Our once peaceful land is being held in thrall by a warlock so powerful, he detects and destroys even the strongest opponents who enter his domain. But all is not yet lost, for an ancient prophecy speaks of a brave and cunning novice enchanter, someone insignificant enough to slip past the watchful warlock and conquer him by means of rudimentary magic and spells discovered during the quest. Our only hope for the future is you. Should you succeed, a seat in the illustrious Circle of Enchanters shall be yours. But if you fail, our land will be subjugated to unimaginable doom forever. Farewell, brave enchanter; may your necromancy save the land and the prophecy prove true.
If you truly are the one brave enough to face unspeakable peril, let your wizardly powers reveal our words.

Hear us... We, the Circle of Enchanters, have foreseen that a ruthless and powerful Evil may one day seize this land. Should that time arrive, we also foresee the coming of age of a young Enchanter, one whose heart and wits may triumph over the Warlock's dark necromancy. It is our hope that this Enchanter hears our words.

We cannot see your face through the mists of time, but this we know in truth... You are promising in magic, but have not gained your full skills. That is as it must be, for the Warlock would recognize one of the Council of Elders and would sense the presence of a more powerful Enchanter. Thus, in your obscurity you may find your way to his lair before he knows the mortal danger you pose.
Four spells will arm you as you begin your quest: FROTZ shall turn darkness to light. MITFOL shall build a bridge of language to all the animals of the land. GANUSTO writes magic; by it you shall commit spells to your treasured spell book. BLORB is a spell of protection; with it you may guard your most precious possession.

Never forget, young Enchanter, that magic is your only weapon. By your vows to the Council of Elders you have cast aside the common protections of sword and armor. Therefore you will need many more spells to accomplish your quest. These will be revealed to you. Always be alert.

Though your way will be harsh and your steps fraught with danger, remember throughout your quest that you are the only hope of this land. We pray that our successors will choose wisely and that you will prove yourself worthy of the title Enchanter. Signed with our mark and cast into the ages...

The Circle of Enchanters
Welcome to the world of the Enchanter saga—a world where magic is commonplace, a world where guilds of professional magic-users spend their lifetimes mastering the intricacies of thaumaturgy, a world where great forces of evil must constantly be held at bay.

An Evil Warlock has subjugated the land to his power. At his foe's gates the hero of the adventure has failed. But many years ago, in another age, the great Elders of the Circle of Enchanters foresaw the possibility of these dreaded occurrences. They realized that no fully accomplished Enchanter could penetrate the Warlock's defenses unrecognized, and knew that the task of freeing the land would fall to a journeyman Enchanter who must save the land from the Warlock's defenses unrecognized, and knew that the task of freeing the land would fall to a journeyman Enchanter.

You have been identified as the Apprentice Enchanter who must save the land from the Warlock. As a fledgling Enchanter, you have learned your lessons but have not faced all your tests. You possess great power, but in the ranks of necromancers you are a lowly and ignorant person indeed. You have not been well trained in the basics of magic, and you will be greatly aided by the spells you know and the spells you will learn. But you must also rely on your powers of observation and quick wits.

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 the use of magic. Also look at the appendix of recognized verbs; some of the verbs listed are found in all Infocom stories, others are included especially for Enchanter. All wizards will want to familiarize themselves with this list.

### Table of Contents

### An Overview

- What is interactive fiction? 7
- Moving around 9
- Turns and scoring 8

### Tips for Novices

- Nine useful pointers about interactive fiction 7

### Appendix A: Important Commands

- Basic sentences 11
- Simple complex sentences 11
- Talking to characters in the story 11
- Vocabulary limitations 11

### Appendix B: Some Recognized Verbs

- Spell Casting 9
- Using your spell book 9
- Memorizing spells 9
- Casting spells 9
- Starting and Stopping 10
- Starting ENCHANTER ("Boot-up") 10
- Saving and restoring 10
- Quitting and restarting 10

### Appendix C: ENCHANTER Complaints

### Appendix D: Sample Transcript and Map

### Appendix E: Quick Reference Guide

This briefly describes the most important things to know about interactive fiction. It is vital that you know all these things before you begin your adventure.

### Appendix F: Running the Story on your Computer

### Appendix G: About the Authors

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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 interactive fiction, such as ENCHANTER, 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 ENCHANTER 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.

In addition to learning something about the culinary preferences of wolves, you have a clue that perhaps feeding something else (a steak?) to the wolf would be more useful.

#### 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.) Note that there are 10 possible directions, plus IN and OUT.

   - **GET SCROLL**
   - **TAKE THE SCROLL**
   - **PICK UP THE DUSTY SCROLL**

   In fact, if the scroll is the only talisman thing in sight, just typing *TAKE* would have been enough. But more about that in the next section....
Communicating with ENCHANTER

In ENCHANTER, you type your sentence in plain English each time you see the prompt (>). ENCHANTER usually acts as if your sentence begins with the word "I"—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; ENCHANTER doesn't care either way.

When you have finished typing a sentence, press the RETURN key and ENCHANTER will process your request. ENCHANTER will respond, telling you whether your request is possible at this point in the story, and what happened as a result. ENCHANTER recognizes your words by their first six letters, and all subsequent letters are ignored. Therefore, SILVER, SILVER-nose, and SILVERware would all be treated as the same word by ENCHANTER.

To move around, just type the desired direction. You can use the eight compass directions—NORTH, SOUTH, EAST, WEST, NORTHWEST, SOUTHWEST, and SOUTHEAST. You can abbreviate these to N, E, W, NE, NW, SW, and SE, respectively. For example, you could type (on the return line).

You can find spell scrolls here and there. These are or what is going on. ENCHANTER recognizes over 700 words, nearly all that you are likely to use in your sentences. If ENCHANTER doesn't know a word you used, or any of its common synonyms, you are almost certainly typing something that is not important in continuing your adventure.

Spells are a way of performing magic. Each spell is known by the one-word name through which the spell can be used. Magic spells usually have a duration and sometimes a delay before they can be used again. Remember: Magic spells are dangerous things, particularly to wizards. Wizards' heightened sensitivity to spells cast by others makes the penalty of heightened sensitivity to spells cast by others. Some names and spell phrases that a mundane person would not even notice will have a profound effect upon you. As a certified (albeit lowly) wizard, you have a personal spell book, in which you record the spells you are capable of using. A spell contained in a book is not contained in a book, and spell scrolls are not as permanent, so you might want to write down the spell book. Then, you can use them many times.

You may find spell scrolls here and there. These are extremely valuable objects. They may be used directly to cast spells, but doing so uses up the spell and scroll permanently, so it is much better to write them into your spell book. Then, you can use them many times.

You may write newly found spells into your spell book by using the GNUSTO spell ("writes magic"). You may also use the KISSEN spell ("keeps scroll") or the GWISTO spell ("writes scroll") if you want to record the spell book. The spell book can also be used to keep track of the spells you are capable of using. Any spell scrolls before the story begins; others may be added during your travels.

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You may find spell scrolls here and there. These are extremely valuable objects. They may be used directly to cast spells, but doing so uses up the spell and scroll permanently, so it is much better to write them into your spell book. Then, you can use them many times.
command lets you know which spells are memorized and how many times each one has been memorized. (This is helpful because a spell memorized twice may be used twice before being forgotten.)

You can use spells either by saying CAST (the spell's name) AT(ON) (something) or, more simply, by saying the spell's name (something). Some spells are so generic in application that they require no object—just typing the spell name is enough. For example, suppose there were a spell named BOZBAR that you had written in your spell book or were carrying on a spell scroll. Both LEARN BOZBAR and MEMORIZE BOZBAR would make the spell available for immediate use. Then BOZBAR HORSE or CAST BOZBAR AT HORSE or CAST the BOZBAR spell at the HORSE would all have the same effect: BOZBAR the poor horse.

Starting and Stopping

Starting the Story: Now you know what to expect in ENCHANTER, it's time for you to "boot" your disk. To load ENCHANTER, Refer to Running the Story on your computer.

Following the copyright notice and the release number of the story, you will see a message which asks if you really want to start over. If you do, type Y and press the RETURN (or ENTER) key. Once again, ENCHANTER will ask if you really want to start over. (This is usually faster than rebooting.) Refer to Running the Story on your computer.

If you want to stop entirely, type QUIT and press the RETURN (or ENTER) key. (This stops the story and starts over from the beginning. Just to make sure, ENCHANTER 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.)

To save your place in the story, type SAVE at the prompt (>), and then press the RETURN (or ENTER) key. Refer to Running the Story on your Computer. Some computers require a blank disk, initialized and formatted, for saves. Using a disk with data on it (not counting other ENCHANTER 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. Refer to Running the Story on your Computer. You can then continue the story from the point where you saved the story. You can type LOOK for a description of where you are.

Quitting and restarting: Normally, between turns, nothing happens in the story. This means that between turns will be eliminated. This mode is meant for players who are already very familiar with the geography. Also see VERBOSE and BRIEF.

Appendix A

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 press the RETURN (or ENTER) key.

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

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

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

LOOK—This tells ENCHANTER 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. You can abbreviate QUIT to Q.

RESTART—This stops the story and starts over from the beginning. You can abbreviate QUIT to Q.

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

SCORE—ENCHANTER will show your current score and a ranking which is based on that score.

SCRIPT—This command tells your printer to begin making a transcript of the story as you venture on wards. A transcript may aid your memory but is not necessary. It will work only on certain computers. Refer to Running the Story on your Computer.

SPELLS—This command lists the spells you currently have memorized from your spell book.
Appendix B
Some Recognized Verbs

This is only a partial list of the verbs that ENCHANTER 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.

ASK ESCAPE LOOK SHOW
ATTACK EXAMINE MAKE SIT
AVOID JUMP MAKE SLEEP
BRING FILL MOVE SMELL
CAST FIND OPEN STAND
CLIMB FLY PICK STAY
CLOSE FOLLOW POINT TAKE
CONNECT GIVE POR TELL
CUT HIDE PULL THROW
DESTROY JUMP PUT TIE
DRINK KILL RAISE TOUCH
DROP KNOCK READ TURN
EAT LIGHT REMOVE WALK
ENTER EAST SEARCH
ERASE LOCK SHAKE

Appendix C
ENCHANTER Complaints

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

I CAN'T USE THE WORD "(your word)" HERE. ENCHANTER knows the word you typed, but couldn't use it in that sense. Usually this is because ENCHANTER 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 ENCHANTER might know LIGHT only as a verb, as in I CANT FIND A VERB IN THAT SENTENCE!

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 CAN'T FIND A NOUN IN THAT SENTENCE! This usually means that your sentence was incomplete, such as EAT THE BLUE or PUT THE BOOK IN THE.

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 ENCHANTER can digest in a single action.

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

I DON'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.

I CAN'T USE MULTIPLE (IN)DIRECT OBJECTS WITH "(your verb)". You can use multiple objects (that is, nouns or noun phrases separated by AND or a comma) with only certain verbs. Among the more useful of these verbs are TAKE, DRINK, and PUT. For example, a verb that will not work with multiple objects is EXAMINE: you couldn't say EXAMINE ALL OR EXAMINE THE BOWL AND THE SWORD.

I DON'T UNDERSTAND THAT SENTENCE. The sentence you typed may have been gibberish, such as TAKE ROPE WITH READ. Or, you may have typed a reasonable sentence but used a syntax that ENCHANTER does not recognize, such as WAVE OVER THE MOUNTAIN. Try rephrasing the sentence.

Appendix D
Sample Transcript and Map

This transcript is not from ENCHANTER, 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.

Tavern
This is a dimly lit tavern, in fairly shabby condition, smelling of strong spirits and unbathed men. A swinging door leads out to the east. A drunk is sitting at a table, watching you through half-closed eyes.

> INVENTORY
You are carrying:
• silver coin
• spell book
• silver coin

> GET ON THE HORSE
You are now on the horse, holding the reins.

> LOOK
Road Outside Tavern, on the horse. The road winds here, leading northeast and southeast. A seedy tavern lies to the west. There is a pile of oats here.

> TAKE PILE OF OATS
You can't reach them from the horse.

> KICK THE HORSE
The horse is too well trained to gallop off the road into the thick woods. It rears back on its hind legs, whinnying in confusion.

> KICK HORSE SOUTHEAST
Using the reins, you bring the horse about to face the southeast.

> READ IT
The scroll reads "bozbar spell: cause an animal to sprout wings."

> GNUSTO THE BOZBAR SPELL
Your spell book begins to glow softly. Slowly, ornately, the words of the bozbar spell are inscribed, glowing even more brightly than the book itself. The book's brightness fades, but the spell remains! However, the scroll on which it was written vanishes as the last word is copied.

> DRUNK, WHERE IS THE WARLOCK?
"He lives in the castle beyond the wide chasm to the south. At least, that's what I've heard." He looks about furiously, a great fear blazing in his eyes.

> OPEN THE DOOR
Being swinging doors, they swing open and then immediately close again.

> EAST
Road Outside Tavern, on the horse. There is a horse here, munching on a pile of oats.

> TAKE PILE OF OATS
You can't reach them from the horse.

> STEER HORSE SOUTHEAST
Using the reins, you bring the horse about to face the southeast.

> GET THE SILVER COIN TO THE DRUNK
"Thanks, chum." The drunk reaches into his tattered cloak. "Here, take this magic scroll. I used to be a magic user, but I couldn't make the grade. Hope you'll have more luck than me." He hands you the scroll.

> TOUCH THE DRUNK
"Another pint of ale!" cries the drunk, flicking the silver coin to the bartender.
I don't know the word "hors -"

> KICK HORSE

The horse begins trotting along the road at a brisk trot. A new section of road comes into view.

Crest of Hill, on the horse.

The road crosses the top of a ridge here, sloping downward to the south and the northwest.

> STEER HORSE SOUTH

The horse turns southward, still traveling at a brisk trot. A new section of road comes into view.

Edge of Chasm, on the horse.

The road ends suddenly at a wide chasm. The road leads upward to the north, and you can see it continuing on the southern side of the chasm. Lying in a tight coil at the edge of the chasm is a hissing snake.

> HORSE, WHOA

The horse pulls to a stop, scant feet from the edge of the chasm!

> READ THE SPELL BOOK

My Spell Book

gnusto spell: write a magic spell into your spell book
notz spell: cause an object to give off light
urbzig spell: turn a dangerous object into a harmless one
lobol spell: sharpen hearing
bozbar spell: cause an animal to sprout wings

> SPILLS

The gnusto spell is yours forever. Other than that, you have no spells memorized.

> LEARN BOZBAR AND URBZIG

bozbar spell: Using your best study habits, you commit the bozbar spell to memory.
urbzig spell: Using your best study habits, you commit the urbzig spell to memory.

"Hsssss!!" The snake coils tighter, as though preparing to strike the horse.

> CAST THE URBZIG SPELL ON THE SNAKE

The snake is replaced by a bunch of daffodils.

> BOZBAR THE HORSE

A pair of bond some brown wings suddenly appears on the horse's powerful shoulders. The horse turns in a complete circle, a look of puzzlement on its face.

> KICK THE HORSE

The horse gallops toward the chasm and over the edge! It begins plummeting into the chasm, toward sharp rocks below! Then, slowly at first but with increasing sureness, the horse begins beating its powerful wings. You rise majestically through the air, sailing gracefully across the chasm. The horse lands gently on the far side, resuming its brisk trot.

Road to Castle, on the horse.

You are at the southern edge of a wide chasm. A road leads southward toward a castle of black stone.

> WAIT

Time passes...

The horse continues trotting briskly along the road...

Edge of Moor, on the horse.

The black castle looms on the other side of the moat. A drawbridge is closed, and the moat looks unswimmable.

A green plant is growing near the edge of the moat. A red plant is growing near the edge of the moat.

The horse, sensing the evil ahead, halts at the moat and snorts wildly.

> GET OFF THE HORSE

You are now on your own feet.

> I

You are carrying:

a spell book
a pouch

> EXAMINE THE POUCH

The pouch has some writing on it and is currently closed.

> OPEN IT

Opening the pouch reveals a quantity of magic dust.

> READ IT

You can't read a quantity of magic dust!

> READ THE POUCH

The pouch reads: "magic dust: world's most potent fertilizer."

> EXAMINE PLANT

Which plant do you mean, the green plant or the red plant?

> GREEN

It looks like a barnibus virto, a simple and harmless vine. It appears to be newly sprouted.

> SPRINKLE MAGIC DUST ON THE GREEN PLANT

The green plant begins growing at a tremendous rate. It sprouts giant red pods, large enough to engulf you! (They do so.)

•••You have died•••

You awake to see Haffibor, the Guild physician, bending over you. "You'd better be more careful," she admonishes. "This is the second time you've gotten killed. I overheard some members of the Circle say that if you die once more, they won't waste another magic spell reviving you." You slip back into unconsciousness again, and when you awake you find yourself outdoors...

Beginning of Road

> SOUTH/WEST

Road Outside Tavern

There is a pile of oats here. A drunk is sleeping at the edge of the road.
Appendix E
Quick Reference Guide
1. To start the story ("boot up").
   Refer to Running the Story on your Computer.
2. When you see the prompt (> on your screen, ENCHANTER is waiting for your input. There are four kinds of sentences or commands that ENCHANTER understands:
   A. Directional commands: To move from place to place, just type the direction you want to go: N (or NORTH), S (or SOUTH), W (or WEST), E (or EAST), U (or UP), D, IN, OUT.
   B. Actions: Just type whatever you want to do.
      Some examples: READ THE BOOK or OPEN THE DOOR or LOOK THROUGH THE WINDOW or MEMORIZE THE BOZIBAR DUEL. Once you're familiar with simple commands, you'll want to use more complex ones as described in "Communicating with ENCHANTER".
   C. Commands given to other characters: To talk to characters in the story, type their name, then a comma, then what you want to say to them. For example: ADVENTURER, GIVE ME THE AXE or TOBY, HOW ARE YOU?
      Some examples: READ THE BOOK or OPEN THE DOOR or LOOK THROUGH THE WINDOW or MEMORIZE THE BOZIBAR DUEL. Once you're familiar with simple commands, you'll want to use more complex ones as described in "Communicating with ENCHANTER".
   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" section.
3. Important! After typing your sentence or command, press <RETURN>. The story will not respond before ENCHANTER will respond.
4. On most computers, your screen will have a special line called the status line. This line tells you the name of your current location, your score, and the number of turns you have taken.
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.
7. If you have trouble, refer to the specific section of the manual for more detailed instructions.

Appendix F
Running the Story on Your Computer
This tells you how to run your Infocom story on your computer, and provides a few other handy bits of information.
WHAT YOU NEED
IBM PC and COMPATIBLES
- Requires - 1 Megabyte of Disk Space (version 2.0 or higher)
- Requires - 192 Kilobytes of RAM
- Black and white display (for your play disk)
- Printer (or SCRIPTing)
- Blank formatted disk (or SAVEs)

ATARI ST
- Requires - Atari ST computer
- Optional - Hard-Drive System
- Optional - 512 K memory expansion cartridge (for faster execution)
- Extra 3-5" double-sided disks (for SAVEs)

COMMODORE AMIGA
- Requires - Amiga computer
- Optional - 512 K memory expansion cartridge (for faster execution)
- Extra 3-5" double-sided disks (for SAVEs)

Making a Backup Copy
We recommend that you make a backup copy of the original story disk for your personal use. See your hardware manual for instructions on making copies or backups of diskettes so you can make disk copies. Put the original away in a safe place and always use the copy as your regular disk file.

Loading the Story
IBM PC
One-Drive or Two-Drive System
1. Insert the play disk (this is the disk you made in the previous section) in drive A, or your only drive (on certain computers, you may have to insert the computer) and turn on the computer.
2. Press <RETURN> twice or until you are at the DOS drive prompt (>).
3. Type the name of your story (for example: ZORK1) in the first eight letters of the drive name (e.g., C: for the default drive) and turn on the computer.
4. Press <RETURN> again. The story will begin. If it fails to come up, consult the Troubleshooting section.

Atari ST
1. Turn on the computer.
2. Connect to the directory into which you copied the file (for example, INSTALL) and turn on the computer.
3. Type the name of your story (for example: ZORK1 in the first eight letters of the drive name (e.g., HOME/DOS/GAMES/ INSTALL) and turn on the computer.
4. Press <RETURN> again. The story will begin. If it fails to come up, consult the Troubleshooting section.

IBM PC
1. Press <RETURN>. A message will appear asking you whether you would like to PRINT the story to a printer or to a file. If you want to use a printer press <RETURN>.

IBM PC
1. Press <RETURN>. A message will appear asking you whether you would like to PRINT the story to a printer or to a file. If you want to use a printer press <RETURN>.

IBM PC ONLY - To save the transcript to a disk file, enter a legal DOS file name and press <RETURN>. Remember, there is no output to the printer when you type this command. Use the backspace key to delete parts of it that are not in your story file. If you make a mistake, use the backspace key to erase the transcript.

IBM PC
1. Press <RETURN> again. The story will begin. If it fails to come up, consult the Troubleshooting section.

IBM PC
1. Press <RETURN> again. The story will begin. If it fails to come up, consult the Troubleshooting section.

COMMODORE AMIGA
The AMIGA ENFROUCH STORY DISK IS NOT AUTHORIZED AND REQUIRES WORKBENCH TO RUN
Turn on the Amiga, insert Workbench disk as Workbench prompts and wait for the Workbench to appear. Insert the story disk and open the disk drive, then double-click on the story icon.

NOTE: The story can be started from within the Command Line Interpreter (e.g., CD if the default directory is not the same as the stories, they must be changed with the "CD" command for example, CD CD:). Then type the story name.

Talking to the Story
Whenever you see the (> prompt, the story is waiting for you to enter a command. If you make a mistake, type the command over and press <RETURN> again. After you have typed your command, press <RETURN>. The story will respond and the (> prompt will reappear. If a description will not fit on the screen all at once, <MORE> will appear at the bottom of the screen. After reading the screen, press any key to see the rest of the description.

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

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

1. To stop the transcript type UNSCRIPT and press <RETURN>.
2. To save the transcript to a disk file, enter a legal DOS file name and press <RETURN>. Remember, there is no output to the printer when you type this command. Use the backspace key to delete parts of it that are not in your story file. If you make a mistake, use the backspace key to erase the transcript.
3. To save the transcript to a disk file, enter a legal DOS file name and press <RETURN>. Remember, there is no output to the printer when you type this command. Use the backspace key to delete parts of it that are not in your story file. If you make a mistake, use the backspace key to erase the transcript.

IBM PC
1. Press <RETURN>. A message will appear asking you whether you would like to PRINT the story to a printer or to a file. If you want to use a printer press <RETURN>.

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1. Press <RETURN>. A message will appear asking you whether you would like to PRINT the story to a printer or to a file. If you want to use a printer press <RETURN>.
When the save is finished the story will respond with a message such as COMPLETED. If it responds with FAILED, consult the Troubleshooting section.

Initial default file name (the one displayed for the first time you type SAVE) is always 'STORY SAVE'. Whatever you enter a new file name becomes your default if the SAVE succeeds. For your convenience, SAVE and RESTORE share the same defaults.

textContent
Appendix G
About the Authors

Marc Blank. A graduate of MIT and the Albert Einstein College of Medicine, Marc has been involved in writing interactive fiction since its formative period in the late 1970s. Co-author of the original mainframe version of ZORK in 1977, he was instrumental in laying the groundwork for the appearance of interactive fiction on personal computers in the early 1980s. He is co-author of ZORK I, ZORK II, ZORK III, and ENCHANTER, and is sole author of DEADLINE, the first interactive mystery. His continuing work in interactive technologies in large part made Infocom's name synonymous with interactive fiction. His mother still wishes he would practice medicine.

Dave Lebling. Dave Lebling was born in Washington, D. C., and grew up in suburban Maryland. He attended the Massachusetts Institute of Technology, and worked at MIT's Laboratory for Computer Science, where he developed an interest in computer entertainment. He was a co-author of the original mainframe ZORK. He has co-authored ZORK I, ZORK II, ZORK III, and ENCHANTER, and written STARCROSS and SUSPECT on his own. He is married and lives in a suburb of Boston, where his appetite for the printed word is restrained only by the volume of his house.
NOW THE ONLY LIMIT IS YOUR IMAGINATION ...  
Classic Infocom Interactive fiction is back - at an irresistable price.

ZORK I - The great underground empire beckons you into a world fraught with danger and discovery. Using all the cunning you can muster, you'll plunge far below the surface of the earth in search of the incomparable treasures of Zork. In this, the original Infocom adventure, you'll come face to face with creatures so outlandish they defy description. And you'll wander through an underground domain so vast, with so many twists and turns, that it will offer you new surprises no matter how many times you explore it.

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

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

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

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

DEADLINE - Deadline pits you, the chief of detectives, against a 12 hour time limit in this classic locked door mystery. A wealthy industrialist is dead of a drug overdose and you've been called in to determine whether it's suicide or murder. To team whodunit, you must sift through a myriad of clues and motives. No easy feat, for all six of your suspects exercise free will - coming and going, scheming and manoeuvring independently of your actions. And some of these personalities are so treacherous that, should you make the wrong move, one of them may do you in.

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