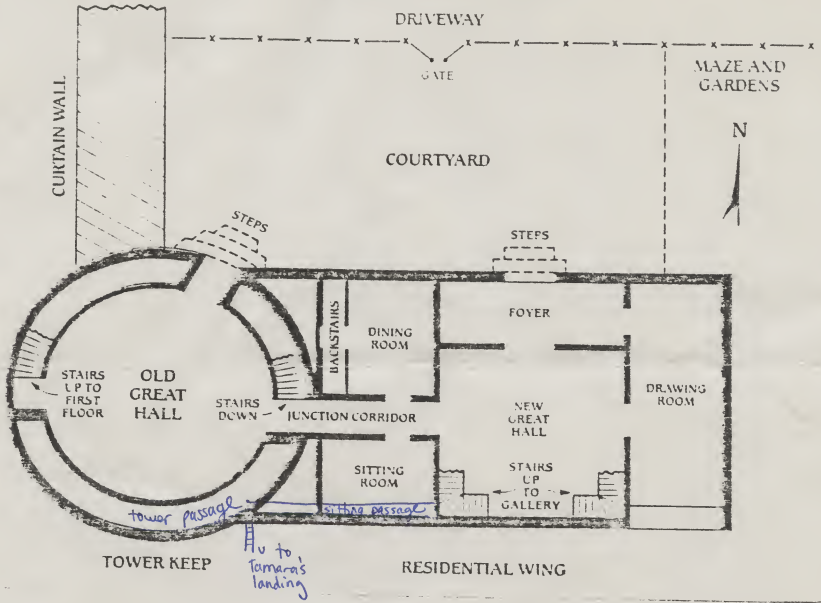


PRICES

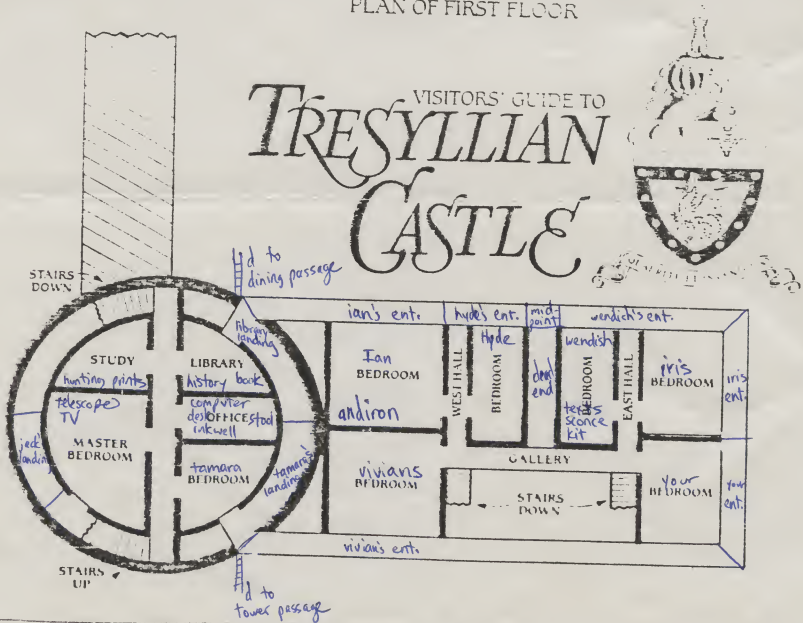
<u>Item</u>	<u>New (buy)</u>	<u>Used (sell)</u>
broken lantern	—	2 zm
bearskin rug	—	2 zm
zorkmid	—	1 zm
silver coin	—	20 zm
rusty dagger	—	2 zm
mace	20 zm	10 zm
tiny crown	—	20 zm
bubblegum card	—	30 zm
rod	—	10 zm
white feather	—	10 zm
scale mail	60 zm	30 zm
(rearrange lawn furniture)	—	1 zm
(bless armor)	—	5 zm
(bless weapon)	—	5 zm
(renewal)	—	5 zm
tusk	—	40 zm
gold doubloon	—	10 zm
horseshoe	—	2 zm
battle ax	40 zm	20 zm
diamond	50 zm	50 zm
hourglass	—	1000 zm
tear-shaped jewel	—	100 zm
sword	100 zm	50 zm
crystal	—	50 zm
ring	—	50 zm

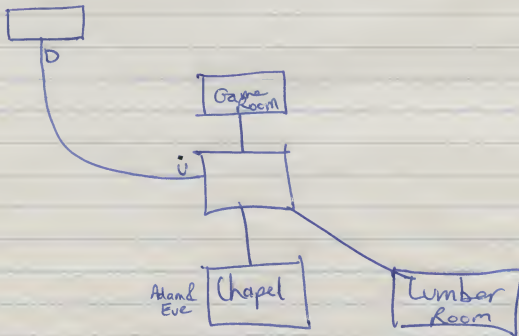
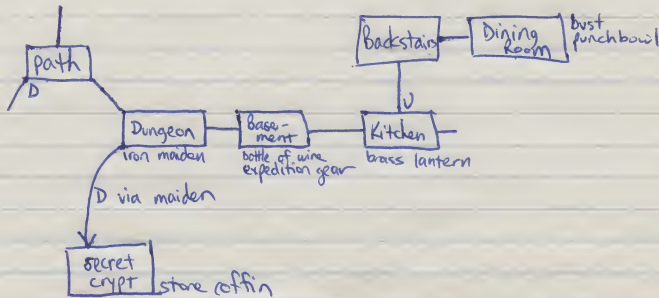


PLAN OF GROUND FLOOR



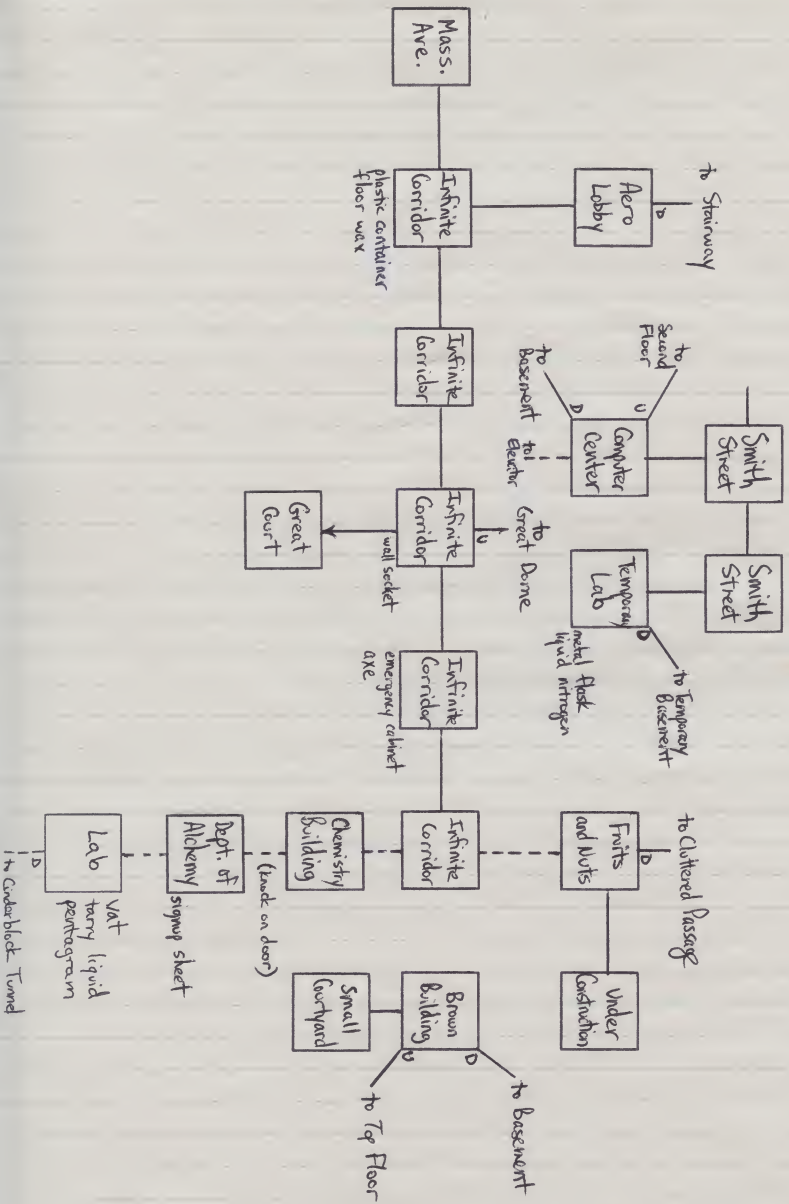
PLAN OF FIRST FLOOR





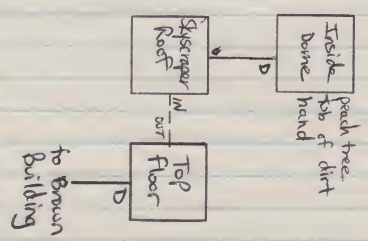
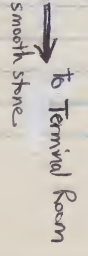
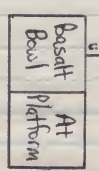
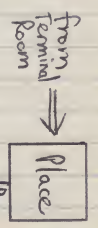
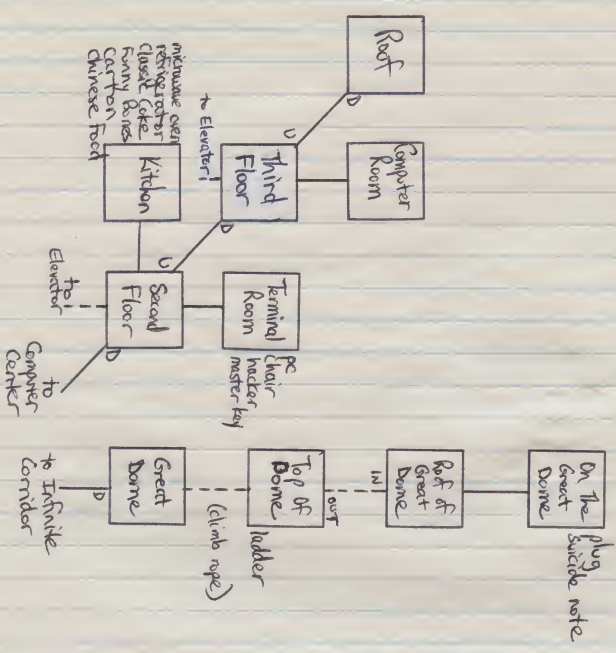
~~XI 44,000~~
 XI 43,989
 26 54,510
~~114~~ 57,729
 20 45,564
~~55~~ 39,240

GROUND LEVEL

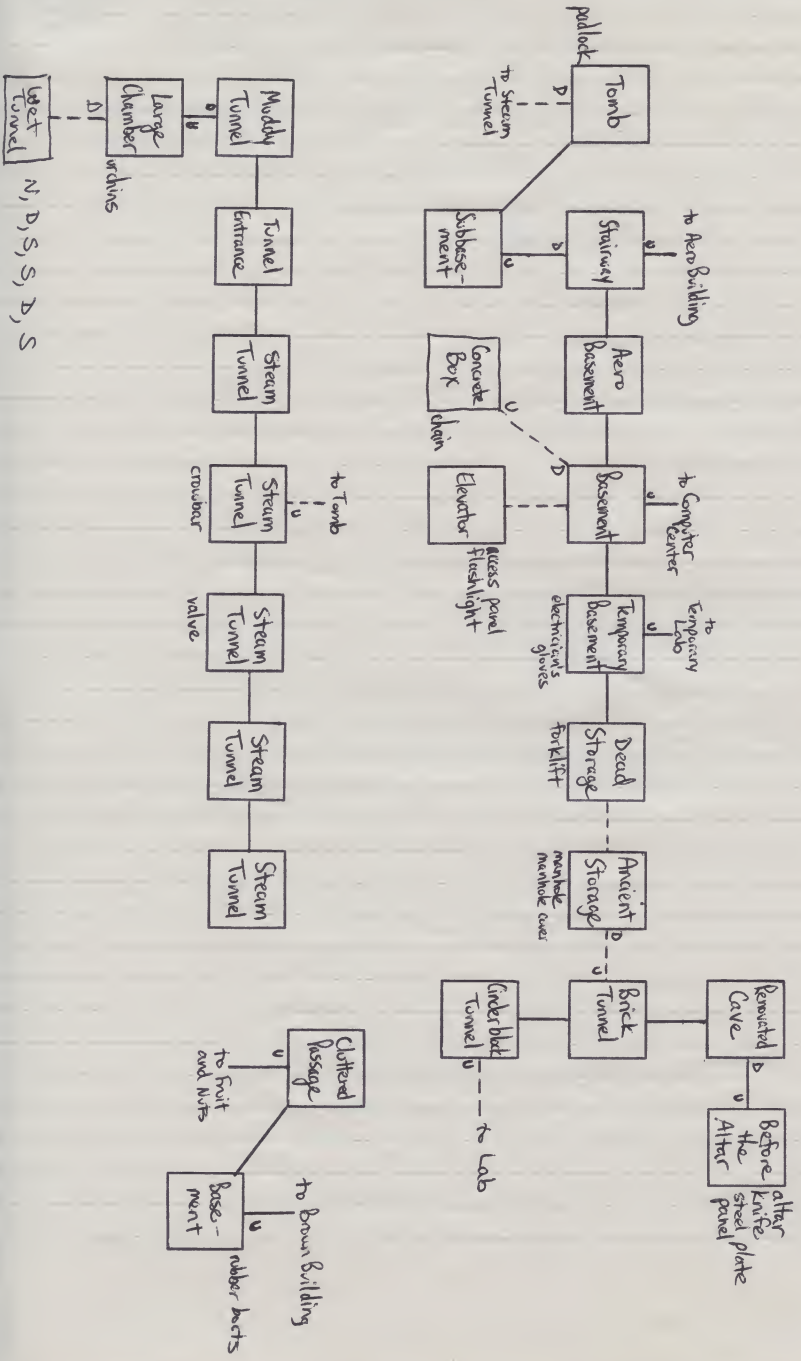


to Underblock Tunnel

ABOVE GROUND LEVEL



BELOW GROUND LEVEL

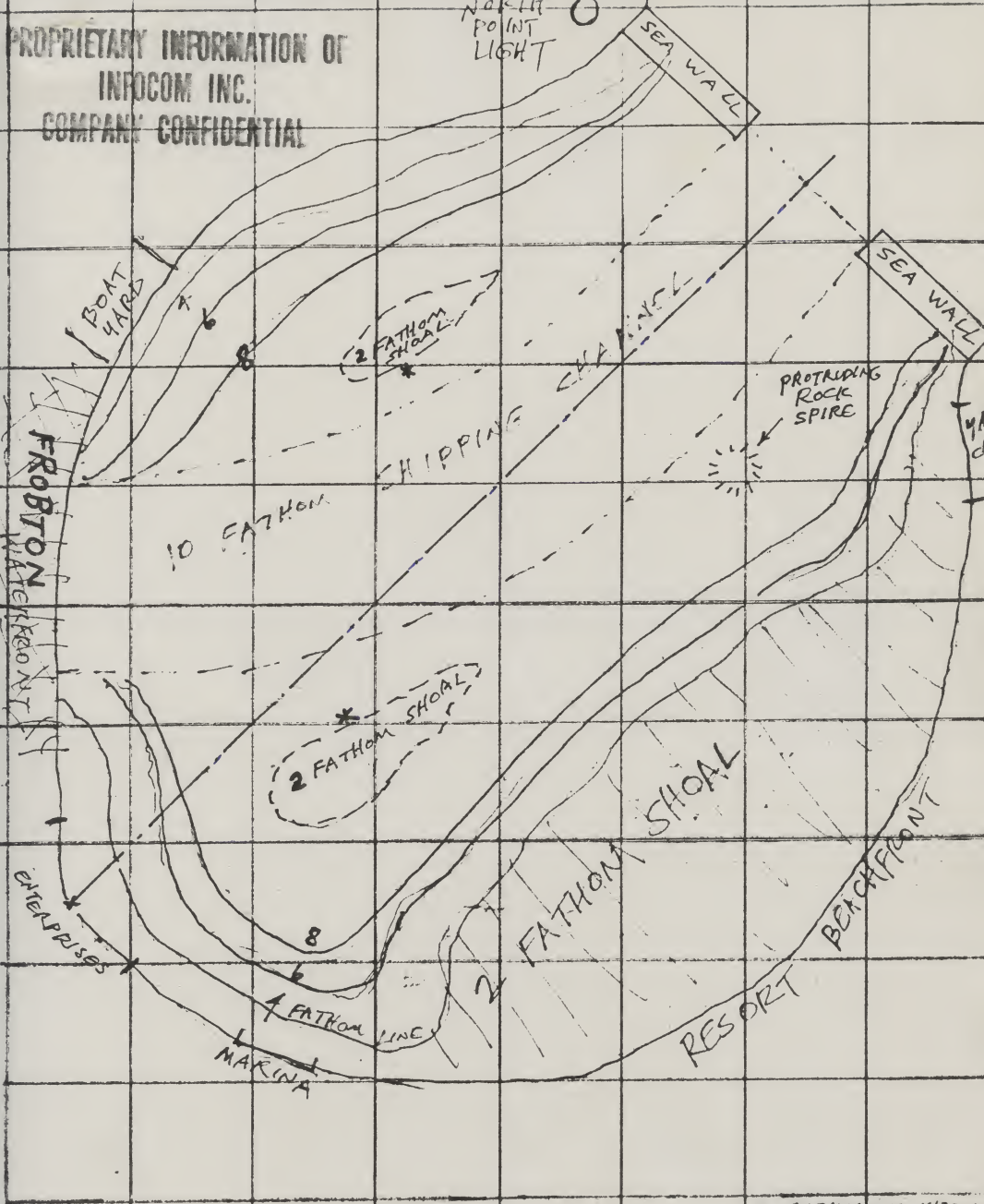


N, D, S, S, D, S

1. The same is true of (DTK already). I can do some text compression and such, but... anything to cut?
 Feedback:
 * Too big even for floor of Computer Center.
 * One foot of tape doesn't save much space, really.
 * This sort of thing doesn't save much space, really)
 Also doing some editing on particularly bloated text passages will help.
2. Some think the problem is anti-climatic after the tree is fixed. Particularly, spreading the story is a "repost" solution. I happen to like it, generally. My idea for a different solution for this puzzle (or, should I attempt one for getting rid of the flying monster).
3. Is the elevator puzzle getting smoothed out enough? It is very complex (even for a lot of space). Some think it's too hard, others too easy. Comments, please!
 Points to consider:
 * Anything about the chain should tie/lock to.
 * Is the puzzle a good idea? I.e., should there be an easier way to secure the chain to the rod?
 * Is having the coin in the elevator dit too much of a giveaway?
4. Object location. Any that are too obvious, too unobvious, etc? Particularly, the floor ax and xx have been mentioned as too obviously associated with the intelligence test.
5. Story questions. See if writer has there's really no full explanation of what's going on? I don't think it does, and it would take up a lot of space. If it carries don't YOU think is coin or.
6. Scoring. Currently you end up with over 100 points. I could cut the points-per-puzzle to bring that down, or: anything you get points for that you shouldn't?
7. Vocabulary/Visual objects. What's most important? Spacing in mind the size of punch, but needs to be added?

PROPRIETARY INFORMATION OF
INFOCOM INC.
COMPANY CONFIDENTIAL

NORTH
POINT
LIGHT



FROBTON BAY

* SUBMERGED WRECK
PROTRUDING CLOSE
TO SURFACE
BOTH SURROUNDED BY SHOALS

**PROPRIETARY INFORMATION OF
INFOCOM INC.
COMPANY CONFIDENTIAL**

OPERATING CONTROLS

If the Ultramarine Bioceptor (UB) operated like a real submarine, you would need a long training period just to learn how to operate it before you could enjoy playing this game!

Instead of travelling in a straight line in any direction you want, the UB moves from square to square like a chess queen. The UB's squares are rather large, about 600 feet on a side. (That's one tenth of a nautical mile.) And since the UB is a submarine that can go down and up under water ("dive" and "surface"), it uses a grid of squares for each depth. To keep it simple, the UB goes up or down only in steps of two fathoms (12 feet), and it goes only one step up or down for each square that it moves side-to-side.

You can pilot the UB using its four controls:

- * The THROTTLE controls how fast the UB travels. You can set it to one of several different places, corresponding to moving a certain number of squares per turn: (0) standing still, (1) slow, (2) cruise, or (3) high speed.
- * The FORWARD/REVERSE LEVER controls whether the UB moves forward or backward. You can switch from one to the other only when the UB is standing still.
- * The JOYSTICK (in the UB, not the one you may have on your computer) turns the UB to face one of the compass directions: north, northeast, east, southeast, south, southwest, west, or northwest.
- * The DEPTH CONTROL directs the UB's automatic guidance system to keep a certain depth below the surface of the water. You can set it to any multiple of two fathoms within the sub's operating range. When you set it to a new target depth, the UB automatically adjusts its buoyancy and diving planes so as to approach the target depth. It will change depth by two fathoms each time it moves one square horizontally. If the throttle is set to "standing still," so that the UB isn't moving horizontally, then it will go straight up or straight down, two fathoms per turn. When it reaches target depth, it will automatically level out and maintain that depth, assuming that it doesn't run into anything.

FEATURES OF THE ULTRAMARINE BIOCEPTOR

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EXTERIOR

"This revolutionary new undersea craft has a special monocoque hull design which can withstand tremendous pressure. If your computations are right, it will be strong enough to explore any ocean trench -- and its searchlights will be able to pierce the sub-ocean darkness for 1000 yards in any direction. Its extensor claws, jointed like a lazy tongs, will be able to seize and transport not only mineral samples but also live biological specimens of considerable strength and size. However, you purposely made the pilot model of small, two-seater size so that Buzz and you can test it thoroughly before undertaking larger commercial versions."

- * EXTENSOR CLAWS
- * VIDEO CAMERAS
- * SONAR TRANSDUCERS
- * SEARCH BEAM - "A yellow cone of light suddenly illumines the water directly ahead of you. Your sub's search beam has been switched on automatically by an electronic eye in the hull, now that you have descended beyond the depth to which daylight easily penetrates."

CABIN

"You are now in the pilot's seat of the sub, with its operating control panel spread out before you. Buzz is in the copilot's seat just behind you. A thick-paned wraparound view port, both fore and aft, provides a wide angle of vision ahead and astern. TV camera eyes and sonar transducers in the hull also enable you to monitor your surroundings via video screen and sonarscope. There is a sonarphone and a radio. There is also a hydrophone listening device."

- * ENTRY HATCH
- * VIEW PORTS

- * EMERGENCY OXYGEN GEAR - "Your Dad was the one who made that rule, Tim -- that everyone in the Aquadome should carry one at all times -- don't you remember? They're just little canisters of oxygen that you can wear slung around your neck. When you turn the valve, you can suck air through this rubber straw at the top. The canister is in the sub, just like in all Quick submarines."

OPERATING CONTROLS

"Main operating controls: capsule-insertion lever, reactor starting switch, engine starter button, throttle, reverse lever, depth control lever, joystick, and autopilot."

- * The THROTTLE controls how fast the UB travels.
- * The FORWARD/REVERSE LEVER controls whether the UB moves forward or backward.
- * The JOYSTICK turns the UB to face one of the compass directions.
- * The DEPTH CONTROL directs the UB's automatic guidance system to keep a certain depth below the surface of the water.
- * AUTO PILOT - handles all controls above except throttle.
- * REACTOR - CATALYST CAPSULE - INSERTION LEVER - STARTING SWITCH -
"The craft is powered by a midget plasma-fusion reactor. This generates the electricity needed to power the Bioceptor's hydrojet propulsion system. The secret of the midget reactor is a special catalyst capsule. This capsule must be inserted into the reactor by the push of a lever in order to start the fusion process."
"Red light flashes, indicating 'No capsule.' This causes Buzz to exclaim: 'But you told Shana to put the capsule in, Tim -- so the Bioceptor would be ready for another test run. I heard you tell her first thing this morning!'"
- * ENGINE STARTER BUTTON

INSTRUMENTS

"Main instruments: depthmeter, hydrophone, sonarscope, video screen."

- * DEPTHMETER - "This device uses echo-sounding to determine the depth of the water below the sub. It is automatically activated whenever the sub is in motion. The depth is displayed in the form of a digital readout. During a dive, an orange warning LIGHT comes on and a warning BUZZER is heard when the sub comes within four fathoms of the bottom. The light turns red, and the buzzer becomes louder and shriller when the sub comes within two fathoms of the bottom."
- * HYDROPHONE -
"This device picks up and amplifies all sounds in the surrounding undersea environment -- including possibly meaningful noises emitted by whales, dolphins, and other aquatic mammals. Inside the submarine, these sounds can be heard over either a loudspeaker or earphones."
"Various engine and propeller noises come over the hydrophone loudspeaker."
"A crooning noise comes over the hydrophone loudspeaker, punctuated by sighs and moans and, now and then, a few weird whistles."
- * SONARSCOPE - "A yellow warning LIGHT indicates that the bearing of an underwater blip is not changing, even though your sub and/or the object causing the blip are moving. This means you are on a collision course! The light will turn red and a loud alarm BUZZER will sound when you and the approaching object are within one turn of a collision!"
- * TEST BUTTON with READOUT DISPLAY
- * VIDEO SCREEN
- * SONARPHONE - "Since ordinary radio waves cannot travel very far through water, a submerged submarine must rely on the transmission and reception of sonar waves for most underwater communication. This is done by a sonar transceiver, entirely separate from the sonarscope used for ranging and searching the underwater environment. The sonar transceiver has a sonarphone to speak over, plus a loudspeaker and headset. The speaker and headset are automatically activated by incoming signals. Effective range of communication is less than [?]."
- * RADIO for communication while on the surface
- * CONTROL CIRCUITS TEMPERATURE GAUGE -

"Temperature gauge needle has now entered red danger zone! Circuit tester now activated. Push test button for readout."

"Readout display says: LASERS IN OPERATIONAL COMPUTERS ARE OVER-CHARGING. TO CORRECT, ADJUST VOLTAGE REGULATOR.

** WARNING **

VOLTAGE REGULATOR IS REACHABLE ONLY FROM ENGINE COMPARTMENT CRAWL SPACE. THIS IS A HAZARDOUS OPERATION AT SEA! CONSULT MANUAL FOR DETAILS."

ENGINE COMPARTMENT

"It is located via an access door in the bulkhead just below and to the right of control panel."

"The space is dimly illuminated by small work lights."

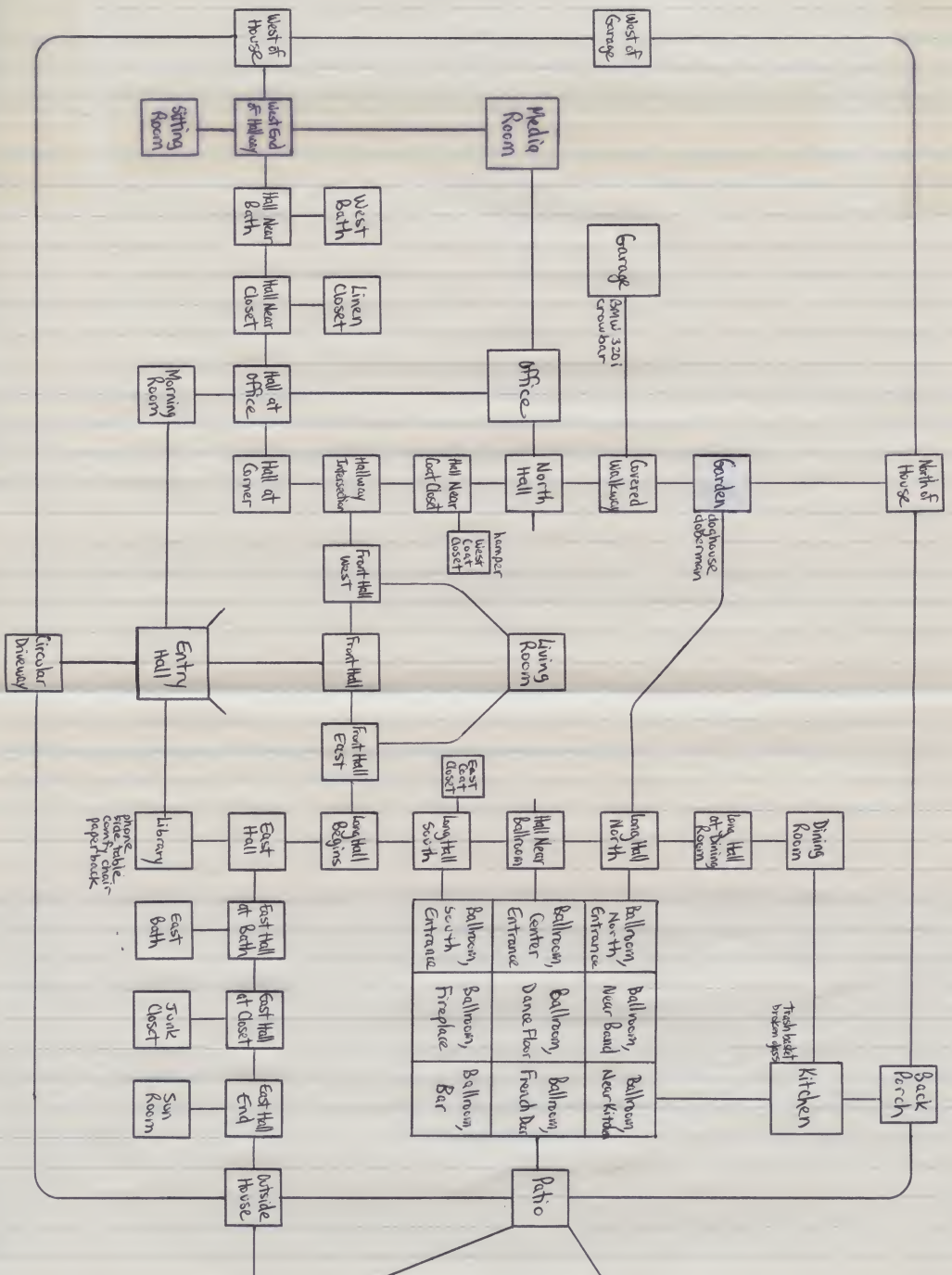
"CRAWL CAREFULLY: Too large a waist or hip circumference, or too violent wriggling may pose SERIOUS DANGERS!"

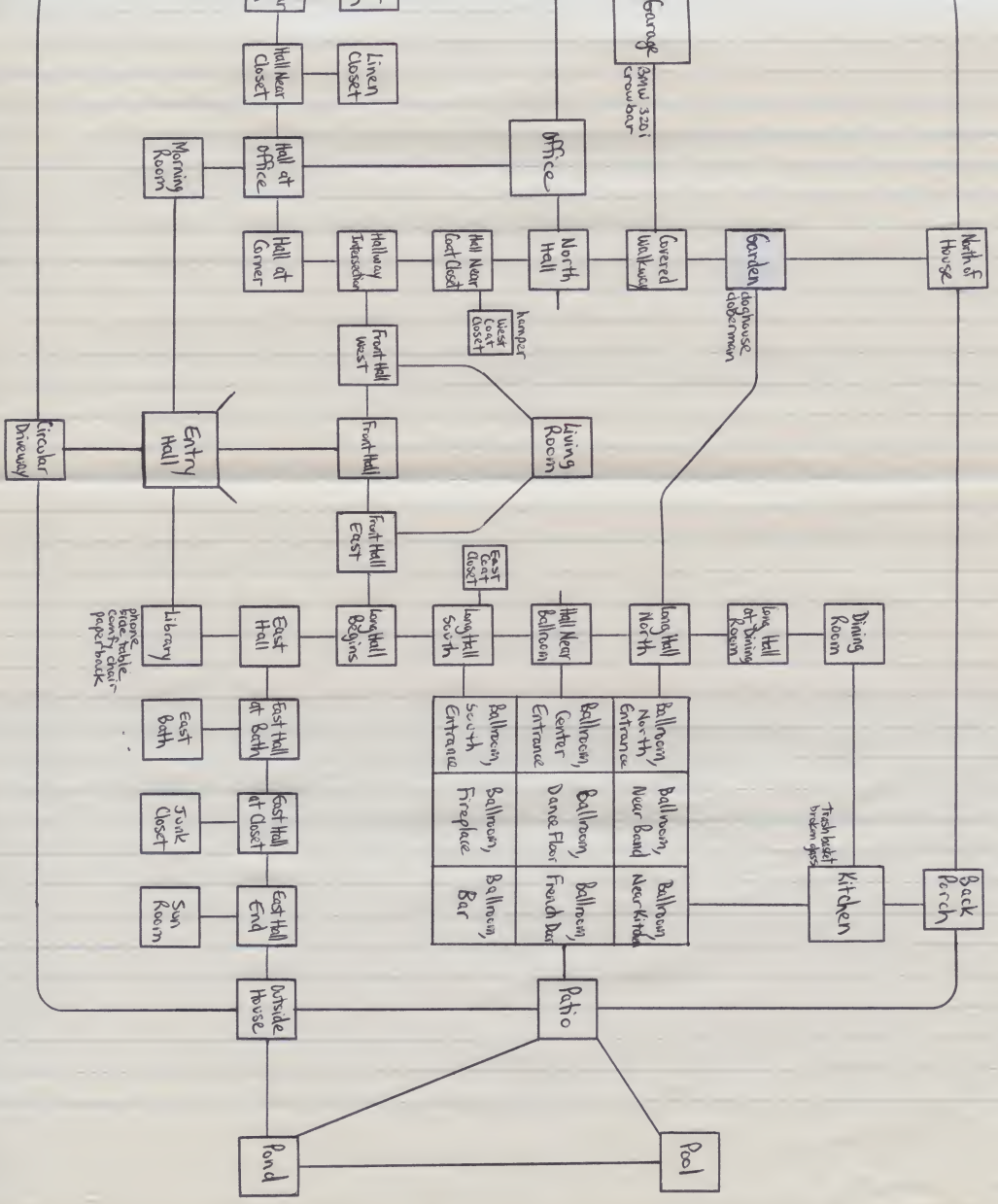
"And wouldn't it be safer to stop the engine first?"

"[Note: Manual should explain that entering the engine compartment crawl space involves two hazards: 1-- Tight space presents risk of knocking delicate bearings out of alignment. 2-- Hot, sharp or moving parts present danger of personal injury.]"

* VOLTAGE REGULATOR

* TEST BUTTON

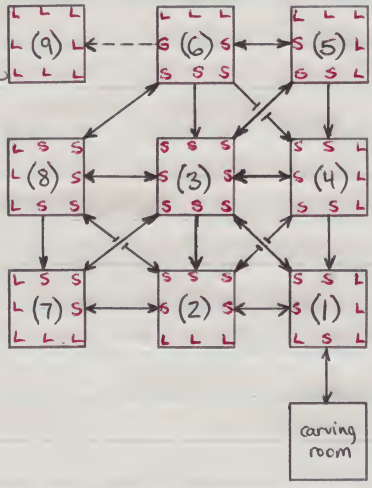


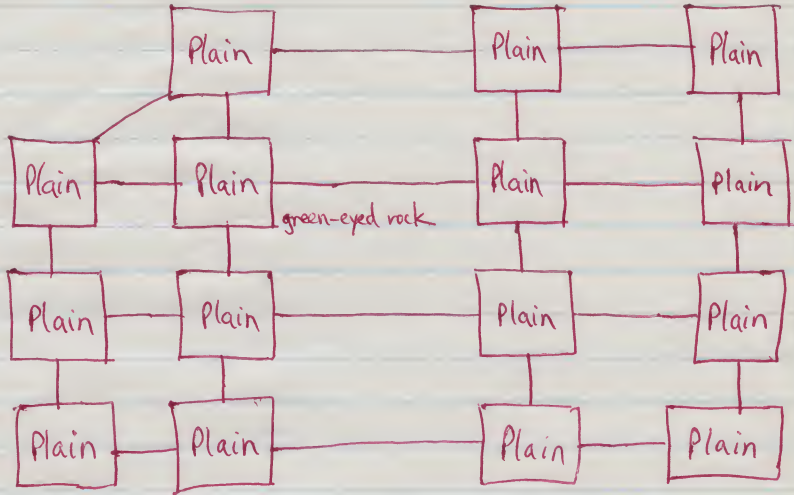


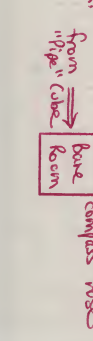
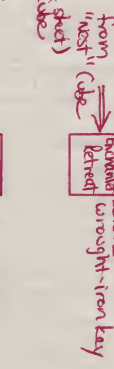
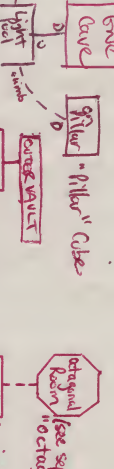
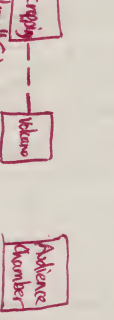
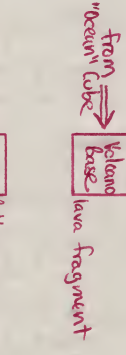
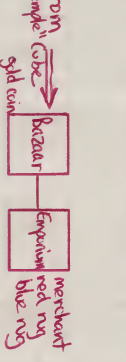
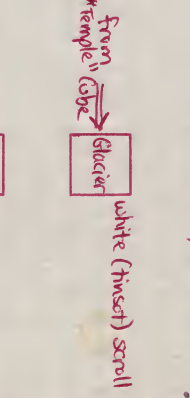
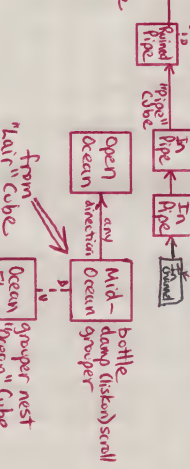
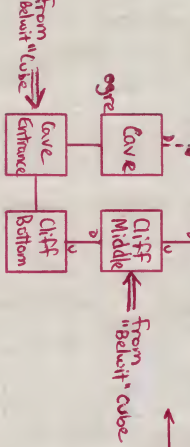
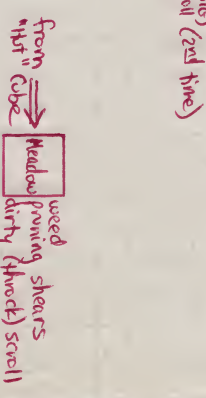
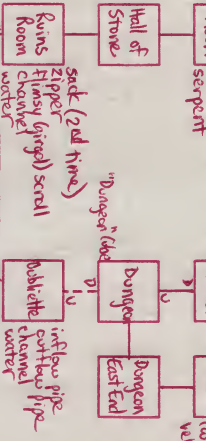
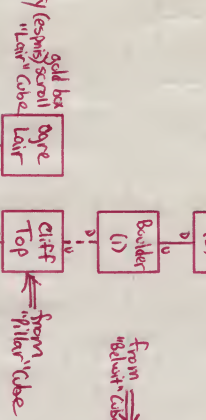
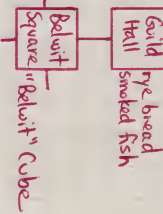
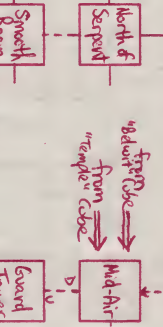
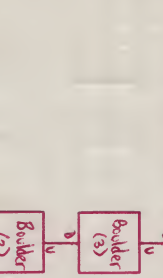
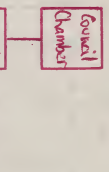
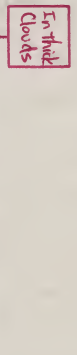
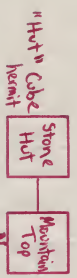
SPELLBREAKER SPELLS

<u>SPELL</u>	<u>USE</u>	<u>ORIGINAL LOCATION</u>
LESOCH	gust of wind	spell book
YOMIN	mind probe	spell book
REZROV	open even locked...	spell book
FROTZ	cause... light	spell book
GNUSTO	write a magic spell...	spell book
MALYON	animate	spell book
JINDAK	detect magic	spell book
BLORPLE	explore... mystic connections	spell book (after opening)
CASKLY	cause perfection	stained scroll (In Roc Nest)
* GIRGOL	stop time	flimsy scroll (in zipper, Ruins Room)
THROCK	cause plants to grow	dirty scroll (Meadow)
ESPNIS	sleep	dusty scroll (Ogre Lair)
LISKON	shrink a living thing	damp scroll (in bottle, Mid-Ocean)
TINSOT	freeze	white scroll (Glacier)
ENAVIG	transform oneself...	moldy book (in cabinet, Dungeon Cell)

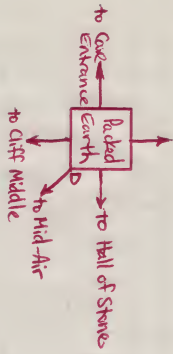
"Octago" Cube







Beluitt Squares
cube
"SEAWER"



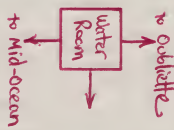
Stone Hut
cube

"GROTE"



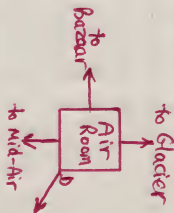
Opne lair
cube

"KRANEP"

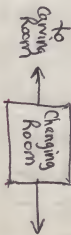


Temples
cube

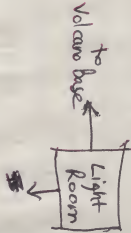
"BOSWEL"



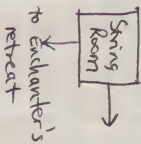
Pipe Cube
to Bare Room



Ocean Floor Cube



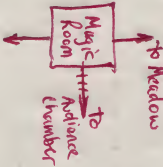
Koc Nest Cubes



Dungeon Cube
"GARRET"
to Beluitt Squares



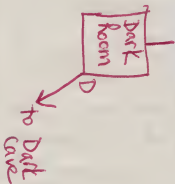
Volcano Cube



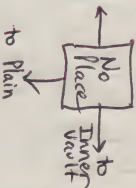
Pillar Cube



Plain Cube

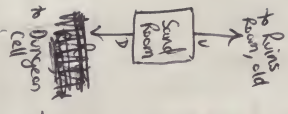


Ostrago Cube



Vault Cube

treasure use?



use for club, knife, bread?

Figure in Beluitt Squares?

use for...?

use for...?


use for...?

use for...?

use for...?

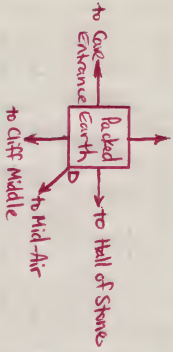
use for...?

GOLD BOX

Belwit	Cube	moles
Lair	Cube	dolphins
Hot	Cube	rabbits
Pipe	Cube	butterflies
Temple	Cube	eagles
Dungeon	Cube	worms
Ocean	Cube	fireflies
Nest	Cube	spiders
Octago	Cube	owls
Plain	Cube	grues
Pillar	Cube	salamanders
Magic	Cube	
X1	Cube	turtles
X2	Cube	
X3	Cube	
X4	Cube	
X5	Cube	
X6	Cube	
X7	Cube	
X8	Cube	
X9	Cube	
X10	Cube	
X11	Cube	
X12	Cube	

Belwit Square
cube

"SEWER"



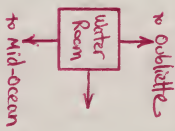
Stone Hut
cube

"GRATE"



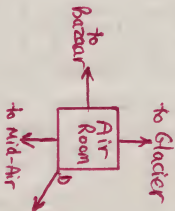
Gyre Lair
cube

"KRANPE"



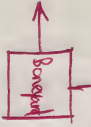
Temples
cube

"BOSWEL"

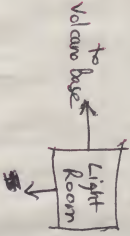


Dungeon Cakes
"GAERET"

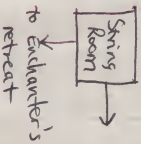
to Belwit Square



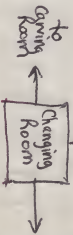
Ocean Floor Cube



Roe Nest Cube

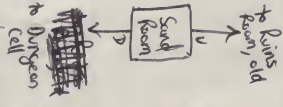


Pipe Cube
to Bone Room



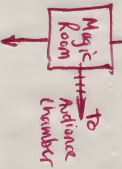
Vault cube
treasure use?

to Ruins
Room, old



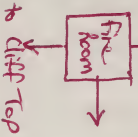
Narrow cube

to Meadow

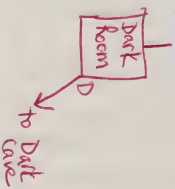


Pillar cube

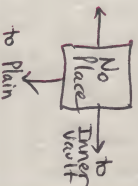
to Volcano



Plain cube



Octago cube





Shipwreck data for TOA(2) - first draft
Proprietary information of Infocom, Inc.
(the acknowledged leader in interactive fiction)

The S.S. Fublio

The S.S. Fublio was a Portugese freighter sent out in the 17th century. It had accomodations for a large crew and usually carried gold coins and jewels to Portugese colonies in the New World. It was lost in a storm in 1698, and was reported at latitude 100, longitude 100, and a depth of 400 feet.

The S.S. Anderson

The Anderson, a steel ship, was a part of the Hollywood Cruise Lines. It was sunk in 1916 by a German warship. The passengers were all able to get off the ship safely, but Mr. Alexander Moribund's famed stamp collection was among those items lost with the ship. The sinking provoked quite an outcry at the time, but the Germans claimed that the Anderson was carrying weapons from the U.S. to Europe, a claim which was never proven. The ship supposedly now rests at latitude 150, longitude 200, and depth 200 feet.

H.M.S. Zamboni

The Zamboni was a British warship that patrolled the sea lanes between Africa and North America in the 18th century. Rumors abound that Captain "Icy" Bill Bose used the ship to smuggle ivory and slaves to the Colonies, but nothing was ever proven. The Zamboni sank under extremely mysterious circumstances in 1766, and Bose was never heard from again. A number of unreliable sources claimed to see him living the good life in the West Indies, and one claimed that he died in a duel over Lady Sylvia Windlefrobber, but none of this was ever substantiated. The only report of the final resting place of the Zamboni is latitude 200, longitude 300, and depth 350 feet.

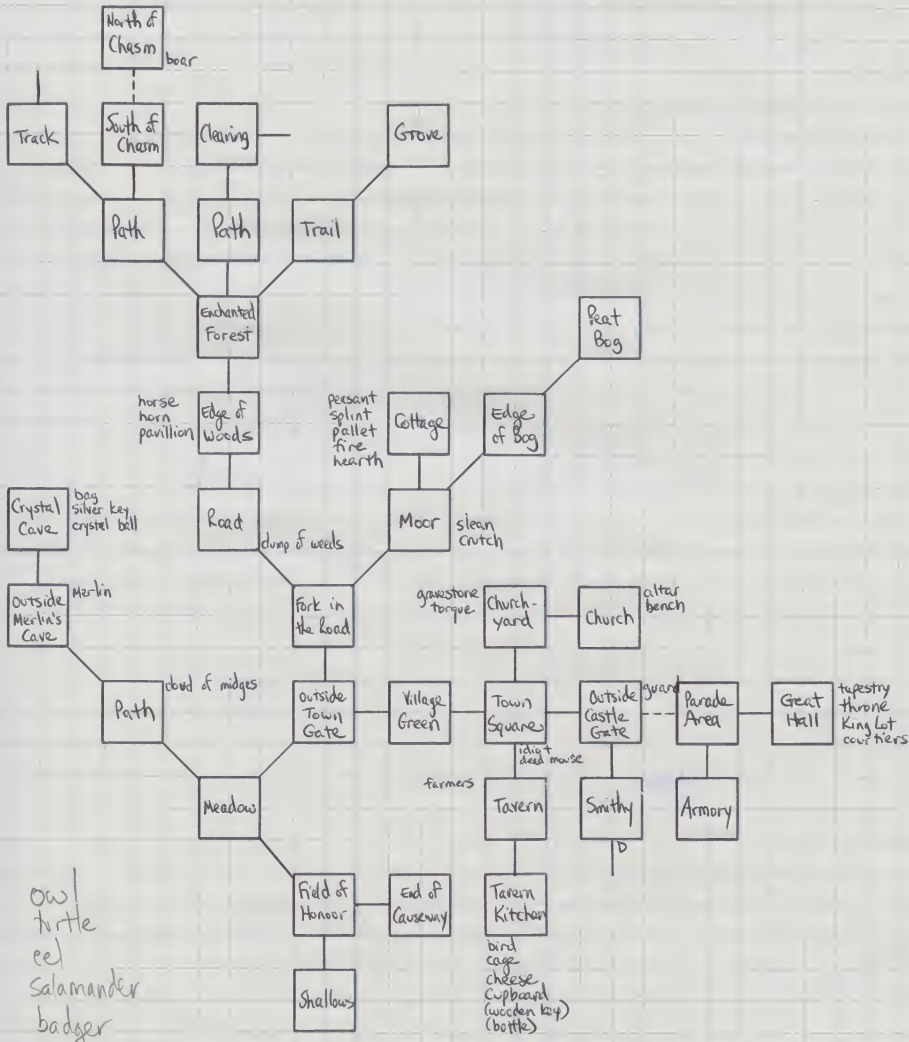
The Green Onion

"Iron Mike" Quinn, the last of the big-time pirates, skippered this legendary ironclad during the last part of the 19th century. Under Iron Mike's iron hand, the ruthlessly efficient crew plundered more than 150 merchant freighters by most accounts. There are several widely disparate versions of how the Green Onion was finally sunk. The most believable of these claims that after Quinn and his crew relieved the Gloria McCorkle of its cargo of rare silks and 12-year-old Scotch whisky in 1887, they failed to notice a particularly nasty coral reef (perhaps because of the Scotch), and the Green Onion met its fate. The wreck is alleged to rest at latitude 250, longitude 325, and depth 150 feet.

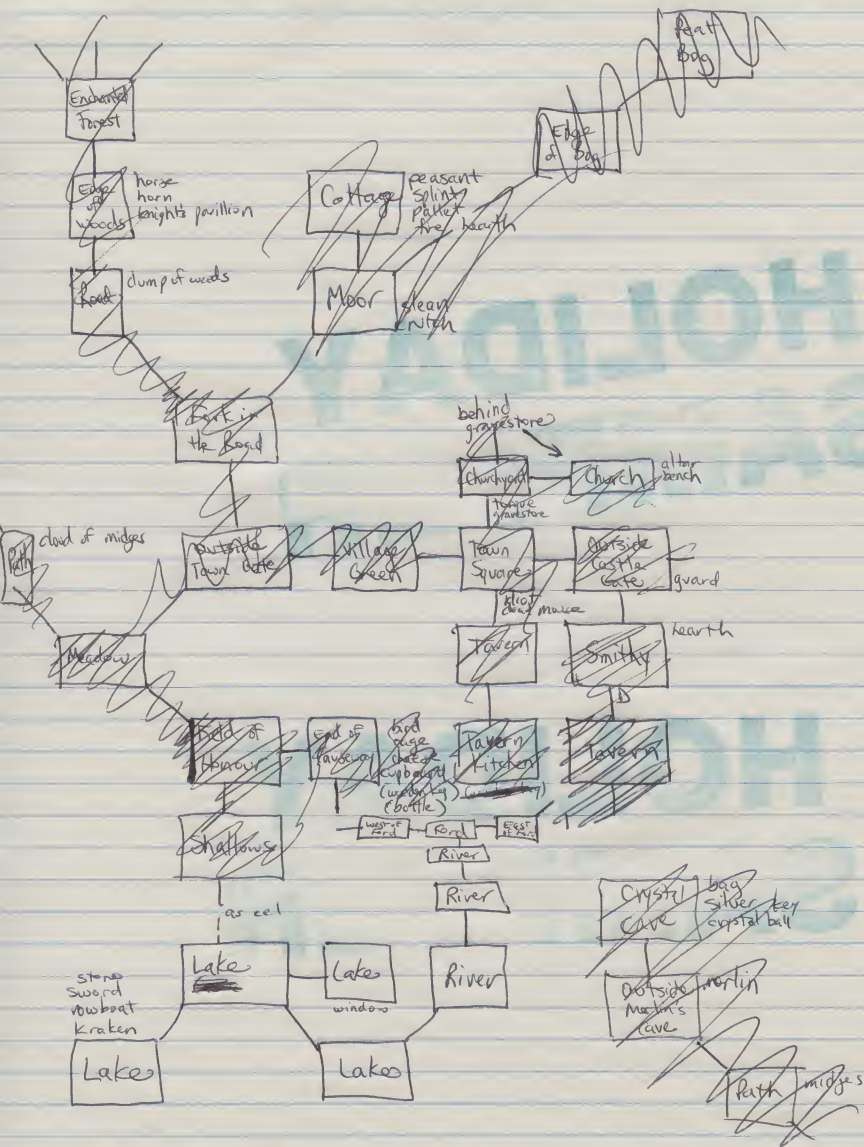
SHIP	LAT	LOn
Leviathan	30	15
Sao Vera	15	45
Intransigent	40	40
Kell	20	30

OUTFITTERS' PRICE LIST

Diving Book	\$20
Nautical charts	\$150
Flashlight	\$ 24
Dry cell	\$5
Small air compressor (rental)	\$100
Tube of putty	\$15
C battery	\$1
Net	\$50
Spear gun	\$45
Compass	\$50
Location box	\$1000
Portable electromagnet	\$250
Diving cage (rental)	\$575
Shark repellent	\$20
Winch	\$300
Anchor	\$50

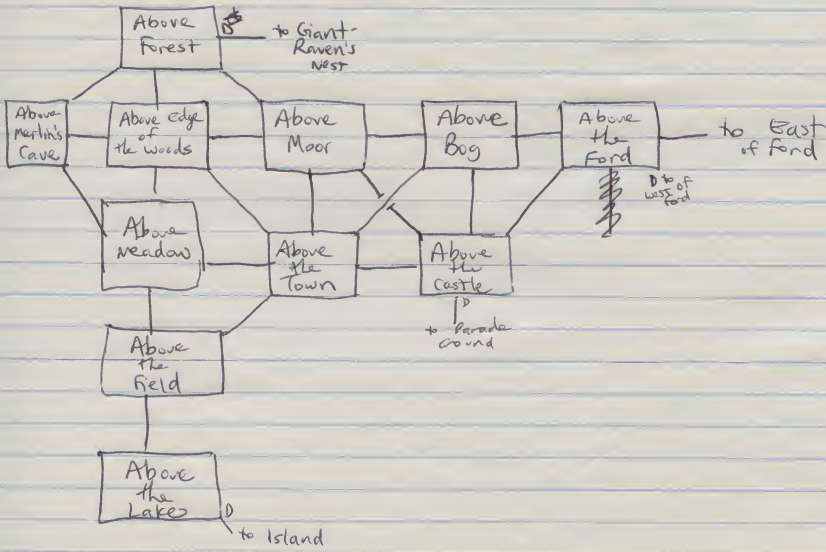
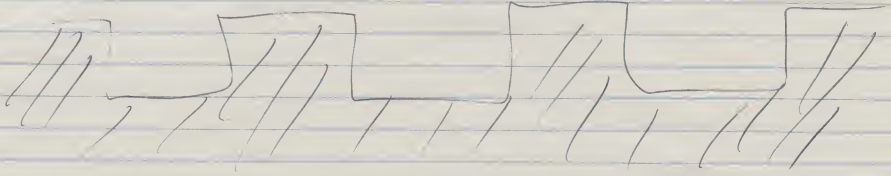


owl
toad
eel
salamander
badger



HOLIDAY
SAMPLER

HOLIDAY
SAMPLER



6/1/88

1st draft of Arthur package poetry

by Antonio Alfredo Giarraputo

A POEM FOR LOT

No worthier warrior was before
Lot became Lord of all the land:
with sword so sharp and shield that shone...
proud Paladin beyond reproach.

He had his heavy chests of gold,
envied by every earl and king,
but his wife Margawse, willful woman,
he cherished more than tons of treasure.

No king so fair
by maid begot
was ever there
than good King Lot.

A BOOK OF HOURS

Matins

The tocsin tolls the time for Midnight prayers
when the world's withdrawn in dreams.
Vigil voices vibrate, chanting into shadows
as candle flames full in our sleepy faces
light us through long litanies.

Lauds

The Lord will listen as our lips
show forth His praise in psalm and song.
A new day dawning for devotions
with hearts and hands for Him alone.

Prime

Whatever tempests have tormented those
outside our walls, we watch the waste
with pity and compassion. All the poor
we will relieve, receiving them like rich
God-guided guests whose gift is gratitude.

Terce

In the scriptorium the scribes inspired
to beauty and the bounty of the Book
create with colors and calligraphy
another world to win souls and woo hearts
to Paradise... with precious manuscripts.

Sext

At Midday, our one meal... then meditation
on holy text and teaching at the table.
Since laboring is prayer, we long to linger
at our task of love: to thank the Lord
for giving us the grace for gratitude.

None

Brothers and lay now labor lovingly
in kitchen cooking, baking, making
medicines for the sick, sore, and diseased.
From the fields and gardens, fulsome harvest
to feed ourselves and freely share what from
God's gifts we gather humbly as His servants.

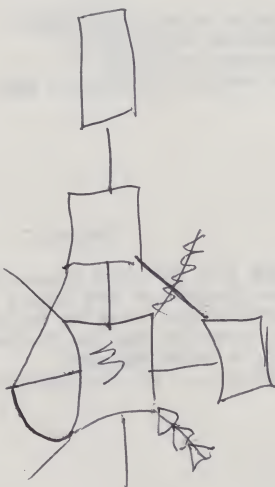
Compline

From dreadful dreams defend our rest,
from fearful fantasies of night
that sleep serene may sanctify
both Father Abbot and all brethren now.

Vespers

The twilight brings its blessed peace unbroken.
The heart unravels riches of the hours
spent in sweet service and seeking Salvation:
praising, praying, hymning psalms to God.
Sleep and serenity, a sure repose
after the day is done... in dedication!

LAUS DEO



Basic problem:

The bank does not have your address. This may be their fault or your fault. Trying to establish that it's their fault will only end in tears, so you may as well give up and try and solve the problem.

The bank can only register your new address if you fill in its own change of address form. They will send this to you. They will send it, of course, to your old address, for the very simple reason that they don't have your new address and won't have it till you fill in the form.

When you are in conversation with, say, the bank teller, you can explain things till you are blue in the face, and instead of the *game* correcting you or saying it doesn't understand, there will be a different set of fallback responses, which are supposedly the bank teller simply being obtuse.

One of the programs you have available to you is an eclipse predictor. The usefulness of this will become apparent later on.

When you fall out of the airplane over Zalagasa, you will end up hanging in the branches of a tree by your parachute. There may be a puzzle here about getting out of the tree.

You are "rescued" by a tribe of Zalagasi, who are primitive forest dwellers. They take you and put you in a cooking pot. They dance around the pot chanting "ZBUG! ZBUG! ZBUG!", for reasons that are not immediately clear.

It will quite possibly occur to you at this point to use your computer and the eclips predictor program you have.

The program first tells you that, yes, there is an eclipse due this very week. Further investigation tells you that the eclipse was in fact yesterday, and was particularly spectacular one.

The natives turn and look at you will astonished curiosity. They are delighted to see that you have a Boysenberry computer. It turns out that they are all members of the Zalagasa Boysenberry Users Group (hence ZBUG), and are terribly excited that you have got late releases of software than they have. They are very excited at the idea of being able to balance their checkbooks and store all their recipe (they only have one - boiled visitor). A lot of their programs are terribly buggy, but it's very difficult getting the software companies to extend proper customer support out in this part of the world.

It turns out that the vital program here is not the eclipse predictor but a checkbook balancing program which they are prepared to barter for your life.

The natives let you go. You stagger out of their camp and into a swamp. You call for help, but the natives are now too busy balancing their tribal checkbooks to help you. This is where you will need to be rescued by the nerd with your address book.

From here you will stumble into an ancient temple for a brief Indiana Jones parody section. Don't know what's here yet, except that it will involve finding the other flagstone. There will be pits of snakes and so on.

Blood pressure display.

The flagstone will be in the basement of one of the other houses in the street. This will be an empty house. There is no sign of anybody having been living in it at all. There are just piles of cigarette ends and dirty cups of coffee and binoculars lying around.

Whenever you go in there you are convinced that there are people around, but you can never ever find them. Each room you walk into there is a freshly dropped cigarette.

At the end you should be somewhere other than in your own house, so that you return

(the bank would supply your Beezer card, not your US Excess)

Is there any reason why the conspiracy should want you to end up in Zalagasa?

I think that the rationale behind the conspiracy is that it is something which came about as a result of a bureaucratic mistake itself. It's part of some department of something that has to create confusion in order to keep itself busy. If it wasn't busy there would be no need for it to exist. Once you're out of the country, though, you are out of its influence. It's a fairly localised phenomenon.

SERIOUS PROBLEM:

To get your new card you need first to have got the change of address form and fill it in. This looks like two similar problems. This needs to be resolved.

The problem is this:

If you manage to get the credit card, then you have solved the bank puzzle.

If you do not manage to get the credit card, then there was no reason to solve the bank puzzle, and no benefit to solving the mail misdirection puzzle.

If you solve the mail misdirection problem then that must mean

There must be a reason why you *have* to leave and go on your holiday, and this must be because of the bank problem.

CHARACTERS:

Llama food delivery man.

New owner of old house (may be just a message on your answering machine)

Bank teller (phone)

Proprietor of Telephone shop

Proprietor of software shop

Assistant at travel agent

Ollie Fassbaum's secretary's replacement at Happitec (phone)

Post office clerk

Taxi driver

Airline booking girl

Airline stewardess

Airline steward

Retching baby on plane

Irritating person on plane

Hi jacker

Various Zalagasi tribesmen

Zalagasi chieftan

Nerd with address book

Various people with yellow walky-talkies in Persecution complex.

(Neighbours' houses)

- 1 Llama owner Man with same name as you (or nearly same name)
- 2 Empty house with garage door

- 3 Empty house with flagstone
- 4 Old woman with parrot. The mail is on the bottom of the parrot's cage.
- 5 Derelict house riddled with rotten floorboards.
- 6 Stamp collector. All the envelopes have been torn up and the stamps pasted in an album.
- 7 Paranoiac. He has barricaded himself into his house and is heavily armed. He thinks that everyone, including you, is out to get him. (He is right). He puts all his mail directly into a bucket of water.
- 8 Empty house with extremely elaborate burglar alarm system. The puzzle is either not to set it off, or if you do set it off, to get the mail and get out again before the police arrive. If the police arrive do you have a whole separate puzzle at the police station? Or perhaps it's a game-losing point. You get stuck in a police cell and forgotten about. End of game...
- 9 House where somebody is being held kidnap by mad gunmen. The hostage is sitting on the mail so you must free him and overcome the gunmen (thus bringing about major revolution in a middle Eastern country) in order to read the postmarks on the mail.
- 10 Empty house which is completely dark inside. Something very clever and inventive happens in there.

Should the misdirection algorithm be very complicated so that you have to use your computer, and do all the rounds each time you play the game? Or should it be simple enough that once you've grasped the principle you would short cut a lot of the game on subsequent playings?

~~characters easy - bit~~
~~(Review bit)~~

~~NEW BUREAUCRACY~~

NEW LLAMA

Same
Section
elsewhere

You are feeling terrific. Life could not be better. You have just moved to a new house in a new area, because you have a new job at twice your previous salary. You have two weeks holiday in the meantime and you've just moved into a new house. It's a bit of a mess at the moment, everything's lying around in boxes, but it's a really nice house, which you are able to afford because you've got a new job at double your previous salary, and apart from some silly nonsense from the bank, everything is terrific. (See footnote) The bank business will sort itself out, no doubt. You sent them your change of address card weeks ago. Best of all, you've got a couple of weeks holiday before you start, and your new employers have been very nice to you and given you a return plane ticket to Paris to enjoy yourself for a while. All you have to do is go to the local travel agent and pick it up.

Both the telephone bell and the doorbell are ringing. If you try to answer the phone, the game says: you can't see a telephone anywhere here. Look for telephone

The previous owner seems to have taken all the actual telephones with him. All that is left of the telephone system in this house are the modular wall jacks and one extension bell which is ringing. The doorbell is also ringing.

Answer doorbell, open door, or whatever.

New
- LLAMA
↓

At the door is a delivery man from a company called CHOWMAIL. He says "Mr [or miss or mrs] (YOUR NAME, NOT GARBLED)? I have the consignment of llama food you ordered. Could you sign here please?"

He has with him an order form on a clipboard, a ballpen, and a small, unedifying sack. He says did you know your phone was ringing? He can wait while you answer it if you like.

Examine sack It is a perfectly ordinary small sack full of the sorts of things that llamas like to eat and humans don't unless they are really desperate, which you aren't. Yet.

Examine order form. It is a perfectly ordinary form, detailing the regular monthly deliveries of llama food to Mr (YOUR NAME) of (NEARBY ADDRESS). At the bottom of the form it says that all orders must be paid for on delivery, adding that payment can be in cash or by credit card. They accept US Excess or Beezer.

Buy llama food, accept llama food, take llama food, etc.

If this sounds to you suspiciously like the beginning of a nightmare then you are perfectly correct.

~~_____~~
~~_____~~
Name of pet food suppliers. CHOWMAIL OVERNIGHT

Painting
wrong
color

At some point when you return to your house you will find that there is a workman painting your door your unfavourite colour. He has an order form which has the right number but the name of your next door neighbour. He demands to be paid. If you don't pay him he simply removes your door and leaves with it. It begins to rain. You notice a carful of burglars doing by taking notes.

I've lost my wallet, will you take a check? Do you have a picture ID?

Fillmore Fiduciary Trust

1st
call
Received

When you get to answer your phone, it's the new owner of your old house saying that there've been a couple of letters for you from the bank, which he's returned to the post office. He's a surly kind of a man, he says he's not going to be your redelivery service if you can't be bothered to sort out your change of address properly. He suggests that you fill out a Post

Office Mail Redirection form if you want to have your mail forwarded. He is off to Tibet for a quick three months' yak trekking.

Bozo

All your neighbours also have Boysenberry Bozo computers. They will let you have copies of programs you may want, if you will let them have copies of yours. This is intolerable and wicked because like all right-thinking people you thoroughly disapprove of software piracy, and you would much rather buy your programs as you should do from the local Boysenberry store. However, there is the problem of your credit card. (If you use pirated software it always crashes or gives you misleading results, or you feel so overcome with guilt that your eyes fill with tears

and you are unable to read the result. You can get bona fide software from the store, but you need your credit card...)

Mail
misdirection

It also becomes apparent as you visit your neighbours, who are a strange bunch of characters, some friendly and helpful, some unfriendly and difficult, some just plain odd. They variously work in the local Post office, computer store, travel agent, restaurant (maybe). They all have constant problems with their mail being misdelivered. If you go round the various houses examining the mail of each of them, including post marks, you will discover the pattern of misdelivery. This will change each time you play the game, but essentially will be very simple. Mail for a given house number x will one day be delivered to $x+y$, the next day to $x+2y$, the next day to $x+3y$, etc. This is slightly complicated by the fact that not every house has mail on every day, so you have gaps to fill in in the pattern. This is a problem you can either work out with a piece of paper and pencil, or you can choose to program your Boysenberry in Bozo to predict which house your mail will be delivered to once you have given the Post Office your mail redirection form.

There is a further complication to this, which you are again able to deduce from the available evidence: - Everybody's mail gets routinely misdelivered according to the above formula. If you are having your mail redirected by the Post Office, it is also misaddressed by a further, equally simple formula. You will discover this because one of your neighbours is also a recent arrival and is having his mail redirected. Your credit card, when it comes is delivered by recorded delivery, so if you are not waiting at the right place to get it and sign for it, it will be returned to sender and you will have to go through the whole business again the next day. One of the houses has a pet llama to whom all mail is routinely fed. This will be another gap in your data. If you don't solve the mail misdirection problem, or even spot that there is a problem there that you can solve, you may phone up your bank and say "Where is my new credit card?" They will say they sent it to you at your old address. You say - "send me a new credit card" They say - "to your new address or your old address?" You say "to my new address" They say "we do not have your new address. You will have to fill in a change of address form. We'll put one in the mail to you. Thank you for calling the National Commerce Bank where serving you is our pleasure.

Have a nice day." (that is the standard response to anything you say about your new address.)

New Business

- Llama food
- Letter from work
- Boxes
- Calling Bank

BUREAUCRACY

GUARANTEE: This game is absolutely guaranteed to be entirely, 100% free of bugs.

WELCOME TO THE GAME OF BUREAUCRACY In order to be authorised to play this game you are required to fill in the following form.

(UNLESS YOU HAVE ALREADY DONE SO IN WHICH CASE) This is the form you previously filled in to apply for a game playing permit. Are all details still correct? If not please alter where applicable.

FORM

MR, MRS OR MS: FIRST NAME: LAST NAME:
 MIDDLE INITIAL: HOUSE NUMBER:
 STREET NAME: CITY: ZIP CODE:
 TELEPHONE NUMBER () - WHAT COMPANY ARE YOU WITH?
 FAVOURITE COLOUR LEAST FAVOURITE COLOUR
 NAME OF GIRL/BOY FRIEND ADDRESS OF GIRL/BOY
 FRIEND NAME OF LAST GIRL/BOY FRIEND
 ADDRESS OF LAST GIRL/BOY FRIEND

Thank you. Your application is being processed.

[PAUSE] [BEEP BEEP BEEP]

You have been granted permit number **** to play the game of Bureaucracy. Enjoy.

You are feeling terrific. Life could not be better. You've just moved into a new area and a very nice house which you are able to afford because you've got a new job at double your previous salary, so you have plenty of money, are extremely cheerful, and apart from some silly nonsense from the bank everything is as terrific as it possibly could be. The bank business will sort itself out, no doubt. You sent them your change of address card weeks ago. Best of all, you've got a couple of weeks holiday before you start, and your new employers have been very nice to you and given you a return plane ticket to Paris to enjoy yourself for a while. All you have to do is go to the local travel agent and pick it up.

Meanwhile, you are in the living room of your new house and both the telephone bell and the doorbell are ringing.

If you try to answer the phone, the game says: You can't see a telephone anywhere here.

> Look for telephone The previous owner seems to have taken all the actual telephones with him. All that is left of the telephone system in this house are the modular wall jacks and one extension bell which is ringing. The doorbell is also ringing.

> Look You are in the main living room of your house, an airy, spacious, well proportioned room with no carpet or curtains. On the floor is a jumble of large packing cases. There is a doorway to the west.

Llama
Food
MAN
↓

or -> answer phone

Exit You are in the hallway of your house, an airy, spacious, well proportioned hallway with no carpet or curtains. On the floor is a jumble of large packing cases. The front door is to the north.

To the south west is a staircase leading up.

[Upstairs are three rooms, though I don't know what to do with them yet. They can't just not be there.] Bedroom. This is an airy, spacious, well

proportioned bedroom with nothing in it at all. To the south are some windows.

Open window Outside you hear the noise of traffic and the distant cries of a hungry llama.

Spare room. This is an airy, spacious, well proportioned spare room with nothing in it at all. To the north are some windows.

Open window Outside you hear the noise of traffic and the distant cries of a hungry llama.

Bathroom This is an airy, spacious, well proportioned bathroom with nothing in it at all beyond the obvious.

Open window There isn't a window, but if there was you would hear outside the noise of traffic and the distant cries of a hungry llama.

They weren't
there in
Arthur
Dent's house!

> Answer doorbell, open door, or whatever. ^{overnight} The door is a delivery man from a company called CHOWMAIL. He says "Are you (MR, MRS OR MS) (YOUR NAME, NOT GARBLED)?" He has with him an order form on a clipboard, a ballpen, and a large unedifying sack.

Say, yes "Well that's something," says the delivery man, "things always seem to go wrong around here. I have the consignment of llama food you ordered. Could you sign this please?" If you ask anything that the delivery man (or game) doesn't understand, he says ["I'm sorry, but answering questions like that isn't in my job description."]

could be a
V-TELL default for
many characters

> Examine sack It is a perfectly ordinary small sack full of the sorts of things that llamas like to eat and humans don't unless they are really desperate, which you aren't. Yet.

> Examine order form. It is a perfectly ordinary form, detailing the regular monthly deliveries of llama food to Mr.(YOUR NAME) of (WRONG NUMBER)(YOUR STREET). At the bottom of the form it say that all orders must be paid for on delivery, adding that payment can be in cash or by credit card. They accept Beezer and US Excess. The charge is \$47.50

> Examine door Your front door is a perfectly ordinary (FAVOURITE COLOUR) painted wooden door with the number (YOUR NUMBER) clearly written on it in large friendly digits.

Point at number. The delivery man looks at the number on your door, and then at the number on his order form. "But didn't you say your name was

(YOUR NAME)?" he says.

Say, yes "Well, that's a coincidence," says the delivery man, "Different number, same name. OK, I'll go and try at number (NUMBER ON FORM). Sorry to bother you. If ever your future pet-feeding plans call for llama food, I hope you'll think of CHOWMAIL. Have a nice day." He walks away whistling a cheery llama-food delivering tune and shaking his head very slightly to himself.

If you stay and watch him you'll see him walk over to the house with the right number and ring the bell. There will be no answer. After a few moments he will give up and drive off in his van, and that is the last you will see of the llama food.

Take food, accept food, buy food. What with? Cash? Beezer or US Excess? Look in pocket In your pocket is a handkerchief, a wallet and a letter from Ollie Fassbaum.

read letter The letter says:

"Hi (YOUR NAME)! I really just want to take this opportunity of saying how excited we all are at The Happitec Corporation that you are going to be joining us here next month. As you know we are going to be paying you a considerably larger salary than you were receiving from the cheapskates at (YOUR COMPANY FROM APPLICATION FORM), in recognition of the value we place on the talents you are bringing to our company. Furthermore, if there is any other way in which our Finance department can be of help to you, by way of interest free loans or other benefits, you only have to ask. We have already paid a large starting bonus into your bank at the address you gave us (please let us know details of your new bank in (YOUR TOWN) for your future salary checks) and we hope this will see you through the expenses of the next couple of weeks. We have also taken the liberty of booking you a short holiday in Paris prior to taking up your position - we want you to start refreshed and relaxed! The tickets and details will be waiting for you at the PLEASE GO AWAY TRAVEL COMPANY in Main Street, (YOUR TOWN).

If there's anything you need, please don't hesitate to call - you have my number. Once again, welcome!

All the very best,
Ollie Fassbaum.

examine handkerchief No.

Open wallet. In your wallet is \$3.00 - you must remember to go to the bank (Oh - that problem), various receipts, the business cards of several people whom you have no recollection of meeting, a few scraps of paper with

on them, a Beezer Card and a US Excess card. Buy llama food with Beezer The MAILCHOW delivery man makes an imprint of your card with his portable Imprint-o-Mat, gets you to sign the form. "Thank you," he says, "if ever your future pet-feeding plans call for llama food, I hope you'll think of CHOWMAIL. Have a nice day." He walks away

Letter
from
work

Llama
K

4
whistling a cheery llama-food delivering tune and shaking his head very slightly to himself. He drives off in his van.
Buy llama food with US Excess The MAILCHOW delivery man takes your card and looks at it. He says that it expired last week. Hasn't your bank sent you a new one?

Hi M A Food
Say, no The delivery man glances over your shoulder into your house and sees the stark disarray. "Just moved in have you?" he says "That's probably the reason, I expect. They've probably sent it to your old address. I'd phone them up and ask them if I were you. Can't you pay with anything else?"

Say, no The deliveryman looks at you as if to say that the neighborhood is obviously on the way down, says that he hopes you can afford to have a nice day and leaves. He drives off in his van.

Pay with (WHATEVER) "I'm sorry," says the delivery man, "but I'm not authorised to accept (WHATEVER) as payment."

SOME OF THE THINGS YOU NEED TO GET OUT OF THE BOXES:

A telephone: This is a perfectly ordinary white telephone with push buttons, and a cable for attaching it to a wall socket.
(You have to put the cable into the back of the phone and the other end of the cable into the wall socket. There are wall sockets in each of the main rooms of your house. It doesn't make any difference which one you plug it in to.)

A modem: This is a direct connect modem. It has two cables, one of which connects to one of the wall sockets, and the other of which connects to your Boysenberry computer.

A telephone answering machine: This has one cable for connecting it to a wall socket. It also has another hole in it. If you are nifty you can connect the telephone to the answering machine and the answering machine to the wall socket. (We may, alternatively, want to make an additional problem out of the cabling, which would also involve the stereo system, in which case, if you get it wrong, your stereo would start picking up phone calls, and your phone would, when answered, play the Sinfonia from Bach's Second Partita in C minor.)

Your address book: This is a leather bound loose-leaf address book. In common with many loose-leaf address books, most of the leaves are loose and have fallen out. There are only a few pages left. Some of those are stuck together with jam, chewing gum, or an unpleasant combination of both. Very few, therefore, are readable.

Examine page Which page? The first page, the second page, or which? There are ten altogether that you can actually read.

Examine first page. This has a section headed "Name and address of owner" In it is written in your own handwriting (YOUR TITLE)(YOUR NAME) and the address: 5 Hippo Vista, Rhinoceros, New Jersey, (NON-EXISTENT ZIP) (258) 321 9876 which has been crossed out. (Aren't you glad you moved?)

Underneath that you have written: (YOUR ADDRESS) (YOUR PHONE NUMBER)

Address Book

There is also a notice on this page which says "If lost, please return this Address book to the owner at the above address, \$25 reward."

Examine 2nd page There are two addresses and phone numbers here for the Fillmore Fiduciary Trust Bank:

Fillmore Fiduciary Trust Bank, 15 West Wildebeest St., Rhinoceros, New Jersey (NON-EXISTENT ZIP) (258) 432-8765

Fillmore Fiduciary Trust Bank, 39 Thompson's Gazelle St., (YOUR TOWN) (YOUR ZIP) (YOUR AREA CODE) (RANDOMLY-GENERATED-PHONE-NUMBER-1)

Examine third page There is an address on this page. Ollie Fassbaum, (General Manager), The Happitec Corporation, 17 Okapi Plaza, (YOUR TOWN) (NEARLY YOUR ZIP) (YOUR AREA CODE) (RANDOMLY-GENERATED-PHONE-NUMBER-2)

A number of numbers that we can make up as many as we like of, (old girl/boy/friends etc., all of which will just have answerphone messages at the end)

WHAT HAPPENS IF YOU PHONE THE BANK IN RHINOCEROS, NJ.

Plug phone into wall socket. Thank you for using AT&T.

Lift phone You hear a dialling tone

Touch ,Phone or dial (258) 432-8765 A voice says that they, the phone company, are sorry, but that when dialling that number you should dial a one first. Try not to swear, please, this is only a game.

Touch ,Phone or dial 1(258) 432-8765 After a few seconds you are connected. A woman says "Thank you for phoning the Fillmore Fiduciary Trust Bank, please hold," and plays you The Girl From Ipanema.

Hold, wait, or 2 The Fillmore Fiduciary Trust Bank plays you the theme from Shaft.

Hold, wait, or 2 The Fillmore Fiduciary Trust Bank plays you something icky by John Denver.

Hold, wait, or 2 The Fillmore Fiduciary Trust Bank plays you an especially easy-listening version of Do You Know The Way To San José? without any of the twiddly bits.

Hold, wait, or 2 A woman thanks you for holding and plays you something by Andrew Lloyd Webber that's a bit like something else which you can't quite remember.

Hold, wait, or 2 The Fillmore Fiduciary Trust Bank plays you an instrumental version of Yesterday, which should help Paul McCartney pay for Give My Regards to Broad St.

Hold, wait, or 2 The Fillmore Fiduciary Trust Bank plays you the theme from Un Homme et Une Femme.

Is there a way round this problem? I think not. I think that for once we make a virtue of the "2" thing. Each time you phone one of the numbers you will get a random number of waits you have to do. This will usually only be about three or four or five, but just very occasionally should be about thirty. While you are on the phone, anything you type will get the same

2
dialling
BANK

6
response, except for "put down phone" or synonym thereof. Eventually a voice will answer.

THOUGHTS:

Ways of breaking into people's houses.

Whenever the flight to (LOCAL DESTINATION DEPENDING ON ZIP CODE ENTERED) takes off, the garage door opens and then closes two moves later.

One of the pieces of software you can buy (or copy) will let you log on to an Airline Guide, which will tell you the times of flights. Most of these will be standard - we can just look some up and bung them in, nothing clever there. For this particular destination, though, times will change each game, so you have to look up the times. Then you have to be close enough to the door to go in when the plane flies over. Coming out is easy - the door unlocks from the inside.

You can get into another house by using your now defunct US Excess card on the lock. You are very glad to find that it is useful for something.

TELEPHONE CONVERSATIONS with the bank and the post office and so forth have this feature that make them easy to program - the people you speak to are not polite or concerned. They are not really interested in understanding what you have to say, they only have stock responses to key words - it's rather like talking to a computer, in fact.

In the boxes are various things that you will need (or not need but get in the way) THE BOX PROBLEM:

Boxes Problem
All your possessions are stacked around in boxes. Getting at the ones you want is a bit like the puzzle in which you shift numbers round in a plastic case. You have to solve it within a certain number of moves or the phone will stop ringing. It is not a dreadfully difficult problem, and is only a matter of working it out logically, so it is acceptable that you will not be able to finish the game until you have solved it. Without it you can explore the town as much as you like, but you won't get your credit card and therefore will not be able to do much else.

The boxes contain:

- 1) Your computer (breakable) This is your Boysenberry computer, with its built-in programming language, BOZO, that even an idiot could use, and probably only an idiot would want to.
- 2) Your telephone (breakable) This plugs into the modular jack in your house. Without it you can only hear the bell ringing, not actually answer the phone.
- 3) Some floppy disks (damagable) You thought, when you got a computer that it would save you from the usual mess you get yourself into which was having piles and piles of unidentified pieces of paper hanging around. Now you find that you have piles and piles of

unidentified floppy disks lying around. There are check-book balancing programs, loan amortising programs, eclipse predictors, recipe programs, communication programs, spreadsheets, etc., etc.

4) Your best china. (breakable) This will inevitably get broken. It seems that the only way you can get at whatever you want is to break the china and you will probably assume that this is not the right answer, but go ahead anyway and break your best china. The game then says "Sad, but inevitable. There is an ancient Chinese proverb which says that you can never move house without breaking your best china. Better just to give it away before the removal vans even arrive. This is a very rough translation."

5) Your address book. You will need this to get the telephone number of your bank and the airline (you must reconfirm your flight) and maybe one or two other ones as well. There may be some other people you can phone just for fun. Your stereo and your record collection. (breakable) These are a bit of a red herring. You can use them to calm yourself down when you're getting too angry. You may not realise immediately that it is in your interest to get as angry as you can. If you've used some records to calm yourself down, there are other records that can make you fractious again, so that you haven't done any irreparable harm. I think you will probably need to have stirring music playing to give you last bit of strength you need to open the vault into the Persecution Complex.

6) Tools - with which to open the boxes. These are packed in the same box as your best china. You assume that there must be some way of getting at them without breaking the box and thus your china. You're wrong. There isn't.

7) Other items - like clothes, bits of furniture, kitchen equipment and so on, which have no function as far as the game is concerned, except to get in the way of the things you want to get at.

The boxes are all labelled with their contents, but the labels are wrong. Elsewhere in the house is a letter from the removal company (in which they get your name wrong) explaining why they are in the wrong boxes (it's not a very good reason) and telling what is really in which. Without this information you are likely to break things that you really do need for the game. Each time you play the game the list is different.

8) A telephone answering machine

9) A modem

PROGRAMS: There are many programs lying around the game that you can get hold of or copy. There should be a bookshop in the town as well which will be stocked entirely with books by me and by Mike Berlin.

Each of these you will have to fill in. If you try to leave any blank you will not be allowed to. The game will say that you are not allowed not to have a middle initial, company, last girl friend or whatever. These will be

featured in your address book, and you will at some time receive a message on your answerphone from LAST GIRL/BOY FRIEND complaining or being rude about GIRL/BOY FRIEND. This number will be something you need to have remembered later on. Most people will not have thought to write it down. At some point when you return to your house you will find that there is a workman painting your door (YOUR LEAST FAVOURITE COLOUR). He has an order form which has the right number but the name of your next door neighbour. He demands to be paid. If you don't pay him he simply removes your door and leaves with it. It begins to rain. You notice a carload of burglars going by taking notes. You will then find later that your house has inevitably been robbed. This will make you angry, which maybe useful, but in fact the things that are stolen are not vital and you don't have to recover them - I think. When you take this option you will find that you have run up against your credit limit on the Beezer card and you are not able to buy anything else with it later on. One way you can get hold of some cash, which you will need for the cab to the airport is to get the llama-owner to pay you back for the food you bought for his llama. You will need to do this anyway because if you don't take the llama food to him he will feed his unwanted mail to the llama, thus depriving you of information. If the player suggests anything with the word "sex" or "fuck" or anything like that and the player is female, the deliveryman can say "Normally I would, but I'm afraid you're just not my type." If the player is male he can say "No thank you very much. Why do you think I moved from San Francisco?" Unless the player gave a San Francisco area zip code as his address, in which case the man says, "No thank you very much. I knew I should never have moved to San Francisco." If you put your address book down anywhere, it will disappear, and at later stages of the game you will be continually plagued by this nerd who keeps cropping up with it and demanding \$25. This will be how you escape from some deadly trap in the jungle. Just as you are about to die (sink into the quicksand or whatever, the nerd comes thrashing through the jungle with a machete, waving your address book above his head and demanding \$25 dollars reward. \$25 is how much change you will have after you have paid the taxi driver with the money you got by selling the llama-food to the llama owner.

BASIC NOTES

ELFEAUIPACV

At the beginning [you are feeling extreme] **V-DIAGNOSE**
you are just moved into a new house. It is a bit of a mess at the moment, the furniture is lying around in boxes but there really nice things which you are able to afford because you've got a new job at double your previous salary and apart from some silly nonsense from the bank, everything is terrific.

put job in jeopardy

The bank business will sort itself out, no doubt, you sent them your change of address card, were you?

Browse material

Best of all, you've got a couple of weeks holiday before you start, and your new employers have been very nice to you and given you a return plane ticket to Paris to enjoy yourself for a while. All you have to do is go to the local travel agent and pick it up.

A delivery man arrives at the door with something with some liama food. You have no recollection of ordering it. The delivery man says, are you Mr. NAME of 42000 NUMBER (STREET NAME)? That trips you off that there is someone else with the same name as you in the street. The delivery man says that things are always getting misaddressed around here, gives you a date.

You are able to take delivery of the liama food if you like, but you would have to pay by credit card. (he prompts you that he accepts US Dollars or Beepers).

* To discover that your US Express card is about to expire, you are able to your credit limit on your Beeper card, but can just afford to buy ~~the~~ things if you want it.

One night, later regret using your Beeper card, because the Restaurant doesn't accept US Express, and you will not be up to your credit limit on the Beeper card).

IA thoughts: if you don't buy the liama food then the delivery man will, offstage, go to the house of the liama owner and find he is not in, and therefore not deliver the food. Which means that the liama eats will be mailed in the house. If you do buy the liama food, you can take it to the liama owner, who returns shortly (you can watch people in the street out of your window). The liama owner will feed his liama and some mail will be

saved. Save this up in case it turns out to be useful.

(American Express) Why not call it American Excess

You are annoyed about your US Excess card being out of date, because the bank are supposed to have sent you a new one by today, but for some reason, there is no post here for you at all.

Detail: you don't get Amex cards thru banks

Meanwhile you have other problems.

The phone.

It keeps ringing and you will probably want to answer it. Your new house is full of modular phone jacks, with one extension bell. Your actual telephone is sitting in one of your boxes waiting to be plugged in.

Also in your boxes are various other things you are going to want in the next few days.

THE BOX PROBLEM

All our possessions are stacked around in boxes. Getting at the ones you want is a bit like the puzzle in which you shift numbers round in a plastic case. You have to solve it within a certain number of moves or the phone will stop ringing. It is not a dreadfully difficult problem, and is only a matter of working it out logically, so it is acceptable that you will not be able to finish the game until you have solved it, without it you can explore the town as much as you like, but you won't get your credit card and therefore will not be able to do much else.

The boxes contain:

✓ YOUR COMPUTER (breakable)

This is your Boxenberry computer, with its built-in programming language, BOGOC, that even an idiot could use, and probably only an idiot would want to.

EXAMINE COMPUTER

✓ YOUR TELEPHONE (breakable)

telephones are unbreakable

3

This plugs into the modular jack in your house. Without it you can only hear the bell ringing, not actually answer the phone.

YOUR FLOPPY DISKS (damagable)

You thought, when you got a computer that it would save you from the usual mess you get yourself into which was having piles and piles of unidentified pieces of paper hanging around. Now you find that you have piles and piles of unidentified floppy disks lying around. There are check-book balancing programs, loan amortising programs, eclipse predictors, recipe programs, communication programs, spreadsheets, etc., etc.

YOUR BEST CHINA (breakable)

This will inevitably get broken. It seems that the only way you can get at whatever you want is to break the china and you will probably assume that this is not the right answer, but go ahead anyway and break your best china. The game then says "Sad, but inevitable." There is an ancient Chinese proverb which says that you can never move a house without breaking your best china. Better just to give away before the removal men ever arrive. This is a very rough translation.

YOUR ADDRESS BOOK

You will need time to get the telephone number of your bank and the airline (you must reconfirm your flight and maybe one or two other ones as well). There maybe some other people you can phone just for fun.

YOUR STEREO AND YOUR RECORD COLLECTION. (breakable)

These are a bit of a red herring. You can use them to calm yourself down when you're getting too angry. You may not realise immediately that it is in your interest to get as angry as you can. If you've used some records to calm yourself down, there are other records that can make you fractious again, so that you haven't done any irreparable harm.

4

I think you will probably need to have stirring music playing to give you last bit of strength you need to open the vault into the Persecution Complex.

TOOLS

with which to open the boxes. These are packed in the same box as your best china. You assume that there must be some way of getting at them without breaking the box and thus your china. You're wrong. There isn't.



OTHER STUFF

like clothes, bits of furniture, kitchen equipment and so on, which have no function as far as the game is concerned, except to get in the way of the things you want to get at.



The covers are all labeled with their contents, but the labels are wrong.

Elsewhere in the house is a letter from the removal company in which they get your name wrong, explaining why they are in the wrong boxes. It's not a very good reason, and telling what a really in which. (Without this information you are likely to break things that you really do need for the game. (Each time you play the game the list is different.)

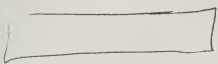
← "It's not a very good reason, is it?"

sounds too hairy

encourage piracy?

PROGRAMS:

There are many programs lying around the game that you can get hold of or copy. A few of these will actually be emulated, and others will simply be described, not always kindly. If ever you need time to pass (as when you are waiting for a letter to come), you simply load up a game into your Bovenbergs computer. This can either be an Infocor game, in which case you become so absorbed in it that you are hardly aware of the hours flitting by; till you suddenly notice that the sun is coming up over the Eastern horizon when you are sure you last left it somewhere near the West one.



Departures
and A.I. Det. Tim



Your grassless dreams,

Record/Re

05/9

IBEX

5

If you try and play a graphics game, I sense that you pointlessly chase a little alien round a maze for half an hour and eventually nod off to sleep. Suddenly, you are awoken by the sound of the early morning mail van. It is the next day.

You have to husband your days very carefully, since your flight leaves at a specified time and you have to be on it (In fact you are bound to miss it, but you still have a short window of other opportunities, and you must be there in time for that. If you miss it by too long, you lose the game.)

When you get to answer your phone, it's the new owner of your old house saying that there've been a couple of letters for you from the bank, and he's returned to the post office. Here a surly kind of a man, he says he's not going to be your redelivery service if you can't be bothered to sort out your change of address in time. He suggests that you fill out a Post Office Mail Redirection form if you want to have your mail forwarded. To get the stuff you've already returned to the Post office you have to quote a reference number (different each time you play) here's off to Tibet for a quick three months' yak trekking.

← anti-piracy?

All your neighbours also have Bosenberns' Bood computers. They will let you have copies of programs you may want, if you will let them have copies of yours. This is intolerable and wicked because like all right-thinking people you thoroughly disapprove of software piracy, and you would much rather buy your programs as you should do from the local Bosenberns' store. However, there's the problem of your credit card.

If you use pirated software (at any time where it actually counts) you feel so overcome with guilt that your eyes fill with tears and you are unable to read the result. You can get bona fide software from the store, but you need your credit card.

It also becomes apparent as you visit your neighbours, who are a strange bunch of characters, some friendly and helpful, some unfriendly and difficult, some just plain odd all have constant problems with their mail being misdelivered.

MAIL PROBLEM:

6

If you go round the various houses, examining the mail of each of them, including post marks, you will discover the pattern of misdelivered. This will change each time you play the game, but essentially will be very simple. Mail for a given house number will one day be delivered to 40, the next day to 40B, the next day to 40C, etc. This is slightly complicated by the fact that not every house has mail on every day, so you have gaps to fill in the pattern. This is a problem you can either work out with a piece of paper and pencil, or you can choose to program your Bovenberry. In Bozo to prove to which house your mail will be delivered to once you have given the Post Office your mail redirection form.

There is a further complication to this, which you are again able to deduce from the available evidence: - Everybody's mail gets routinely misdelivered according to the above formula. If you are having your mail redirected by the Post Office, it is also misdelivered by a further, equally simple formula. You will discover this because one of your neighbours (as a recent arrival) and is having his mail redirected to our credit card, when it comes via delivered by recorded (This is called Certified Mail in the UK - Manual delivery), so if you are not visiting in the right place to get it and sign for it, it will be returned to sender and you will have to go through the usual business again the next day.

The person with the same name as you has a pet llama to whom all mail is routinely fed. This will be another gap in our data.

If you don't solve the mail misdirection problem, or even spot that there is a problem there that you can solve, you may phone up your bank and say "Where is my new credit card?"

They will say they sent it to you at your old address.

You say - "send me a new credit card"

They say - "to your new address or your old address?"

7

You say "to my new address"

They say "We do not have your new address, you will have to fill in a change of address form. We'll put one in the mail to you. Thank you for calling the National Commerce Bank where serving you is our pleasure. Have a nice day" (that is the standard response to anything you say about your new address.)

PLACES TO GO OR TOWN:

POST OFFICE :

This is where you have to go to get your mail redirection form and send it off. There will be problems with standing on line and so forth. You have to stand in one line in order to get to the person who can tell you which line you should be standing in. I would quite like to have a piece of graffiti on the outside wall. (This is genuine from New York). Next to the Post Office motto, which says "Whether rain nor sleet nor gloom of night shall stay these couriers in the swift completion of their appointed rounds", someone has written "Well, what is it other?"

TRAVEL A BIT :

This is where you have to go to pick up your press or ticket. This will involve you in some kind of nightmare or bureaucracy, which could be any one of the following types of things: Either you have to prove who you are, or something...

RESTAURANT :

At some point the game tells you that you are very hungry, and beginning to be weak from hunger. It should not necessarily be that you are going to die from hunger or anything silly like that, but that you become so obsessed with food that it begins to interfere with the way that you tackle your tasks. You want to eat, but you're feeling so hungry that you can't concentrate on the job, and you begin to fiddle and doodle and think of hamburgers."

By the time you go to a Restaurant, you are really getting very desperate, and that's when your problems really start. The waitress asks you what kind of hamburger you want.

How do you want "cooked" "Rare" "Medium" etc.

With bar-b-q sauce? Bacon? Melted cheese? Mushrooms?

With fries or baked potato or a salad?

French fries or german fries?

(Baked potato) Large or small? With butter or sour cream or yogurt?
Or an combination?

Onions? Ketchup?

Salad?

With dressing or without?

French dressing? Italian Dressing? Blue Cheese Dressing? Thousand Island? Vinaigrette?

Make another, thin, diet or regular?

Drink? What will?

Is there any particular kind of drink you want not to have? Beer? Wine? Red or white? Dry or sweet? French or Californian? Australian? New Zealand?

The waitress pauses and looks pale for a moment. She shakes her head "Excuse me," she says, "I think I may be going mad. I'll fetch another waiter." She walks off (what?)

Another waiter comes up

"Sorry about that sir, how are you ready to order? I think your task is to get the slip from the waitress - and keep it. That will enable you following her."

How does she go?

Maybe she has an assigned room behind the restaurant with a man with a yellow walking stick and disappears when you see him. You get the menu off her.

A TELEPHONE SHOP :

There is where you can buy a telephone answering machine. At some point in the early part of the game, someone will have to phone you back with some information. The phone will only go while you are out of the house. You can hang around the house all day if you like and the phone won't go. It will only ring while you are out. There are men with yellow walking-sticks around.

This is one of the things that you will be able to play back in the video world. There will have been surveillance on you to see when you went out of the house, and the person phoning you will have been distracted from doing that until you have left.

4

I think it would be nice if you were able to phone your home from a public phone booth and check that your answering machine is on proper. It will play back whatever announcement you left on. You will be asked to record an announcement, and I think there may have to be something in the wording of it which you have to get right in order that the person phoning you receives a message properly. Just for fun, it might be nice to have some other messages on your machine when you get back, not vital ones.

A COMPUTER STORE :

This is where you get proper software, for which you have to pay. It is not clear at the early part of the game which programs are going to be useful to you and which not. For instance, you may very well assume that the Eclipse Predictor is something that will come in handy in the jungle. In fact, it is the check-book balancer you will find more useful there. You may also be able to repair your computer here. A few widgets damaged during the box problem.

The point about the change of address card is that it should only concern you a couple of times. It is the whole chain of events that should concern us. Also the complete unfairness of the situations you get into.

Amongst the things you might have about your person at any point are a letter from your new boss welcoming you to the new corporation, saying how pleased he is that you are joining, emphasising how highly they esteem your ability as one of the brightest people in the field. It will somehow emphasise how extremely credit worthy you are. Importantly, your boss says that he is away on holiday until your starting date, so you cannot get in touch with him. He says, if you have any queries, please call his secretary. If you phone her you will find that she has just left the company and joined another one, and no one else you try to speak to can help. If you try and show this letter to anyone, it will not be sufficient to raise enough credit to buy a box of matches.

As a general principle, let's say that the fun of the game comes from dealing with the CONSEQUENCES of absurd bureaucracy. There is a danger that if we spend too much of the time simply modelling bureaucratic problems into the game then the game will be as irritating to deal with as

5

10

bureaucracy itself. The bureaucratic problems should therefore provide the jumping off points for wilder things.

WIPFOT

You will miss your plane.

This is inescapable.

However, will you manage to solve the problems of the first section, you will miss your plane. And this must be a direct result of the fact that your bank has still not acknowledged your change of address card so that you can quite directly blame everything else that follows on this single fact.

However, there are other opportunities waiting for you. You can catch another plane which will allow you to make a connection with the plane you have missed.

You can trade in your ticket for one from another airline that also flies a service to your destination.

You can simply trade your ticket for a ticket to London, and then take another flight to Paris.

You can wait for the airline's next flight to Paris, which is the next day. This will mean that you spend an uncomfortable night at the airport playing games on your Boyzberry. (There should be some penalty for this though. I'm not sure what it is yet.)

If you are really smart, there will be something you can do to make them bring the plane back for you. This will be a considerable favour for you. However, the other passenger will also get on with you and he will be the one who books the plane. This preserves the spirit of the question - that the airline bank's failure to acknowledge your change of address card which leads to your plight.

If you are really really smart, (and this should be something that is virtually impossible to achieve, except maybe by chance) you will be able to prevent the other passenger getting on board, in which case you get to Paris, have a great time, and miss the rest of the game, which is your own fault for being too clever.

The flight that leaves the next day is the last flight that it is possible for you to get. After that your ticket is invalid and you have simply lost the game. This is our objective in the first part of the game, to get everything you have to do done in time to get one of these planes. If you take an extra day sorting out your post then you only have the opportunity of getting the next day's plane. If you take two extra days you lose. (Though maybe there should be some

11

good prize flight you can get on that only has a fifty per cent chance of getting to Zalagasa, otherwise it just crashes and you're out of the game. It's a really busy airline, Blank Airlines (or something.)

This means that even though your actual object - of getting the right flight at the right time - can never actually be achieved, out of the other hand, the incentive is real because you mustn't be late by too much or you lose.

Whatever plane you get on, and whatever you do once you're on it, you will end up parachuting over Zalagasa.

1) Your plane is hijacked to Zalagasa. The hijacker takes you as a hostage, but his parachute fails to open.

2) You are on the wrong plane, going to Zalagasa, only it turns out that of course, you don't have a visa, so discover this when you are given a disembarkal card by the stewardess. Now of course you have to fill in. You have to fill in a number of things amongst which will be your Zalagasa visa number. You do not of course, have one. The stewardess keeps insisting that you fill it in, you are effectively bottlenecked into saying that you don't have one. The stewardess looks up your name on the computer flight manifest and says "Mr (WRONGLY SPELLED NAME), do you or do you not have a visa? Please answer yes or no". It will continue to happen until you answer "no", whereupon she says "I'm sorry sir, but I have to ask you to leave the plane." She walks a few paces up the aisle to a locker.

You will then have couple of moves, during which you can do whatever you like. The stewardess then comes back with a parachute. She says "If you wouldn't mind, sir, please put it on and follow me."

If you cooperate, she takes you to the doorway, tells all the other passengers to put on their seatbelts and opens the door. You have to jump.

If you refuse to cooperate, then she finishes the end of the pursers (whom you realise is actually quite a big and beefy purser as pursers go, and he is extremely helpful about getting your parachute on and assisting you out of the door).

When you fall out, part of our parachute gets tangled with the tailplane and you find yourself hopelessly tangled up twisting and turning and terribly buffeted in the slipstream of the plane.

Here there should be a problem about freeing yourself. Either, you can cut yourself free with the nail clippers that come in your airline bag of extra toiletries or, if you didn't bring your own you

have to crawl along the harness and along the fuselage and knock on the windows of the plane. The stewardess will then... something... (she) doesn't your chute get caught in the door, leaving you dangling. If you pull yourself back toward the door and knock on it, the stewardess will open the door again, allowing you to free yourself.

DELARASA:

however you deal with the airport you will end up in Delagasa hanging upside down from a tree in the middle of the jungle.

Blaze:

You should need to sleep regularly in the game, and perhaps it is important that you time this properly, otherwise you will find yourself falling asleep at critical moments. (It's always a problem of realism if you start talking about falling asleep at critical times. There's got to be plenty of landing in any event.)

Your name and title

At the beginning of the game you will be asked to fill in a form. In it you will be asked for your first and last name, marital status, whether you are a man or a woman, where you live, etc.

Thereafter, the game will continually refer to you by mixed up and garbled versions of your name, usually getting your sex wrong.

gpm

THINGS YOU HAVE TO FILL IN ON THE FORMS

Last Name First Name Middle Initial: If the player tries to add to the game responds "You must enter a middle initial."

Favorite colour: If the game doesn't recognise the colour you type it responds "That is not an officially recognised colour."

Second part

This is the desperate flight back trying to keep your bad tender intact and thus your strength up, so that you can open the trap door when you return.

Soothing events

At the moment that your rage reaches sufficient proportions, you would see a glint in the sky, or someone duck behind a tree with a walkie-talkie. From that moment on, things begin to go inexplicably right.

Perfect plane

On the way you looked after tremendously well. The person who annoyed you so much the outward flight is also on it. The baby that annoyed you so much the outward flight is on it. The baby slops semi-masticated banana and raspberry paste all over the annoying person, thus tending to make a tremendously cheerful. All this you must avoid! You have to keep your baby intact!

AIRPORT AT DALLAS

You will arrive at an airport just in time to catch the plane. It was about to take off, but has been delayed because a first class passenger was ill and had to be taken off. You can have his seat.

How do you keep our temper up?

In the Persecution Complex

The Video vault

In the vault are millions of tapes. There will be a problem involved in finding the relevant ones. There should, however, be an algorithm which can invent the contents of any tape by putting together elements from a table. Included in the table can be things that you have typed or suggested earlier in the game - tricky thing to do, that.

Also there will be famous look-ups from history, maybe, giving the idea that the Persecution Complex has been around a long time?

The Encourager

The Complex should have been endowed by some insane old Howard Hughes -like character. Who is he? Is he still alive?

The Benefactor

Who is he? Is he still alive? So what's his story?

Either he is still alive and in charge, in which case it's all deliberate, or he is dead, in which case it could be some error. Or maybe he is alive and it's an error - a bureaucratic error. That sounds promising, if a little involved.

Might be good to have references of him in the Press or on the tv, as a long missing eccentric billionaire. Maybe news of sightings of him.

to be with thought now of him, off the top of my head, you have to tune in on the radio.

Lifting the flagstone

Is it a flagstone? Don't know. It has to be some entranceway into the Persecution Complex.

The video won't cheer

This should create the impression that there are limitless numbers of video tapes somewhere you can wander up and down the alleyways picking out stuff at random. However, many you pick out you will always find something new. This means that there has to be some sort of algorithm which can generate scenes endlessly. How to make this sufficiently varied and imaginative that it doesn't immediately yell "computer-generated" at you?

Now these will presumably have to be picked at random, and you will be unable to direct your search - if you were able to direct your search that would reveal the stupidity of the computer. In that it will be unable to generate something conforming to your specific request. In which case, how do you get to see your own tapes? Not just at random. There must be some problem to solve, the net effect is that you don't have control over the selection process except insofar as it involves finding your own tapes. There should therefore be a computer database somewhere which will tell you a one number or something, and it'll tell you that in response to being given a code by which you are identified, your own personal code number should be something which you would have found independently in some sort of part of the game involves about realizing that the number should be a reference number or some letter to you. Or maybe it's a number tattooed on your arm. Maybe it's your credit card number.

THE VERY END OF THE GAME

You walk back through the rain early morning streets, and let yourself, tired and shaking, back into your house. At that moment the postman arrives.

Hello postman.

great ending

15

The postman (is a letter) for you

Examine letter.

* It is a (hand) envelope, addressed to you (in handwriting).

Open envelope

* Inside the envelope is another envelope. You open this envelope too and find inside it a letter of apology from your bank.

Read letter

* It says -

Dear Sir,

Thank you for your letter of . . . Let me take this opportunity to apologise to you for the inconvenience you have been caused by this fuddle over your address. This was the result of a mix-up between our computer and our mailing room, and was entirely our fault. You will no doubt be gratified to hear that notice of this mix-up has been taken at the highest levels, and immediate action has been taken to make certain that there are no further errors of this kind. Thank you for your patience with you at this point - and once more, please accept our apologies and our complete assurance that this will not occur again.

Yours truly,

The National Commerce Bank

Examine envelope

* Which envelope? The outer envelope or the inner envelope?

Inner envelope.

For the envelope is the trade mark of the National Commerce Bank.

Take outer address on the letter. It only examines the address.

Examine address.

The letter addressed to you at your previous address. You have not finished the game. You have not won. Winning this game was never a feasible possibility. Your only recourse now is to move house back to your old address. Thank you for playing BUREAUCRACY. Have a nice day.

Ken's idea

Notes on Actual Info-Games

Some examples of commands that the game recognizes are shown below. These aren't necessarily commands that you'll ever type while playing DITCH, but they illustrate some of the verbs and sentence formats that you may use.

GO NORTH
NORTH
N
UP
TAKE THE BOX
PUT THE FLOPPY DISK INTO THE BOX
CLOSE BOX
LOOK AT DISK
TAKE DISK OUT OF BOX
LOOK IN BOX
WEAR THE CONICAL HAT
TAKE OFF HAT
CLOSE BOX
TURN ON THE LANTERN
LIGHT MATCH
LIGHT CANDLE WITH MATCH
RING BELL
POUR WATER INTO BUCKET
PUSH BUTTON
TURN KNOB
EAT COOKIE
DRINK MILK
THROW KNIFE AT THIEF
KILL TROLL WITH SWORD
READ NEWSPAPER
LOOK THROUGH WINDOW
UNLOCK DOOR WITH KEY
TIE THE ROPE TO THE HOOK
CLIMB UP THE LADDER
TURN THE KNOB
JUMP
TYPE "HELLO" ON THE KEYBOARD
TYPE 1234 ON THE KEYPAD
GET IN THE CAR
GET OUT OF THE CAR
GET ON THE HORSE
GIVE WAND TO WIZARD
ASK WIZARD ABOUT WAND

OTHER CHARACTERS

You may encounter other characters in the game. You can interact in certain ways with these characters. For example, you can GIVE things to them, and you could try to attack them (although DITCH is a non-violent game, so you shouldn't expect to solve any of your problems this way). In addition, you can ask characters about things:

ASK WIZARD ABOUT WAND

You can also tell characters to do something. To do this, type the character's name, then a comma, then a command that you want the character to perform. You can type several commands for the character all on the same line by separating the commands with periods. For example:

ROBOT, GO NORTH. PUSH BUTTON. GO SOUTH.

Of course, you shouldn't expect that characters will always follow your instructions; most characters have minds of their own, and won't automatically do what you ask.

TIME

Time in DITCH passes only in response to commands you type. Nothing happens while the game is waiting for you to type something. Each turn takes about the same amount of time. If you want to let some game time pass, because you think something is about to happen, you can type WAIT (or just Z).

SCORE

DITCH assigns you a score while you play, indicating how close you are to finishing the game. At certain points in the game, DITCH will award you points when you solve some puzzle or obtain some item. The score is intended to provide you with a measure of your progress in the game, and increases as you get further in the game; you never lose points once they are earned.

REFERRING TO MULTIPLE OBJECTS

You can usually use multiple objects in your sentences. You separate the objects by the word AND or a comma. For example:

TAKE THE BOX, THE FLOPPY DISK, AND THE ROPE
PUT DISK AND ROPE IN BOX
DROP BOX AND BALL

You can use the word ALL to refer to everything that is applicable to your command, and you can use EXCEPT (right after the word ALL) to exclude certain objects.

TAKE ALL
PUT ALL EXCEPT DISK AND ROPE INTO BOX
TAKE EVERYTHING OUT OF THE BOX
TAKE ALL OFF SHELF

The word ALL refers to everything that makes sense for your command, excluding things inside containers that are used in the command. For example, if you are carrying a box and a rope, and the box contains a floppy disk, typing DROP ALL will drop only the box and the rope; the floppy disk will remain in the box.

"IT" AND "THEM"

You can use IT and THEM to refer to the last object or objects that you used in a command. Some examples:

```
TAKE THE BOX
OPEN IT
TAKE THE DISK AND THE ROPE
PUT THEM IN THE BOX
```

MULTIPLE COMMANDS ON A LINE

You can put multiple commands on a single input line by separating the commands with periods or the word THEN, or with a comma or the word AND. Each command still counts as a separate turn. For example:

```
TAKE THE DISK AND PUT IT IN THE BOX
TAKE BOX. OPEN IT.
UNLOCK THE DOOR WITH THE KEY. OPEN IT, AND THEN GO NORTH
```

If the game doesn't understand one of the commands on the input line, it will tell you what it couldn't understand, and it will ignore the rest of the commands on the line.

AMBIGUOUS COMMANDS

If you type a command that leaves out some important information, DITCH will try to figure out what you mean anyway. When the game can be reasonably sure about what you mean, because only one object would make sense with the command, the game will make an assumption about the missing information and act as though you had supplied it. For example,

```
>TIE THE ROPE
(to the hook)
The rope is now tied to the hook. The end of the
rope nearly reaches the floor of the pit below.
```

If your command is ambiguous enough that the game doesn't feel safe making assumptions about what you meant, the game will ask you for more information. You can answer these questions by typing the missing information. If you decide you didn't want to bother with the command after all, you can just type a new command; the game will ignore the question it asked. For example:

```
>UNLOCK THE DOOR
What do you want to unlock the door with?

>THE KEY
Which key do you mean, the gold key, or the silver key?

>GOLD
The door is now unlocked.
```

UNKNOWN WORDS

DITCH will sometimes use words in its descriptions that it doesn't understand in your commands. For example, you may see a description such as, "The planet's rings are visible as a thin arc high overhead, glimmering in the sunlight." If the game doesn't know words such as "rings," you can assume that they're not needed to play the game; they're in the descriptions simply to make the story more interesting. For those objects that are important, the game recognizes many synonyms; if the game doesn't understand a word you use, or any of its common synonyms, you are probably trying something that is not necessary to continue the game.

SAVING AND RESTORING

You can store a snapshot of the game's state in a disk file at any time. Later, if your character is killed or you find that it has become impossible to finish the game (due to a lost or broken object, for example), you can restore the state of the game exactly as it was when you saved it to the disk file. You can save your position as many times as you like, using different disk files for each position. Saving the game also allows you to play DITCH over the course of many days, without having to start over from scratch each time you come back to the game.

To save the game, type SAVE at any prompt. The game will ask you for the name of a disk file to use to store the game state. (You will have to specify a filename suitable for your computer system, and the disk must have enough space to store the game state. The game will tell you if the game was not saved properly for some reason.) You should give the file a name that does not exist on your disk. If you save the game into a file that already exists, the data previously in that file will be destroyed.

When you wish to restore a game, type RESTORE at the command prompt. The game will ask you for the name of a disk file that you specified with a previous SAVE command. After reading the disk file, the game state will be restored to exactly the position when you saved it.

SPECIAL COMMANDS

The game understands several special commands that you can use to control the game. You can use these commands at any prompt.

AGAIN or G: Repeats your last command. If your last input line was composed of several commands, only the last command on the line is repeated.

INVENTORY or I: Shows the list of items you are carrying.

LOOK or L: Shows the full description of your location.

OOPS: Allows you to correct the spelling of a word in the last command. You can use OOPS when the game displays this complaint: "I don't know the word <word>." Immediately after this message, you can type OOPS followed by

the corrected spelling of the misspelled word. You can only type one word after OOPS, so this command doesn't allow you to correct certain types of errors, such as when you run two words together without a space.

QUIT: Stops the game, and returns you to your operating system.

RESTART: Starts the game over from the beginning.

RESTORE: Restores a position previously saved with the SAVE command.

SAVE: Stores the current state of the game in a disk file, so that you can come back to the same place later (with the RESTORE command).

SCORE: Shows you your current score, the maximum possible score, and the number of turns you have taken so far.

SCRIPT: Starts writing everything you see on the screen (your commands and the game's responses) to a disk file. The game will ask you for a filename to be used for the transcript; you should select a filename that does not yet exist on your disk, because if you use an existing filename, data in the file will be destroyed. Use the UNSCRIPT command to stop making the transcript.

TERSE: Tells the game that you wish to see only short descriptions of locations you have already seen when you enter them. This is the default mode. See also the VERBOSE command.

UNSCRIPT: Turns off the transcript being made with the SCRIPT command.

VERBOSE: Tells the game to show you the full description of every location you enter, whether or not you have seen the description before. By default, the game will show you the full description of a location only when you first enter it, and will show you the short description each time you enter the location thereafter. Of course, you can get a full description at any time by typing LOOK. See also the TERSE command.

VERSION: Shows you the current version of the game.

WAIT or Z: Causes game time to pass. When the game is waiting for you to type command, no game time passes; you can use this command to wait for something to happen.

COMMAND EDITING AND RECALL

On most computer systems, DITCH has a special feature that allows you to use your keyboard's editing keys to modify an input line as you are typing it, and to recall commands that you have previously typed for editing and re-entry. The specific keys you use vary depending on your system, and some systems don't support this feature at all; see the system-specific documentation for more information.

While you are typing a command, the game allows you to go back and change part of the line without "backspacing" over the rest of the line to get there. Simply use your left and right cursor-arrow keys to move the cursor to any

point in the command line. The BACKSPACE key deletes a character to the left of the cursor, and the DELETE key deletes the character at which the cursor is located.

You can insert new text at the cursor simply by typing the text. You can press the RETURN (or ENTER) key with the cursor at any point in the line (the cursor need not be at the end of the command line).

You can recall the previous command that you entered by pressing the up cursor-arrow key; pressing the up-arrow key again recalls the command before that, and so forth. Using the down cursor-arrow key reverses this process, until you get back to the original command that you were typing before you started pressing the up-arrow key.

Once you have recalled a prior command, you can re-enter it by pressing the RETURN key. In addition, you can edit the command, as described above, before entering the command.

The exact number of commands the game retains depends on the lengths of the commands, but more than a hundred of the most recent commands are generally retained at any given time.

REVIEW MODE

Another special feature that DITCH supports on many computer systems is called "review mode." The game remembers text as it "scrolls" off the screen; by invoking recall mode, you can go back and look at text that is no longer visible on the screen. On most systems, review mode is activated by pressing the function key F1.

Once in review mode, the status line that is normally at the top of the screen will be replaced by the review mode help line. This line shows the keystrokes you use to view previous screenfuls of text, and also shows you the key that exits review mode and resumes normal game play (this is generally the game key that you used to activate review mode).

While in review mode, your screen becomes a window onto the text that the game has stored away. When you first activate review mode, you are looking at the very bottom of this text, which is the screenful of text that was just displayed. Use the up and down cursor-arrow keys to move the window up and down. Pressing the up cursor-arrow key moves the window up one line, showing you one line of text that has scrolled off the screen. Most systems also provide keys to move up and down by a full screenful (also called a "page.")

To resume game play, press the same key that you used to activate review mode.

The number of screenfuls of text that the game stores away for review depends on how much text is actually on each screen, since the game has a limit on the number of characters it can store, not on the number of lines. Normally, more than twenty of the most recent screens of text are saved and available for review at any given time.

FEEDBACK

We're very interested in hearing about your experience playing Ditch Day Drifter. We hope that you find the game entertaining, not frustrating, and we want your adventure to be unmarred by programming errors.

Please write to us and tell us how you liked the game. Tell us if you have any ideas for improving the game. If you find any problems, or encounter a situation you find confusing or illogical, try to be as specific as you can about the problem. If you find a bug, please try as best you can to tell us how we can reproduce the problem ourselves (every bug is easy to fix, but most bugs are hard to find), and be sure to note the version of the game you are playing (type the VERSION command to obtain this information).

Send your comments to:

High Energy Software
P. O. Box 50422
Palo Alto, CA 94303

If you prefer to contact us through electronic mail, we can be reached on CompuServe (user ID 73737,417) or on GENie (mail ID M.ROBERTS10).

TADS: The Text Adventure Development System - Version 1.0
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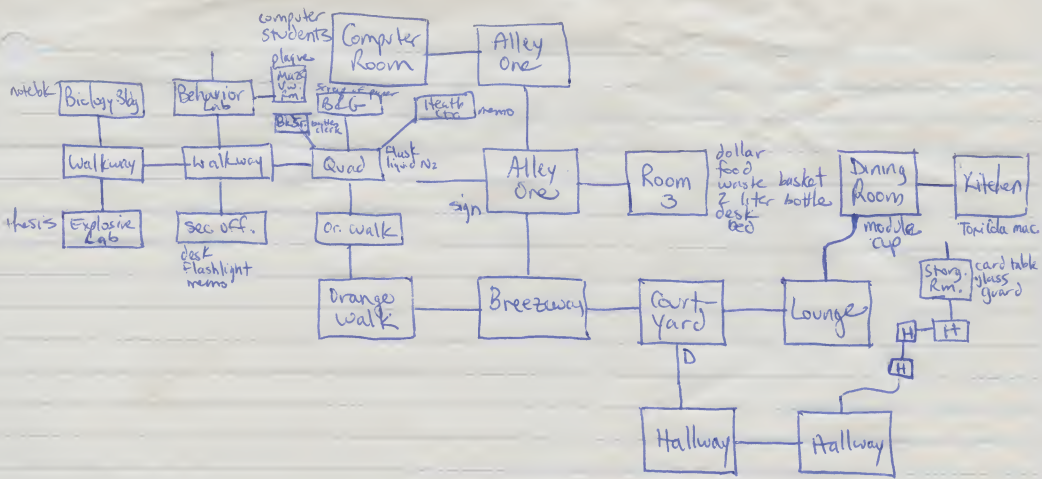
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Macintosh 3-1/2" Double density (800K)

Description	Unit Price	Quant.	Total
TADS shareware fee Includes printed TADS Author's Manual, the current TADS software on specified media, plus the source code for "Ditch Day Drifter," a complete sample game.	US\$ 25.00	_____	_____
Deep Space Drifter Includes "Deep Space Drifter" on the disk media specified above, plus a complete map of the game and the DSD Hint Book.	10.00	_____	_____
Subtotal		_____	_____
California residents please add 7% sales tax . . .			_____
Prices include domestic US shipping and handling.			
	Total Enclosed ==>	_____	

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MISSION BRIEFING PAPERS

In the few days since we learned of this threat, our technicians have analyzed the memory banks of Lt. Vettenmyer's interkron and identified the timeplaces that he has visited. We have re-programmed the machine so that you can return to those same timeplaces, but not to any others. Remember that the machine will always materialize in the instant after it was last there, so the first time you step out into a timeplace, the local time will be only seconds after Vettenmyer last left. If you then leave and return again later, you will arrive only seconds after you last left.

We haven't had much time, but we have also scanned the history books to try and match Vettenmyer's visits to events of significant historical importance. So far as we can determine, there are ten major events that he appears to be trying to influence. Nevertheless, we feel it is important for you to visit all of the timeplaces that the interkron will go to, whether or not it appears that Vettenmyer has tried to alter history there. The ten major events are listed below.

ROME, 44 BC ✓

Historical event

Julius Caesar was assassinated on the Ides of March, 44 BC. Following his funeral, the conspirators engaged in a divisive power struggle that split the Roman Empire and ultimately caused its downfall.

Vettenmyer's plan

The time machine is set to appear in Rome on February 15th. This is the feast of the Lupercalia, the day that Mark Anthony thrice offered the crown of Rome to Caesar, who thrice refused it.

We suspect that Vettenmyer may have hatched a plan to have Caesar killed on this day, rather than the following month. If Caesar dies early and Brutus is not implicated in the assassination, then the disastrous split between Brutus, Mark Anthony, and Octavian might never take place, and Rome might never fall.

Interestingly enough, Cleopatra - who was Caesar's mistress - was in Rome during this time, although she returned to Egypt later that year.

ROME 452 ✓

Historical event

In the spring of 450, the sister of the Roman Emperor Valentinian III sent her ring to Attila the Hun, asking him to rescue her from an arranged marriage. Attila immediately claimed Honoria as his wife and demanded half the Roman Empire as her dowry.

When he failed to get either the woman or the land, he descended upon northern Italy and sacked several cities, including Padua, Verona, Brescia, Bergamo, and Milan. Valentinian was powerless to stop him, and he appealed to Pope Leo the Great to arrange a treaty.

Pope Leo rode out to meet Attila, whose hordes were camped just outside the gates of Rome, and the two of them went into Attila's tent. What happened inside is unknown to history, but when they emerged, Attila turned his army around and left Italy forever.

Vettenmyer's plan

We believe that Vettenmyer may somehow have strengthened Attila's resolve to destroy Rome, and that Leo's words alone may not be sufficient to turn the Hun away. If this happens, the Roman Empire will be destroyed before its time, with untold disastrous effects on the development of European civilization.

ROME 800 ✓

Historical event

Charlemagne was crowned the first Holy Roman Emperor on Christmas Day in the year 800. Under his rule, more of Europe was united under one crown than at any time until the coming of Napoleon. His coronation ceremony was the most significant event in Medieval History, and it signalled the beginning of the end of the Dark Ages. Nevertheless, it is widely disputed whether Charlemagne himself wished this honor, or whether it was forced upon him by Pope Leo III.

Vettenmyer's plan

Vettenmyer's interkron is set to appear in Rome on Charlemagne's coronation day. With Charlemagne undecided about whether he should accept the crown, Vettenmyer may have found some way to persuade him to decline the offer. If Charlemagne is never crowned, then Europe may never ascend from the depths of the Dark Ages.

BAGHDAD 800 ✓

Historical event

When Charlemagne was crowned, he received the gift of an elephant from Harun al-Rashid, the sultan of Baghdad. Harun was a good ruler, and some say that he was the legendary sultan of the 1001 Arabian Nights. His Grand Vizier al Nudz, however, was jealous of the sultan and secretly plotted his downfall.

Vettenmyer's plan

We believe that Vettenmyer may have persuaded al-Nudz to try to dishonor the sultan somehow, causing him to lose the respect of his subjects.

If the ruthless al-Nudz successfully defies the sultan and eventually unseats him, the ensuing reign of terror and Arab expansionism may well result in the subjugation of Europe and the perpetuation of the Arab empire.

DOVER 1215 ✓

Historical event

In 1215, King John of England was trying desperately to raise money from his barons in order to fight his wars in France. The barons finally agreed to come up with the money, but only after making King John sign the Magna Carta, which then went on to become the cornerstone of individual liberty in a free democracy.

Vettenmyer's plan

If Vettenmyer has persuaded any of John's former allies to resume sending him funds, it is certain that he won't sign the document and the life of the feudal system could be extended indefinitely.

PEKING 1215 ✓

Historical event

While King John was fighting with his barons in England, Genghis Khan and his Mongol Horde were camped outside the gates of Peking, engaged in a long and difficult siege of the city. When he eventually captured the city, the great Khan founded the Mongol dynasty that ruled China for over a century. But the siege of a city was a slow and tedious task, especially for the highly nomadic Mongols who were unaccustomed to the demands of "sit-and-wait" warfare.

Vettenmyer's plan

It probably wouldn't take much for Vettenmyer to persuade Genghis Khan to abandon the siege. If this happens, the great Khan will almost certainly take his hordes west to invade Europe, with unimaginable consequences to European history.

MEXICO 1519 ✓

Historical event

in 1519 Hernando Cortez landed in Mexico with only five hundred men and 16 horses. In a matter of months, he conquered the mighty Aztec nation, primarily because the Aztecs had a legend that when the white god Quetzalcoatl returned, the Aztec nation would be vanquished.

Vettenmyer's plan

We suspect that Vettenmyer has found some way to tamper with the legend and that he has somehow convinced the Aztec nation that they are destined never to be conquered. If this is true, when Cortez arrives with his tiny army, the Spaniards will be crushed and the Aztec nation eventually could expand to throw off the yoke of Europeans everywhere in the Americas.

DOVER 1588 ✓

Historical event

On Sunday August 7th, 1588, the mighty Spanish Armada lay anchored in Calais, awaiting a rendezvous with the land forces of the Duke of Parma. The Armada's mission was to ferry the Duke's army across the channel to occupy an ill-prepared England.

The Spanish had the backing of the entire Catholic world. Pope Sixtus V had even promised Philip of Spain a reward of 1 million gold ducats to be paid the day the first Spanish soldier set foot on English soil. This Holy War was prompted by Queen Elizabeth's steadfast renunciation of the Catholic faith - a rejection which wasn't surprising in light of the fact that according to the Roman church she was illegitimate and had no right to the English Throne.

That Sunday night, Sir Frances Drake set eight of his galleons on fire and sent the blazing fireships sailing into the heart of the Armada. The Spanish ships were forced to slip anchor and disperse into the English Channel, where the English fleet was able to attack them separately and ultimately defeat them.

Vettenmyer's plan

Vettenmyer's interkron is set to emerge in Dover that Sunday afternoon. We believe that he somehow intends to keep Drake away from the fleet during the night. If Drake does stay away and the Armada makes its rendezvous with Parma's army, then England surely will be conquered and if we exist at all, we will be speaking Spanish.

Historical event

In early 1798, Napoleon occupied Rome and deposed Pope Pius VI. This was only one step in his master plan to extend French rule over all the territory that was once united under Charlemagne's crown.

The greatest obstacle to this lifelong ambition was England and her navy, led by Admiral Lord Nelson.

After the Italian conquest, Napoleon appeared undecided whether to invade England directly, or to attack her in a more roundabout route by capturing Egypt and cutting off England's source of wealth - the trade routes to India.

To the surprise of many historians, Napoleon chose to invade Egypt. When Lord Nelson learned of Bonaparte's plans, the English fleet immediately sailed for Egypt and defeated the French navy in the Battle of the Nile, stranding Napoleon's army two thousand miles from home.

Vettenmyer's plan

We believe Vettenmyer may have tried to influence Napoleon to launch a frontal assault against England, a tactic that would probably have worked. If Napoleon does indeed pursue his dreams of reuniting the Carolingian Empire by invading England, the story of Britain thereafter could become but a footnote to French history.

DOVER 1940 ✓

Historical event

On May 10, 1940, the German armies burst from behind the outdated Maginot line and blitzkrieged their way across Belgium and France. By the end of the month, the Nazis had routed the British army and relentlessly forced them to retreat until their backs were up against the Channel. The British troops were completely surrounded and had no hope of escape.

Then on May 24th, for a reason unknown to history, Hitler ordered a halt to the advance. For the next three days the British and French troops shored up the defenses around Dunkirk while the German tanks sat idle. By the time Hitler reinstated the order to advance, it was too late. From May 27 to June 3, the British achieved the miracle of Dunkirk. They evacuated over 340,000 men, taking them out in sailboats, rowboats, yachts, dinghies, and anything else that would float.

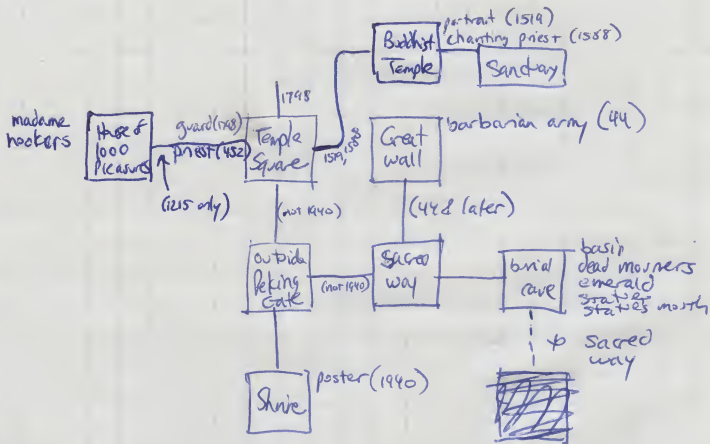
Vettenmyer's plan

Historians tell us that Hitler had several reasons for ordering the three-day hiatus. Among them was the hope that the British would accept this show of mercy and negotiate a quick surrender.

Because Vettenmyer's interkron is set to arrive at both Dover and Rome on the afternoon of May 24th, we believe that he may have pursued a two-prong strategy to alter these events. We believe his main goal is to try to talk Churchill into surrendering - which would have a devastating effect on the timestream. As a backup plan, we think he may have tried to convince Hitler to accelerate the timetable and resume the attack early if the British do not signal their surrender by some pre-determined deadline.

If Vettenmyer is successful and the Germans resume their advance, then Germany will certainly overpower Britain in a matter of weeks and then be free to concentrate on Russia and the Eastern Front. If they are successful, the subsequent history of Europe, and the world, will be plunged into darkness.





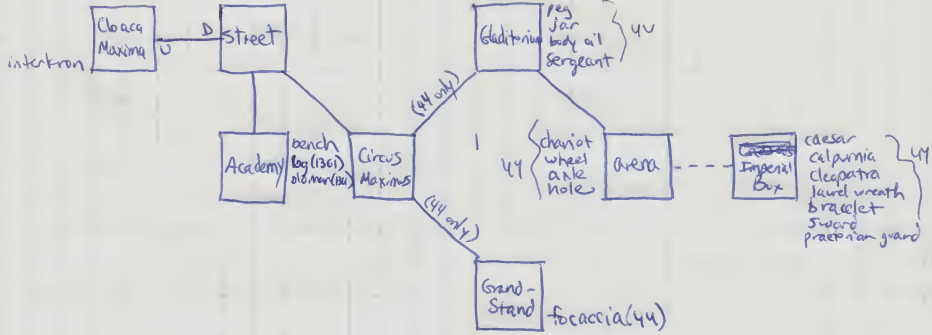
AISHA - yellow - chest
 JAMILA - green - wrists & hands
 KALILA - orange - forearms & knees
 LEILA - red - feet
 ULIMA - blue - calf
 FATIMA - purple - forehead

1514
 1588
 1798

(1361):

Field

Academy



1361 { Tot Sister amulet

Riverside (leading in river)

griffin (1553)

44 { powder vial cleopatra (452) carving

Palace (452 on)

Royal Compound (452 on by)

Ave of the dead

skull man (800) slate (800) broadside (1798)

descending passage

Tomb

message (1519)

The Fool's Errand

①

- ✓ The Sun
- ✓ The Singer EG, LI, OC
- ✓ The Warrior BOW
- ✓ Page of Wands (Δ_s^w) E
- ✓ The Stream NZSLTZMB HGZUU Ah, a mystical chant
- ✓ Knight of Wands (Δ_e^w) X
- ✓ Wheel of Fortune
- ✓ Archway
- ✓ The Pyramids (Δ_w^w) H
- ✓ Canopy RED URN
- ✓ Fighting boys BAD YAM
- ✓ Stone Wall NEW GNU
- ✓ Watchtower RAT IVY
- ✓ Queen of Wands (southern) **CLAC**
- ✓ The Wand S
- ✓ 3 Ships RW
- ✓ The Juggler
- ✓ The Farmer
- ✓ Knight of Pentacles TEHWA, ERCI, NCR0
- ✓ Blacksmith AIH
- ✓ Cathedral ROI
- ✓ Chapel MYR
- ✓ Humbug FIE
- ✓ Merchant
- ✓ Maze of Hedges
- ✓ Maze of Thorns
- ✓ Queen of Pentacles **TRSC**
- ✓ Pentacle B
- ✓ Page of Pentacles
- ✓ The World YES
- ✓ Strength (Lion) ERA
- ✓ Temperance (Angel) SIP
- ✓ Hanged Man TOP
- ✓ Page of Cups KD
- ✓ Knight of Cups
- ✓ The Children
- ✓ The Couple CARE
- ✓ The Dancers LEAP JOY

And it is said that between the four, one of the land's treasures will be restored

{ I am the first of six, next you must seek he who chases a fish. \rightarrow The Page of Cups

I need the words of the four who proceed me

{ for if you had, one of the land's lost treasures would be found

and once I have consulted with the four sages that await me, I shall be halfway there

Seek she who holds two swords. \rightarrow the chant

the word of a star
the word of the pyramids
that is the work of
the Devil and despair

(2)

✓ The Family WISH
 ✓ Not-A-Merchant NINE
 ✓ Queen of Cups **YNAL**
 ✓ The Cup T
 ✓ The Cloud 6 13
 ✓ The Vision 15 2 20
 ✓ Enchantment 14 8 15
 ✓ Abandoned Cups 16 16
 ✓ Hiensphant (for trees atop crag) 15 24 2

the food of fertile seeds

✓ The Moon
 ✓ The Emperor WIF DOVE
 ✓ The Empress VILE SHADOW FIVE CIRCLE
 ✓ The Star ERR

Four others have come before you, only of the places you have visited & never of the places you have not.

✓ High Priestess
 ✓ The Sentry
 ✓ Knight of Swords
 ✓ The Chant EEC

First, bring me the sacred inscription from the evil dark tower. And second, deliver the letters from the banner of Death! Take the blood of a man killed by 10 and smear it upon the weapon of an outnumbered warrior, the dead warrior warrior

✓ The Dream (desecrated temple) EEC
 ✓ Nightmare (3 towers citadel)
 ✓ Queen of Swords **EKE**
 ✓ The Sword E
 ✓ The Boat YH
 ✓ Despair (old woman) GRIEF
 ✓ Dead Warrior PUS

The first seek the family who departs by boat
 { A giant wheel stood near the pyramids and I saw three mystical words, one atop the other
 { I saw a man carrying 4 wooden staffs.
 The Singer { He sang this haunting song again & again.

the broken wheel → the Cheviot

✓ Justice (scales)
 ✓ Page of Swords VFBUYDR
 ✓ Chariot HA
 ✓ King of Swords N
 ✓ King of Pentacles Z
 ✓ King of Cups T
 ✓ King of Wands U
 ✓ The Thief RW

5 To lift the curse the Emperor must simply take what is his from what is hers.
 { eight giant letters have just appeared across the face of the land
 a thief who steals seven
 ↳ The Thief

✓ Madness
 ✓ Hermit (tangle)
 ✓ Straight Path
 ✓ Judgement (angel/hourglass)

it is the last of its kind
 search the land for 4 mystic spells
 { you must remember to locate a J and proceed from there.

then heed the advice of the hermit
 4 North 7 West 3 North
 8 West 6 South 5 East
 9 North

13

- ✓ Tower (lightning) QM
- ✓ Devil DEAD
- ✓ Plain of Bones
- ✓ Death ZA
- ✓ The Magician
- ✓ The Lovers

To secure that which cannot be gotten
you must invoke the points of a compass
and convince it to come to you.

(very long)

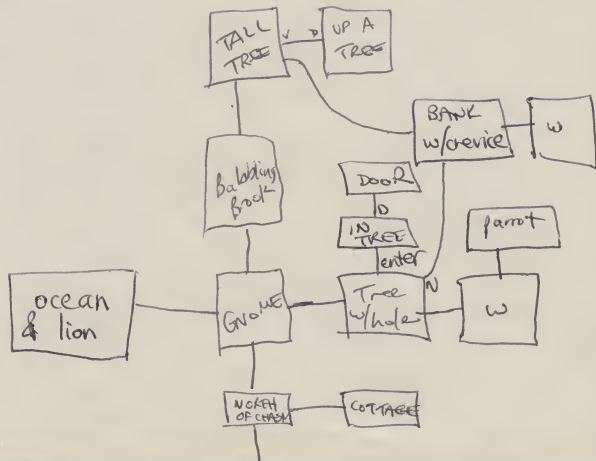
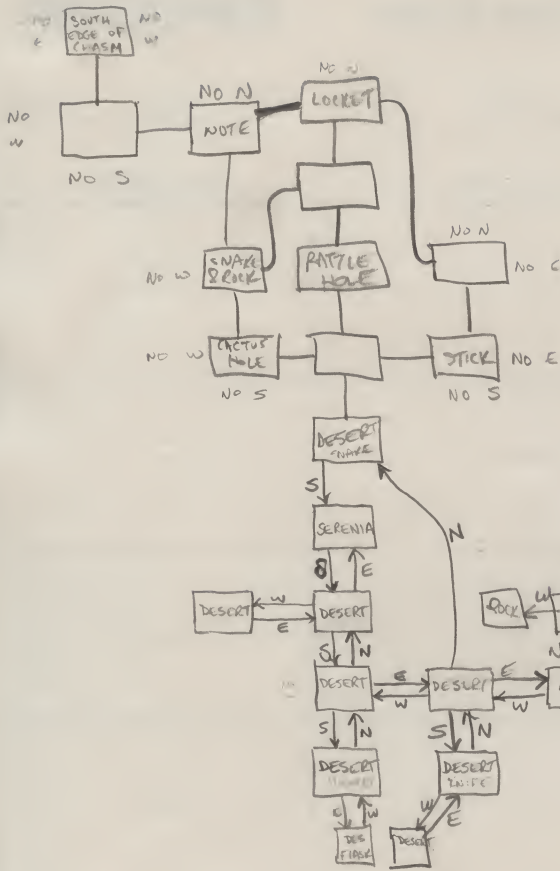
for I am the one who will save the land

The Maze of thorns is disguised
~~The knights & ladies~~ are confused

DARK Death / Devil / High Priestess
LUCKY Lovers / Wheel of Fortune / Hanged Man / Fool
COUNCIL Hierophant / Justice / Temperance / Judgement
ASTRAL Star / World / Sun / Moon
MORTAL Chariot / Strength / Hanged Man / Hermit
ROYAL Hierophant / Hermit / Emperor / Empress
HIGH Sun / Magician / Fool
LOW Lovers / Chariot / Tower

~~WHEEL~~

WIZARD & PRINCESS



Product Testing Report Form

INFOCOM

Product: _____ Tester: _____

Release: _____ Date Submitted: _____ of _____ sheets

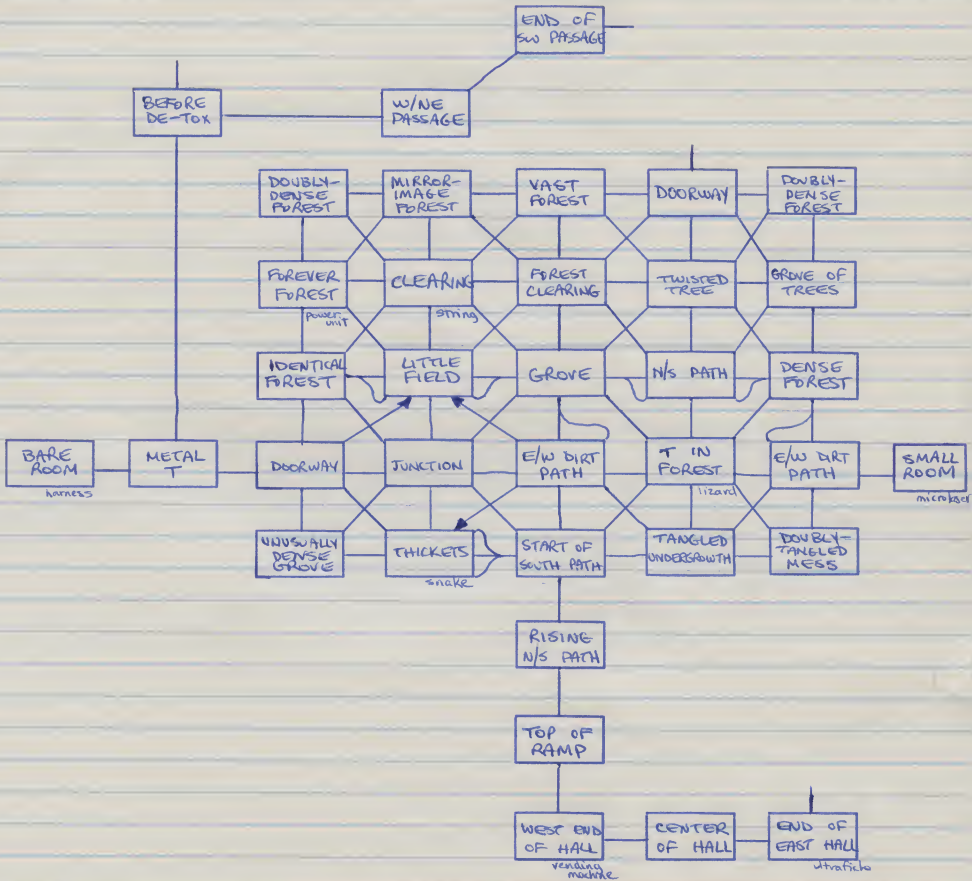
Description of Problem

Resolution:

	Description of Problem	Resolution:
1		
2		
3		
4		
5		

Comments:

CYBORG



ARMOR

	<u>regular</u>	<u>plus one</u>
padded armor	10	
leather armor	20	60
scale armor	50	120
ring mail	100	
chain mail	200	500
splint mail	400	1000
plate mail	1000	

small shield	10	100
large shield	50	
silver shield	100	

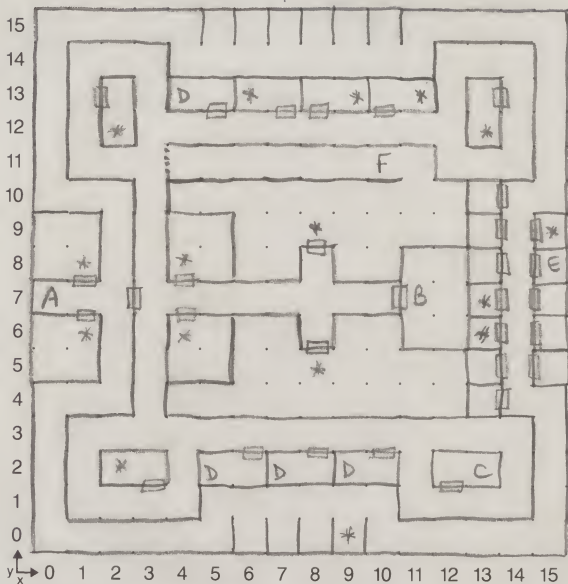
defense ring 500

WEAPONS

	<u>regular</u>	<u>plus one</u>	<u>plus two</u>
dagger	5		
hand axe	10	75	
sling	10	50	
short sword	20	100	
spear	15		
staff	30		
long sword	60		
mace		125	
flail		200	
Scimitar	40		
bardiche	80		
glaive	80		900
halberd	100		
flamberge	125	600	
great axe	150		
great hammer	150	550	
crossbow	50		
short bow	100	375	
long bow	100	500	
great bow	250	1250	

Might and Magic

Castle Blackridge South



KEY:

A - to outside B-1

B - "sorry, you are currently quested"

AREA:

C - prisoner

D - vault

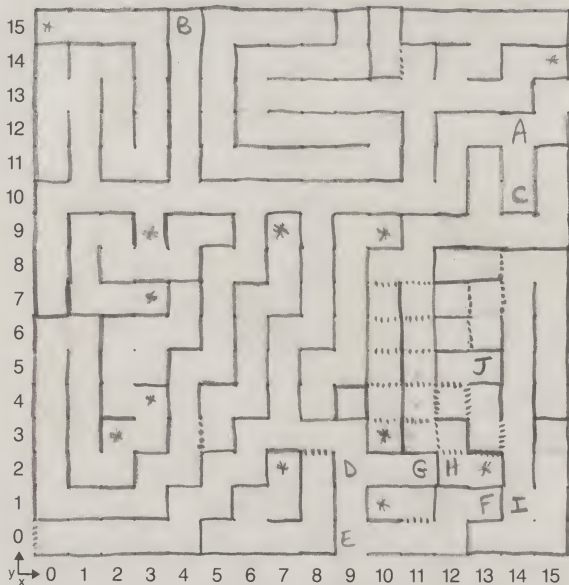
NOTES:

E - message C:"IAC11;-2;ONU--G,Not2"

F - slide to B-1 x=12 y=2

Might and Magic

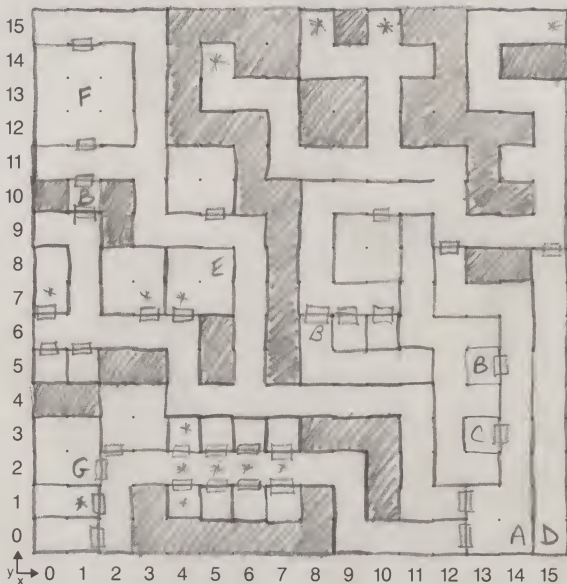
OUTDOORS B-1
"Quivering Forest"



- KEY:** A - sign pointing south "Blackridge south"
 B - the Gates to Another World
- AREA:** C - entrance to Castle Blackridge North
 D - sign pointing east "Blackridge South"
 E - sign pointing east "Erliquin"
- NOTES:** F - passage to Erliquin
 G - entrance to Castle Blackridge South
 H - from slide in castle Blackridge South
 I - passage into cave under Erliquin
 J - ruins of a wizard's lair

Might and Magic

Cave Under
Sorpigal



KEY: A to Sorpigal

B no magic

C inscription about jail

AREA: D portal

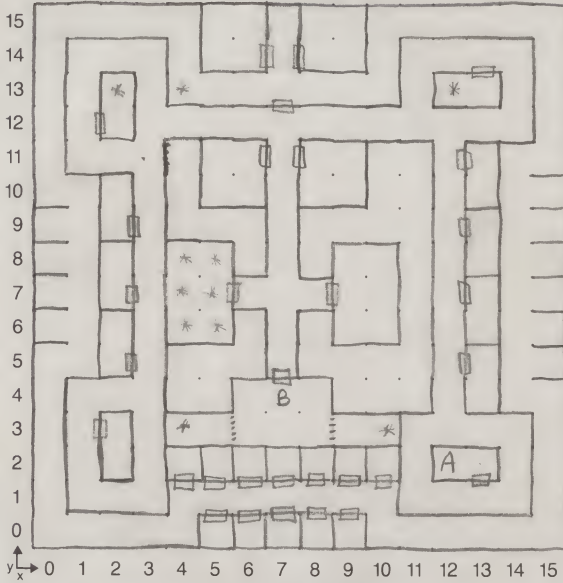
E from trap door

F arena

NOTES: G old man needing corner to wiz Agar in Ecliptus

Might and Magic

Castle Blackridge North



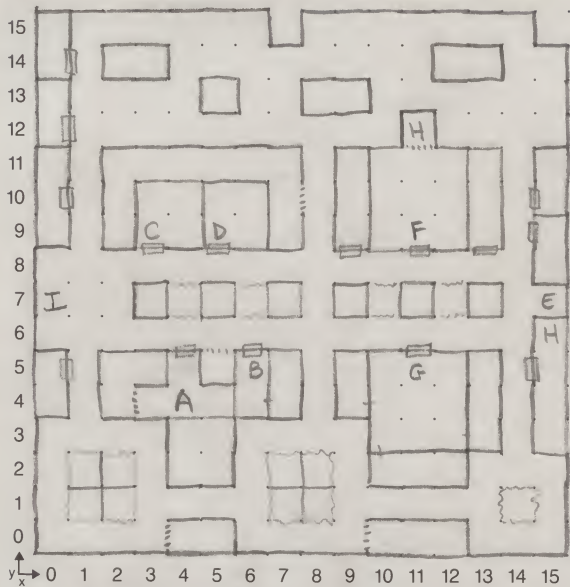
KEY: A - man in shackles
B - Lord Inspector "Find ancient ruins in Quivering Forest"

AREA:

NOTES:

Might and Magic

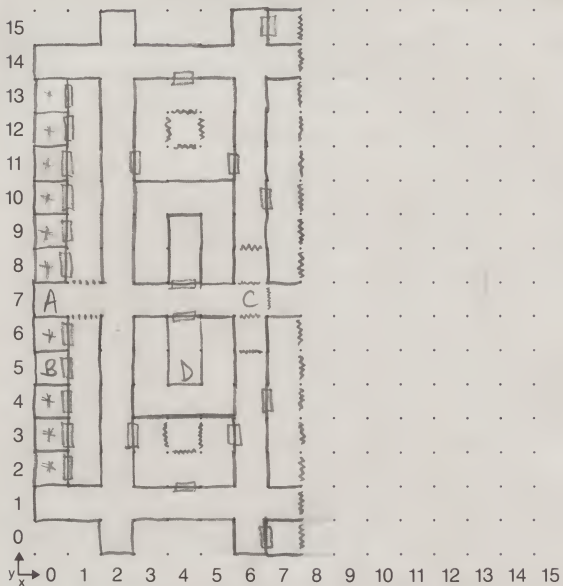
Erliquin



- KEY:
- A- Inn of Erliquin
 - B- Four Star Foods (50 gold)
- AREA:
- C - Current Trends Ironworks
 - D - Tavern of Tall Tales
 - E - passage leading below town
- NOTES:
- F - Superior Training
 - G - Temple Gauche
 - H - Town Treasures
 - I - to Outside B-1

Might and Magic

Cave Under Erligvin

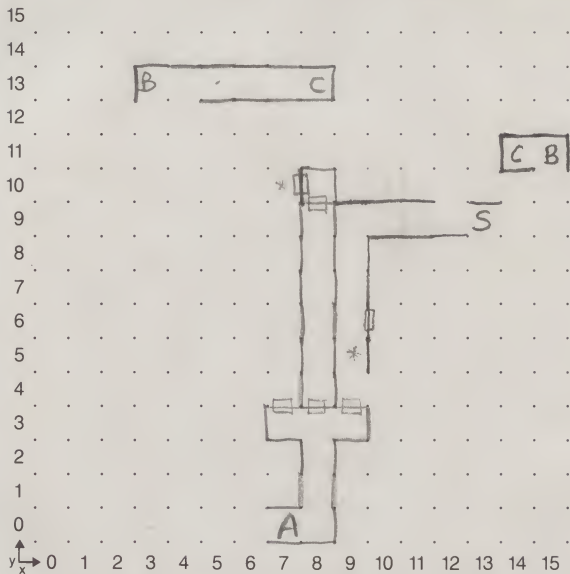


KEY: A - to Erligvin
B - teleport
AREA: C - dancing lights
D - "enter access code"

NOTES:

Might and Magic

CAVE IN NORTHERN BARRIER



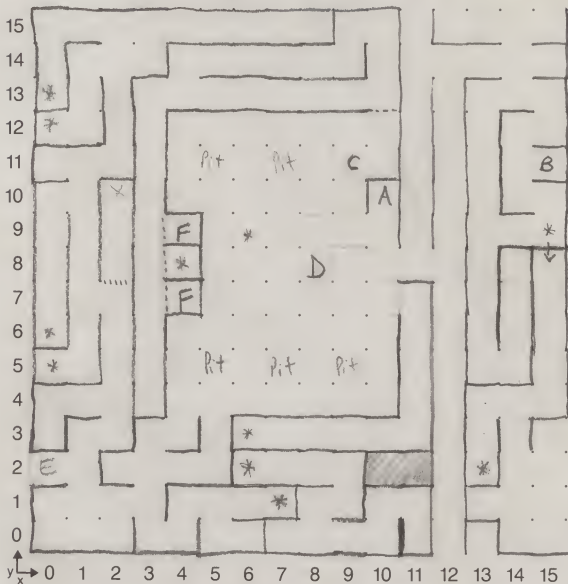
KEY: A to outside
B pool of acid
C teleport

AREA: S slide

NOTES:

Might and Magic

OUTDOORS C-2
"Pleasant Valley"

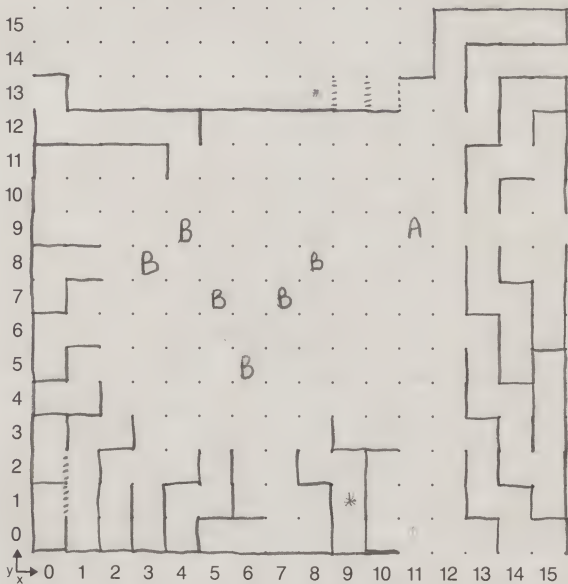


- KEY: A to Scorpigal
 B to cave in Northern Barrier
 C fortune teller
 AREA: D glowing column (touch → teleport)
 E statues (break → monsters)
 F fountain

NOTES:

Might and Magic

OUTDOORS C-1
"Middle Grove"



KEY: A - sign "Sarpigal S17, W1, N2"

B - deserted merchant wagons

AREA:

NOTES:

Might be M

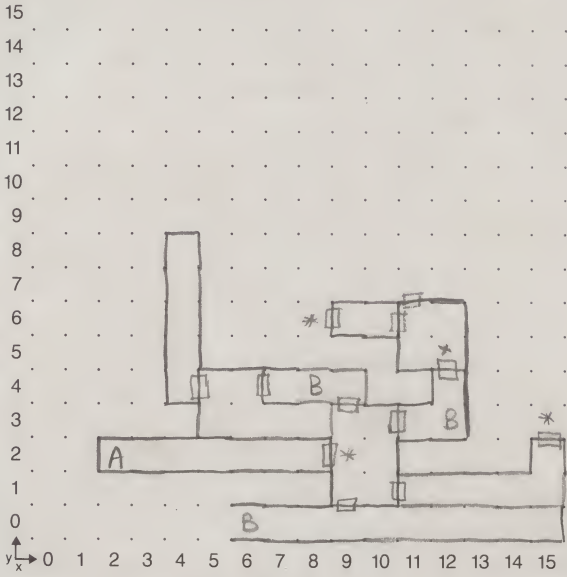


signs:

- LANCE - Purple Sagram
- PALLY - Black Dredition
- ARCHIE - Red Thorac
- ROBBY - " "
- CLARENCE - Yellow Limra
- SAUCY - Orange - Bolak

Might and Magic

Dungeon in Quivering Forest



KEY: A - to Quivering forest
B - carousel

AREA:

NOTES:

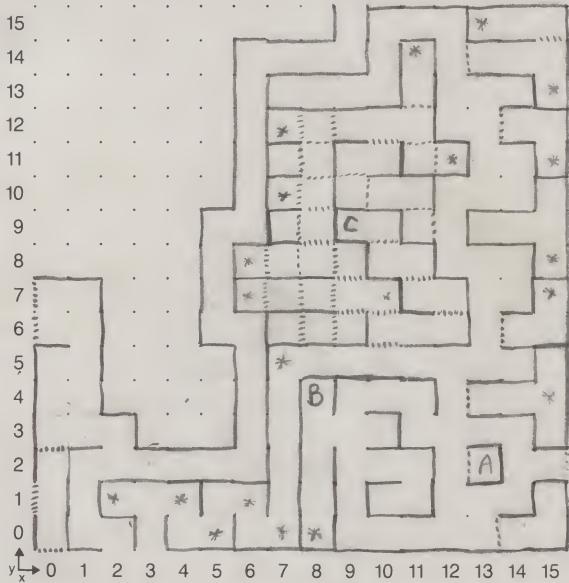
Might and Magic

OUTDOORS

B-2

"Raven's Wood"

to Soljinn

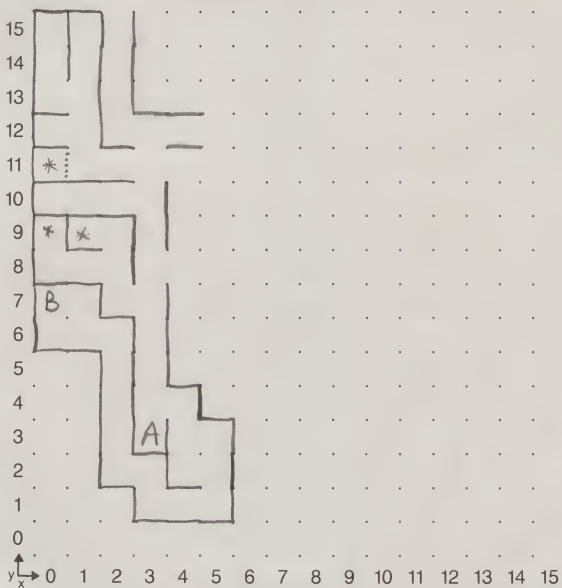


- KEY: A - carved on tree "9/9 Raven's Lair"
B - beaver North of white wolf
AREA: C - descending staircase

NOTES:

Might and Magic

OUTDOORS B-3



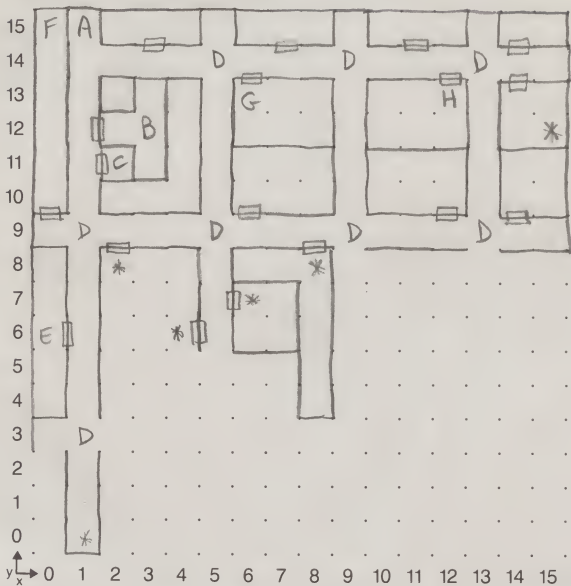
KEY: A - to Portsmouth
B - to Cave in Korin Bluffs

AREA:

NOTES:

Might and Magic

Portsmith



- KEY: A - to outdoors B-3
 B - Inn of Portsmith
- AREA: C - Maid Marian's Market
 D - "Males are drained"
- NOTES: E - Zorelda's Watering Hbk
 F - passage leading down
 G - Amazonia's Training
 H - B. Smith's Workshop

Notes on other company's g

Notes on other company's games

Package Covers

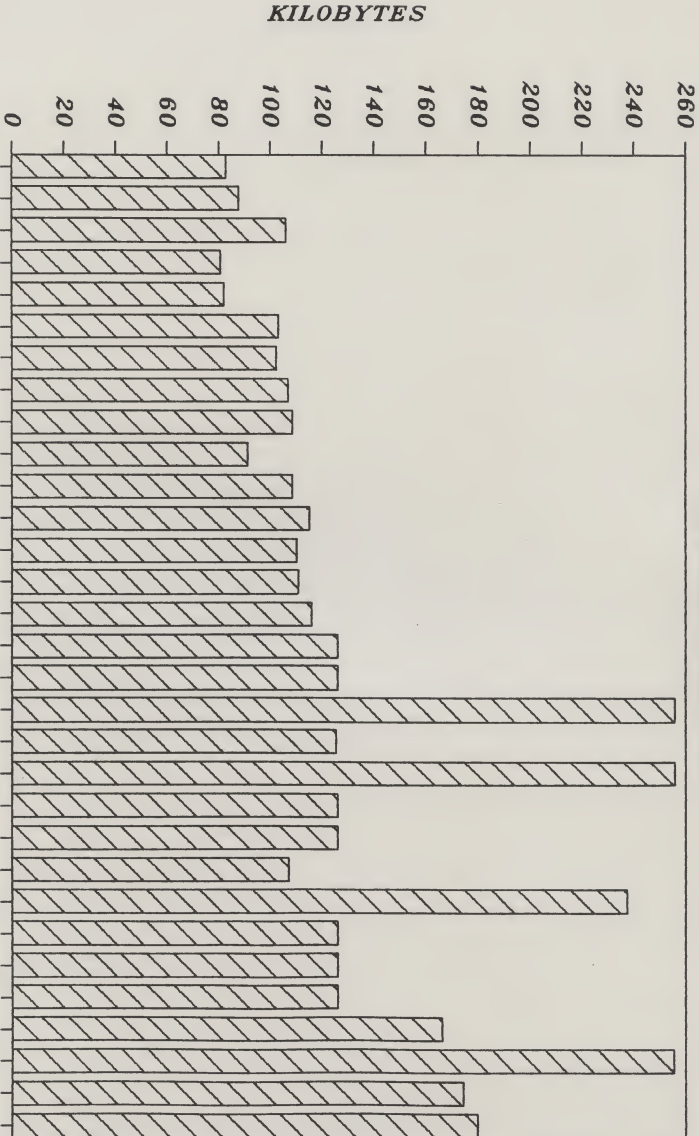
Goal: To produce a package cover that will both accurately communicate the game's key aspects and maximizes game sales (be impactful, etc.).

Roles: Creative Services is responsible for the design and execution of the cover, with input from Marketing and Development.

Procedures: Each game has a package team consisting of Gayle, Jon, Carl, Elizabeth, and the Imp. The team discusses ideas, objectives, etc. Carl ultimately proposes a design to the team. An approved design is executed under the supervision of Carl. The team reviews roughs, final artwork, etc. The team members are expected to be flexible and negotiable, and consensus and compromise standard operating procedure. However, if the team cannot agree on a course of action, then John and Chris get involved; and if they cannot agree, then Joel makes the final decision.

INFOCOM GAME SIZES

In Release Date Order



▨ GAMES
SIZE OF GAME IN "K"

11/23/87

	6/88	8/88	9/88	9/88	3/89	Total
(Δ Ave)	Shogun	Restaurant	Zorko	Journey	Space RPG	
PDL (62.5)	⁴⁰⁻⁷⁰ 55	⁶⁰⁻⁰ (30)	⁵⁰⁻¹⁰⁰ 75	³⁰⁻⁷⁰ 50	¹⁰⁻³⁰ 20	230
Jeff (54.9)	30	75	50	(30)	10	195
SEM (49.9)	35	75	45	(30)	20	205
SWG (77.5)	30	(80)	(80)	50	(30)	(270)
Amy (63.3)	(25)	50	(35)	35	5	(150)
Prof (49.9)	30	60	50	(30)	(0)	170
Jon (44.1)	50	70	50	(30)	15	215
Mike (33.3)	40	40	65	40	15	200
Gabby (45.9)	40	50	60	(70)	25	245
Gayle (50.9)	40	40	60	60	(30)	230
CLR (31.7)	50	50	50	50	20	220
Joel (34.1)	(60)	60	50	40	20	230
Average	40.4	56.7	55.8	42.9	17.5	213.3
w/o high-low	40.0	57.0	55.5	46.4	16.7	

DEVELOPMENT IDEAS, FIRST DRAFT, COMPILED 8/6/86

INTERPRETER-BASED IMPROVEMENTS TO I.F. GAMES

SOUND EFFECTS: For example, dripping water, dragging tentacles, frigid blizzard-type wind, and so on in The Lurking Frob. Like other interpreter-based improvements listed here, does not need to be on all micros we support, but only on those which can handle it well.

MOUSERY: Frequent-word menus, compass rose clicking, inventory window, etc.

OTHER 68000 BELLS AND WHISTLES: Map builder, score meter, analog clock, etc.

BANISH THE 80-COLUMN REQUIREMENT: Many interesting machines (e.g., C64, Atari 8-bit) don't have enough resolution to produce an 80-column display. Other machines (Macintosh, Amiga) produce displays that are readable, but unpleasant. EZIP already has a mechanism for telling the game how wide the screen is. Future EZIP games should be written to accommodate variable screen widths. (With some work, it might be possible for the game to select its own optimum width, or to select different widths for the top and bottom screens.)

BANISH MONOSPACED FONTS: Monospaced fonts look primitive and boring. Machines that can display variable-pitch fonts (including ST, Amiga, Mac EZIP, Cl28 and perhaps IBM) should be made to do so, at least in the "lower" display window. The Macintosh ZIP works this way, and the visual result is very tasteful. Our current theory of cursor positioning requires a monospaced font in the "upper" window. It would be nice to rethink our cursor theory and eliminate this requirement.

ALLOW FOR COLOR SELECTION: All EZIP micros (except the Apples) can display text in a variety of foreground and background colors. It would be fun to manipulate these attributes for our own purposes.

ALLOW FOR CUSTOM FONTS: Our current EZIP spec allows the game to select one of three fonts (normal, italic and bold). These fonts are stored somewhere in the operating system of the host computer, and cannot be accessed or modified by the game. Interesting effects might be achieved if the interpreter could

obtain its fonts directly from the game itself. These could be stored in the virtual address space of the game, or in an auxiliary file of some kind. A uniform storage format, with tools for creating fonts on various micros, would be needed. If the font storage format was made flexible enough, and the EZIPS made clever enough, we could mix characters of many different styles and sizes on the same screen, with automatic justification and runaround. This opens up the possibility of integrating pictures into the text, where the "pictures" would be represented as unusually large and/or irregular characters.

ZIP-RELATED ENHANCEMENTS

READ INSTRUCTION / DICTIONARY: Split the gathering-input and tokenizing-looking-up phases of the READ instruction. That way we could literally replay input lines by saving only the input that was typed. Also, make it possible to supply multiple dictionaries, so that games can expand the vocabulary on their own (as did Spellbreaker). Would be nice, in conjunction with this, if a dictionary could be specified as "unsorted."

ENHANCE DISK I/O: SAVE and RESTORE could be modified to take an area of the impure storage to write or restore, and a file name (either explicitly as an argument or as part of the stored area).

GAMES WITH GRAPHICS

ILLUMINATED TEXT: The most "minor" departure from I.F. that includes "graphics." Everything else in this section is a more dramatic departure.

Some random ideas -- obviously there are many more:

D&D ASSISTANT: Would use graphics and stuff to do all the tedious junk associated with D&D. Could work with TSR, I guess. (Though if we didn't, we could make versions for other D&D systems than theirs, as well). (An excellent candidate for multiplayer mode.)

HAND-TO-HAND COMBAT SIMULATOR: A realistic fencing and other hand-to-hand combat simulator, where you see what happens, where practice improves your ability, and so on. There might even be a fantasy mode where you take on a dragon with an Uzi machine gun. (An excellent candidate for multiplayer mode.)

SUPER-ROGUE: Make a version of Rogue: exploration/combat/visual oriented type adventure game with better graphics (using DIP) and real puzzles (like I.F. games) instead of continual monster hacking. Make it ego-centric like Maze (and Wizardry). Have better monster animation. etc. etc. (An excellent candidate for multiplayer mode.)

SOFTWARE OBSERVATORY: This would be a program for examining the heavens. It would display constellations, planets, etc. It would allow you to play with the time setting to see the future/past of planet positions, and with space to see constellations and such from other parts of the earth. Not sure how much lack of decent floating point number support hampers this? Gerry Sussman at MIT is doing this on a custom designed computer ...

<IDEAS>VIDEOGAME.MSS: Very well fleshed out -- appears to be a combination graphic text adventure and hand-eye-coordination videogame).

Two random "strategy" games:

<IDEAS>TREK.TXT: A good game does exist here, even without the Star Trek name and license. An excellent candidate for multiplayer mode.

<IDEAS>STARWARS.TXT: An idea of Hollywood's that sounds like a combination of TREK and Missile Command -- another excellent candidate for multiplayer mode.

ALL-TEXT GAMES

The following two games might be quite unlike our existing I.F. products.

PSYCHOANALYSIS: Even the highly publicized Racter can't parse English as well as we can. This game would involve exploring a character's mind (obviously an interesting character: most likely a terrorist) to find the key to converting/curing him. Could be done in straight interactive form, where you are always conversing with him, or as a more conventional adventure (like Zelazny's "Dream Master") where you can literally explore his mind via some clever SF gimmick.

ALL-TEXT ROGUE: The geography changes each time you play; obvious replay value. The standard Rogue-type "puzzles": finding spells, using them against monsters, collecting treasures, etc. (An excellent candidate for multiplayer mode.)

The following two games feature historical events in a more significant way than Trinity:

<IDEAS>REVERE.MSS: About the midnight ride of Paul Revere. Must be entertaining; could also be educational.

TITANIC: See the description in the Appendix.

SHORT STORIES: Variations of a specific story, like Moonmist; or variations on a theme, like "Attack of the Freons" or "The Viable Idea" (in the Appendix); or totally unrelated short stories.

APPENDIX OF I.F. GAME IDEAS

TITANIC: Genre: TOA? Docu-drama? Rating: probably Standard; System: probably Extended; Estimated Development Time: 10-12 months. It was one of the most dramatic moments in history. The world's largest, most luxurious, most technically advanced ocean liner, carrying many of the world's richest and most famous people, was nearing the end of it's maiden voyage. At 11:40 p.m. on April 14, 1912 an iceberg sideswiped the huge ship, leaving a 300 foot underwater gash. Less than three hours later the "unsinkable" Titanic was gone, taking 1500 people with her. The events of that night are well-recounted in several books. You are a passenger on the Titanic, travelling in Third Class to disguise the importance of your mission: transporting a MacGuffin from London to New York. As the ship opens and you feel a long, drawn out shudder pass through the ship, you must begin the process of escaping the restricted Third Class section, retrieving the MacGuffin from the purser's safe amidst the confusion, and surviving the sinking to complete your delivery assignment. The actual events of those 160 minutes between iceberg and sinking would occur around you. I see this as a game of split-second timing, that would require multiple playing to optimize your turns in order to solve all the puzzles in the shortest possible time. But you could also ignore all the puzzles and simply wander around the ship as a "tourist," taking in the sights of this amazing event.

MINUTE MYSTERIES: Genre: Mystery; Rating: probably Standard or mixed; System: definitely Extended; Estimated Development Time: 12 months. Four mini-mysteries, each set in the same locale, but during different periods of time. I can see one set during the 1910's, one during WWII, one during the present, and one at some point in the next century. For the location, I'm leaning toward a small cruise ship. (Naturally, I'd have to spend several weeks on cruise ships doing research). Some ideas for the individual mysteries: In one of them, it turns out that you were actually the killer, but are suffering amnesia because of a blow received during a struggle with the victim -- you first think that the blow was inflicted by the murderer! In another, you would be the descendant of a character in one of the previous stories, attempting to prove the innocence of your relative, and getting mixed up in a new murder, and having to solve both. The last story, set in the future, would also have some sci-fi elements.

ATTACK OF THE FREONS (and other stories): Genre: Science Fiction; Rating: probably Advanced; System: could go either way; Estimated

Development Time: 10 months. This is based on a fairly long short story I wrote a few years ago. It would be a game with a good blend of story and puzzle elements. There would be 3 story lines, each one based on a science fiction cliché -- time travel, a mad scientist, and invasion from outer space. However, all three stories, which at first seem totally independent, end up tying together. I won't say how; even the fact that they do at all should be kept top secret.

"THE VIABLE IDEA": Genre: Mixed/Experimental; Rating: probably Standard or Mixed; System: could go either way; Estimated Development Time: 6 months. An idea I originally came up with as a way to produce a game in much less time than could normally be expected, but which I think is an interesting idea even without that need. Basically, one person (the Editor) designs a tiny "piece" of a game -- a couple of rooms, a few objects with action routines, maybe even a character. Working from this, in complete isolation, five (or so) imps would write a small mini-game (a couple of puzzles, ten to twenty rooms) around that original core. The Editor would be responsible for integrating the five ideas together, blending the code, making sure that there wasn't any gross repetition in the stories, and, of course, fixing bugs. I think that seeing how different people went in different directions from the same starting point would make for an interesting interactive fiction experience.

SABOTEUR: This is a puzzle-oriented ToA with a James Bond theme. You parachute into the Amazonian jungle to destroy the deadly MacGuffin Ray being built by a mad scientist for an evil South American dictator. Little does the dictator know that the scientist plans to RULE THE WORLD! Cackle, chortle. Treacherous guides, nubile young ladies, pits full of crocodiles, great gadgetry, and all that yummy stuff. (Possible candidate for multiplayer mode.)

ZORK ZERO: Genre: Fantasy; Rating: probably Standard; System: probably Extended; Estimated Development Time: 10-12 months. As the name implies, a prequel to the Zork trilogy. It would be set in the Great Underground Empire, and covering a long period of time, from the end of the reign of Dimwit Flathead in 789 through the fall of the GUE in 883, and possibly through 948 (the year of the Zork trilogy). It would almost certainly end "west of a white house." There would be some story, probably about as much as Enchanter or Sorcerer. For the most part, though, it would be an intensely puzzle-oriented game with a huge geography.

STATIONFALL: Genre: Science Fiction; Rating: Standard or Advanced; System: Classic; Estimated Development Time: 8 months. The long-awaited sequel to Planetfall. Since your promotion to Lieutenant First Class in the Stellar Patrol of the Third Galactic Union following a commendable job on Resida five years ago, you have failed to advance your rank or career at all. Elevation to LFC has meant that your routine of constant mopping

drudgery has been replaced by a routine of constant paperwork drudgery, and your harsh commanding officer Ensign Blather has been replaced by the bubbleheaded and bureaucratic Captain Measle. Your latest assignment: to shuttle over to Station Alpha Beta Epsilon Gamma Omega 78-C-985 Sector Delta Delta VH-98, in order to pick up a crate of new shuttle fuel requisition form requisition forms. You stop by the robot pool to pick up a robot aide for the trip ... one familiar figure comes bounding toward you... "Hey, take Floyd! Floyd best robot aide in pool!" After a brief trip, you arrive at the station. It is deserted, your shuttle has stopped working you can't raise your ship, and Floyd has begun to act oddly...

BLAZING PARSERS: Genre: Tales of Adventure; Rating: probably Standard; System: probably Classic; Estimated Development Time: 8-9 months. The western comedy that Jerry started. A lot of the basic design and a little bit of the implementation is already done. If you don't recall, the basic story line is a spaghetti western with all the usual characters and situations, and the basic gag is that there are several parsers with different personalities and degrees of competency that are constantly wandering "in" and "out" of the game. Another gag revolves around Mr. Smith, who can imitate nearly anything: "There is a bowling ball here." TAKE BOWLING BALL. "Oops! It's only Mr. Smith, doing his famous bowling ball imitation." Or... "President Rutherford B. Hayes is at the bar." PRESIDENT HAYES, HOWDY. "As you begin speaking, you realize that it isn't President Rutherford B. Hayes after all, but merely Mr. Smith, doing his rather awesome President Rutherford B. Hayes imitation."

INTERACTIVE BIBLE: Genre: Fantasy? TOA? Rating: probably Standard; System: could go either way; Estimated Development Time: 8-10 months. Imagine the ad campaign: "Have you always thought that God screwed it up? Try it yourself!" The opening room: VOID. Suggested first moves LET THERE BE LIGHT, CREATE WORLD. Imagine the response to EXAMINE LIGHT: You see that it is good. As the "story" progresses, you would become other characters. As Adam, you might decide to shun the serpent's apple, stay in Eden and die of boredom; as Noah, you could refuse to build the ark and drown in the Flood, or forget to bring along two horses, changing the entire shape of human history. The writing would naturally all be in shalts and begats and haths.

<IDEAS>AMNESIA.GAME: A fairly good outline by JW.

<IDEAS>ILF.MSS: A very thorough outline of the story and gameplan, probably written by Michael Berlyn.

<IDEAS>INTRIGUE.JW: The seed of an idea of a concept by JW.

<IDEAS>MAGIC LIM'S.PLOTS: 4 seeds of ideas of concepts -- spies scenario, western scenario, mutiny scenario, and disaster

scenario.

<IDEAS>NOIR.JW: A lengthy synopsis of a game that would "blur lines between mystery and adventure," a catchy phrase that I wish we'd used on Ballyhoo.

<IDEAS>STAR2.TXT: A short synopsis of the Starcross sequel.

STILES ON STYLE

"A good style must, first of all, be clear." --Aristotle
"God damn it, let's have a consistent style." -- Hollywood

TITLE BOXES

We have at least 7 different styles of "title boxes" for the 16 games we sell. I'm not sure it's NECESSARY to have a consistent style for this (who does, besides Hollywood?). However, my recommendation:

TITLE: Subtitle [if any]
Copyright (c) 19xx by Infocom, Inc. All rights reserved.
TITLE is a trademark of Infocom, Inc.
Release xx / Serial number xxxxxx

Let's NOT say "Junior-level," "Introductory-level," "for Beginners," "a science fiction story," etc.

IMPORTANT COMMANDS

The following commands should be in all future ZIP and EZIP games UNLESS the command's inclusion would detrimentally affect the game:

✓AGAIN (G)	✓SCRIPT
✓BRIEF	✓SUPERBRIEF
DIAGNOSE	TIME (T)
INVENTORY (I)	✓UNSCRIPT
✓LOOK (L)	✓VERB0SE
✓QUIT (Q)	✓VERSION
✓RESTART	✓WAIT (Z)

What commands DON'T count as a turn (or run the clock)?

✓BRIEF	✓SUPERBRIEF
✓QUIT (answering NO)	✓TIME
✓RESTART (answering NO)	✓UNSCRIPT
✓RESTORE	✓VERB0SE
✓SAVE	✓VERSION
✓SCORE	*VER
✓SCRIPT	

[Note that DIAGNOSE does count as a turn.]

RESTORE should make an automatic LOOK.

HELP should say something like "If you really need help, you can order an InvisiClues Hint Booklet [and a complete map] by calling [CCS's phone number]."

Learn Hanley
237-3100
ext. 262

Better parser

- Simpler to use, simpler to maintain, simpler to add to
- Allow more of English
- Make system "smarter," more "intelligent" (not necessarily bigger)
- Character interactions better, less CHARACTER, TELL ME ABOUT [guess the right word]
- More syntaxes

Improve productivity by improving the system

- Better debugging environment
 - Years to redo? Save hours/week?
- Workstations (possibly shared), like the Microvax
- Rewrite ZILCH
 - Save hours/year?
- Faster compiler

Research

- Interactive audio
 - Voice recognition hardware-dependent
 - Do nothing now but keep in touch?
- Interactive videodisc
 - More mass-appeal; hardware-dependent
- Compact disks
- Better contact with AI labs

New product ideas

- Come up with idea first, then rewrite whatever (parser, etc.) to make idea work
- Natural-language applications: look for ideas
 - A better Eliza, a "chatter" with a memory, e.g.
- Research any new wild product line

ZIP versus EZIP

- Continue to do both: don't put all eggs in EZIP basket
 - Not all games need EZIP's power
 - EZIP games more costly to produce
- Expect market for ZIP-size games to decrease over time

Collaborations

- Imps probably willing to collaborate if author has "right mindset"
- Nurture relationships? Not yes/no today
- Demonstrated ability in more than 1 medium
- Good programmer who can write a sentence can work with an outside author -- but programmer's first game should be his/her own
- Collaborate with puzzle writers
 - Puzzles are "the whole ball of wax"; interactive brainteasers (but the story IS important)
- Doctor Krypton (sp?)
- Audio collaboration with Firesign Theater

Miscellaneous

- Maintain quality of product
- Use & capitalize on our strengths
 - Good people
 - Mainframe capability -- adapt mainframe software to micros
 - AI techniques to the masses
- 5 games/year? More?

Simulations

More than airplanes & stock market

Recreational or educational

Games with a message -- OK, but not a strategic direction

Balance story telling and making a good game

Foreign-language versions of games, for sale in Europe

Economical

Game writer could work with translators

As limits get removed, more "different" games will appear

Character development -- love interest, e.g.

More detail in the rooms

Catalog built-in routines -- new imps reinventing wheel

During the bug-fixing stage of game-writing, an imp's time is usually at a premium. A few extra minutes spent writing down bugs can save your friendly neighborhood imp a lot of time and frustration. Here are six tips to keep in mind when bug reporting:

- 1) Fill in all the data at the top of the page. Individuals' names are frequently scattered to de-buggers all over the building; this information is crucial to keeping the reports organized.
- 2) Write down your transcript numbers! The best place for this seems to be where the bug numbers are, on the left side near the header hole. When you start a new page, always bring the current transcript number forward, since pages are sometimes separated.
- 3) If you find a repeatable crash, make a save just before it, so that it can be re-created with ease. Write down the exact crash message, especially the words right after "Fatal Error!".
- 4) Whenever applicable, write down the EXACT input and output. If the output is long, unimportant parts can be excerpted. This will make it much easier to find the cruder spot in your transcript and in the source code. Please DO NOT paraphrase the output!
- 5) Where applicable, include your location in the game, and the state of the game (for example, FCS1-145W in WISHSPRING60, or 1061 SIMULATION in 195V).
- 6) Be reasonably neat. There's no need for incoherence all over the sheet; it's a bug report, not a five chart.

Here are some examples of good and bad bug reporting:

- | BAD | GOOD |
|---|---|
| --- | ---- |
| 1. Can't take the fish. | (Lake Shore, after opening floodgates)
>TAKE FISH
Not bloody likely. |
| 2. Lunch whistle blew in middle of night. | (Factory entrance, first day, approx. 3:45am, during a WAIT UNTIL 5:00)
"Like the shrill call of a riverboat whistle the lunchtime break." |
| 3. Game crashed when I talked to Fred. | (In Crow's Nest, Fred on Fore Deck)
>FRED, [anything]
Fred looks up at the
**KILLING Fatal Error: Stack Overflow
(See JAVF.DRASH in my directory) |

LASER FONTS

- Avant Garde ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890 !@#%&^*0[]{}<=>+;:'"/?,>|`~_~_
Pack my box with five dozen liquor jugs.
Pack my box with five dozen liquor jugs.
Pack my box with five dozen liquor jugs.
Pack my box with five dozen liquor jugs.
Pack my box with five dozen liquor jugs.
- Bookman ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890 !@#%&^*0[]{}<=>+;:'"/?,>|`~_~_
Pack my box with five dozen liquor jugs.
Pack my box with five dozen liquor jugs.
Pack my box with five dozen liquor jugs.
Pack my box with five dozen liquor jugs.
Pack my box with five dozen liquor jugs.
- Courier ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890 !@#%&^*() []{}<=>+;:'"/?,>|`~_~_
Pack my box with five dozen liquor jugs.
Pack my box with five dozen liquor jugs.
Pack my box with five dozen liquor jugs.
Pack my box with five dozen liquor jugs.
Pack my box with five dozen liquor...
- Helvetica ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890 !@#%&^*() []{}<=>+;:'"/?,>|`~_~_
Pack my box with five dozen liquor jugs.
Pack my box with five dozen liquor jugs.
Pack my box with five dozen liquor jugs.
Pack my box with five dozen liquor jugs.
Pack my box with five dozen liquor jugs.
- Helvetica Narrow ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890 !@#%&^*() []{}<=>+;:'"/?,>|`~_~_
Pack my box with five dozen liquor jugs.
Pack my box with five dozen liquor jugs.
Pack my box with five dozen liquor jugs.
Pack my box with five dozen liquor jugs.
Pack my box with five dozen liquor jugs.

NON-LASER FONTS

- Chicago** ABCDEFGHIJKLMNOPQRSTUVWXYZ
 abcdefghijklmnopqrstuvwxyz
 1234567890 !@#\$%^&*()[]{}<>=+;:'''/?,>\|`~`-_
 Pack my box with five dozen liquor jugs.
 Pack my box with five dozen liquor jugs.
 Pack my box with five dozen liquor jugs.
 Pack my box with five dozen liquor jugs.
- Geneva** ABCDEFGHIJKLMNOPQRSTUVWXYZ
 abcdefghijklmnopqrstuvwxyz
 1234567890 !@#\$%^&*()[]{}<>=+;:'''/?,>\|`~`-_
 Pack my box with five dozen liquor jugs.
 Pack my box with five dozen liquor jugs.
 Pack my box with five dozen liquor jugs.
 Pack my box with five dozen liquor jugs.
- Monaco** ABCDEFGHIJKLMNOPQRSTUVWXYZ
 abcdefghijklmnopqrstuvwxyz
 1234567890 !@#\$%^&*()[]{}<>=+;:'''/?,>\|`~`-_
 Pack my box with five dozen liquor jugs.
 Pack my box with five dozen liquor jugs.
 Pack my box with five dozen liquor jugs.
 Pack my box with five dozen liquor jugs.
- New York** ABCDEFGHIJKLMNOPQRSTUVWXYZ
 abcdefghijklmnopqrstuvwxyz
 1234567890 !@#\$%^&*()[]{}<>=+;:'''/?,>\|`~`-_
 Pack my box with five dozen liquor jugs.
 Pack my box with five dozen liquor jugs.
 Pack my box with five dozen liquor jugs.
 Pack my box with five dozen liquor jugs.
- Venice** ABCDEFGHIJKLMNOPQRSTUVWXYZ
 abcdefghijklmnopqrstuvwxyz
 1234567890 !@#\$%^&*()[]{}<>=+;:'''/?,>\|`~`-_
 Pack my box with five dozen liquor jugs.
 Pack my box with five dozen liquor jugs.
 Pack my box with five dozen liquor jugs.
 Pack my box with five dozen liquor jugs.

SYNAPSE PARSER REPORT

for MINDWHEEL

1) The SYNAPSE parser claims to understand a large vocabulary, what seems to be the case is that it is able to IGNORE a large vocabulary. Only on words that it is unable to ignore does it complain.

EXAMPLES: > LOOK AT CEILING

- What do you want to look at?

> DOCTOR, "TELL SYNAPSE TO GO TO HELL"

- (Promotes to answer the question "Tell me about synapse")

2) As expected from above, the parser seems to be a KEY WORD parser with a number of twists. (searching left to right)

Basically, it first searches for a verb.

Next, it searches for NOUNS or NOUN phrases.

Sometimes, it searches for a preposition.

The order of NOUN/VERB/PREPOSITIONS do not seem to matter. Sometimes the order of the indirect + direct objects matter and might depend on the presence of a preposition in the sentence.

EXAMPLE: > GIVE BAR TO THUG is parsed the same as

IS > THUG BAR TO GIVE but not the same as

BUT NOT > BAR THUG TO GIVE

3) Prepositions: The only ~~time~~ prepositions seem to not be ignored are with the verbs PUT and TAKE and their relatives GIVE/FEED and LEAN.

IN/FROM can be used with PUT/TAKE, TO is used with GIVE and AGAINST is used with LEAN. (TO and AGAINST are mandatory defaults, IN and FROM are optional.)

The parser does NOT understand any other Verb/Preposition combination. LOOK IN, ON, UNDER, AT, BEHIND DRUM all get parsed as LOOK DRUM.

4) Orphaning: The parser seems to orphan after verbs and after direct objects when indirect objects are needed (and indirect/direct.)

However, the parser is never able to assume an orphan, and the parser forgets you are talking to a character (sometimes) when it orphans a command to a character.

On speech, when you use quotes without referring to a character, it assumes you are talking to ALL characters present, and doesn't default to last one spoken to.

5) ALL. All seems to work with every verb except in some cases.

Eg. If you say GIVE ALL TO ALL and are carrying 10 items, it tries to go through the 100 possibilities.

ALL works with all items in INVENTORY, CHARACTERS, and PSEUDO OBJECTS.

It doesn't include: Objects in containers (where you must use IN or FROM)
? Objects in inventory with the verb GET

6) The program handles multiple objects with the same name very poorly.

If you or the program last referred to an object, it gets locked into the default.

EXAMPLE: There are many doors. If I last opened a WOODEN DOOR, leave it and go to a STEEL DOOR (which I previously visited) and try to >OPEN DOOR, it says - You can't open the WOODEN DOOR.

EXAMPLE: The THUG carries three boxes. If at the appropriate time I say >GET BOX, it doesn't ask me '-which box?' but rather it assumes which box I mean according to some default.

7) CONTAINERS: Containers seem to have no size limit. I actually was able to reach my own inventory limit at about 12 items, which the containers were able to alleviate.

Container bugs: 1st order - PUT C1 in C1 It said I couldn't (ok)
2nd order PUT C1 in C2, PUT C2 in C1 Program hangs on next input.
- Presumably it goes into an infinite loop trying to figure out container priority.
3rd order PUT C1 in C2, PUT C2 in C3, PUT C3 in C1 - Not tested
- I was only able to find two mobile containers.

8) PROGRAM FLOW: I found one instance where I could perform an action before I was supposed to. (CUT WIRE WITH DISK)

When I did so, I was stuck in a skewed area and couldn't move out (because of restriction when it is unskewed). I couldn't get kicked out of the loop as I would if it were unskewed because only some parameters were reset on the SKEW.

9) Description consistency and response appropriateness.

EXAMPLE 1:
>OPEN BAT
- You get a jujube
>OPEN BAT
- You can't open a wooden object
>CLOSE BAT
- You can't close a wooden object

EXAMPLE 2: >OPEN MOUTH
- You can't open a limb.

(PLUS MANY MORE)

- Good features:
- 1) 'IT' seems to work
 - 2) Lots of TEXT (which we'll be able to do in our expanded games with more disk RAM)
 - 3) Not limit on word size (Although sometimes several words are treated as one input code)
 - 4) TIME PASSES if you type nothing

- This is why the input lines are separated from the output lines on the screen. This way additional output (while TIME PASSES) can be displayed before your next input.

5) Multiple sentences can be entered on the same line (THEN feature)

USEFUL DOC.