

Instruction Manual for **PLANETFALL**

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After the fall of the Second Galactic Union in 1716 GY, a ten-thousand-year dark age settled upon the galaxy. Interstellar travel was non-existent, and many star systems descended into a near-barbaric state, burning coal and gas for energy, and growing food directly from exposed topsoil.

In 11,203 GY, a treaty between the Empires of Tremain and Gallium formed the Third Galactic Union. Ships of the Stellar Patrol (a pseudo-military wing of the Union government on Tremain) began exploring the galaxy, searching for the human civilizations that are the remnants of the Second Union.

You are a native of the planet Gallium. Although it is one of the most politically powerful worlds in the Union, Gallium is no garden spot. In fact, the Gallium Chamber of Commerce brochure entitled “Ten Great Reasons to Visit Gallium” ends on page 3. The author ran out of reasons after listing just two.

For five generations, your family has served in the Stellar Patrol. Your great-great-grandfather was a High Admiral and one of the founding officers of the Patrol. It was taken for granted that when you came of age you would join up.

Now, more than a year after signing up, and two months after being transferred to the S.P.S. Feinstein, you are still only ranked Ensign Seventh Class. Your superior officer, Ensign First Class Blather, has been making your life miserable. You’re beginning to wonder if you’re really cut out for the Stellar Patrol...

If you’re experienced with Infocom’s interactive fiction, you may not feel like reading this entire manual. However, you should at least read about time and turns (on page 12) and look at the appendix of recognized verbs (on page 19).

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An Overview

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

Each work of Infocom's interactive fiction, such as PLANETFALL, presents you with a series of locations, items, characters, and events. You can interact with these in a variety of ways.

To move from place to place, type the direction you want to go. When you find yourself in a new location, it's a good idea to become familiar with your surroundings by exploring the nearby rooms and reading each description carefully. (You may notice that PLANETFALL occasionally refers to a location as a "room," even if you are outdoors.) As you explore, it is helpful to make a map of the geography.

An important element of interactive fiction is puzzle-solving. You should think of a locked door or a ferocious beast not as a permanent obstacle, but merely as a puzzle to be tackled. Solving puzzles will frequently involve bringing a certain item with you, and then using it in the proper way.

In PLANETFALL, time passes only in response to your input. You might imagine a clock that ticks each time you type a sentence, and the story progresses only at each tick. Nothing happens until you type a sentence and press the RETURN (or ENTER) key, so you can plan your turns as slowly and carefully as you want.

The standard unit of time used in the galaxy these days is the millichron. One thousand millichrons make up one chron, and the standard galactic day is divided into ten chrons, so even an Ensign Seventh Class who flunked Astrogation could deduce that there are ten thousand millichrons in a day. (The standard galactic day, by the way, is equivalent to the time it takes for the planet Earth to make one rotation. Earth, a backwater world in the Sol System, is generally believed to be the birthplace of humanity.) Early morning occurs around 2500 and late evening comes at 8500 or so. In some old-fashioned parts of the galaxy, 5000 is called "noon." And on the administrative moons of Tremain, most bureaucrats hold "3500-to-7000 jobs."

In PLANETFALL, different actions will take different amounts of time. For example, picking up an object will take less time than walking down a long hall.

To measure your progress, PLANETFALL keeps track of your score. You may get points for solving puzzles, performing certain actions, or visiting certain locations. Until you can complete the story with a perfect score of 80 points, you might as well resign yourself to holding a bureaucratic 3500-to-7000 job on one of the administrative moons of Tremain.

Tips for Novices

1. Draw a map. It should include each location, the directions connecting it to adjoining locations, and any interesting objects there. (See the small sample map that goes along with the sample transcript on page 21.) Note that there are 10 possible directions, plus IN and OUT.

2. Most objects in the story that you can pick up are important for solving one or more of the puzzles you'll run into.

3. Save your place often. That way, if you mess up or get "killed," you won't have to start over from the beginning. See page 16 for instructions.

4. Read the story carefully. There are often clues in the descriptions of locations and objects, as well as in labels, engravings, books, and so on. Even strange or dangerous actions may provide clues, and might prove to be fun! You can always save your position first if you want. Here's a silly example:

> SHOW THE RANSOM NOTE TO THE ALIEN
The alien shrugs. "Sorry, I don't read Galalingua." It begins walking away from your landing craft.

You've just learned something about the alien's reading ability. Perhaps there's some other object (like the photo of the alien's mate in chains) that would convince it to follow you into your landing craft.

5. Unlike other "adventure games" that you may have played, there are many possible routes to the end of PLANETFALL. Some puzzles have more than one solution; other puzzles don't need to be solved at all. Sometimes you will have to solve one puzzle in order to obtain the item(s) or information you need to solve another puzzle.

6. You may find it helpful to go through PLANETFALL with another person. As the dual-brained worm beasts of Nebulon are fond of saying, "Two heads are better than one."*

7. If you really have difficulty, you can order a hint booklet and a complete map using the order form in your package. You don't *need* this booklet to enjoy the story, but it will make solving the puzzles easier.

8. Read the sample transcript on page 21 to get a feel for how Infocom's interactive fiction works.

9. You can word a command in many different ways. For example, to clean the deck of the spaceship, you could use any of the following:

CLEAN FLOOR
SWAB THE DECK
SCRUB THE GROUND
BRUSH THE FLOOR WITH THE SCRUB BRUSH

Notice that since the brush is the only item you're carrying that's useful for cleaning, PLANETFALL assumes that it is the item with which you want to clean. But more about that in the next section . . .

*The dual-brained worm beasts of Nebulon are a fascinating bunch, with a head on either end of their long worm-like bodies which can often grow to a length of fourteen kiloblops. One legend among spacefarers claims that the two ends of the same worm beast once fell in love and got married. It wasn't until they had a big fight and one head decided to go back home to mother that they realized what had happened.

Communicating With PLANETFALL

In PLANETFALL, you type your sentence in Galalinguan (still referred to as plain English in certain regions of the galaxy) each time you see the prompt (>). PLANETFALL usually acts as if your sentence begins "I want to . . .," although you shouldn't actually type those words. You can use words like THE if you want, and you can use capital letters if you want; PLANETFALL doesn't care either way.

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

PLANETFALL recognizes your words by their first six letters, and all subsequent letters are ignored. Therefore, FINGER, FINGERs, FINGERprint, and FINGERnail would all be treated as the same word by PLANETFALL.

To move around, just type the desired direction. You can use the eight compass directions: NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST, and SOUTHWEST. You can abbreviate these to N, S, E, W, NE, NW, SE, and SW, respectively. You can use UP (or U) and DOWN (or D). IN and OUT will also work in certain places. On board a ship, you'll want to use the directions PORT (or P), STARBOARD (or SB), FORE (or F), and AFT.

PLANETFALL understands many different kinds of sentences. Here are some examples. (Note that some of these objects or situations don't actually appear in PLANETFALL.)

WALK NORTH
DOWN
NE
GO AFT
U
PUSH BUTTON
TAKE THE SPACESUIT
PUT ON THE SPACESUIT
DROP THE CONCAVE LENS
EXAMINE THE LARGE RED MACHINE
LOOK THROUGH THE BROKEN TELESCOPE
LOOK UNDER THE TIME MACHINE
READ THE TIME MACHINE INSTRUCTIONS
ENTER THE TELEPHONE BOOTH
DROP THE FURRY ALIEN INTO THE BASKET
SHOOT THE FLASHING BUTTON WITH THE RAY GUN

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

TAKE SILVER WIRE, COPPER WIRE, GOLD WIRE
DROP THE SMALL METEOR, THE BROKEN
TELESCOPE, AND THE HAMMER
PUT THE PLANT AND THE RODENT IN THE CAGE

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

TAKE ALL
TAKE ALL THE POWER CELLS
TAKE ALL FROM THE SURVIVAL KIT
GIVE ALL BUT THE PENCIL TO THE ROBOT
DROP ALL EXCEPT THE TORN TOWEL

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

TAKE THE RAY GUN. RECHARGE IT. NE. SHOOT THE LOCK WITH THE RAY GUN THEN OPEN THE DOOR

If PLANETFALL doesn't understand one of the sentences in your input line, or if something unusual happens, it will ignore the rest of your input line (see "PLANETFALL Complaints" on page 20).

There are only two kinds of questions that PLANETFALL understands: the first is WHAT IS (something), and the other is WHERE IS (something). For example:

WHAT IS A GRUE?

WHERE IS THE MALFUNCTIONING HOVERCRAFT?

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

DOCTOR, GIVE ME THE ARTIFICIAL LEG

ADMIRAL, FOLLOW ME

MIKE, KILL THE ALIEN THEN GO NORTH

GURTHARK, OPEN THE CONTROL BOX. FIRE THE ROCKETS

Notice that in the last two examples, you are giving a person more than one command on the same input line.

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

> UNLOCK THE DOOR

(with the key)

The door is now unlocked.

or

> GIVE THE PLIERS

(to the robot)

The robot thanks you, uses the pliers to repair the super-computer, and together they take over the world.

If your sentence is ambiguous, PLANETFALL will ask what you really mean. You can answer most of these questions briefly by supplying the missing information, rather than typing the entire input again. You can do this only at the very next prompt. Some examples:

> TURN THE AIRLOCK CONTROL

What do you want to turn the airlock control with?

> THE CROWBAR

The airlock door opens.

or

> SHOOT THE ALIEN WITH THE RAY GUN

Which ray gun do you mean, The Arcturian ray gun or the Rigellian ray gun?

> RIGELLIAN

The rays bounce harmlessly off the alien's Rigellian-ray-proof vest.

PLANETFALL uses many words in its descriptions that it will not recognize in your sentences. For example, you might read, "Through the viewport you can see rocky cliffs above the ocean." However, if PLANETFALL doesn't recognize the words OCEAN or CLIFFS in your input, you can assume that they aren't important to your completion of the story, except to provide you with a more vivid description of where you are or what is going on. PLANETFALL recognizes over 600 words, nearly all that you are likely to use in your sentences. If PLANETFALL doesn't know a word you used, or any of its common synonyms, you are almost certainly trying something that is not important in continuing your adventure.

Note that PLANETFALL will not accept words typed in the corrupt or dialectical Galalinguan found on the more distant planets. You must use only standard Galalinguan. For example, a Ramosian farmer playing PLANETFALL (an unlikely occurrence) might type "Handen meef demmer ive-ree-keez," but PLANETFALL would only understand "Give me the piano."

Starting and Stopping

Starting the Story: Now that you know what to expect in PLANETFALL, it's time for you to "boot" your disk. To load PLANETFALL, follow the instructions on the Reference Card in your package.

The copyright notice and the release number of the story will appear, followed by a brief introductory passage. You will then see the description of the opening location of the story. Finally, the prompt (>) will appear, indicating that PLANETFALL is awaiting your input.

Here is a quick exercise to help you get accustomed to interacting with PLANETFALL. Try typing the following next to the prompt (>):

CLEAN THE DECK

Then press the RETURN (or ENTER) key. PLANETFALL will respond with:

The floor is a bit shinier now.

Now try typing:

CLIMB THE STAIRWAY

After you press the RETURN (or ENTER) key, PLANETFALL will respond:

Gangway

This is a steep metal gangway connecting Deck Eight, above, with Deck Nine, below.

Saving and Restoring: It will probably take you many days to complete PLANETFALL. Using the SAVE feature, you can continue at a later time without having to start over from the beginning, just as you can place a bookmark in a book you are reading. SAVE puts a "snapshot" of your place in the story onto another disk. If you are cautious, you may want to save your place before (or after) trying something dangerous or tricky. That way, you can go back to that position later, even if you have gotten lost or "killed" since then.

To save your place in the story, type SAVE at the prompt (>), and then press the RETURN (or ENTER) key. Then follow the instructions for saving and restoring on your Reference Card. Some computers require a blank disk, initialized and formatted, for saves. Using a disk with data on it (not counting other PLANETFALL saves) may result in the loss of that data, depending on your computer.

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

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

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

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

Appendix A

Quick Reference Guide

1. To start the story (“boot up”), see the separate Reference Card in your PLANETFALL package.

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

A. Direction commands: To move from place to place, just type the direction you want to go: N (or NORTH), E, S, W, NE, SE, NW, SW, U (or UP), D, IN, OUT, P (or PORT), SB, F, or AFT.

B. Actions: Just type whatever you want to do. Some examples: READ THE BOOK or OPEN THE DOOR or LOOK THROUGH THE WINDOW. Once you’re familiar with simple commands, you’ll want to use more complex ones as described in “Communicating with PLANETFALL” on page 14.

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

D. Special one-word commands: Some one-word commands, such as INVENTORY or DIAGNOSE, give you specific information or affect your output. A list of these appears in the “Important Commands” appendix on page 18.

3. Important! After typing your sentence or command, you must press the RETURN (or ENTER) key before PLANETFALL will respond.

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

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

6. When you want to stop, save your place for later, or start over, read the “Starting and Stopping” section on page 16.

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

Appendix B

Important Commands

There are a number of one-word commands which you can type instead of a sentence. You can use them over and over as needed. Some count as a turn, others do not. Type the command after the prompt (>) and hit the RETURN (or ENTER) key.

AGAIN—PLANETFALL will usually respond as if you had repeated your previous sentence. Among the cases where AGAIN will not work is if you were just talking to another character. You can abbreviate AGAIN to G.

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

DIAGNOSE—PLANETFALL will give you a medical report of your physical condition, and will tell you whether you're tired or hungry.

INVENTORY—PLANETFALL will list what you are carrying. You can abbreviate INVENTORY to I.

LOOK—This tells PLANETFALL to describe your location in full detail. You can abbreviate LOOK to L.

QUIT—This lets you stop. If you want to save your position before quitting, follow the instructions in the "Starting and Stopping" section on page 16. You can abbreviate QUIT to Q.

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

RESTORE—This restores a position made using the SAVE command. See "Starting and Stopping" on page 16 for more details.

SAVE—This makes a "snapshot" of your current position onto your storage disk. You can return to a saved position in the future using the RESTORE command. See "Starting and Stopping" on page 16 for more details.

SCORE—PLANETFALL will show your current score and a ranking which is based on that score. You will also be told the current Galactic Standard Time, and how many standard galactic days have elapsed since your adventure began.

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

SUPERBRIEF—This commands PLANETFALL to display only the name of a place you have entered, even if you have never been there before. In this mode, PLANETFALL will not even mention which objects are present. Of course, you can always get a description of your location, and the items there, by typing LOOK. In SUPERBRIEF mode, the blank line between turns will be eliminated. This mode is meant for players who are already very familiar with the geography. Also see VERBOSE and BRIEF.

TIME—This will give you the current time within the story. It is useful for those versions which have no status line, and can be shortened to T.

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

VERBOSE—This tells PLANETFALL that you want a complete description of each location, and the objects in it, every time you enter a location, even if you've been there before. Also see BRIEF and SUPERBRIEF.

VERSION—PLANETFALL responds by showing you the release number and the serial number of your copy of the story. Please include this information if you ever report a "bug" in the story.

WAIT—This will cause time in the story to pass. Normally, between turns, nothing happens in the story. You could leave your computer, take a nap, and return to the story to find that nothing has changed. You can use WAIT to make time pass in the story without doing anything. For example, if you encounter an alien being, you could WAIT to see what it will do. Or, if you are in a moving vehicle, you could WAIT to see where it will go. You can abbreviate WAIT to Z.

Appendix C Some Recognized Verbs

This is only a partial list of the verbs that PLANETFALL understands. There are many more. Remember that you can use a variety of prepositions with them. For example, LOOK can become LOOK INSIDE, LOOK BEHIND, LOOK UNDER, LOOK THROUGH, LOOK AT and so on.

| | | | |
|-----------|--------|--------|--------|
| BOARD | GO | PLAY | SLIDE |
| CLIMB | HELP | POINT | SMELL |
| CLOSE | HOLD | POUR | STAND |
| DESTROY | JUMP | PULL | STEP |
| DISEMBARK | KICK | PUSH | SWIM |
| DRINK | KILL | PUT | TAKE |
| DROP | KISS | READ | TELL |
| EAT | KNOCK | REMOVE | THROW |
| ENTER | LEAVE | SCRUB | TOUCH |
| EXAMINE | LISTEN | SEARCH | TURN |
| EXIT | LOCK | SHAKE | TYPE |
| EXTEND | LOOK | SHOOT | UNLOCK |
| FOLLOW | MOVE | SHOW | WALK |
| GET | OPEN | SIT | WEAR |
| GIVE | PICK | SLEEP | YELL |

Appendix D

PLANETFALL Complaints

PLANETFALL will complain if you type a sentence that confuses it completely. PLANETFALL will then ignore the rest of the input line. (Unusual events, such as being attacked, may also cause PLANETFALL to ignore the rest of the sentences you typed, since the event may have changed your situation drastically.) Some of PLANETFALL's complaints:

I DON'T KNOW THE WORD "(your word)". The word you typed is not in the story's vocabulary. Sometimes using a synonym or rephrasing will help. If not, PLANETFALL probably doesn't know the idea you were trying to get across.

I CAN'T USE THE WORD "(your word)" HERE. PLANETFALL knows the word you typed, but couldn't use it in that sense. Usually this is because PLANETFALL knows the word as a different part of speech. For example, if you typed **TURN ON THE LIGHT**, you are using **LIGHT** as a noun, but PLANETFALL might know **LIGHT** only as a verb, as in **LIGHT THE LAMP**.

I CAN'T FIND A VERB IN THAT SENTENCE! Unless you are answering a question, each sentence must have a verb (or a command) in it somewhere.

I COULDN'T FIND A NOUN IN THAT SENTENCE! This usually means that your sentence was incomplete, such as **EAT THE BLUE**.

I FOUND TOO MANY NOUNS IN THAT SENTENCE. An example is **PUT THE SOUP IN THE BOWL WITH THE LADLE**, which has three noun "phrases," one more than PLANETFALL can digest in a single action.

I DON'T UNDERSTAND THAT SENTENCE. The sentence you typed may have been gibberish, such as **GIVE COMPUTER WITH ROBOT**. Or, you may have typed a reasonable sentence but used a syntax that PLANETFALL does not recognize, such as **SMELL UNDER THE ROCK**. Try rephrasing the sentence.

I CAN'T USE MULTIPLE (IN)DIRECT OBJECTS WITH "(your verb)". You can refer to several items at the same time only with certain verbs. Among the more useful of these verbs are **TAKE**, **DROP**, and **PUT**. This restriction also applies to the use of **ALL**, as in **DROP ALL**. For example, **ATTACK** will not work with multiple objects; you couldn't say **ATTACK ALL** or **ATTACK THE BEAST AND THE ROBOT**.

I DON'T SEE WHAT YOU ARE REFERRING TO. You used **IT**, **HIM**, or **HER**, but PLANETFALL wasn't sure what object or person you meant. Try it again using the name of the object or person. (For example, **READ THE BOOK** instead of **READ IT**.)

YOU CAN'T SEE ANY "(object)" HERE! The object you referred to was not accessible to you. It may be somewhere else, inside a closed container, and so on.

THE OTHER OBJECT(S) THAT YOU MENTIONED ISN'T (AREN'T) HERE. You referred to several objects in your sentence, but some of them weren't present or visible.

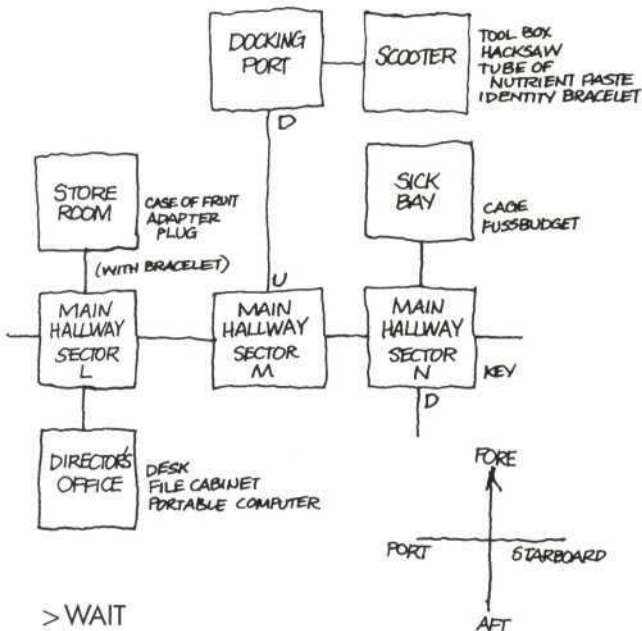
IT'S TOO DARK TO SEE! There wasn't enough light to perform your action. Try moving to a lit area or looking for a light source.

YOU CAN'T GO THAT WAY. You tried to move, but there is no exit in your intended direction.

I BEG YOUR PARDON? You pressed the **RETURN** (or **ENTER**) key without typing anything.

Appendix E Sample Transcript and Map

This transcript is not from PLANETFALL, but it does show most of the usual things you can do in the story. It contains several simple puzzles and their solutions, and it will give you a good idea of how Infocom's interactive fiction works. The player's sentences appear in capital letters after each prompt (>). The map represents the terrain in the sample transcript as you might have drawn it.



> WAIT

Time passes...

The one-man space scooter glides into the station's docking port. The retro-thrusters fire automatically, and the scooter glides to a halt. The space door closes, the docking port fills with air, and the scooter's hatch opens.

> LOOK

Scooter, in the pilot's couch

You are in a cramped one-man space scooter. Through the viewport, you see the docking port of Space Station BG-12. The scooter's hatch is open, leading to port.

There is a toolbox here. (outside the pilot's couch)

> OPEN THE TOOLBOX

You can't reach it from the couch.

> PORT

You'll have to stand before you can leave.

> GET OUT OF THE COUCH

You are standing again.

> OPEN THE TOOLBOX

It's locked.

> PORT

Docking Port

This is the huge docking port of the space station. Only one ship is here at the moment, a one-man scooter, so the docking port seems unusually empty. A tube leads down toward the heart of the station.

> DOWN

Main Hallway, Sector M

This is the station's main corridor, which continues to port and starboard. A tube leads up toward the docking port.

> STARBOARD

Main Hallway, Sector N

This is the station's main corridor, which continues to port and starboard. A room lies to fore, and a tube leads down to the next level of the station. Lying near the wall is a key.

> TAKE THE KEY

Taken.

> EXAMINE IT

The key looks like one of those new all-purpose keys that molds itself to any lock. A typical example of Garfoogian ingenuity.

> FORE

Sick Bay

Like the rest of the station, the medical facility looks deserted. This is odd, for regulations require that the sick bay be staffed around the clock, ten chrons a day! The only exit is aft.

At the far end of the room, inside a steel cage, is a Thoo-sian Fussbudget, apparently asleep.

> WAKE THE FUSSBUDGET

It jumps to its feet, all twelve of them. "Hey what's going on? Who are you? Lemme outta here!"

> OPEN THE CAGE

The cage is locked.

"Open the cage!" begs the Fussbudget, clawing at the bars. "I'm claustrophobic! I'll starve to death! I wanna go jogging!"

> UNLOCK THE CAGE WITH THE KEY

The lock seems to be one of those new sophisticated all-purpose key-proof locks.

"Break the bars! Get an acetylene torch! Find a teleporter! I've got an appointment with my lawyer in five minutes! I'm allergic to cages!" The Fussbudget begins sneezing wildly.

> AFT.PORT.UP.STARBOARD.UNLOCK THE TOOLBOX WITH THE KEY

Main Hallway, Sector N

Main Hallway, Sector M

You are beginning to get hungry.

Docking Port

Scooter

The toolbox is now unlocked.

> OPEN THE TOLBOX

I don't know the word "tolbox."

> OPEN THE TOOLBOX

Opening the toolbox reveals an identity bracelet, a hacksaw, and a tube of nutrient paste.

> TAKE ALL FROM THE TOOLBOX

identity bracelet: Taken.

hacksaw: Your load is too heavy.

tube of nutrient paste: Your load is too heavy.

> INVENTORY

You are carrying:

an identity bracelet

a key

a box of radioactive isotopes

a tri-video cassette

> DROP ALL BUT THE IDENTITY BRACELET THEN

TAKE THE HACKSAW AND THE TUBE

key: Dropped.

box of radioactive isotopes: Dropped.

tri-video cassette: Dropped.

You are now quite hungry.

hacksaw: Taken.

tube of nutrient paste: Taken.

> PUT ON THE IDENTITY BRACELET

You are now wearing the identity bracelet.

> INVENTORY

You are carrying:

a tube of nutrient paste

a hacksaw

an identity bracelet (being worn)

> EAT THE NUTRIENT PASTE

Mmmm... one of your favorites... anchovies and peanut butter. You empty the entire tube, and your hunger dissipates.

> PORT.DOWN.STARBOARD.FORE

Docking Port

Main Hallway, Sector M

Main Hallway, Sector N

Sick Bay

"It's about time you got back. You think it's fun being locked in a cage? What if there were a fire?"

> CUT THE BARS WITH THE HACKSAW

You cut through one bar of the cage. The Fussbudget sticks its head through the gap. "Come on, cut some more! I'm almost out... do you think these edges where you cut the bars are sharp?"

> AGAIN

You cut through another bar. The Fussbudget squeezes through and leaps to the floor. "Thanks, bud. By the way, I'm a Fussbudget." It hops across the room, and pokes four or five eye stalks cautiously through the doorway. "Where is everyone? Hey, that looks like a tube of nutrient paste you've got there."

> GIVE TUBE TO FUSSBUDGET

The Fussbudget grabs the tube, wildly squeezes it with all six hands, and then throws it to the deck. "It's empty. I'm hungry. If I don't eat I'll get sick."

> AFT
Main Hallway, Sector N
The Fussbudget bounds after you.

> PORT
Main Hallway, Sector M
The Fussbudget bounds after you.

> PORT
Main Hallway, Sector L
This is sector L of the station's main corridor. The corridor continues to port and starboard. Rooms lie fore and aft. The Fussbudget bounds after you.

The Fussbudget suddenly notices your identity bracelet. "Hey, a bracelet. If you gimme it, I can get us lotsa food, whaddya say, huh?"

> GIVE BRACELET TO FUSSBUDGET
The Fussbudget grabs the bracelet and dashes forward.

> FORE
You bounce off an invisible barrier. A recording says "Restricted area—identification required." Within, you can see the Fussbudget, wearing the identity bracelet, greedily devouring a whole crate of Mondoweed Fruits.

> FUSSBUDGET, GIVE ME THE BRACELET
The Fussbudget, without looking up or pausing for a moment, tosses you the bracelet.

> PUT IT ON
You are now wearing the identity bracelet.

> FORE
Store Room
This is a small storage room of some sort. A hallway lies aft. There is an adapter plug here. The Fussbudget is just devouring the last few fruits. "All the food is gone," it says with its mouth full. "Where am I gonna sleep tonight?"

> AFT.AFT
Main Hallway, Sector L
The Fussbudget bounds after you.
Director's Office
This is the office of the station manager. There is a file cabinet standing next to a desk.
Sitting on the desk is:
 a portable computer
The Fussbudget bounds after you.

> TURN ON THE PORTABLE COMPUTER
Nothing happens.
The Fussbudget shivers. "Does it seem chilly in here? I hate drafty places." A look of concern crosses its face. "Do you think the heating units have failed?"

> EXAMINE IT
The portable computer has a keyboard, a screen, and a power cord. The screen is blank.

> LOOK BEHIND THE FILE CABINET
There is nothing behind the file cabinet. The Fussbudget fretfully rubs most of its hands together. "If I don't get some sleep I'll catch a cold. See ya." It bounds away.

> LOOK UNDER THE DESK
There is a power socket under the desk.

> PLUG THE PORTABLE COMPUTER INTO THE POWER SOCKET
The cord ends in a nine-prong plug, but the power socket looks like it will only accept five-prong plugs.

> FORE.FORE
Main Hallway, Sector L
The Fussbudget is snoring loudly in the corner.
Store Room
There is an adapter plug here.

> TAKE
(adapter plug)
Taken.

> EXAMINE IT
The adapter seems designed to fit nine-prong plugs in five-prong outlets.

> AFT.AFT.PLUG THE COMPUTER INTO THE ADAPTER
Main Hallway, Sector L
The Fussbudget is snoring loudly in the corner.
Director's Office
Sitting on the desk is:
 a portable computer
Done.

> PLUG THE ADAPTER INTO THE WALL SOCKET.

Done.

> TURN ON THE COMPUTER

The computer beeps. The screen lights up, saying
"Please type password."

> OPEN THE DESK

Opening the desk reveals a slip of paper.

> READ THE SLIP OF PAPER

(Taking the slip of paper first)

"Buy milk. Dentist at 3300. New password is 133."

> TYPE 133

The screen says "Password accepted. Type 7 for memo pad, 11 for correspondence file."

> TYPE 8

The computer merely beeps.

> TYPE 7

The last page of the memo pad appears on the screen:

"22-Bozbar. All personnel have teleported down to the planet. I will be joining them in a chron or two, but I wanted to say goodbye to this old station; it's too bad the engineers couldn't stop that reactor build-up. By the way, the latest reading for Critical is 6900."

> TIME

Adjusted to Galactic Standard Time, it's exactly 6897.

> FORE

Main Hallway, Sector L

The Fussbudget is snoring loudly in the corner.

Suddenly, a giant thermo-fusion ion fireball engulfs the entire station.

**** You have died. ****

Your score is 9 points out of a total of 80 in 92 moves.
This gives you the rank of pot scrubber.

Appendix F We're Never Satisfied

Here at Infocom, we take great pride in the quality of our stories, spending month after month honing and perfecting, scrutinizing them for bugs, forcing them on terrorized product testers, and chanting the death scene from "Carmen."

Even after the marketing division storms the building, gasses the development offices, and tears the disks from our fingers, we continue striving for perfection.

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Appendix H About the Author

Steve Meretzky. Steve Meretzky was born in mid-1957, frightening the Soviet Union into the early launching of its Sputnik satellite. Meretzky's gestalt was shaped by a number of painful childhood experiences, including rooting for the New York Mets. He blames his interactive fiction on a combination of growing up in Yonkers and studying at MIT. (We use "studying" in the most general sense.) Meretzky has never been a rutabaga farmer, and believes that eating granola is a decision that should be left to the individual's conscience. Meretzky now lives near Boston, and has been working for Infocom since 1982 as an experimental alternative lifestyle to unemployment. He apologizes for PLANETFALL™ and SORCERER.™

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