Compilations

Date	Release #	Bytes	Objects	Globals
9/15/83	1	66,174	172	147
9/16/83	2	66,542	172	147
9/16/83	3	66,564	172	146
9/19/83	4	67,260	174	149
9/19/83	5	69,976	181	156
9/21/83	6	71,630	182	159
9/21/83	7	72,124	182	159
9/22/83	8	72,404	182	158
9/22/83	9	74,426	182	160
9/23/83	10	74,582	182	163
9/27/83	11	76,774	184	167
9/27/83	12	77,400	184	168
9/28/83	13	78,242	185	169
9/29/83	14	78,582	185	169
9/29/83	15	78,828	185	169
9/30/83	16	80,078	183	169
10/1/83	17 *	82,376	185	170
10/3/83	18	82,444	185	170
10/3/83	19	82,438	185	170
10/3/83	20	82,438	185	170
10/3/83	21	83,222	185	170
10/3/83	22	83,858	186	170
10/4/83	23	84,240	186	170
10/4/83	24	85,428	190	172
10/5/83	25	88,092	191	174
10/7/83	26	92,272	204	177
10/10/83	27	94,564	218	179
10/10/83	28	95,486	220	181
10/11/83	29 **	87,588	221	182
10/12/83	30	89,950	223	182
10/13/83	31	90,176	223	183
10/13/83	32	90,852	223	184

* Alpha-testing officially begins
** vocabulary compression performed

Compilations – Page Two

Date	Release #	Bytes	Objects	Globals
10/16/83	33	91,832	223	184
10/17/83	34	94,114	225	186
10/17/83	35	94,116	225	186
10/18/83	36	94,482	226	186
10/21/83	37	95,134	226	186
10/24/83	38	95,236	226	187
10/25/83	39	95,544	225	187
10/25/83	40	95,540	225	187
10/26/83	41	96,386	226	188
10/27/83	42	97,540	228	188
10/28/83	43	97,980	229	189
10/28/83	44	97,980	229	189
10/31/83	45	99,016	230	189
11/2/83	46	99,856	231	189
11/4/83	47	100,332	231	190
11/8/83	48	101,760	232	191
11/10/83	49	102,108	233	191
11/14/83	50	102,674	234	190
11/15/83	51	102,996	234	190
11/17/83	52	103,744	234	191
11/19/83	53	106,032	238	193
11/22/83	54	106,138	238	193
11/23/83	55	106,936	238	186
11/23/83	56	107,638	243	186
11/27/83	57	107,750	244	186
11/28/83	58	108,848	251	186
11/29/83	59	108,102	252	186
11/30/83	60	106,630	252	184
12/1/83	61	106,914	252	184
12/2/83	62	106,186	252	185
12/3/83	63	106,088	252	185
12/6/83	64	106,792	252	188
12/7/83	65	106,812	252	189
12/7/83	66	106,850	252	190

Compilations — Page Three

Date	Release #		Bytes	Objects	Globals
12/8/83	67	(Beta)	107,096	252	191
12/10/83	68		107,378	252	192
12/13/83	69		107,722	253	192
12/13/83	70		107,264	253	193
12/14/83	71		106,352	253	194
12/19/83	72		106,582	253	195
12/20/83	73		106,578	254	195
12/27/83	74		117,242 *	254	195
12/27/83	75		117,358 *	254	195
1/2/84	76		107,394	254	195
1/3/84	77		107,572	254	196
1/4/84	78		107,910	254	197
1/4/84	79		107,984	254	197
1/5/84	80		108,344	254	199
1/5/84	81		108,370	254	199
1/6/84	82		108,554	254	199
1/6/84	83		108,522	254	199
1/6/84	84		108,506	254	199
1/6/84	85	(Gamma)	108,520	254	199
1/9/84	86		108,646	254	199
1/9/84	87		108,854	254	199
1/10/84	88		108,844	254	200
1/10/84	89		108,892	254	200
1/11/84	90		109,158	255	201
1/11/84	91		109,332	255	201
1/12/84	92		109,420	255	201
1/13/84	93		109,414	255	201
1/16/84	94		109,038	255	201
1/16/84	95		107,902	255	200
1/17/84	96		107,948	255	200
1/20/84	97		108,420	255	200
1/23/84	98		108,582	255	200
1/24/84	99		108,598	255	201

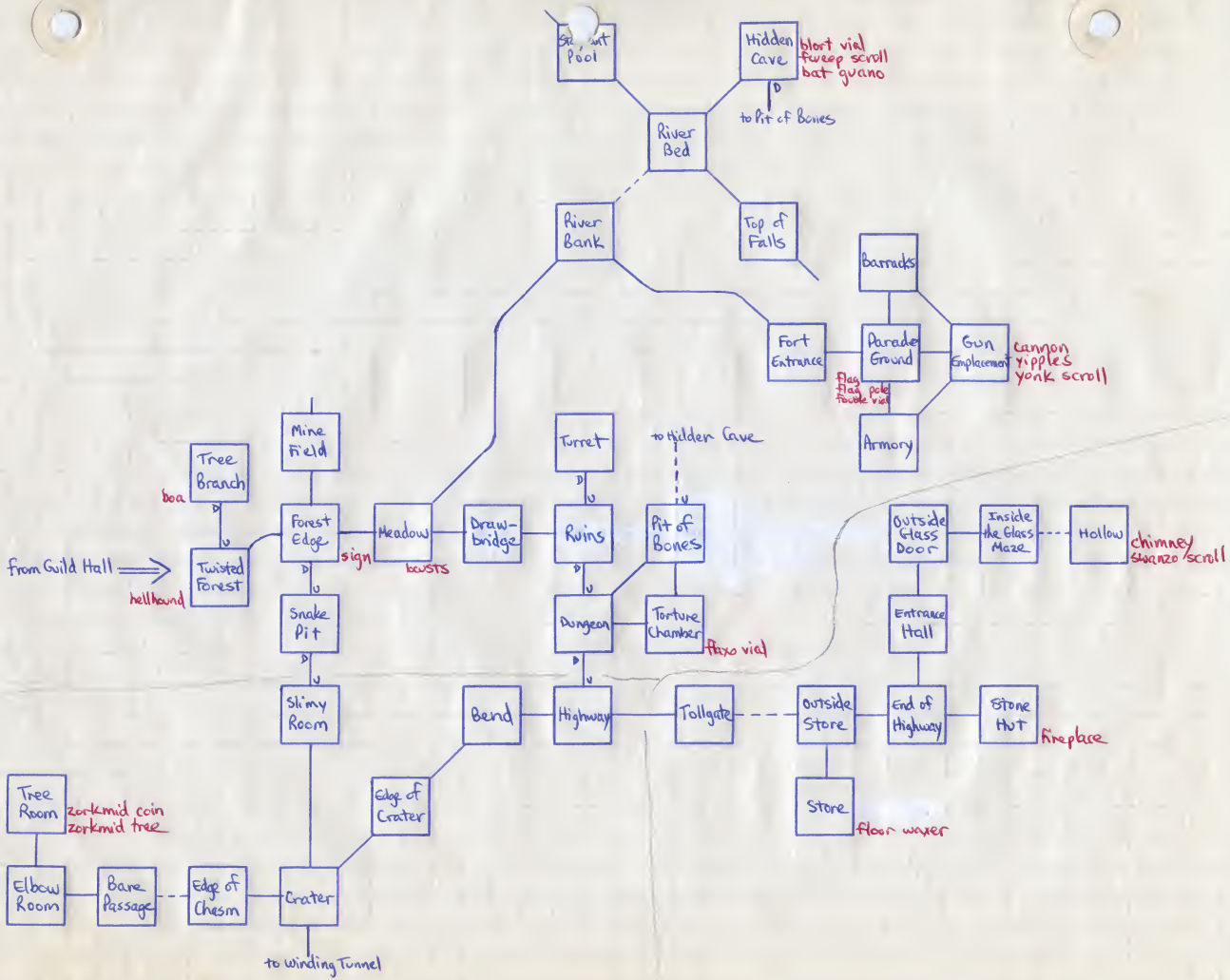
* made by JW, uncompressed

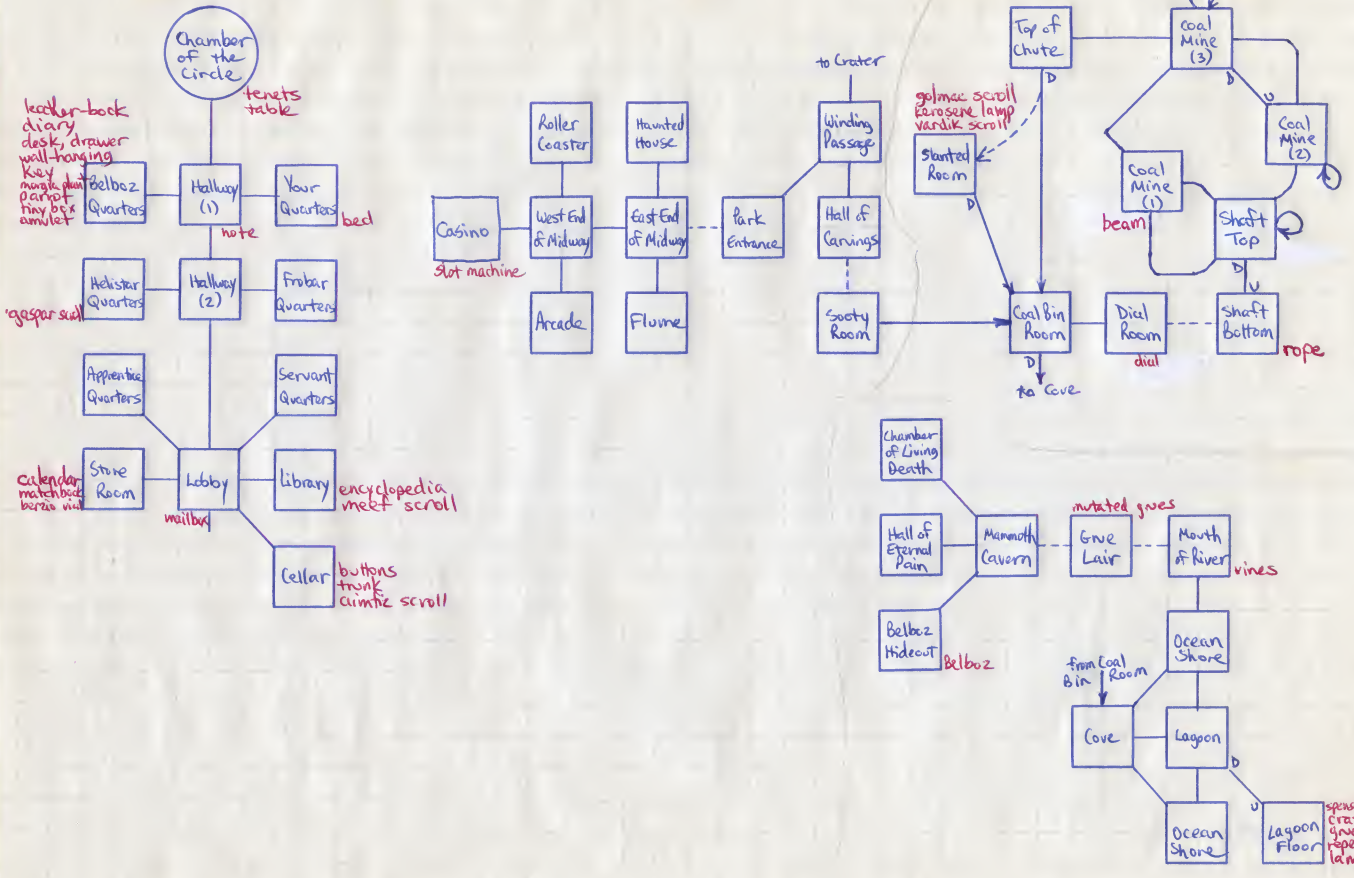
Compilations – Page Four

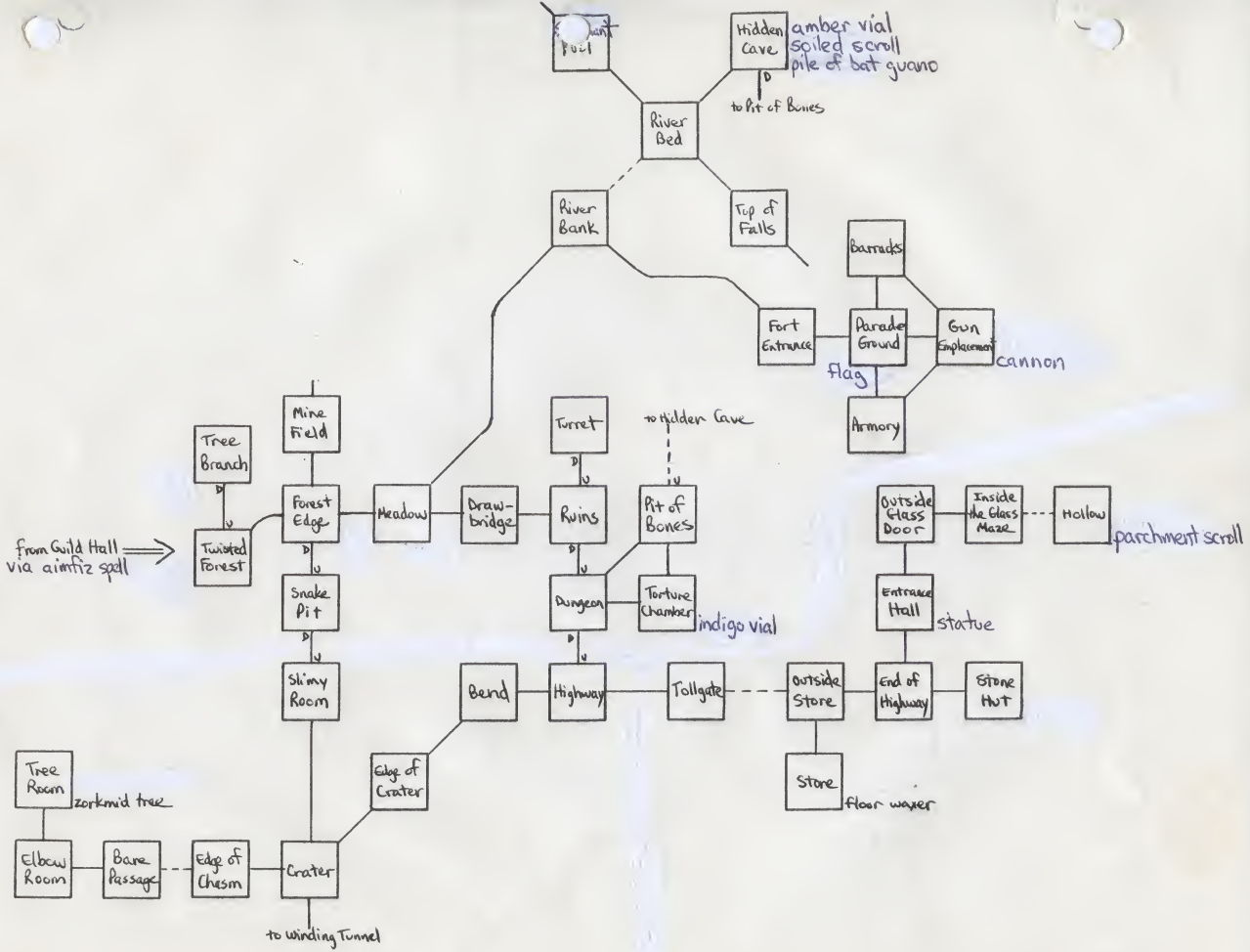
Date	Release #	Bytes	Objects	Globals
1/25/84	100	109,122	255	201
1/26/84	1	109,544	255	203
1/27/84	2	109,800	255	205
1/30/84	3	109,700	255	205
1/31/84 (1st release)	4	109,734	255	206
5/2/84	5	109,786	255	205
5/8/84 (2nd release)	6 **	109,482	255	205
6/25/84	7	109,848	255	205
10/11/85	8	109,586	255	203
10/15/85	9	109,164	255	201
10/17/85	10	108,736	255	201
10/18/85	11	108,656	255	203
10/21/85	12	108,728	255	204
10/21/85 (3rd Release)	13	108,692	255	204
11/6/85	14	108,678	255	203
11/8/85	15	108,682	255	203

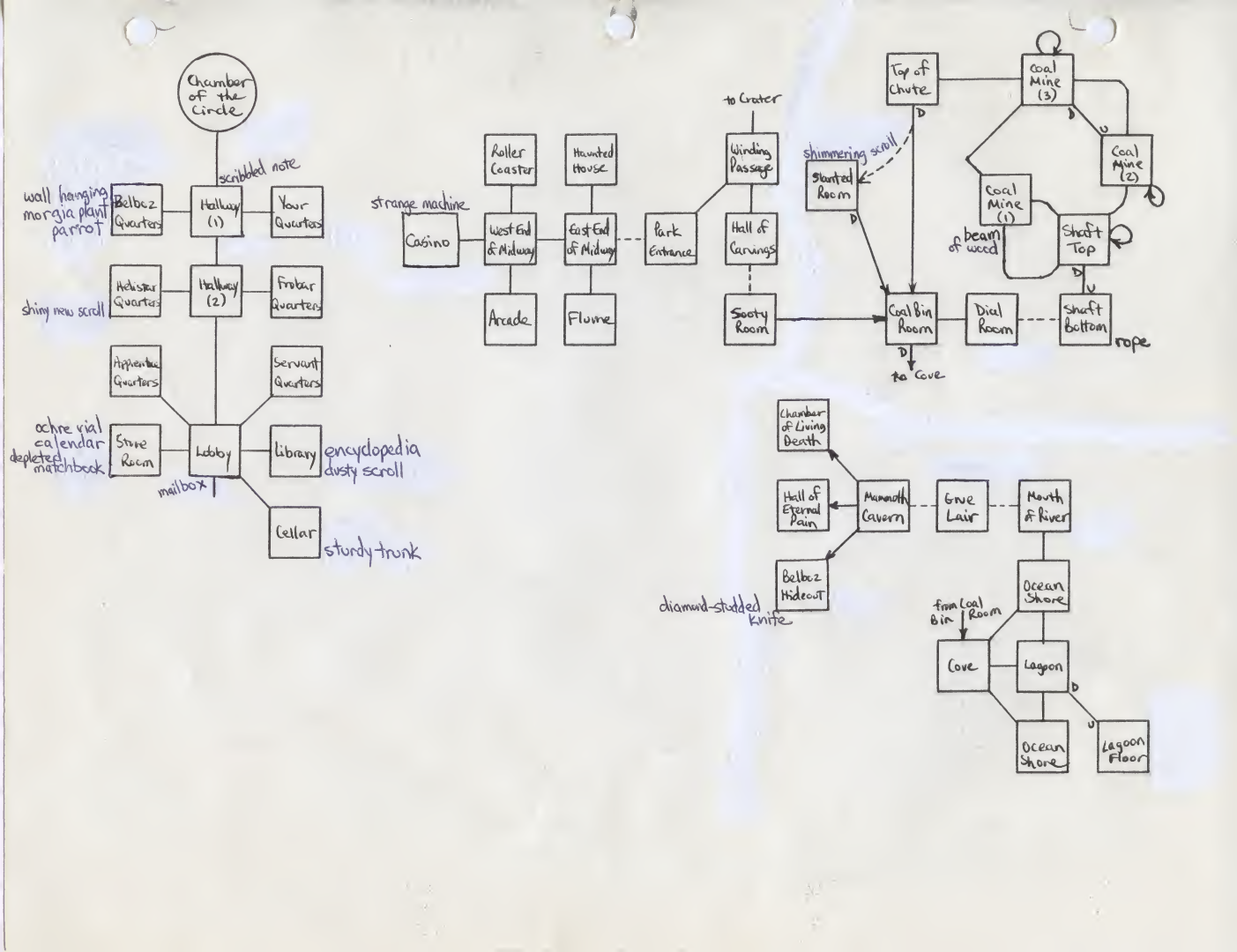
** second compression performed

Scenario


Stagnant Pool
Hidden Cave
blort vial
fweep scroll
bat guano
to Pit of Bones
River Bed
River Bank
Top of Falls
Barracks
Fort Entrance
Parade Ground
Gun Emplacement
cannon
yipples
yonk scroll
flag
flag pole
trouble vial
Armory
Mine Field
Tree Branch
boa
Turret
to Hidden Cave
Forest Edge
Meadow
Draw-bridge
Ruins
Pit of Bones
Outside Glass Door
Inside the Glass Maze
Hollow
chimney
swanzo scroll
from Guild Hall
Twisted Forest
hellhound
sign
kousts
Snake Pit
Dungeon
Torture Chamber
fluxo vial
Entrance Hall
Slimy Room
Bend
Highway
Tollgate
Outside Store
End of Highway
Stone Hut
fireplace
Tree Room
zorkmid coin
zorkmid tree
Edge of Crater
Store
floor waxer
Elbow Room
Bare Passage
Edge of Chesm
Crater
to winding Tunnel


Chamber of the Circle
tenets table
leather-bound diary
desk, drawer
wall-hanging
Key
Belboz Quarters
Hallway (1)
Your Quarters
bed
note
Hallway (2)
Frobar Quarters
Apprentice Quarters
Servant Quarters
Store Room
Lobby
Library
encyclopedia
mneft scroll
mailbox
Cellar
buttons
trunk
Roller Coaster
Haunted House
Casino
slot machine
West End of Midway
East End of Midway
Park Entrance
Winding Passage
to Crater
Hall of Carvings
Arcade
Flume
Sooty Room
Top of Chute
golmac scroll
farosepe lamp
vardik scroll
Slanted Room
Coal Mine (3)
Coal Mine (2)
Coal Mine (1)
beam
Shaft Top
Coal Bin Room
Dial Room
dial
Shaft Bottom
rope
to Cove
Chamber of Living Death
Hall of Eternal Pain
Mammoth Cavern
mutated grues
Grue Lair
Mouth of River
vines
Belboz Hideout
Belboz
from Coal Bin Room
Ocean Shore
Cove
Lagoon
Ocean Shore
Lagoon Floor
spaceweed
crate
grue-suit
repellent
lamp


Hidden Cave
amber vial
spiked scroll
pile of bat guano
to Pit of Bones
River Bed
River Bank
Top of Falls
Barracks
Fort Entrance
Parade Ground
Gun Emplacement
cannon
flag
Armory
Mine Field
Tree Branch
Forest Edge
Meadow
Draw-bridge
Turret
to Hilder Cave
Ruins
Pit of Bones
Outside Glass Door
Inside the Glass Maze
Hollow
parchment scroll
From Guild Hall via aimtiz spell
Twisted Forest
Snake Pit
Dungeon
Torture Chamber
indigo vial
Entrance Hall
statue
Slimy Room
Bend
Highway
Tollgate
Outside Store
End of Highway
Stone Hut
Store
floor waxer
Tree Room
zorkmid tree
Edge of Crater
Elbow Room
Bare Passage
Edge of Chasm
Crater
to winding Tunnel


Chamber of the Circle
scribbled note
wall hanging
morgia plant
parrot
Belboz Quarters
Hallway (1)
Your Quarters
shiny new scroll
Heliastar Quarters
Hallway (2)
Frobar Quarters
Apprentice Quarters
Servant Quarters
ochre rial
calendar
depleted matchbook
Store Room
Lobby
Library
encyclopedia
dusty scroll
mailbox
Cellar
sturdy trunk
strange machine
Casino
Roller Coaster
Haunted House
West End of Midway
East End of Midway
Arcade
Flume
Park Entrance
to Crater
Winding Passage
Hall of Carvings
Sooty Room
shimmering scroll
Started Room
Top of Chute
Coal Mine (3)
Coal Mine (2)
Coal Mine (1)
beam
of wood
Shaft Top
Coal Bin Room
Dial Room
Shaft Bottom
rope
to Cove
Chamber of Living Death
Hall of Eternal Pain
Mammoth Cavern
Grue Lair
Mouth of River
Belboz Hideout
diamond-studded knife
from Coal Bin
Ocean Shore
Cove
Lagoon
Ocean Shore
Lagoon Floor

Room Name	Synonyms	Adjectives
LOBBY	YIPPLE NABIZ ORC ORCS	
CELLAR	ROTGRU BROGMO BLOODW	
STORE-ROOM	KOBOLD SURMAN DRYAD DRYADS	
HALLWAY-2	ZORK	
OCEAN-NORTH	DAM FCD	FLOOD CONTROL
OCEAN-SOUTH	MUSEUM	ROYAL
BELBOZ-HIDEOUT	MIZNIA	
SOOTY-ROOM	RIVER	FRIGID
DIAL-ROOM	FALLS	ARAGAIN
SHAFT-BOTTOM	CASTLE LARGON	CASTLE LARGON
SHAFT-TOP	TROLL TROLLS	
COAL-MINE-1	ENTHAR	KING
COAL-MINE-2	DUNCAN	KING
COAL-MINE-3	FLATHEAD	LORD DIMWIT
SLANTED-ROOM	WIZARD FROBOZZ	
END-OF-HIGHWAY	GALEPA MAREIL CITY	ANCIENT
STONE-HUT	QUENDOR	
ENTRANCE-HALL	EMPIRE	GREAT UNDERG
CRATER	GREAT	SEA
EDGE-OF-CHASM	ACCARD VILLAGE	
BARE-PASSAGE	AMATHR	
ELBOW-ROOM	NYMPH NYMPHS	
TREE-ROOM	GURTH MITHIC	
WINDING-TUNNEL	INFOCO SOFTSP FIBBSB MAGICL	
HOLLOW	ANTHAR	
BEND	DESSER	KOVALL
FOREST-EDGE	MOUNTAIN	LONELY
MINE-FIELD	BOZBAR	
SLIMY-ROOM	KRILL	EVIL WARLOC
RIVER-BED	SERVAN GUILD	SERVAN
STAGNANT-POOL	TUMPER	GABBER
TOP-OF-FALLS	BORPHE	
RUINS	FANNUC	DOUBLE
TURRET	MAILMA MESSEN GUILD	MESSEN

Room Name	Synonym	Adjectives
DUNGEON	TRAVEL	TEMPORAL TIME
HIGHWAY	GUILD CIRCLE ENCHAN	ENCHAN
STORE	GNOMES	
YOUR-QUARTERS	CHEVAU	
FROBAR-QUARTERS	BARBEL ORKAN	
HELISTAR-QUARTERS	THRIFF	
SERVANT-QUARTERS	SORCER	
APPRENTICE-QUARTERS	GORGE	RAZOR
OUTSIDE-GLASS-DOOR	TECH	GUE
TORTURE CHAMBER	SAILOR	
PIT-OF-BONES		
TWISTED-FOREST		
TOLL-GATE		
OUTSIDE-STORE		
EDGE-OF-CRATER		

WORDS TO BE ADDED 11/22/83

✓	HIGHWAY	(local-global) also "ROAD" "ROADWAY"	
	BARRIER	(Park Entrance)	
✓	TROLL	(research)	
O	MIND PROBE	(research)	
	CHAMBER	(synonym for room)	~~DKW~~
✓ +	DOORWAY	(Your Quarters)	~~DKW~~
O	DOORFRAME	(Hallway-1, Lobby)	DKW
✓	DOME	(Chamber of the Circle)	~~DKW~~
O	ROUND	(adjective for table)	DKW
✓	DARKWOOD	(adjective for desk)	~~DKW~~
(dazzling of glass)	ARCHWAY	(Hallway-2, Lobby) (outside Glass Door) (Hollow) also "ARCH" ✓	~~DKW~~
✓	MARBLE	(adjective for Archway)	~~CSAH~~
✓	MARBLE	(Lobby)	~~CSAH~~
	SILVER LEAF	(Lobby)	DKW
✓	STAIR, STAIRS	(Lobby) (Cellar) (ruins) (turret) (end of highway) STEEP WINDING STAIRWAY	~~DKW~~
✓	ROAD	(Lobby)	~~DKW~~
✓	TINY LETTER	(ochre vial)	~~CSAH~~
✓	STAND	(Library)	~~CUWH~~
✓	DUST	(global)	~~DKW~~
✓	cobwebs	(cellar)	~~DKW~~
✓	blighted woods	(forest edge)	~~DKWs~~
✓	path	(forest edge) (twisted forest)	~~DKW~~
✓	twisted, sickly trees	(twisted forest)	~~DKW~~
✓	branch	(tree branch)	~~CSAH~~
✓	TWISTED	(adject for tree)	~~DKW~~
✓	dirt	(adject for path)	~~DKW~~
O	low	(adject for fence)	DKW
✓	turret	(meadow) (ruins)	~~CSAH~~
✓	castle	(meadow) (meadow) (ruins) (turret)	~~CSAH~~
✓	blood-sucking	(adject for locusts)	~~DKW~~
✓	drawbridge	(drawbridge) also "BRIDGE"	~~DKW~~
	lily pads	(drawbridge)	DKWs
	shape(s)	(drawbridge) (Haunted House)	DKW
✓	dark	(adject for passage)	~~CSAH~~
O	crumbling	(synonym for turret)	DKW
O	meadow	(~~turret~~) (river bank)	CSAH still

+ (level) Field	(Parade Ground)	(DKW)	CSAHH
0 emplacement, battlement	(Gun Empl)		DKW
+ glass maze	(Outside Glass Door)(Inside Glass Maze)(Hollow)		CSAHH
ride(s)	(East End of Midway)		DKW
booth(s)	(East End of Midway)		DKW
+ midway	(East End)(West End)(Flume)(Roller Coaster)		DKW
0 three-section display	(casino - synonym for machine)		CSAHH/CUCWH
boarding platform	(Flume)(Roller coaster)		DKWs
+ intricate	(adject for carvings)		DKW
+ winding	(~~synonym~~ adject for tunnel)		DKW
+ ~~[redacted]~~ timber	(Sooty room)		~~[redacted]~~ CSAH/DKW
+ cave-in	(synonym for debris)		DKW
+ small	(adject for lagoon)		CSAHH
+ shore	(Cove)(Ocean Shore-S)(Lagoon)(Ocean Shore-N)		DKW
(curved) beach	(Cove)(Ocean Shore-S)(Lagoon)(Ocean Shore-N)		DKW
+ calm	(~~synonym~~ adject for lagoon)		DKW
+ sandy (floor)	(Lagoon)(Lagoon Floor)		DKW
+ inlet, cove	(synonyms for lagoon)		DKW
+ mighty	(~~synonym~~ adjective for river)		CSAHH
+ ramparts	(synonym for fort)		DKW
+ writhing	(adject for green vines)		DKW
+ tiny letters	(synonym for orange vial)		CSAHH
+ mammoth cavern	(mammoth cavern)		DKWs
+ (power & evil) machinery	(mammoth cavern) also "BREEDER"		CSAHH
+ devices	(mammoth cavern)		CSAHH
+ doors	(synonym for all doors)		DKW
parasites	(COLD)		DKW
forces	(HOEP)		DKW
+ cliff, cliffs	(HOLLOW)		CSAHH
(tiny outdoor) plateau	(HOLLOW)		DKW
0 sunlight	(HOLLOW)		DKW
odor	(SOOTY ROOM)		DKW
(coal) gas	(Coal Bin Room)		DKW
(coal) mine	(local-global)		DKW
air-shaft	(synonym for shaft)		DKW
+ upper coal chute	(slanted room)		CSAHH
somewhat	(adjective for dom beast corpse)		
severely	(adjective for drawbridge)		

→	forest	(turret)	CSAH "Nothing Special"
→	river	(turret)	CSAH "The river lies far below"
→	ocean	(turret)	CSAH "The ocean lies far below you"
O	dungeon	(dungeon)	DKW
→	pit	(snake pit)	CSAH "Nothing Special"
✓	nooks	(snake pit)	DKW ✓
✓	shadows	(snake pit)	DKW ✓
✓	crack	(snake pit)	CUWH ✓
→	rocky	(~~synonym~~ adject for passage)	DKW "Nothing special...passage"
✓	rim	(synonym for crater)	DKW ✓
→	long white beard	(toll gate)	DKW/CSAH/DKW "N.S. ... gnome"
✓	door	(toll gate)	CSAH ✓
O	deep	(adjective for pit of bones)	DKW
O	gaping	(adjective for chasm)	DKW
O	light	(tree Room)(Glass Maze)(Lagoon Floor)(HOEP)	CUWH
O	storefront	(outside store) synonym for store?	DKW
✓	(large store) hut	(End of Highway) also "hovel"	DKW n.s.
→	muddy bank	(River Bank)	DKWs "Nothing special... river bank"
→	fast-moving	(~~syn~~ adject for river)	DKW "The river flows quickly by below you"
O	(sharp) rocks →	(River Bank)	rocks DKWs "nothing special"
→	foaming rapids	(River Bank)	DKWs "
→	turbulent waters	(synonym for river)(ocean)	DKWs "
✓	tall grass	(River Bank)	CSAH ✓
→	trail	(synonym for path)	DKW "Nothing special about the road"
→	river bed	(River Bed)(Stagnant Pool)(Top of falls)	CSAH "Nothing special"
→	fish	(River Bed)	DKW "They squirm fr yr grasp"
→	puddles	(River Bed)	DKW "Nothing special"
→	bank(s)	(River Bed)(stagnant Pool)(Top of Falls)(Fort Ent)	DKW "Nothing special... river bank"
(hidden) (dark) →	cave	(River Bed)(Hidden Cave)(Mouth of River)	DKW "Nothing special"
✓	algae	(Stagnant Pool)	DKW ✓
✓	~~[illegible]~~ scum	(stagnant pool)	DKW ✓
→	trickle	(River Bed)(Stagnant Pool)(Top of Falls)	DKW "You see nothing special about water"
(tall) →	waterfall	(Top of Falls) tall = noun missing	DKW ".. No Aragain.."
✓	sea	(Top of Falls)	CSAH ✓
✓	haze	(Top of Falls)	DKW ✓
→	fortress	(synonym for fort)	DKW "Nothing special... fort"
O	mouth	(Hidden Cave)	DKW
→	swirling	(adject for pool in Hidden Cave)	DKW "You see nothing special about water"

ENCHANTER II PLOT SYNOPSIS

At the conclusion of Enchanter I, you had defeated the evil Krill and earned a seat on the Circle of Enchanters. In Enchanter II, you are a full-fledged member of the Circle, which is on the verge of facing one of its greatest dangers.

As the game opens, you are in the middle of an incredibly deadly area, full of snakes and locusts and mine fields and so forth. In fact, on the very first move of the game, a vicious hellhound is racing straight toward you. You're not sure where you are or how you got there. Within a few moves of the start of the game you die...and wake up realizing that you've been having a horrible dream.

You now find yourself in your room in the Guild Hall of the Enchanters. The building is deserted, Frobar having taken the apprentices into town to shop for the Guild picnic. Belboz the Necromancer, your friend and mentor, the head of the Circle of Enchanters, is missing, and apparently has been acting strange lately.

Scattered around the Guild Hall are a number of spell scrolls and magic potions. While searching Belboz's Quarters, you find several books in his desk. One is the diary of Belboz. Reading the diary reveals that Belboz has been performing certain experiments to study a pwerful and evil force which could endanger the entire Circle. Because of the danger involved in these experiments, Belboz has been acting in secret and in private. The last few entries in the diary are written in an entirely different language and handwriting. The implication is that Belboz has been "taken over" by the evil force, and has now vanished.

Another book in the desk is locked with a clasp. The squawking of Belboz's prized pet parrot reveals the location of the key. The locked book turns out to contain pictures and descriptions of various zorkian creatures. Hidden within each description is a secret code for opening a locked trunk in the cellar of the Guild Hall. (This book is intended as an anti-piracy package element.)

Opening the locked trunk reveals a spell scroll containing the powerful AIMFIZ spell, which will transport the caster to someone else's location. Naturally, you want to AIMFIZ Belboz, to find him and help him. Doing this sends you to the exact location where the game began -- only this time for real, not a dream!

Here begins the main body of the game, full of the usual puzzles. You will need to use your magic to fly across a chasm, evaporate a river, destroy a clump of man-eating plants. You will encounter a greedy

toll-collector gnome, a zorkmid tree, a terrifying dorn beast, and mutated grues which are not afraid of light!

One of the more significant problems is the Glass Maze, a gigantic cubical three-dimensional maze with deadly pitfalls and invisible walls. The only way to get through the Glass Maze is to turn yourself into a bat (the bat's ability to fly will get you across the pitfalls, and the bat's radar senses will let you know where the invisible walls are). When you finally negotiate the maze you emerge in a mountain hollow, the only exit being back through the maze. A scroll containing the usefull SWANZO spell (for exorcising inhabiting spirits) is lying here. As soon as you pick it up, you hear all the glass panels in the maze moving around. To make matters worse, the dreaded dorn beast emerges from his lair, galloping toward you. Finally, you must figure out how to get the SWANZO scroll out of the maze, since you can't carry anything in the bat state.

The other major problem is set in a coal mine, and involves time travel. It is possible the most complex and contorted problem ever to appear in an Interlogic fantasy. In a nutshell, you meet your older self in the coal mine. He tells you the combination to a locked door you haven't even seen yet, and you must give him the spell book, which can't be carried into the coal mine. After negotiating the coal mine and finding the rare VARDIK spell (for shielding your own mind from an inhabiting spirit), you must use a magic spell to send yourself backwards in time. You then encounter your younger self, and must tell him the combination, and get the spell book from him. If you screw up, then you simply pop out of existence, because you never could have gotten that far if your older self hadn't done the right thing earlier! To complicate matters, there's a limited amount of air in the coal mine, and you must use a timber and rope to reach a room you might not even suspect existed, and anything you drop in the coal mine is lost among the coals.

Finally, after negotiating the last few traps, comes the climactic confrontation with the "inhabited" Belboz. If you simply kill him, not only do you lose your friend and mentor, but the evil force simply flees his dying body and takes over your own. To get the best ending, you must first use the VARDIK spell from the coal mine to shield your own mind, and then use the SWANZO spell from the Glass Maze to exorcise the evil force from Belboz.

The Circle has been saved from the terrible danger posed by an evil force with access to the knowledge and powers of Belboz the Enchanter. Belboz, nearing retirement age, acknowledges your great dead by appointing you as "heir apparent". Presumably, in the final chapter of the trilogy, you will be the head of the Guild of the Enchanters.

As in Enchanter I, we have a fantasy setting with magic spells, as well as such realistic elements as eating and sleeping. However, being a somewhat more experience and powerful Enchanter, you will be able to do things like see in the dark, probe the minds of others, and view the future. Also, in addition to magic spells, there are magic potions and a magic amulet.

CREATING A NEW SPELL "FOOBAR"

1) Add it to ROUTINE V-CAST
2) Add it to ROUTINE PRE-CAST
3) Create ROUTINE V-FOOBAR
4) Create three SYNTAX FOOBAR
5) Create OBJECT FOOBAR-SPELL
6) Create OBJECT FOOBAR-SCROLL (optional)
7) Add it to GLOBAL ALL-SPELLS
8) Add it to ROUTINE SPELL-CHECK
9) Add it to Summary List of spells
10) Add it to ~~I~~- YOUNGER-SELF

MAGIC – Enchanter I

item	location	use
gnusto spell	spell book	write magic
frotz spell	spell book	light
nitfol spell	spell book	talk to animals
blorb spell	spell book	protect in a strong box
rezrov spell	scribbled scroll	open
zifmia spell	faded scroll	summon
vaxum spell	gold leaf scroll	friendliness
ozmoo spell	black scroll	cheat death
gondar spell	frayed scroll	quench fire
melbor spell	vellum scroll	protection
exex spell	stained scroll	hasten
ckeesh spell	damp scroll	turn into newt
filfre spell	purple scroll	credits
rebf spell	slightly crumpled scroll	repair willful damage
izyuk spell	ornate scroll	fly
kulcad spell	brittle scroll	dispel magic
guncho spell	powerful scroll	banishment

MAGIC – Enchanter II

item	location	use
gnusto spell	spell book	write magic
frotz spell	spell book	light
rezrov spell	spell book	open
izyuk spell	spell book	fly
fweep spell	soiled scroll	turn into bat
aimfiz spell	moldy scroll	go to someone's location
swanzo spell	parchment scroll	exorcise an inhabiting spirit
golmac spell	shimmering scroll	travel in time
yardik spell	smelly scroll	mind-shield
meef spell	dusty scroll	cause plants to wilt
yomin spell	spell book	mind probe
vezza spell	spell book	clairvoyance
pulver spell	spell book	evaporate
gaspar spell	wrinkled scroll	ressurection
yonk spell	ordinary scroll	augment certain spells
malyon spell	glittering scroll	bring life to the non-living

vilsto potion	orange vial	do without breathing
blort potion	amber vial	see in the dark
berzio potion	ochre vial	do without food or drink
flaxo potion	indigo vial	exquisite torture
fooble potion	aqua vial	increase muscular co-ordination

SCORING FOR ENCHANTER II

Points	For
10	"entering" Your Quarters (from dream)
25	taking the AIMFIZ scroll
25	taking the SWANZO scroll in the stone Hut
25	taking the VARDIK scroll
20	entering Twisted Forest for real (awake)
20	entering Hidden Cave
20	gnome opening the gate
20	entering Hollow
15	eating the BERZIO potion
15	taking the VILSTU viol
15	finding the key
15	taking the coin
15	taking the crate
20	opening the Coal Mine Door
20	entering Slanted Room
20	entering Cove
20	entering Mammoth Cave
10	meef scroll
10	golmac scroll
20	entering Belboz Hideout
40	exorcising Belboz

SCORING FOR ENCHANTER II
(revised 10/27/83)

POINTS		FOR
5	√ √	"entering" Your Quarters (from dream)
15	√ √	finding the key
10	√ √	eating the berzio potion
25	√ √	taking the aimfiz scroll
10	√ √	taking the vilsto vial
20	√ √	entering Twisted Forest (awake)
20	√ √	entering Hidden Cave
10	√ √	taking the meef scroll
10	√ √	taking the malyon scroll
10	√ √	taking the yonk scroll
15	√ √	taking the coin
20	√ √	getting gnome to open the gate
20	√ √	entering the Hollow
25	√ √	taking the Swanzo scroll from fireplace
20	√ √	entering the Sooty Room
20	√ √	opening the Coal Mine Door
20	√ √	entering the Slanted Room
25	√ √	taking the vardik scroll
20	√ √	entering the Cove
15	√ √	taking the Crate
20	√ √	entering Mammoth Cavern
20	√ √	entering Belboz Hideout
25	√ √	exorcising Belboz

Z5 Flags 10/3/83

Current:

NONLANDBIT
SCROLLBIT
SPELLBIT
NARTICLEBIT
NDESCBIT
ONBIT
VOWELBIT
WEARBIT
TRANSBIT
SEARCHBIT
OPENBIT
TRYTAKEBIT
SURFACEBIT
TOUCHBIT
INVISIBLE
RMUNGBIT
READBIT
TAKEBIT
CONTBIT
LIGHTBIT
TOOLBIT
DOORBIT
RLANDBIT
CLIMBBIT
VEHBIT
WEAPNBIT
ACTORBIT

Possible:

EATBIT
DRINKBIT
WORNBIT

CODES, Revised 10/10/83

BLACK = 1
GRAY = 2
RED = 3
PURPLE = 4
WHITE = 5

1	Bloodworms	5	2	1	3	2
2	Bragmoid	3	4	3	1	4
3	Dorn	2	4	1	2	5
4	Dryad	1	2	5	3	3
5	Grue	1	1	3	1	4
6	Hellhound	4	5	2	3	2
7	Kobold	3	4	1	4	3
8	Nabiz	4	1	1	1	3
9	Orc	3	2	4	2	3
10	Rotgrub	2	3	2	4	3
11	Surman	1	1	4	3	4
12	Yipple	2	4	5	4	1

BLACK = 1
GRAY = 2
RED = 3
PURPLE = 4

1	Bloodworms	2	1	3	2	-
2	Brogmoid	3	4	3	1	4
3	Dorn	2	4	1	2	-
4	Dryad	1	2	3	3	-
5	Grue	1	1	3	1	4
6	Hellhound	4	2	3	2	-
7	Kobold	3	4	1	4	3
8	Nabiz	4	1	1	1	3
9	Rotgnb	2	3	2	4	3
10	Orc	3	2	4	2	3
11	Surman	1	1	4	3	4
12	Yipple	2	4	4	1	-

Time Travel Problem

A vial in the Sooty Room contains the VILSTU potion, which obviates the need for breathing.

When you entering the next room, the Coal Bin Room, the Sooty Room collapses, trapping you in the Coal Mine with a limited supply of air. You smell coal gas.

At this point, your older self will plummet out of the coal chute & land in the bin. He will tell you a number, you must give him the spell book, which cannot be carried into the coal mine. (And anything left in the Bin Room gets buried under the coal)

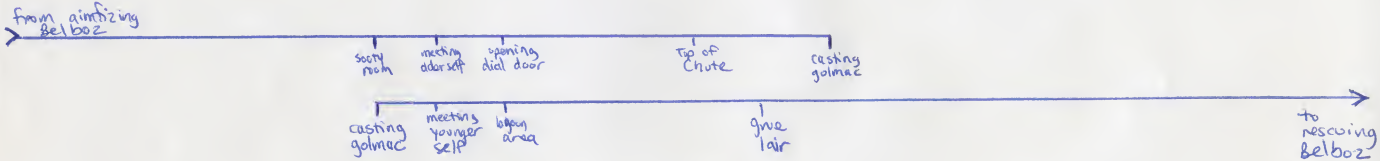
Your older self, gasping for air, will then disappear down another coal chute. Using the number he gave you, you can open the combination lock and enter the coal mine.

In the coal mine you will find the golmac scroll for "temporal travel." You will also find the beam of wood and the rope. You must use golmac to go back in time a few minutes. Then, using the rope & beam, lower yourself into the chute to reach the Slanted Room, home of the powerful Vardik spell.

Occasionally, troglodytes will wander thru and dump coal down the chute.

You continue down the chute & land in the Coal Bin. You should then tell younger self the combination, younger self will give you the spell book. You will then have just enough time to dive into the 2nd coal chute before suffocating.

SORCERER TIME LINE



Glass Maze Problem

The Glass Maze is a cube made up of 27 smaller cubes, arranged in a 3x3x3 matrix. Inspection reveals that there are 42 (!) interfaces between these 27 cubes. Of these 42 interfaces, some are open and some are walls/floors/ceilings of glass.

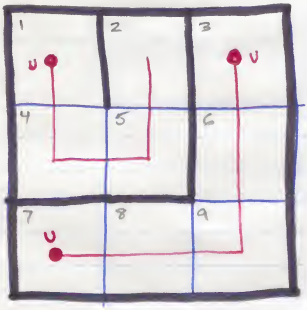
When you are inside the Glass Maze, the glass interfaces are "invisible" to you -- you cannot tell by sight whether going in a direction will bump you into a transparent wall or not. In addition, non-existent floors translate into a considerable drop, probably fatal.

You could survive the drops by using the izyuk spell, but then you'd still bump into walls. The best solution is to use the fweep spell to turn yourself into a bat. You can then, using your radar, perceive which interfaces are open, and of course you can fly also.

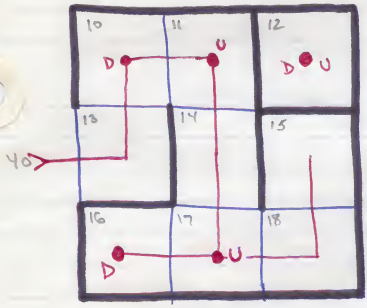
The fweep spell will wear off before you can get all the way through -- you may have to memorize it several times.

When you reach the far end of the Glass Maze and pick up the scroll or similar "reward," you hear a chuckle and a grinding noise from the Glass Maze, as all the interfaces change complexion. Also, since you can't carry the object in bat-form, you have to drop it down the nearby chimney-top. (It will, naturally, go to the fireplace in the stone hut.) Finally, to make matters worse, the monster is released to chase you back through the Glass Maze.

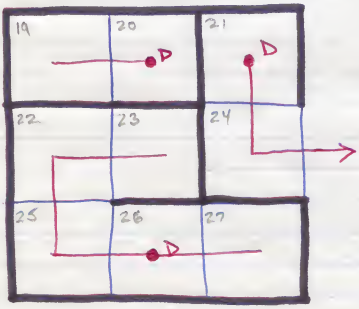
Before



Bottom level

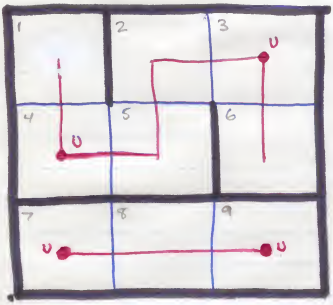


Middle level

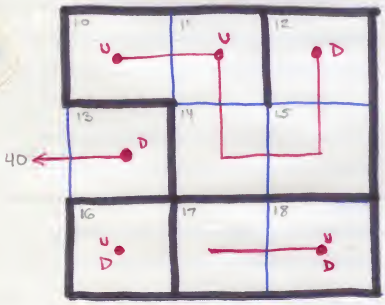


Top level

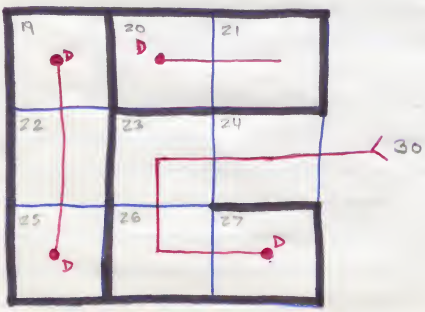
After



Bottom Level



Middle Level

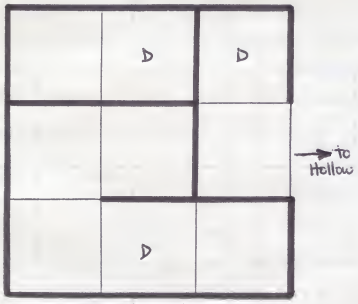


Top Level

THE GLASS MAZE

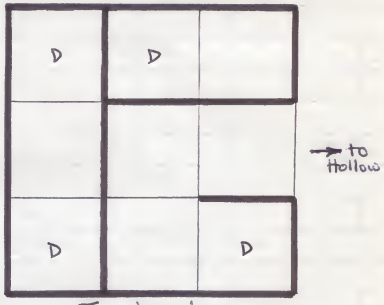
▌	glass panel
U	no ceiling panel
D	no floor panel

Before Panel Rearrangement

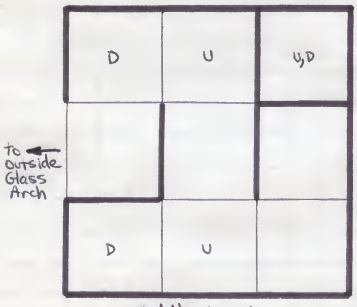


Top Level

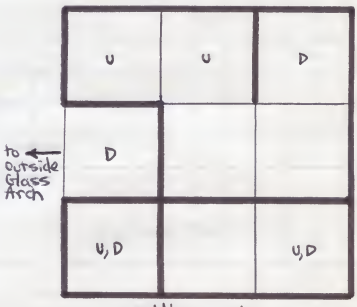
After Panel Rearrangement



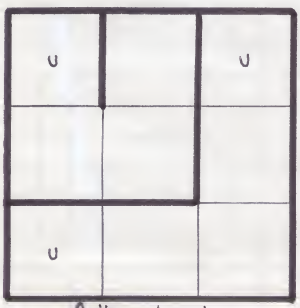
Top Level



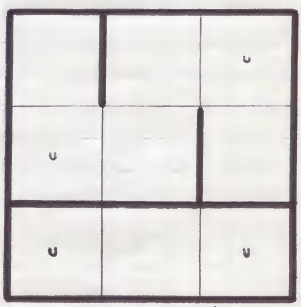
Middle Level



Middle Level



Bottom Level



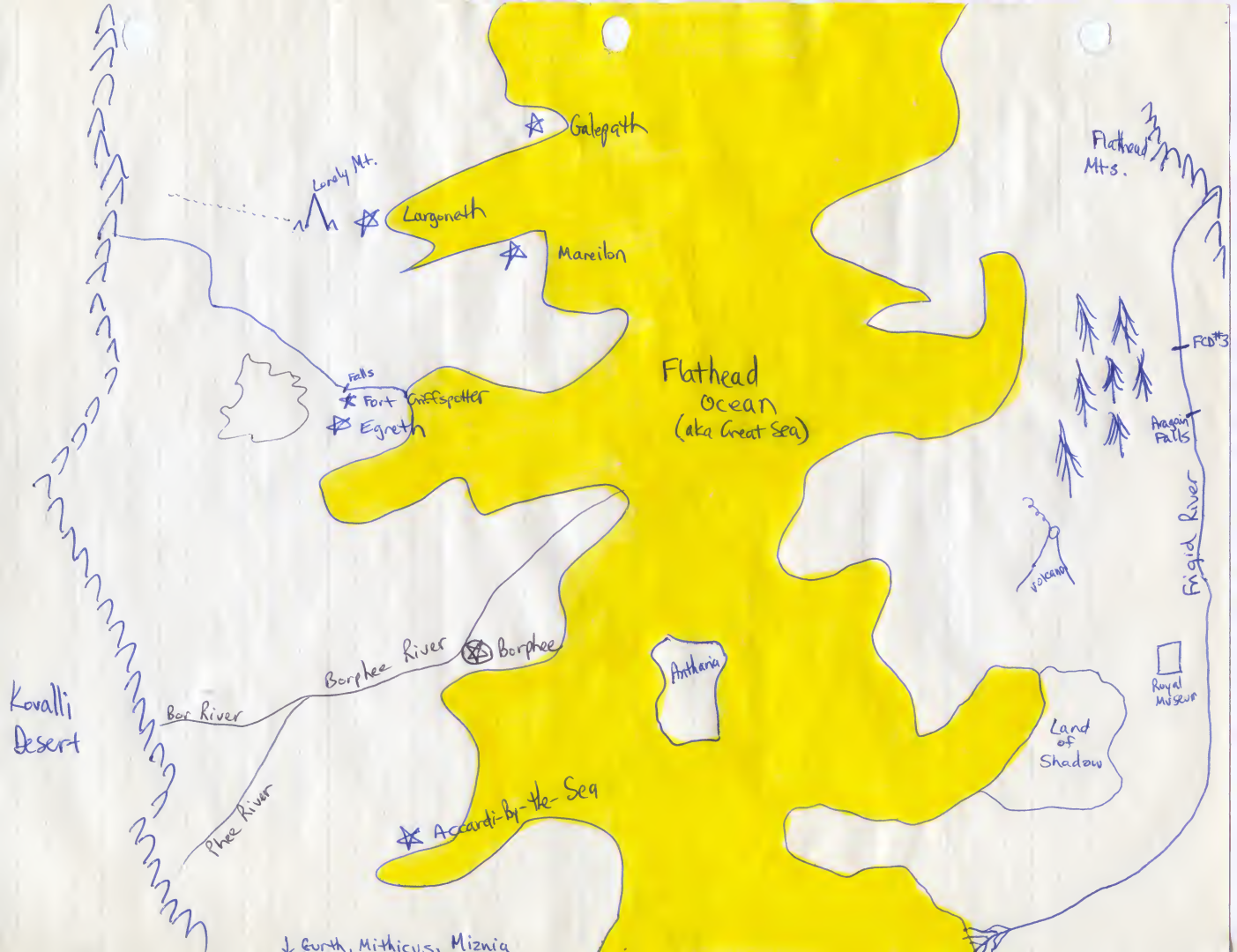
Bottom Level

Before Exits

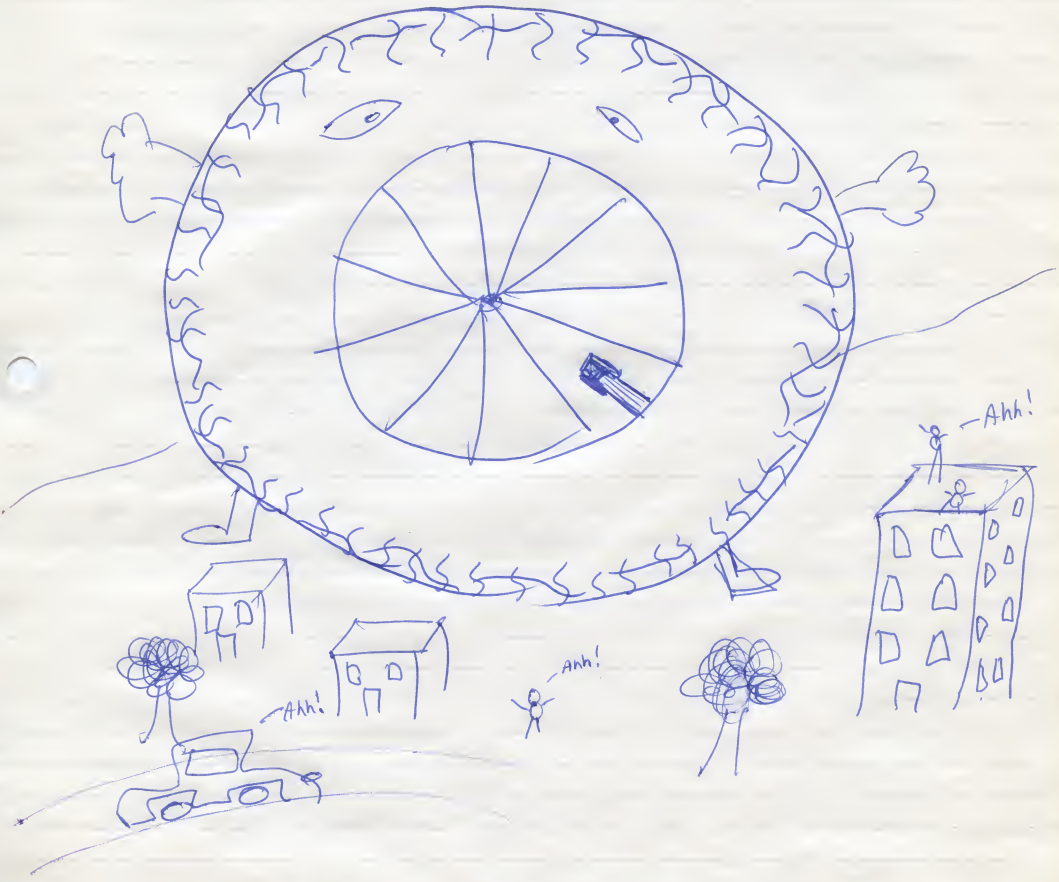
ROOM #	UP	DOWN	NORTH	SOUTH	EAST	WEST
1	10	0	0	4	0	0
2	0	0	0	5	0	0
3	12	0	0	6	0	0
4	0	0	1	0	[illegible]5	[illegible]0
5	0	0	2	0	0	4
6	0	0	3	9	0	0
7	16	0	0	0	8	0
8	0	0	0	0	9	7
9	0	0	6	0	0	8
10	0	1	0	13	11	0
11	20	0	0	14	0	10
12	21	3	0	0	0	0
13	0	0	10	0	0	[illegible]40
14	0	0	11	17	0	0
15	0	0	0	18	0	0
16	0	7	0	0	17	0
17	26	0	14	[illegible]0	18	16
18	0	0	15	0	0	17
19	0	0	0	0	20	[illegible]0
20	0	11	0	0	0	19
21	0	12	0	24	0	0
22	0	0	0	25	23	0
23	0	0	0	0	0	22
24	0	0	21	0	[illegible]30	0
25	0	0	22	0	26	0
26	0	17	0	0	27	25
27	0	0	0	0	0	26

After Exits

ROOM #	UP	DOWN	NORTH	SOUTH	EAST	WEST
1	0	0	0	4	0	0
2	0	0	0	5	3	0
3	12	0	0	6	0	2
4	13	0	1	0	5	0
5	0	0	2	0	0	4
6	0	0	3	0	0	0
7	16	0	0	0	8	0
8	0	0	0	0	9	7
9	18	0	0	0	0	8
10	19	0	0	0	11	0
11	20	0	0	14	0	10
12	0	3	0	15	0	0
13	0	4	0	0	0	40
14	0	0	11	0	15	0
15	0	0	12	0	0	14
16	25	7	0	0	0	0
17	0	0	0	0	18	0
18	27	9	0	0	0	17
19	0	10	0	22	0	0
20	0	11	0	0	21	0
21	0	0	0	0	0	20
22	0	0	19	25	0	0
23	0	0	0	26	24	0
24	0	0	0	0	30	23
25	0	16	22	0	0	0
26	0	0	23	0	27	0
27	0	18	0	0	0	26


Galepath
Lonely Mt.
Largoneth
Mareilon
Flathead Mts.
Flathead Ocean (aka Great Sea)
Falls
Fort Cliffspotter
Egreth
FCB#3
Aragain Falls
Frigid River
volcano
Borphee River
Borphee
Antheria
Royal Museum
Kovalli Desert
Bor River
Land of Shadow
Phee River
Accardi-By-the-Sea
Gurth, Mithicus, Miznia

BELBOZ THE NECROMANCER



MONSTER WHEEL TERRORIZES CLEVELAND

REVISED COPY FOR

LEATHER-BOUND BOOK IN

ENCHANTER II

SEM

10/10/83

- STEVE,

THIS IS EVEN BETTER THAN THE ORIGINAL! IT APPEARS THAT YOU ARE EITHER INCLUDING MORE OF THESE IN THE GAME OR INCLUDING MORE RED HERRINGS. ("BOILED CHIVES", "BLUE".) I HOPE YOU INCLUDE SOMETHING WHICH SMELLS LIKE CHEESE BUT ISN'T A ROTGRUB, ETC.

(SEE SECOND PAGE 10).

SEM:
POSSIBLE FOR VIAL IN GAME.
—MIKE

ABDICK®

A.B.Dick Company

5700 West Touhy Avenue
Chicago, Illinois 60648
(312) 763-1900
Telex No. 724356

March 25, 1983

Mr. Richard Krebs
American Printers & Lithographers, Inc.
6701 West Oakton Street
Chicago, IL. 60648

Re: Developer Fluid Contained in
A. B. Dick Latent Image
Marker Pens

Dear Dick:

You told me on the telephone that a client/user of latent image materials has asked for a statement regarding toxicity of the developer fluid supplied to A.P. & L. for filling latent image marker pens.

I can summarize the investigations we have done on the subject. In 1972 we commissioned Rosner-Hixson Laboratories, who are experts in these matters, to conduct tests on the developer fluid. Their conclusion was that the fluid was neither toxic by oral ingestion nor an eye or primary skin irritant in accordance with Federal Hazardous Substances Labeling Act Regulations. Their advice was that the product did not require precautionary labeling.

The developer fluid that is used in the A. B. Dick pens we sell today and the developer fluid supplied to A.P. & L. for filling pens it markets has the same chemical ingredients, as to which a question of toxicity can be raised, as contained in the sample fluid tested in 1972. The concentrations of the ingredients in the marker fluid used to charge the pens sold today is the same as that contained in the 1972 sample, except that the quantity of anti-bacterial agent, Giv-Gard DXN, has been increased from 0.02% by weight to 0.04% by weight. Accordingly, we have every reason to believe that the latent image marker fluid in today's pens and supplied to A.P. & L. would pass the tests that the sample tested in 1972 passed.

Please let me know if you need any additional information.

Yours very truly,

Peter S. Lucyshyn
Patent Counsel

PSL:ces

>talk

You must address the protagonist directly.

>dargon,get lost

I don't know the word "dargon".

>dragon,get lost

You can't talk to an image of a dragon!

>jeearr,where are you

You can't see any jeearr here!

>belboz,where are you

You can't see any belboz here!

>get protagonist

I don't know the word "protagonist".

>me,get all

guhs'his : It would take more magic than you've got!
sleep: You settle down to sleep, but you really aren't tired, so you thrash around for a while and then give up.
room: No spell would help with that!
sky: That would be difficult from here.
lurking grue: You must have had a silliness spell cast upon you.
yourself: You can't be serious.
your hands: No spell would help with that!
ceiling: It would take more magic than you've got!
wall: You must have had a silliness spell cast upon you.
passage: You must have had a silliness spell cast upon you.
ground: It would take more magic than you've got!
ground: No spell would help with that!
number: You can't be serious.

>me,open door

The yourself seems confused. "I don't see any door here!"

>me, examin image

The yourself seems confused. "I don't see any image here!"

>dragon,get all

You can't talk to an image of a dragon!

>bat,get all

I can't use the word "bat" here.

>belboz,get all

You can't see any belboz here!

Date: 30 Jan 1984 1245-EST
From: Steve Meretzky <SEM at ZORK>
Subject: SCRIPTS
To: TESTERS at ZORK

On Friday (1/27), Doctor Quinn of the Product Verification Staff amassed a Sorcerer script whose length was 330,830 bytes (on his way to a daily 4-script total output of 471,889 bytes). Script archaeologists are still conducting research, but this is believed to be the single largest script every produced. Believe it ... or not.

AMERICAN
slide chart corporation

OFFICE & MANUFACTURING:
445 GUNDERSEN DRIVE
WHEATON, ILLINOIS 60187

BOX 111 • WHEATON, ILLINOIS 60187

PHONE: 312 | 665-3333

Sean:
A COMPANY
DEVOTED EXCLUSIVELY
TO INFOTATTOOS.
-Mike

Hello,

DOES A Slide-Chart REALLY WORK? Read what one enthusiastic user says!

> *"We are overwhelmed with the success of our Slide-Chart. By industry demand it has become one of the two key pieces given our retailers. No one but American could have developed such a great idea."*
>
> Frank Potter, Adv./Sales Prom. Mgr.
> Tibbals Flooring Company

American is the world's leading designer and manufacturer of Slide-Charts. A Slide-Chart is a unique, low-cost marketing tool that gets inquiries and orders today and for years to come. There is no waste distribution. Slide-Charts are valued and sought after only by the person you want to reach. They are kept and used, and often influence the buying moment.

How to get started? Easy! No need for you to design anything. We have thousands of ideas from our many years of experience and all are free to you. Send us the information you want on the Slide-Chart. Include formulas, catalog pages, graphs, etc. Tell us the quantities you might use. In a few days you will receive a complete analysis, a sketch and an accurate price for the entire program. All this is free and at absolutely no obligation to you.

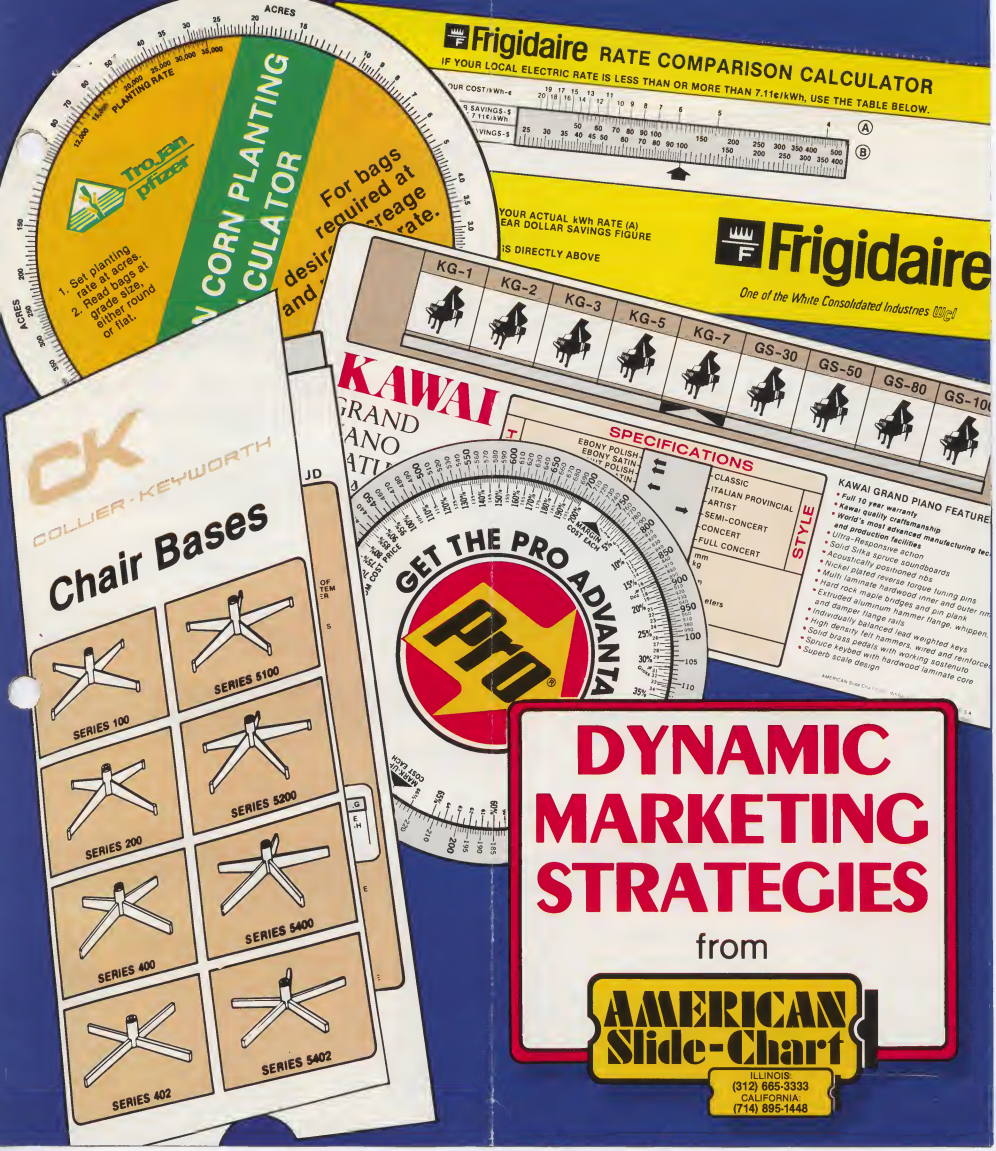
We're the experts...centrally located. Design, production, sales are all in one new headquarters building. Outstanding creative people, modern equipment, computer technology...all to serve you quicker with higher quality, lower costs.

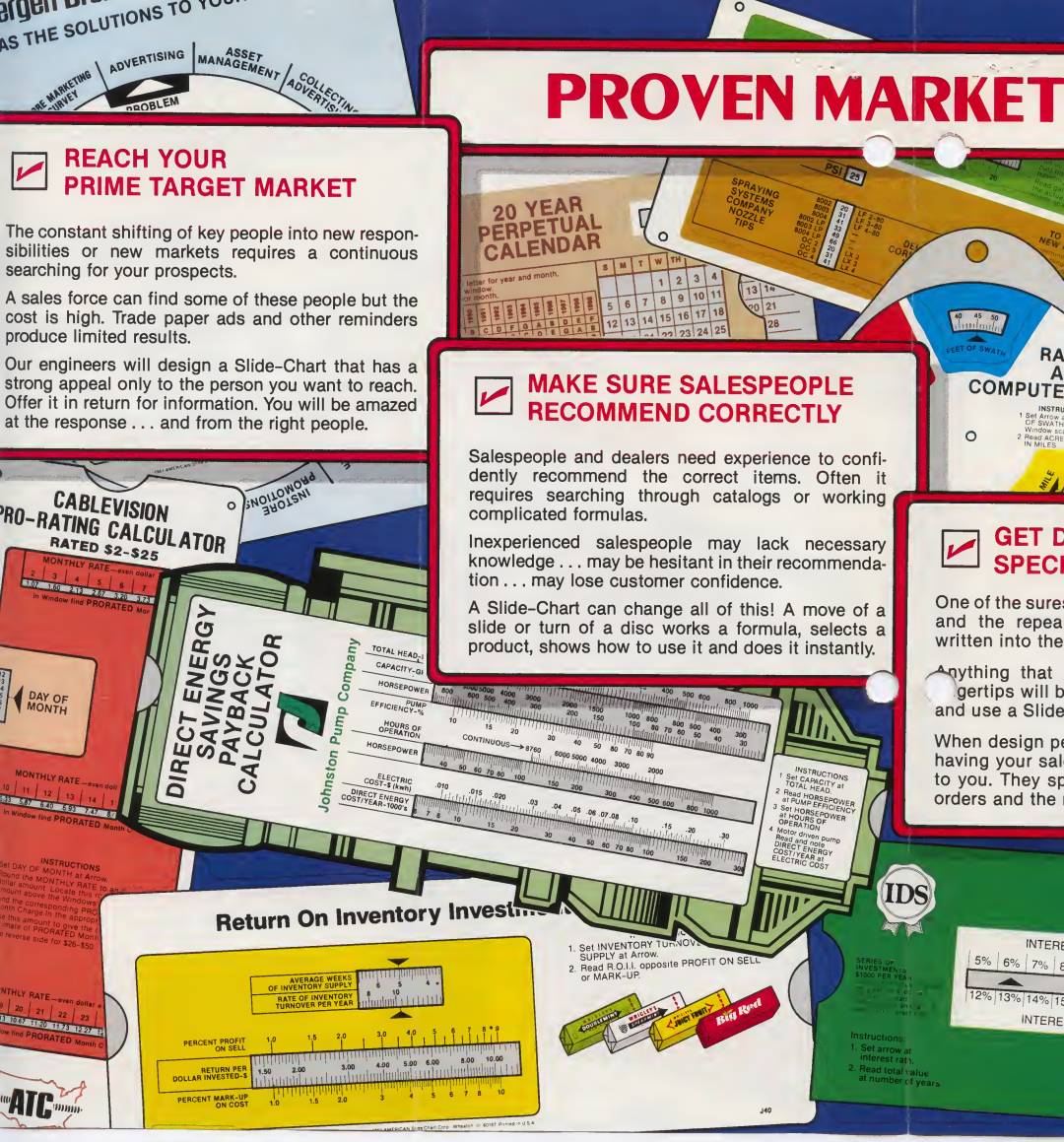
Why not call today? Talk to either our Advertising Manager, Judy Studenski, or me. One of us will be glad to discuss this with you. It could be the start of one of your most successful marketing programs.

Very truly yours,

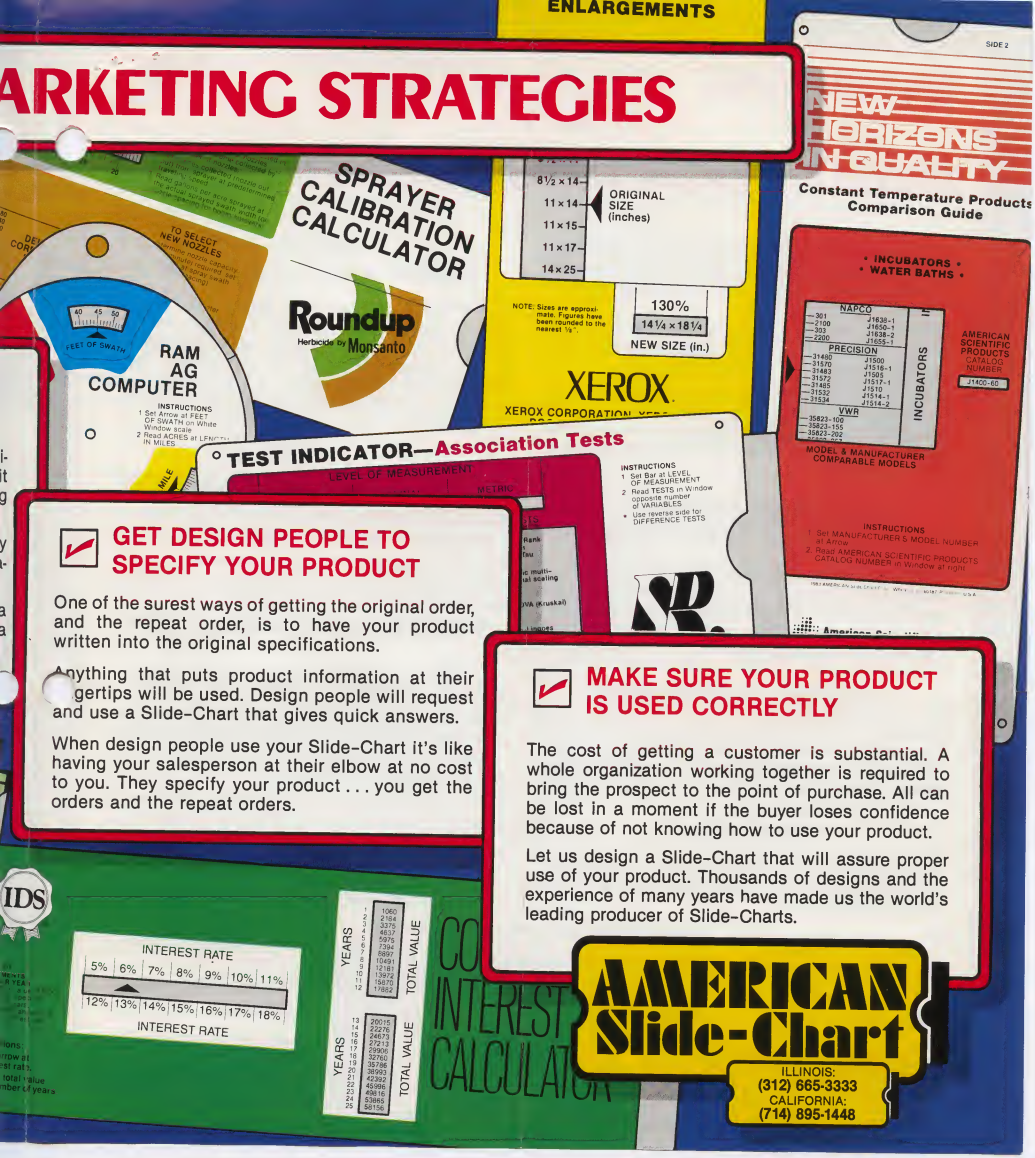
David Johnson

David Johnson
Sales Manager


Frigidaire RATE COMPARISON CALCULATOR
IF YOUR LOCAL ELECTRIC RATE IS LESS THAN OR MORE THAN 7.11¢/kWh, USE THE TABLE BELOW.
YOUR ACTUAL kWh RATE (A)
EAR DOLLAR SAVINGS FIGURE
IS DIRECTLY ABOVE
Frigidaire
One of the White Consolidated Industries
KG-1
KG-2
KG-3
KG-5
KG-7
GS-30
GS-50
GS-80
KAWAI
GRAND
SPECIFICATIONS
STYLE
CLASSIC
ITALIAN PROVINCIAL
ARTIST
SEMI-CONCERT
CONCERT
FULL CONCERT
KAWAI GRAND PIANO FEATURE
Full 10 year warranty
Kawai quality craftsmanship
World's most advanced manufacturing tec
and production facilities
Ultra-Responsive action
Solid Sitka spruce soundboards
Acoustically positioned ribs
Nickel plated overdrive tuning pins
Multi-laminate hardwood inner and outer rim
Hard rock maple bridges and pin plank
Extruded aluminum hammer flange, whippen,
and damper flange rails
Individually balanced lead weighted keys
High density felt hammers, wired and reinforce
Solid brass pedals with working sostenuto
Spruce keybed with hardwood laminate core
Superb scale design
GET THE PRO ADVANTA
Pro
DYNAMIC
MARKETING
STRATEGIES
from
AMERICAN
Slide-Chart
ILLINOIS:
(312) 665-3333
CALIFORNIA:
(714) 895-1448
CK
COLLIER-KEYWORTH
Chair Bases
SERIES 100
SERIES 5100
SERIES 200
SERIES 5200
SERIES 400
SERIES 5400
SERIES 402
SERIES 5402
ACRES
PLANTING RATE
Tro-Jan
pfizer
1. Set planting rate at acres.
2. Read bags at grade size, either round or flat.
CORN PLANTING
CULATOR
For bags
required at
creage
rate.


AS THE SOLUTIONS TO YOU
ADVERTISING
ASSET MANAGEMENT
PROBLEM
PROVEN MARKET
REACH YOUR PRIME TARGET MARKET
The constant shifting of key people into new responsibilities or new markets requires a continuous searching for your prospects.
A sales force can find some of these people but the cost is high. Trade paper ads and other reminders produce limited results.
Our engineers will design a Slide-Chart that has a strong appeal only to the person you want to reach. Offer it in return for information. You will be amazed at the response . . . and from the right people.
20 YEAR PERPETUAL CALENDAR
SPRAYING SYSTEMS COMPANY NOZZLE TIPS
MAKE SURE SALESPEOPLE RECOMMEND CORRECTLY
Salespeople and dealers need experience to confidently recommend the correct items. Often it requires searching through catalogs or working complicated formulas.
Inexperienced salespeople may lack necessary knowledge . . . may be hesitant in their recommendation . . . may lose customer confidence.
A Slide-Chart can change all of this! A move of a slide or turn of a disc works a formula, selects a product, shows how to use it and does it instantly.
CABLEVISION PRO-RATING CALCULATOR
RATED $2-$25
DAY OF MONTH
DIRECT ENERGY SAVINGS PAYBACK CALCULATOR
Johnston Pump Company
GET D SPECI
One of the sures and the repea written into the
Anything that gertips will b and use a Slide
When design pe having your sal to you. They sp orders and the
IDS
Return On Inventory Investm
AVERAGE WEEKS OF INVENTORY SUPPLY
RATE OF INVENTORY TURNOVER PER YEAR
PERCENT PROFIT ON SELL
RETURN PER DOLLAR INVESTED-$
PERCENT MARK-UP ON COST
1. Set INVENTORY TURNOVER SUPPLY at Arrow.
2. Read R.O.I. opposite PROFIT ON SELL or MARK-UP.
Instructions:
1. Set arrow at interest rate
2. Read total value at number of years
ATC

ARKETING STRATEGIES



GET DESIGN PEOPLE TO SPECIFY YOUR PRODUCT

One of the surest ways of getting the original order, and the repeat order, is to have your product written into the original specifications.

Anything that puts product information at their fingertips will be used. Design people will request and use a Slide-Chart that gives quick answers.

When design people use your Slide-Chart it's like having your salesperson at their elbow at no cost to you. They specify your product . . . you get the orders and the repeat orders.

MAKE SURE YOUR PRODUCT IS USED CORRECTLY

The cost of getting a customer is substantial. A whole organization working together is required to bring the prospect to the point of purchase. All can be lost in a moment if the buyer loses confidence because of not knowing how to use your product.

Let us design a Slide-Chart that will assure proper use of your product. Thousands of designs and the experience of many years have made us the world's leading producer of Slide-Charts.

INCREASE YOUR MARKET SHARE

* * *

BUILD YOUR CORPORATE IMAGE

Name any of the leading companies in the United States . . . and around the world. There is a good chance they have used a Slide-Chart in a dynamic marketing program.

Who? GM, JWT, Clairol, Monsanto, GE, Dow, 3M, Gould, Aetna, RCA, Y & R, Marsteller, Bozell & Jacobs, Wrigley . . . and thousands more.

American is the leader in idea development and production of Slide-Charts with offices in principal cities in the United States and around the world. Our large, newly built production facility is centrally located.

MAKE YOUR PRODUCT. . . EASY TO BUY—EASY TO SELL

A Slide-Chart makes your product easy to buy, easy to sell. It puts product facts at the fingertips. Turn a disc or move a slide. Instant accurate answers appear . . . equipment is selected, use shown, a formula solved.

NO WASTE DISTRIBUTION

Slide-Charts are designed to appeal strongly to the person you want to reach, and no one else. There is little waste distribution. Your advertising money spent this way brings maximum results.

LOW COST

Slide-Charts are surprisingly low in cost. An entire program often costs less than a single trade journal ad.

LET US DESIGN YOUR SLIDE-CHART

An attractive, easy-to-use Slide-Chart results from using expert know-how. Most companies leave the Slide-Chart design and production to us. We have the years of experience and thousands of ideas needed to understand your problem, to design and produce the effective sales tool you need.

PLEASE ACCEPT THIS FREE OFFER

Send us the information you would like to see on a Slide-Chart. Tell us how many you might use.

Our design people will analyze the material, provide a sketch of how a Slide-Chart can be made and how much it will cost—and

THERE IS ABSOLUTELY NO OBLIGATION!

HERE'S HOW TO GET STARTED

(1) Simply fill out the enclosed form or send us a letter. Enclose data sheets or catalog pages. Tell us who might use the Slide-Chart and how many you might need.

(2) In a few days you will receive a careful analysis, a sketch, and a sample Slide-Chart along with an exact cost from the only centrally located company qualified to give the expert design and service you need, and at a surprisingly low cost!

(312) 665-3333
445 Gundersen Drive
P.O. Box 111
Wheaton, IL 60189

AMERICAN Slide-Chart

ILLINOIS:
(312) 665-3333
CALIFORNIA:
(714) 895-1448

(714) 895-1448

4396 Candleberry Ave.
Seal Beach, CA 90740

Sorceror:
Interlogic Fantasy
By Infocom

Kracked by:
Fineous Fingers! [1200 CLUB]

Brought to you by:
Mr. Redbeard [T.R.A.D.E.]

.....An Apple Alliance Release.....

Call these excellent boards:

Safehouse....612/724-7066	Simarillion....714/841-5321
Sherwood IC...314/359-1517	Pirates bay..415-775-2384

Thanx: Apple Bandit of Midwest Pirates Guild[MPG]/1200 Club

Bernie Yee — NY
Monte S. — CA
Bill Daggett — CA
Linda Bushyager — PA

Marc 25, 1985

Product Testing Manager, Infocom, Inc.
55 Wheeler St. Campbridge, MA.02138

Gentlemen:

My name is Gaspar Souchet Jr. I attend a private catholic school. I am eleven years old and very proficient at games. I own a Coleco-Vision computer at home.
I want to become a game-tester either at home or at the company headquarters nearby.
Will you please keep me in mind? Thank you.

Sincerely,
Gaspar Souchet Jr.
Gaspar Souchet Jr.

[redacted]

Questbusters

To hell with the "Hot List", look a

SWAP SHOP

Got a houseful of old adventures? Trade 'em off with a free ad in the next issue.

Wanted: C-64 Adventure Construction Set games. Send ACS game & blank disk for 2 adventures in return + membership in ACS fanclub. Also, two ACS adventures for sale, $5 each: Tunnels & Trolls, based on the FRP by Ken St. Andre, and Dreamworld, based on H.P. Lovecraft's Dream Quest of Unknown Kadath. For $4 each, Middle Earth Construction Set and Character Creator or Barsoom Constr. Set, using ACS. Or join club for $1, & get latest newsletter; $1 each for updates. Ken St. Andre, (authorized ACS fanclub leader). 3421 E. Yale, Phoenix, AZ 85008.

For C-64, I have Amazon with complete instructions & hand-drawn map of Chak. Will trade for Infocom game: Sorcerer, Infidel or Starcross or sell for $13.99. Mike Limbaugh, 3600 Winona Dr., Orlando, FL 32812.

Interested in buy all types of Apple & C-64 adventures (legal originals only). Send list & prices, SASE for list of items for sale. Jim Davis, 4221 3rd Ave., San Diego, CA 92103

30+ Apple games, including Wizardry, Zork 3 & Legacy of Llylgamyn. All original. 50-60% off retail. For free list, write: T. Ard., 4207 Cypress St, Tillamook, OR 97141.

Will give $3 to 1st person with a solution to Her Majesty's Secret Weapon. Can help with Hitchhiker's at 50¢ @ hint & $4 for solution & map. Ali Baba, 21 Stratford Pl., Syosset, NY 11791.

C-64 games for trade or sale. Write for free list of about 15 games (mostly Penguin & Infocom). Most come with map & some answers. All have box & manuals. Very cheap! I also want to buy or trade for any of the Ultima series and Sorcerer. Send SASE to Andrew Bundschuh, 635 E. Comstock, Glendora, CA 91740.

C-64 games to trade: Amazon, Enchanter, Hitchhiker, The Quest, Telengard, Gothmog's Lair, Zork I, II, III. Looking for any Infocom. Christy Turtzo, 526 W. Moorestown Rd., Nazareth, PA 18064.

C-64 games for sale. 12 Infocom, 2 Telarium. Original packaging. Dana Clapp, 207 W. Waupansie, Dwight, IL 60420.

Numerous C-64 games to trade or sell. Send $2 and SASE for complete list. G.M. Shearer, 1500 Iceplant Rd., Suite 7F, North Versailles, PA 15137.

Apple games for sale or trade: Quest & Murder by the Dozen, $20 each). Both are original disks with manuals. (Quest has hint book.) Will trade for Fahrenheit 451, Mindshadow, Transylvania, Wishbringer, Ring Quest, Ultima III, Sherwood Forest, Witness. (Must have original documentation.) Write first: William Hall, 1110 44th St., Sacramento, CA 95819.

Almost interested in buying any of your better C-64 adventures. State game & price. Shaun MacIntyre, 45 Chapple Dr., Glace Bay, Nova Scotia, Canada B1A 4C3.

Want to buy original copy of Scott Adams TEXT adventure package containing numbers 4, 5 or 6 or the graphic versions of 5 and 6. (Apple) Write to: Bob Snow, POB 211, APO NY 09053.

C-64 adventures for sale: Questron, Telengard, Sword of Fargoal, Aztec, Death in the Caribbean. $10 each. Dan Antolec, 5204 Midmoor Rd., Monona, WI 53176.

Apple games for sale: Mystery House, Empire of the Overmind, Invasion Orion, Ultima, Time Zone, Cyborg, Mask of the Sun, Interactive Fiction, Blade of Blackpoole, Creature Venture, Legacy of Llygamyn, of paddles. All are with documentation. W to Gayle Anne Stanfo Foxgate Dr., Memp 38115.

For C-64/128, I want trade some of adventures for Seast the new King's Quest Raudonis, 45 Pelh Hudson, NH 03051.

PC games: Will trade and III (complet docmentation). Also King's Quest. Am inte any good adventure Write or call (not colle sending game: Sherrington, RR #2 Nova Scotia, Canada, (902) 787-3387

C-64 games for Deadline, Zork I, Trai Dragonworld, Mask of Amazon, The Hulk, ar Jones. Joel Wrigh Charboneau, Waco, TX

Will trade or sell Serpent's Star, C Deadline or Seastalke hint books for all Looking for any In Telarium, Mask of S Zone or Adventure. (A Write first: John L Alphabet St., Holbr 11741.

Will trade complete

t this!!!

and a set originals Write first rd, 3281 his, TN

to buyor my 30+ alker and ll. Chris am Rd.,

Ultima II e with Zork I and rested in games. ct) before Thane K. ort Hood, BOE 2WO.

trade: sylvania, the Sun, d Indiana t, 2341 76710.

Planetfall, utthroats, r. Have but last. focom or Sun, Time pple only) ema, 431 ook, NY

copies of

Sorcerer or Gruds in Space for complete copy of Fahrenheit 451, Shadowkeep, Dragonworld, Adventure Construction Set, Timeship or Robots of Dawn. (Apple only.) Mark Fujimoto, 1646 Komo Mai Dr., Pearl City, HI 96782.

Will trade most of the Infocom games (12 of the 14), all three Wizardrys, Ultima 3 and others. Send list of what you want and I'll try to fill the order. All are for Apple. Thomas Blake, 3002 Pendell Lane, Ft. Smith, Arkansas 72901.

Interested in trading off original Apple copies of Zork I, Enchanter and Starcross, complete with documentation but no boxes. Can also trade Infocom maps and clue hint books for these games. Looking for original Apple copies with documentation of: Sorcerer, Hitchhiker's Guide, Infidel, Cutthroats, Sundog or Coveted Mirror. Write before sending game: Philip R. Christensen, Academy for Educational Development, 1255 23rd St. NW, Suite 400, Washington, DC 20037.

I'm looking for Infocom games for CP/M 8" disk. Will buy or trade. David Aultfather, 13209 Dossau Rd., Austin, TX 78753.

I have the following Apple games for trade or sale: The Mask of the Sun and Serpent's Star ($30 each), Coveted Mirror ($20), Oo-topos ($24), Transylvania ($22), The Wizard & the Princess ($20), Xyphus ($22), Escape from Rungistan ($25), Time Zone ($65), Eamon Master with utilities & a new adventure ($5), 5 fully packed adventure/game disks ($25), Suspended ($20). Scottie Freeman, Knott Route, Big Springs, TX 79720.

For C-64, I'm looking for Serpent's Star, Infidel, Sorcerer, Blade of Blackpoole, Gruds in Space, Planetfall and Cutthroats. To sell or trade, I have Amazon, Dragonworld, Tracer Sanction, Starcross, Suspended, Deadline, all Zorks, and Mask of the Sun. Tim Fox, 734 Strobel N.W., Grand Rapids, MI 49504.

Waiting for Duffy

[Continued from back cover]

I can help anyone with Mask of the Sun, Wizard & Princess, Ulysses, some Secret Agent 1 & some Serpent's Star. Stanford Lin, 1702 Aftonshire Dr., Greensboro, NC 27410.

How do you solve the final 1-person maze in Expedition Amazon? G. Stanford, 3281 Foxgate Dr, Memphis, TN 38115

Questron: What other use does the magic powder have? T. L. Earnest, Jr., POB 329, Athens, W. VA 24712-0329.

Manual – Codes – Hintbook

manual copy for

ENCHANTER II

Third Draft

10/25/83

Comments to SEM

1.0 INTRODUCTION

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 attempting to master the intricacies of thaumaturgy, a world where great forces of evil must constantly be held at bay.

As a youngster, you were always fascinated by those who could control magic, and in your late youth you left home to join the Guild of Enchanters. After years of schooling, you acheived the rank of Apprentice Enchanter. In fullfillment of an ancient prophecy, you were sent to find and defeat Krill, an evil warlock who had loosed a pestilence upon the land, and who threatened the very existence of the Circle of Enchanters. It was felt that only someone guileless and inexperienced in the ways of magic could slip into Krill's realm unnoticed.

By defeating Krill, you earned a seat on the Circle of Enchanters, sitting at the right hand of your mentor, the leader of the Guild, Belboz the Necromancer. Several years have passed, and you have grown very close to Belboz as you studied under him, learning the ways of magic from one of the world's most learned practitioners. But lately, Belboz has seemed troubled, pre-occupied, withdrawn. Belboz is possibly the most poweful Enchanter in the kingdom. If his powers were ever to be used by the forces of darkness instead of the forces of light, who knows what would result?

2.0 RULES AND STRATEGIES

As a member of the Circle of Enchanters, you are a person of great power, but compared to great mages like Belboz, you still have much ignorance to overcome. Your training in the use of magic and its adjuncts, and more importantly, your training in the habits of mind and body, will contribute to your success in your dangerous and difficult profession. Chief among these habits are your powers of observation and your quick wits.

Your training in the basics of magic is important, and will be covered in detail later. Your continued success as a magician will depend in large part on your ability to use your training, and to extend it as the opportunity presents itself.

In "Enchanter II", time passes only in response to your input. You might imagine a giant clock which ticks once per move, and the story progresses only at each tick. Nothing happens in the story while you are thinking and planning your next move, so you can plot your moves as slowly and carefully as you like.

"Enchanter II" keeps track of your score as a rough measure of your progress in the game. A perfect score is to be strived for, but of course a

true Enchanter is beyond such mundane considerations, and will consult the score only to measure progress towards some worthy goal.

While a wizard of sufficient skill may move from place to place by a mere twitch of his smallest toe, your level of skill probably restricts you to more mundane forms of transportation, such as walking. The best way to move from place to place is to type the direction in which you want to go. You can use all eight compass directions, which can be abbreviated to N, E, S, W, NE, SE, NW, and SW. UP and DOWN are also important, and can be abbreviated to U and D. IN and OUT (or ENTER and EXIT) may also work in certain places.

As you explore the area around you in "Enchanter II", read each description carefully and get to know your surroundings. In the olden days, Enchanters could recall even the tiniest events in their lives, and even project these recollections upon the clouds for the amusement of the populace. Alas, such skills are forgotten now, so it is a good idea to make a map of the geography. Such a map should include each of the locations you visit, directions to adjoining locations, and all of the interesting objects in each location.

When you enter a location for the first time, "Enchanter II" normally displays the name of the location, its description, and descriptions of any interesting objects present. When you return to a location, only the name of the location and names of the objects in it are normally displayed. Walking around within a location is unnecessary; anything within the location is always within reach, unless you are sitting down or lying down.

The VERBOSE command tells "Enchanter II" to print the full description of every location and every object each time you see them, not just the first time. The SUPERBRIEF command tells "Enchanter II" to show only the name of the location, even the first time you enter it, and not even to mention objects in the location. When you are in Superbrief mode, you can still get a description of the location and the objects present by typing LOOK or L. When you are in superbrief mode, blank lines will not appear between each of your moves. This mode is recommended only for Enchanters who already know their way around. The BRIEF command tells "Enchanter II" to return to the initial mode, in which you receive descriptions only on your first visit to a location.

3.0 CONCEPTS FOR EXPLORING

The essence of Interlogic games is problem-solving. A locked door or an unfriendly creature shouldn't loom as a permanent obstacle to a dauntless Enchanter, but merely as a puzzle to be tackled. Solving the problems you encounter will frequently involve casting the proper spell, or bringing a certain item with you, and then using it in the proper way. Some ways that objects behave may not be immediately obvious to you.

Containment: Some objects, called containers, can hold other objects. Some can be opened or closed, such as a cardboard box. Others are always open, such as a porcelain bowl. Some are transparent, and their contents can be seen even when they are closed.

Similarly, some objects have surfaces, such as a table, on which other objects can be placed. All containers have a limited capacity, and all objects have sizes.

Another note about containers: TAKE ALL will attempt to take only those objects which are on the ground in your current location. It will not attempt to take objects which are present but inside containers. Here is a real example from "Enchanter II" to show how a container acts:

>OPEN THE TINY BOX
Opening the tiny box reveals a magic amulet.

>PUT THE DIARY IN THE TINY BOX
There's no room.

>TAKE AMULET
You are now wearing the magic amulet.

>LOOK IN THE BOX
It's empty.

Characters: You can talk to the characters you meet in "Enchanter II". See the section titled "Talking to Enchanter" for details. Characters sometimes fight back when attacked, and some may attack you unprovoked. A more productive way of dealing with other beings is to negotiate with them, perhaps exchanging gifts or favors. Here is an actual example of interacting with a character, taken from "Enchanter":

Crawling slowly along the beach is an enormous turtle, his enamelled shell shining with all the colors of the rainbow.

>TURTLE, HELLO
"It's nice to find a human who talks to turtles. Not many do, you know. Most people think turtles are boring, just because we talk slowly."

>TURTLE, FOLLOW ME
The turtle hisses, "I will follow you."

>NE
Meadow
The turtle, at his own leisurely pace, follows you.

Vehicles: There are objects in the story that have the ability to transport you to regions that are inaccessible on foot. Pieces of furniture, such as beds, act a lot like stationary vehicles. Here, from "Enchanter II", is an actual example of using a vehicle:

Flume
You are at the boarding platform of a fast-moving flume, flowing off beyond your view. A midway is visible to the north. A log boat sits at the boarding platform, beckoning you to enter.

>GET IN THE LOG BOAT
As you enter the log boat, it lurches away from the platform and is carried swiftly away by the current of the flume. An amusement park nymph appears for a moment, warning you not to leave the boat during the course of the ride.

>LOOK
Flume
(You are in the log boat.)
The flume is wide here, and straight as an arrow. The ride is quite relaxing.

>WEST
You're not going anywhere until you get out of the boat.
You enter a stretch of sharp, winding curves! Spray dashes your face as you are tossed about the log boat!

4.0 Spell Casting

Naturally a member of the Circle of Enchanters knows every basic theory of magic. Of course, as Belboz is fond of saying, "Life is a process of perpetual learning, and learning a process of perpetual review." In that spirit, the following is a refresher course on the practice of magic.

Spells are ways of performing magic and each spell is known by a 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.

Magic spells are dangerous things, particularly to wizards. Their heightened abilities in this realm carry the penalty of heightened sensitivity to spells cast by others. Sometimes a spell which a normal person would not even notice will have a profound effect on you. Be wary.

Like all true wizards, you have a spell book, in which are recorded the spells which you are capable of using. Your book contains a collection of spells acquired before the story begins; others may be added during your travels.

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 usually much better to write them into your spell book, from which you can use them many times.

Newly found spells may be written into your spell book using the GNUSTO spell ("Write magic"), the first spell you ever mastered. Some spells are too powerful to be written by a wizard of your limited experience. Such spells may still be used if they are found on scrolls, but the spell will be gone after it is used. Once a spell is written in your spell book, it may be used again and again. READing your book lists the spells you have written, along with their meanings.

Before a spell which is written in your book can actually be used, you must memorize it. You can memorize only a limited number of spells at one time. When you use a spell you have memorized, you forget it, and you must re-learn it to use it again. The SPELLS command lets you know which spells you have memorized, and how many times each one is memorized. (You can think of having a spell memorized twice as knowing it well enough to cast it twice before it is forgotten.)

You can use spells either by typing CAST (the spell's name) AT/ON (something) or, more simply, by typing (the spell's name) (something). Some spells are so general in application that they require no object; just typing the spell name is enough.

For example, suppose there was a spell called BOZBAR that you had written (GNUSTOed) into your spell book.

```
>LEARN BOZBAR
```

would make the BOZBAR spell available for immediate use.

```
>BOZBAR HORSE
>CAST BOZBAR AT HORSE
>CAST THE BOZBAR SPELL ON THE HORSE
```

would all have the same result: BOZBARing the poor house.

There are other forms of magic beside spell-casting. Magic potions, usually found in vials, have a variety of effects if ingested. Items imbued with magical qualities may act in interesting ways that you will have to learn to understand and master.

5.0 LOADING "ENCHANTER II"

Now that you are somewhat familiar with the world of Enchanter, it's time to try loading the program from your diskette. To load "Enchanter II", follow the instructions on the Reference Card which was included in the game package.

An introductory sentence should appear, followed by the description of the starting location of the game. Finally, the prompt (>) will appear. If you

have finished reading this manual, you are now ready to play "Enchanter II."

When you see the prompt (>), "Enchanter II" is waiting for you to type in your instructions. When you have finished typing in your move, press the RETURN (or ENTER) key. "Enchanter II" will respond, and the prompt will reappear.

Here is a quick exercise to help you get used to interacting with "Enchanter II." First, load the game according to the instructions on your Reference Card. Read the opening description. When the prompt (>) appears, try typing the following:

NORTHEAST

and then press the RETURN (or ENTER) key. "Enchanter II" will respond with a description of your new location:

Forest Edge
You are at the edge of a blighted woods which stretches out of sight. A path to the west enters the woods. A signpost stands next to a path leading north, and a fence to the east seems climbable. At the base of the fence is a slimy hole leading down.
The hellhound stops at the edge of the forest and bellows. After a moment, it turns and slinks into the trees.

Now try typing:

READ THE SIGN

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

"*** !!! >>> WARNING <<< !!! ***
This path is protected by a
Magic Mine Field
installed by
Frobozz Magic Mine Fields, Inc."

6.0 TALKING TO "ENCHANTER II"

When you play any Interlogic game, you type your commands in plain English each time that you see the prompt (>). When you have finished typing your command, press the RETURN (or ENTER) key, and the game will process your request.

You can pretend that all your sentences begin with "I want to...", although you should not type those words explicitly. "Enchanter II" will digest your request, and tell you whether what you want to do is possible in the current

situation, and whether anything interesting happens as a result.

All words are distinguished by their first six letters, and all subsequent letters are ignored. Therefore, ENCHANter, ENCHANting, and ENCHANtment would all look like the same word to "Enchanter".

"Enchanter II" understands many different types of sentences. Here are some examples, using objects or situations that don't actually occur in the game:

TAKE THE SCROLL

TAKE ALL THE SCROLLS

PUT ON THE ROBE.

PICK UP THE BROKEN WAND.

DROP IT.

GO OUT.

DROP THE NEWT INTO THE POT.

WALK NORTH.

WEST.

SW.

DOWN.

D.

EXAMINE THE LARGE RED DEMON.

SHOOT THE DEMON WITH THE MAGIC WAND.

PUSH THE GREEN BUTTON.

DRINK THE EVIL POTION.

LOOK AT THE VIAL.

LOOK AT ALL THE VIALS.

LOOK UNDER THE WORKBENCH.

LOOK BEHIND THE CANVAS.

TAKE ALL.

LEARN THE BOZBAR SPELL.

DROP ALL BUT THE SPELL BOOK.

TAKE ALL FROM BIRDBATH.

THROW DAGGER AT DEMON.

PUT ALL THE BOOKS IN THE BIRDBATH.

BOZBAR THE BIRDBATH.

You are allowed to use multiple objects with certain verbs. You must separate multiple objects of a verb by the word AND or by a comma. For example:

DROP THE SWORD AND THE MAGIC KNIFE.

TAKE THE LILY PAD, THE REED, AND THE SPOTTED FROG.

PUT THE NEWT AND THE MERCURY IN THE MORTAR.

TAKE ALL BUT DAGGER, SLIMY VIAL, RUBY.

THROW SPELL BOOK AND CANDLESTICK INTO CHASM.

You can include several sentences on one input line if you separate them by the word THEN or by a period. No period is necessary at the end of the input line. For example, the following could all be typed on one input line, before pressing the RETURN (or ENTER) key.

READ THE SCROLL.DROP IT.N.OPEN DOOR.U.BOZBAR THE HORSE

There are three kinds of questions that "Enchanter II" understands: WHAT IS (something), WHO IS (someone), and WHERE IS (something). For example:

WHERE IS HELISTAR?

WHO IS FROBAR?

WHAT IS A GRUE?

You will meet other creatures, some human, some not, as you play "Enchanter II". You can talk to these characters by typing their name, followed by a comma, followed by what you want to say to them. For example:

IMP, WHERE IS MY SPELL BOOK

HENCHMEN, FOLLOW ME

ADVENTURER, KILL THE MONSTER

SQUIRE, GIVE ME MY WAND THEN CLEAN MY SANDALS

FROBAR, WAIT HERE

"Enchanter II" tries to be clever about what you really mean when you don't give enough information. If you say that you want to do something, but you don't say what to do it with or to, "Enchanter II" will sometimes decide that there was only one possible object you could have meant. When it does so, it will tell you. For example:

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

>KILL THE BROGMOID
(with the sword)
A good blow, but the brogmoid dodges.

If your sentence is ambiguous, "Enchanter II" will ask what you really meant. You can answer most such questions briefly by supplying the missing information, rather than re-typing the entire input. For example:

>SLICE THE SCROLL
What do you want to slice the scroll with?
>THE SCIMITAR
The scroll is reduced to paper dolls.

>TAKE THE SCROLL
Which scroll do you mean, the evil scroll or the lovely scroll?
>EVIL
The evil in the scroll flows inexorably up your arm. It seems to be seeking out your heart!

"Enchanter II" uses many more words than it will accept in your inputs. For example, a room description might read "Sunlight shimmers across the dusty cobwebs." However, if the game doesn't recognize the words SUNLIGHT or COBWEBS in your input, you can assume that the sunlight and cobwebs are not important to your completion of the game, and are included only to enhance your mental imagery of the location. "Enchanter II" recognizes over 700 words, nearly all the words that you are likely to use when conversing with the game. If you find that "Enchanter II" doesn't know a word you wish to use, or its likely synonyms, you are almost certainly on a wrong track.

Completely mystifying sentences will cause "Enchanter II" to complain in one way or another. (See the Appendix for an explanation of these complaints.) After making the complaint, "Enchanter" will ignore the rest of the input line. Unusual events, such as being attacked, will also make "Enchanter" ignore the rest of the sentences you typed, since the event may have changed your situation dramatically.

7.0 TIPS FOR NOVICES

Many objects in the game are important either because they are magical in nature, or useful for more common purposes, such as providing nourishment. Examine or read every object that seems important. It is only in this way that you may expect to aid the Circle during times of crisis. Even life-threatening actions may lead to new insights; don't forget that resurrection spells are quite common these days. Besides, you can always start over again, or SAVE your position first. (See the section on restarting and saving.) Trying the bizarre can be fun and often will give you a clue. Here's a nonsense example:

>GIVE THE MAGIC GERANIUM TO THE WOLF
The wolf considers, for a moment, eating the geranium instead of you, but decides better of it. He comes closer and closer.

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

There are many possible routes to the successful completion of "Enchanter II". Some problems that you encounter along the way may have more than one solution; others may not need to be solved at all. Sometimes using one way to solve a problem will make it harder to solve another, sometimes it will make it blissfully easy.

Until you have completely mastered those spells dealing with clairvoyance and the prediction of the future, you might find it useful to play "Enchanter II" with another person. One person may find a problem difficult, while another may find it easy, so two players often complement each other.

It's impossible to overemphasize the importance of drawing a map as you go along. Remember that there are 10 possible directions, plus IN and OUT.

Read the sample transcript in the next section. It will give you a feeling for how Interlogic games are played.

8.0 SAMPLE GAME TRANSCRIPT

The following script is not from "Enchanter II", but it does show most of the common interactions that you will use while playing. It contains several simple problems and their solutions, and it should give the novice player a good idea of how an interactive prose adventure game works...

Tavern
This is a dimly lit tavern, in fairly shabby condition, smelling of strong sprits and unbathed men. A swinging door leads out to

the north.
A drunk is sitting at a table, watching you through half-closed eyes.

>INVENTORY
You are carrying:
a spell book
a silver coin
a pouch
The drunk stands and lurches over to you. "Spare a coin for a hungry man?" he asks, his ale-laden breath fouling the air around you.

>GIVE 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 then me." He hands you the scroll.

>READ IT
The scroll reads "bozbar spell: cause an animal to sprout wings". "Another pint of ale!" cries the drunk, flipping the silver coin to the bartender.

>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 castle beyond the wide chasm to the east. At least, that's what I've heard." He looks about furtively, a great fear blazing in his eyes.

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

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

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

>LOOK
Road Outside Tavern
(You are on the horse.)
The road winds here, leading northeast and northwest. A seedy tavern lies to the south.
There is a pile of oats here.

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

>POINT HORSE EAST
Using the reins, you bring the horse about to face the east.

>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.

>POINT HORSE NORTHEAST
Using the reins, you bring the horse about to face the northeast.

>KICK HOSE
You can't see any hose here.

>KICK HORS
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
(You are on the horse.)
The road crosses the top of a ridge here, sloping downwards to the east and the southwest.

>POINT HORSE EAST
The horse turns eastward, still travelling at a brisk trot. A new section of road comes into view...

Edge of Chasm
(You are on the horse.)
The road ends suddenly at a wide chasm. The roads leads upward to the west, and you can see it continuing on the eastern 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
frotz spell: cause an object to give off light
urbzig spell: turn a dangerous object into a harmless one
lobal spell: sharpen hearing
bozbar spell: cause an animal to sprout wings

>SPELLS
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.
"Hssssss!!!" The snake coils tighter, as though preparing to strike the horse.

>CAST THE URBZIG SPELL ON THE SNAKE
The snake is replace by a clump of daffodils.

>BOZBAR THE HORSE
A pair of handsome, 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 majesticly through the air, sailing gracefully across the chasm. The horse lands gently on the far side, resuming its brisk trot...

Road to Castle
(You are on the horse.)
You are at the eastern edge of a wide chasm. A road leads eastward toward a castle of black stone.

>WAIT
Time passes...
The horse continues trotting briskly along the road...

Edge of Moat
(You are on the horse.)
The black castle looms on the other side of moat. The drawbridge 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 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 viltus, a simple and harmless vine.
It appears to be newly sprouted.

>SPRINKLE MAGIC DUST ON GREEN PLANT
The green plant begins growing at a tremendous rate, shooting long grasping tendrils across the moat, and growing right up the side of the black castle. The plant has now become a living bridge, which you can climb up to cross the moat.

>EXAMINE THE RED PLANT
It looks like a specimen of flombus digestus, the dangerous man-eating plant. Fortunately, this is a very tiny specimen.

>SPRINKLE MAGIC DUST ON RED PLANT
The red 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 Haffibar, 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 unconciousness again, and when you wake you are outdoors...

Beginning of Road

>SOUTHEAST
Road Outside Tavern
There is a pile of oats here.
A drunk is sleeping at the edge of the road.

9.0 SAVING, RESTORING, RESTARTING, AND QUITTING

If you want to stop playing, and not continue playing from this particular position at a later time, type QUIT. "Enchanter II" will ask you if you really want to leave the game. Type Y for yes.

If you want to start over from the beginning, type RESTART. Once again, "Enchanter II" will ask to make sure that this is really what you want to do.

If you want to stop for now, but continue from this same position at a later point, you should use the SAVE command. Since it takes many hours to complete "Enchanter II", you will almost certainly not finish it in one sitting. By using the SAVE command, you can continue playing 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 makes a "snapshot" of your position in the game. If you are a cautious or prudent player, you may want to save your position before you try something dangerous or tricky. You can then return to the SAVEd point, even if you have gotten "killed" or lost since that point. To save a game position, just type SAVE at the game prompt (>) and then follow the instructions on your Reference Card. Remember that most systems require an initialized ("formatted") diskette for storage; using a diskette may erase other data already on that disk.

When you want to continue playing from where you made a SAVE, follow the RESTORE procedure. You can RESTORE any SAVEd snapshot of your position at any time during play. When the prompt (>) appears, just type RESTORE and follow the instructions on your Reference Card. You can then continue playing from your RESTOREd position. You can type LOOK to get a description of where you are.

10.0 IMPORTANT COMMANDS

To simplify your adventuring, you may order "Enchanter II" to give you information by typing specific commands. These commands can be used again and again as needed. Some will constitute a move, and time will elapse; others will not cause time within the game to elapse. Type these commands after the prompt (>) appears:

AGAIN - "Enchanter II" will usually respond as if you had repeated your previous sentence. A short way of saying AGAIN is to type G.

BRIEF - This commands "Enchanter II" to describe fully only newly encountered locations and objects. Locations already visited and objects already seen will be described by displaying the location name and the object names only. This is the initial mode of the game.

DIAGNOSE - "Enchanter II" will give you a brief medical report about your condition. You will also find out if you are tired, hungry or thirsty.

INVENTORY - This will give you a list of all the items that you are carrying or wearing. You may abbreviate INVENTORY by typing I.

LOOK - "Enchanter II" will describe your surroundings in detail. You may abbreviate LOOK to L.

QUIT - This gives you the option to quit playing. If you want to SAVE your position first, read the instructions for doing so. You may shorten QUIT to Q.

RESTART - This ends the game and starts it over from the beginning.

RESTORE - This restores a game position made using the SAVE command.

SAVE - This saves a game position onto your storage diskette.

SCORE - "Enchanter II" will tell you your current score, and a ranking which is based on that score.

SCRIPT - This command will tell your printer to start making a transcript of the game as you play. It is not available on every system.

SPELLS - This command lists the spells you have memorized from your spell book, and how many times you have memorized each one.

SUPERBRIEF - This command tells "Enchanter II" to show you only the name of the location you have entered, and no other information.

TIME - This will give the current time of day in the game.

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

VERBOSE - This command tells "Enchanter II" to show you a full description of the location and the objects in it whenever you enter it. See BRIEF and SUPERBRIEF.

VERSION - This will give you the Release number and the Serial number of your copy of "Enchanter II."

WAIT - This command causes time in the game to pass. Normally, between your moves, no time is passing as far as "Enchanter II." is concerned. You could leave the computer, study the Seven Superior Spells of Strength for a year, and return to the game to find that nothing has changed. WAIT is used to make time pass in the game without doing anything. It might be useful if you are waiting for a specific time, waiting for a character to arrive, waiting for an event to happen, etc. A shorter way of saying WAIT is Z.

11.0 USEFUL VERBS

The following list includes only some of the verbs that "Enchanter II" understands. Keep in mind that these verbs can be combined with a variety of prepositions. For example, LOOK can become LOOK INSIDE, LOOK BEHIND, LOOK UNDER, LOOK THROUGH, LOOK AT, and so on.

ASK	ATTACK	BOARD	BURN
CLIMB	CLOSE	COUNT	CROSS
CUT	DESTROY	DIG	DISEMBARK
DRINK	DROP	EAT	ENTER
EXAMINE	EXIT	EXTINGUISH	FILL
FIND	FLY	FOLLOW	GIVE
HELLO	JUMP	KICK	KILL
KISS	KNOCK	LAUNCH	LIE
LIGHT	LISTEN	LOCK	LOOK
LOWER	MOVE	OPEN	POINT
POUR	PULL	PUSH	PUT
RAISE	REACH	READ	SEARCH
SHAKE	SHOOT	SHOW	SLEEP
SLIDE	SMELL	SPRAY	STAND
SWIM	TAKE	TELL	THROW
TIE	TOUCH	TURN	UNLOCK
UNTIE	WAKE	WALK	WAVE

12.0 "ENCHANTER II" RESPONSES

The program may occasionally have a few words for you when it wants you to clarify your instruction. Some of the "Enchanter II" responses are as follows:

I DON'T KNOW THE WORD "[your word]". The word you typed is not in the game's vocabulary. Sometimes a synonym or rephrasing will be understood. If not, "Enchanter II" probably doesn't know the idea you were trying to get across.

I CAN'T USE THE WORD "[your word]" HERE. The game knows the word you typed, but couldn't use it in that sense. Most commonly, this is because the game knows the word as a different part of speech. For example, if you said PRESS THE LOWER BUTTON, the program might recognize LOWER only as a verb, not as an adjective as it is used in your 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.

THERE SEEMS TO BE A NOUN MISSING IN THAT SENTENCE! This usually

indicates an incomplete sentence, such as PUT THE LAMP IN THE, where "Enchanter II" expected a noun and couldn't find one.

I FOUND TOO MANY NOUNS IN THAT SENTENCE. An example is PUT THE SOUP IN THE BOWL WITH THE LADLE. A valid "Enchanter II" sentence has, at most, one direct object and one indirect object.

I BEG YOUR PARDON? You did not type anything after the prompt (>) and before hitting the RETURN (or ENTER) key.

IT'S TOO DARK TO SEE! In the story, there was not enough light to see the objects you referred to.

YOU CAN'T SEE ANY "[object]" HERE! The object you referred to was not present, or was not accessible to you (for example, it may be present but inside a closed container).

YOU CAN'T GO THAT WAY. There was no passage or exit in the direction you tried to move.

THE OTHER OBJECT(S) THAT YOU MENTIONED ISN'T (AREN'T) HERE. You referred to two or more objects in the same sentence, some of which weren't present or accessible.

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) only with certain verbs. Among the more useful of these verbs are TAKE, DROP, PUT, and LEARN. This restriction also applies to the use of ALL, as in DROP ALL. An example of a verb that will not work with multiple objects is ATTACK; you couldn't say ATTACK ALL or ATTACK THE WARLOCK AND THE ENCHANTER.

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

13.0 SENTENCE SYNTAX

An "Enchanter II" sentence must contain a verb or a command (such as AGAIN).

You must separate multiple objects of the verb by the word AND or by a comma.

You must separate several sentences typed to "Enchanter II" at one time by a period or by the word THEN. A period is not needed at the end of a line

of input.

You can ask only three kinds of questions, WHO, WHERE and WHAT.

You can abbreviate compass directions to N, E, S, W, NE, NW, SE, SW. UP and DOWN may be shortened to U and D, respectively.

Other abbreviations include L for LOOK, I for INVENTORY, G for AGAIN, and Z for WAIT.

14.0 COMMAND SUMMARY

You can enter the following commands when the prompt (>) has appeared on the screen. For an explanation of these commands, see the section entitled Important Commands.

AGAIN (or G)

BRIEF

DIAGNOSE

INVENTORY (or I)

LOOK (or L)

QUIT (or Q)

RESTART

RESTORE

SAVE

SCORE

SCRIPT

SPELLS

SUPERBRIEF

TIME (or T)

UNSCRIPT

VERBOSE

VERSION

WAIT

15.0 WE'RE NEVER SATISFIED

Here at the Cambridge-By-The-Sea chapter of the Interlogic Game Writers Guild, we take great pride in the quality of our work. Even after they're "out the door", we're constantly improving, honing and perfecting.

Your input is important. No matter how much testing we do, it seems that there are some bugs that never crawl into view until thousands of you begin doing all those wild and crazy things to the game. If you find a bug, or if you have a suggestion for some additional sentence syntaxes and vocabulary words, or if you found a certain problem too hard or too easy, or if you'd just like to tell us what you thought of the game, drop us a line! We love every excuse to stop working and fool around for a while, and a letter from you is just such an excuse! Write to:

INFOCOM, INC.
55 WHEELER STREET
CAMBRIDGE, MA 02138

Attn: BELBOZ

You can also report bugs and technical problems using our problem hotline: (617) 333-3333. Ask to speak to Mike Dornbrook personally. Call between X:00 AM and Y:00 PM Eastern Time. If you develop a problem with your diskette within 90 days after purchasing, we will replace your diskette at no charge. Otherwise, there is a replacement fee of $5.

manual copy for

ENCHANTER II

Fifth Draft

11/15/83

Comments to SEM

manual copy for

ENCHANTER II

First Draft

10/21/83

comments to SEM

1.0 INTRODUCTION

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 attempting to master the intricacies of thaumaturgy, a world where great forces of evil must constantly be held at bay.

In the first chapter of the Enchanter trilogy, the warlock Krill had loosed a pestilence upon the land, and the very existence of the Circle of Enchanters was threatened. In fullfillment of an ancient prophecy, you, a fledgling Enchanter, were sent to find and defeat Krill. It was felt that only someone as guileless and inexperienced in the ways of magic as you were could slip into Krill's realm unnoticed.

By defeating Krill, you earned a seat on the Circle of Enchanters, sitting at the right hand of your mentor, the leader of the Guild, Belboz the Necromancer. The years flew by, and you grew very close to Belboz as you studied under him, learning the ways of magic from one of the worlds most learned practitioners. But lately, Belboz has seemed troubled, pre-occupied, withdrawn. Belboz is possibly the most poweful Enchanter in the kingdom. If his powers were ever to be used by the forces of darkness instead of the forces of light...

2.0 Rules and Strategies CARS

As a member of the Circle of Enchanters, you are a person of great power, but compared to great mages like Belboz, you still have much ignorance to overcome. But your training in the use of magic and its adjuncts, and more importantly, your training in the habits of mind and body, will contribute to your success in your dangerous and difficult profession. Chief among these are your powers of observation and your quick wits.

Your training in the basics of magic is important, and will be covered in detail later. Your continued success as a magician will depend in large part on your ability to use your training, and to extend it as the opportunity presents itself.

In "Enchanter II", time passes only in response to your input. You might imagine a giant clock which ticks once per move, and the story progresses only at each tick. Nothing happens in the story while you are thinking and planning your next move, so you can plot your moves as slowly and carefully as you like.

"Enchanter II" keeps track of your score as a rough measure of your progress in the game. A perfect score is to be strived for, but of course a

true Enchanter is beyond such mundane considerations, and will consult the score only to measure progress towards some worthy goal.

While a wizard of sufficient skill may move from place to place by a mere twitch of his smallest toe, your level of skill probably restricts you to more mundane forms of transportation, such as walking. The best way to move from place to place is to type the direction in which you want to go. You can use all eight compass directions, which can be abbreviated to N, E, S, W, NE, SE, NW, and SW. UP and DOWN are also important, and can be abbreviated to U and D. IN and OUT (or ENTER and EXIT) may also work in certain places.

As you explore the area around you in "Enchanter II", read each description carefully and get to know your surroundings. In the olden days, Enchanters could recall even the tiniest events in their lives, and even project these recollections upon the clouds for the amusement of the populace. Alas, such skills are forgotten now, so it is a good idea to make a map of the geography. Such a map should include each of the locations you visit, directions to adjoining locations, and should list all of the interesting objects in each location.

When you enter a location for the first time, "Enchanter II" displays the name of the location, a description of the location, and descriptions of any interesting objects present. When you return to a location, only the name of the location and names of the objects in it are normally displayed. Walking around within a location is unnecessary; anything within the location is always within reach, unless you are sitting down or lying down.

The VERBOSE command tells "Enchanter II" to print the full description of every location and every object each time you see them, not just the first time. The SUPERBRIEF command tells "Enchanter II" to show only the name of the location, even the first time you enter the location, and not even to mention objects in the location. When you are in Superbrief mode, you can still get a description of the location and the objects present by typing LOOK or L. When you are in superbrief mode, blank lines will not appear between each of your moves. This mode is recommended only for Enchanters who already know their way around. The BRIEF command tells "Enchanter II" to return to the initial mode, in which you receive descriptions only on your first visit to a location.

3.0 CONCEPTS FOR EXPLORING

The essence of Interlogic games is problem-solving. A locked door or an unfriendly creature shouldn't loom as a permanent obstacle to a dauntless Enchanter, but merely as a puzzle to be tackled. Solving the problems you encounter will frequently involve casting the proper spell, or bringing a certain item with you, and then using it in the proper way. Some ways that objects behave may not be immediately obvious to you.

Containment: Some objects, called containers, can hold other objects. Some can be opened or closed; others are always open. Some are transparent, others opaque. Similarly, some objects have surfaces on which other objects can be placed. Most containers have a limited capacity, and all objects have sizes. Here is a real example from "Enchanter II" of how a container acts:

~~On the table is an elongated brown sack, smelling of hot peppers.~~

>OPEN THE TINY BOX
Opening the tiny box reveals a magic amulet.

>PUT THE DIARY IN THE TINY BOX
There's no room.

>TAKE AMULET
~~Taken.~~ You are now wearing the magic amulet.

>LOOK IN THE BOX
~~The tiny box is empty.~~ It's empty.

Characters: You can talk to the characters you meet in "Enchanter II". See the section titled "Talking to Enchanter" for details. Characters sometimes fight back when attacked, and some may attack you unprovoked. A more productive way of dealing with other beings is to negotiate with them, perhaps exchanging gifts or favors. Here is an actual example of interacting with a character, taken from "Enchanter":

~~A turtle, his shell shimmering with every color of the rainbow, is here.~~ Crawling slowly along the beach is an enormous turtle, his enamelled shell shining with all the colors of the rainbow.
>TURTLE, HELLO
~~"Good day."~~ "It's nice to find a human who talks turtles. Not many do, you know. Most people think turtles are boring, just because we talk slowly.
>TURTLE, FOLLOW ME
~~"I will follow," hisses the turtle.~~
The turtle hisses, "I will follow you."
~~>N~~ >NW
Meadow
The turtle follows you. at his own leisurely pace,

Vehicles: There are objects in the story that have the ability to transport you to regions that are inaccessible on foot. Pieces of furniture, such as beds, act a lot like stationary vehicles. Here, from "Enchanter II", is an actual example of using a vehicle:

Flume
You are at the boarding platform of a fast-moving flume, flowing off beyond
A log boat sits at the boarding platform, beckoning you to enter.

Your view is midway is visible to your north.

>GET IN THE LOG BOAT
As you enter the log boat, (is) lurches away from the platform and is carried away by the ~~swift~~ current of the flume. An amusement park nymph
swiftly
>LOOK appears for a moment, warning you not to leave the boat during the course of the ride
Flume

(You are in the log boat)
The flume here is wide and straight, ~~and~~ the ride is quite relaxing.
here, as an arrow
>WEST
~~You'll have to stand up, first.~~
You're not going anywhere until you get out of the boat. You enter a stretch of sharp, winding curves! Spray dashes your face as you are tossed about the log boat!

4.0 Spell Casting

Naturally a member of the Circle of Enchanters knows every basic theory of magic. Of course, as Belboz is found of saying, "Life is a process of perpetual learning, and learning a process of perpetual review." In that spirit, the following is a refresher course on the practice of magic.

Spells are ways of performing magic and each spell is known by a 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.

Magic spells are dangerous things, particularly to wizards. Their heightened abilities in this realm carry the penalty of heightened sensitivity to spells cast by others. Sometimes a spell which a normal person would not even notice will have a profound effect on you. Be wary.

Like all true wizards, you have a spell book, in which are recorded the spells which you are capable of using. Your book contains a collection of spells acquired before the story begins; others may be added during your travels.

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 usually much better to write them into your spell book, from which you can use them many times.

Newly found spells may be written into your spell book using the GNUSTO spell ("Write magic"), the first spell you ever mastered. Some spells are too powerful to be written by a wizard of your limited experience. Such spells may still be used if they are found on scrolls, but the spell will be gone after it is used. Once a spell is written in your spell book, it may be used again and again. READing your book lists the spells you have written, along with their meanings.

Before a spell which is written in your book can actually be used, it must be memorized. Only a limited number of spells can actually be memorized at one time. When you use a spell you have memorized, you forget it, and you must re-learn it to use it again. The SPELLS command lets you know which spells have been memorized, and how many times each one is memorized. (You can think of having a spell memorized twice as knowing it well enough to cast it twice before it is forgotten.)

You can use spells by either saying CAST (the spell's name) AT/ON (something) or, more simply, by saying (the spell's name) (something). Some spells are so general in application that they require no object; just saying the spell name is enough.

For example, suppose there was a spell called BOZBAR that you had written in you spell book.

>LEARN BOZBAR

would make the BOZBAR spell available for immediate use.

>BOZBAR HORSE
>CAST BOZBAR AT HORSE
>CAST THE BOZBAR SPELL ON THE HORSE

would all have the same result: BOZBARing the poor house.

There are other forms of magic beside spell-casting. Magic potions, usually found in vials, have a variety of effects if ingested. Items imbued with magical qualities may act in interesting ways that you will have to learn to understand and master.

5.0 LOADING "ENCHANTER II"

Now that you are somewhat familiar with the world of Enchanter, its time to try loading your diskette. To load "Enchanter II", follow the instructions on the Reference Card which was included in the game package.

An introductory sentence should appear, followed by the description of the starting location of the game. Finally, the prompt (>) will appear. If you have finished reading the manual, you are now ready to play "Enchanter II."

When you see the prompt (>), "Enchanter II" is waiting for you to type in your instructions. When you have finished typing in your move, press the RETURN (or ENTER) key. "Enchanter II" will respond, and the prompt will reappear.

Here is a quick exercise to help you get used to interacting with "Enchanter II." First, load the game according to the instruction on your Reference Card. Read the opening description. When the prompt (>) appears, try typing the following:

NORTHEAST

and then press the RETURN (or ENTER) key. "Enchanter II" will respond with a description of you new location:

Forest Edge

Space

You are at the edge of a blighted woods which stretches out of sight. A path to the west enters the woods. A signpost stands next to a path leading north, and a fence to the east seems climbable. At the base of the fence is a slimy hole leading down.
The hellhound stops at the edge of the forest and bellows. After a moment, it turns and slinks into the trees.

Now try typing:

READ THE SIGN

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

~~"Frobozz Magic Mine Field" etc.~~

"*** !!! >>> WARNING <<< !!! ***
This path is protected by a
Mine Field (tm)
installed by
Frobozz Magic Mine Fields, Inc."

6.0 TALKING TO "ENCHANTER" II"

When you play any Interlogic game, you type your commands in plain English each time that you see the prompt (>). When you have finished typing your command, press the RETURN (or ENTER) key, and the game will process your request.

You can pretend that all your sentences begin with "I want to...", although you should not type those words explicitly. "Enchanter II" will digest your request, and tell you whether what you want to do is possible in the current situation, and whether anything interesting happens as a result.

All words are distinguished by their first six letters, and all subsequent letters are ignored. Therefore, ENCHANter, ENCHANting, and ENCHANtment would all look like the same word to "Enchanter".

"Enchanter II" understands many different types of sentences. Here are some examples, using objects or situations that don't actually occur in the game:

TAKE THE SCROLL

TAKE ALL THE SCROLLS

PUT ON THE ROBE.

PICK UP THE BROKEN WAND.

DROP IT.

GO OUT.

DROP THE NEWT INTO THE POT.

WALK NORTH.

WEST.

SW.

DOWN.

D.

EXAMINE THE LARGE RED DEMON.

SHOOT THE DEMON WITH THE MAGIC WAND.

PUSH THE GREEN BUTTON.

DRINK THE EVIL POTION.

LOOK AT THE VIAL.

LOOK AT ALL THE VIALS.

LOOK UNDER THE WORKBENCH.

LOOK BEHIND THE CANVAS.

TAKE ALL.

LEARN THE BOZBAR SPELL.

DROP ALL BUT THE SPELL BOOK.

TAKE ALL FROM BIRDBATH.

THROW DAGGER AT DEMON.

PUT ALL THE BOOKS IN THE BIRDBATH.

BOZBAR THE BIRDBATH.

You are allowed to use multiple objects with certain verbs. You must separate multiple objects of a verb by the word AND or by a comma. For example:

DROP THE SWORD AND THE MAGIC KNIFE.

TAKE THE SPRIG OF IVY, THE MISTLETOE, AND THE SPOTTED FROG.

PUT THE NEWT AND THE MERCURY IN THE MORTAR.

TAKE ALL BUT DAGGER, SLIMY VIAL, RUBY.

THROW SPELL BOOK AND CANDLESTICK INTO CHASM.

You can include several sentences on one input line if you separate them by the word THEN or by a period. No period is necessary at the end of the input line. For example, the following could all be typed on one input line, before pressing the RETURN (or ENTER) key.

READ THE SCROLL.DROP IT.N.U.OPEN DOOR.E.CAST BOZBAR ON TORCH

BOZBAR THE TORCH

There are three kinds of questions that "Enchanter II" understands: WHAT IS (something), WHO IS (someone), and WHERE IS (something). For example:

WHERE IS HELISTAR?

WHO IS FROBAR?

WHAT IS A GRUE?

You will meet other creatures, some human, some not, as you play "Enchanter II". You can talk to these characters by typing their name, followed by a comma, followed by what you want to say to them. For example:

IMP, WHERE IS MY SPELL BOOK

HENCHMEN, FOLLOW ME

ADVENTURER, KILL THE MONSTER

SQUIRE, GIVE ME MY WAND THEN CLEAN MY SANDALS

FROBAR, WAIT HERE

"Enchanter II" tries to be clever about what you really mean when you don't give enough information. If you say that you want to do something, but you don't say what to do it with or to, "Enchanter II" will sometimes decide that there was only one possible object you could have meant. When it does so, it will tell you. For example:

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

>KILL THE BROGMOID
(with the sword)
A good blow, but the brogmoid dodges.

If your sentence is ambiguous, "Enchanter II" will ask what you really meant. Most such questions can be answered briefly by supplying the missing information, rather than re-typing the entire input. For example:

>SLICE THE SCROLL
What do you want to slice the scroll with?
>THE SCIMITAR
The scroll is reduced to paper dolls.

>TAKE THE SCROLL
Which scroll do you mean, the evil scroll or the lovely scroll?
>EVIL
The evil in the scroll flows inexorably up your arm. It seems to be seeking out your heart!

"Enchanter II" uses many more words than it will accept in your inputs. For example, a room description might read "Sunlight shimmers across the dusty cobwebs." However, if the game doesn't recognize the words SUNLIGHT or COBWEBS in your input, you can assume that the sunlight and cobwebs are not important to your completion of the game, and are included only to enhance your mental imagery of the location. "Enchanter II" recognizes over 700 words, nearly all the words that you are likely to use when conversing with the game. If you find that "Enchanter II" doesn't know a word you wish to use, or its likely synonyms, you almost certainly on a wrong track.

Completely mystifying sentences will cause "Enchanter II" to complain in one way or another. (See the Appendix for an explanation of these complaints.) After making the complaint, "Enchanter" will ignore the rest of the input line. Unusual events, such as being attacked, will also make "Enchanter" ignore the rest of the sentences you typed, since the event may have changed your situation dramatically.

7.0 TIPS FOR NOVICES

Many objects in the game are important either because they are magical in nature, or useful for more common purposes, such as providing nourishment. Examine or read every object that seems important. It is only in this way that you may expect to aid the Circle during times of crisis. Even life-threatening actions may lead to new insights; don't forget that resurrection spells are quite common these days. Besides, you can always start over again, or SAVE your position first. (See the section on restarting and saving.) Trying the bizarre can be fun and often will give you a clue. Here's a nonsense example:

>GIVE THE MAGIC GERANIUM TO THE WOLF
The wolf considers, for a moment, eating the geranium instead of you, but decides better of it. He comes closer and closer.

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

There are many possible routes to the successful completion of "Enchanter II". Some problems that you encounter along the way may have more than one solution; others may not need to be solved at all. Sometimes using one way to solve a problem will make it harder to solve another, sometimes it will make it blissfully easy.

Until you have completely mastered those spells dealing with clairvoyance and the prediction of the future, you might find it useful to play "Enchanter II" with another person. One person may find a problem difficult, while another may find it easy, so two players often complement each other.

It's impossibleto overemphasize the importance of drawing a map as you go along. Remember that there are 10 possible directions, plus IN and OUT.

Read the sample game script in the next section. It will give you a feeling for how Interlogic games are played.

8.0 SAMPLE GAME SCRIPT

The following script is not from "Enchanter II", but it does show most of the common interactions that you will use while playing. It contains several simple problems and their solutions, and will hopefully give the novice player a good idea of how an interactive prose adventure game works...

(sample script here)

9.0 SAVING, RESTORING, RESTARTING, AND QUITTING

If you want to stop playing, and not begin continue playing from this particular position at a later time, type QUIT. "Enchanter" will ask you if you really want to leave the game. Type Y for yes.

If you want to start over from the beginning, type RESTART. Once again, "Enchanter" will ask to make sure that this is really what you want to do.

If you want to stop for now, but continue from this same position at a later point, you should use the SAVE command. Since it takes many hours to complete "Enchanter", you will almost certainly not finish it in one sitting. By using the SAVE command, you can continue playing 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 makes a "snapshot" of your position in the game. If you are a cautious or prudent player, you may want to save your position before you try something dangerous or tricky. You can then

return to the SAVEd point, even if you have gotten "killed" or lost since that point. To save a game position, just type SAVE at the game prompt (>) and then follow the instructions on your Reference Card. Remember that some systems require a blank disk for storage.

When you want to continue playing from where you made a SAVE, follow the RESTORE procedure. You can RESTORE any SAVEd snapshot of your position at any time during play. When the prompt (>) appears, just type RESTORE and follow the instructions on your Reference Card. You can then continue playing from your RESTOREd position. You can type LOOK to get a description of where you are.

10.0 IMPORTANT COMMANDS

To simplify your adventuring, you may order "Enchanter" to give you information by typing specific commands. These commands can be used again and again as needed. Some will constitute a move, and time will elapse; others will not cause time within the game to elapse. Type these commands after the prompt (>) appears:

AGAIN - "Enchanter" will usually respond as if you had repeated your previous sentence. A short way of saying AGAIN is to type G.

BRIEF - This commands "Enchanter" to describe fully only newly encountered rooms and objects. Rooms already visited and objects already seen will be described by displaying the room name and the object names only. This is the initial mode of the game.

DIAGNOSE - "Enchanter" will give you a brief medical report about your condition. You will also find out if you are tired, hungry or thirsty.

INVENTORY - This will give you a list of all the items that you are carrying or wearing. You may abbreviate INVENTORY by typing I.

LOOK - "Enchanter" will describe your surroundings in detail. You may abbreviate LOOK to L.

QUIT - This gives you the option to quit playing. If you want to SAVE your position first, read the instructions for doing so. QUIT may be shortened to Q.

RESTART - This ends the game and starts it over from the beginning.

RESTORE - Restores a game position made using the SAVE command.

SAVE - Saves a game position onto your storage diskette.

SCORE - "Enchanter" will tell you your current score, and a ranking which

is based on that score.

SCRIPT - This command will tell your printer to start making a transcript of the game as you play. It is not available on every system.

SPELLS - This command lists the spells you have memorized from your spell book, and how many times you have memorized each one.

SUPERBRIEF - This command tells "Enchanter" to show you only the name of the room you have entered, and no other information.

TIME - This will give the current time of day in the game.

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

VERBOSE - This command tells "Enchanter" to show you a full description of the room and the objects in it whenever you enter a room. See BRIEF and SUPERBRIEF.

VERSION - This will give you the Release number and the Serial number of your version of "Enchanter."

WAIT - This command causes time in the game to pass. Normally, between your moves, no time is passing as far as "Enchanter" is concerned. You could leave the computer, study the Seven Superior Spells of Strength for a year, and return to the game to find that nothing has changed. WAIT is used to make time pass in the game without doing anything. It might be useful if you are waiting for a specific time, waiting for a character to arrive, waiting for an event to happen, etc. A shorter way of saying WAIT is Z.

11.0 USEFUL VERBS

The following list includes only some of the verbs that "Enchanter II" understands. Keep in mind that these verbs can be combined with a variety of prepositions. For example, LOOK and become LOOK INSIDE, LOOK BEHIND, LOOK UNDER, LOOK THROUGH, LOOK AT, and so on.

(verb list here)

12.0 "ENCHANTER II" RESPONSES

The program may occasionally have a few words for you when it wants you to clarify your instruction. Some of the "Enchanter II" responses are:

I DON'T KNOW THE WORD "[your word]". The word you typed is not in the game's vocabulary. Sometimes a synonym or rephrasing will be understood. If not, "Enchanter II" probably doesn't know the idea you were trying to get across.

I CAN'T USE ~~YOU USED~~ THE WORD "[your word]" HERE. ~~IN A WAY THAT I DON'T UNDERSTAND.~~" ZORK knows the word you typed, but couldn't use it in that sense. Most commonly, this is because the game knows the word as a different part of speech. For example, if you said PRESS THE LOWER BUTTON, the program might recognize LOWER only as a verb, not as an adjective as it is used in your sentence.

I CAN'T FIND A ~~THERE WAS NO~~ VERB IN THAT SENTENCE! Unless you are answering a question, each sentence must have a verb (or a command) in it somewhere.

THERE SEEMS TO BE A NOUN MISSING IN THAT SENTENCE! This usually indicates an incomplete sentence, such as PUT THE LAMP IN THE, where "Enchanter II" expected a noun and couldn't find one.

I FOUND ~~THERE WERE~~ TOO MANY NOUNS IN THAT SENTENCE. An example is PUT THE SOUP IN THE BOWL WITH THE LADLE. A valid "Enchanter II" sentence has, at most, one direct object and one indirect object.

I BEG YOUR PARDON? You did not type anything after the prompt (>) and before hitting the RETURN (or ENTER) key.

IT'S TOO DARK TO SEE! In the story, there was not enough light to see the objects you referred to.

YOU CAN'T SEE ANY "[object]" HERE! The object you referred to was not present, or was not accessible to you (for example, it was present but inside a closed container).

YOU CAN'T GO THAT WAY. There was no passage or exit in the direction you tried to move.

THE OTHER OBJECT(S) THAT YOU MENTIONED ISN'T (AREN'T) HERE. You referred to two or more objects in the same sentence, some of which weren't present or accessible.

I ~~YOU~~ 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) only with certain verbs. Among the more useful of these verbs are TAKE, DROP, PUT, and EXAMINE. This restriction also applies to the use of ALL, as in DROP ALL. An example of a verb that will not work with multiple objects is ATTACK; you couldn't say ATTACK ALL or AT-

TACK THE WARLOCK AND THE ENCHANTER.

I DON'T UNDERSTAND

THAT SENTENCE ~~ISN'T ONE I RECOGNIZE~~. The sentence you typed may have been gibberish, such as GIVE TROLL WITH SWORD. Or, you may have typed a reasonable sentence but used a syntax that the game does not understand, such as SMELL UNDER THE ROCK. Try rephrasing the sentence.

13.0 SENTENCE SYNTAX

An "Enchanter II" sentence must contain a verb or a command (such as AGAIN).

You must separate multiple objects of the verb by the word AND or by a comma.

You must separate several sentences typed to "Enchanter II" at one time by a period or by the word THEN. A period is not needed at the end of a line of input.

You can ask only three kinds of questions, WHO, WHERE and WHAT.

You can abbreviate compass directions to N, E, S, W, NE, NW, SE, SW. UP and DOWN may be shortened to U and D, respectively.

Other abbreviations include L for LOOK, I for INVENTORY, G for AGAIN, and Z for WAIT.

14.0 COMMAND SUMMARY

You can enter the following commands when the prompt (>) has appeared on the screen. For an explanation of these commands, see the section entitled Important Commands.

AGAIN (or G)

BRIEF

DIAGNOSE

INVENTORY (or I)

LOOK (or L)

QUIT (or Q)

RESTART

RESTORE

SAVE

SCORE

SCRIPT

SPELLS

SUPERBRIEF

TIME (or T)

UNSCRIPT

VERBOSE

VERSION

WAIT

15.0 WE'RE NEVER SATISFIED

Here at the Cambridge-By-The-Sea chapter of the Interlogic Game Writers Guild, we take great pride in the quality of our work. Even after they're "out the door", we're constantly improving, honing and perfecting.

Your input is important. No matter how much testing we do, it seems that there are some bugs that never crawl into view until thousands of you begin doing all those wild and crazy things to the game. If you find a bug, or if you have a suggestion for some additional sentence syntaxes and vocabulary words, or if you found a certain problem too hard or too easy, or if you'd just like to tell us what you thought of the game, drop us a line! We love every excuse to stop working and fool around for a while, and a letter from you is just such an excuse! Write to:

INFOCOM, INC.
55 WHEELER STREET
CAMBRIDGE, MA 02138

Attn: BELBOZ

You can also report bugs and technical problems using our problem hotline: (617) 333-3333. Ask to speak to Mike Dornbrook personally. Call between X:00 AM and Y:00 PM Eastern Standard Time. If you develop a problem with your diskette within 90 days after purchasing, we will replace your diskette at no charge. Otherwise, there is a replacement fee of $5.

1.0 INTRODUCTION

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 attempting to master the intricacies of thaumaturgy, a world where great forces of evil must constantly be held at bay.

As a youngster, you were always fascinated by those who could control magic, and in your late youth you left home to join the Guild of Enchanters. After years of schooling, you achieved the rank of Apprentice Enchanter. In fullfillment of an ancient prophecy, you were sent to find Krill, an evil warlock who had loosed a pestilence upon the land, and who threatened the very existence of the Circle of Enchanters. Only someone guileless and inexperienced in the ways of magic could slip into Krill's realm unnoticed.

By defeating Krill, you earned a seat on the Circle of Enchanters, sitting at the right hand of your mentor, the leader of the Guild, Belboz the Necromancer. Several years have passed, and you have grown very close to Belboz as you studied under him, learning the ways of magic from one of the world's most learned practitioners.

But lately, Belboz has seemed troubled, pre-occupied, withdrawn....small things that only a friend would notice. You have even heard frightening noises coming from his chamber, and the voices of conversation when Belboz was supposedly alone. His temper has seemed particularly short the last few days, and the look in his eyes sends little cold shivers down the center of your back. Could some evil spirit be at work here? You are sleepless from worry -- Belboz is possibly the most powerful Enchanter in the kingdom. If his powers were ever to be used by the forces of darkness instead of the forces of light, who knows what would result?

2.0 RULES AND STRATEGIES

As a member of the Circle of Enchanters, you are a person of great power, but compared to mages like the great Belboz, you still have much to learn. Your training in the use of magic, and more importantly, your training in the skills of mind and body, will contribute to your success in your dangerous and difficult profession. Chief among these skills are your powers of observation and your quick wits.

Your knowledge of magic is important, and will be reviewed in detail later. (See Section 4.) However, your continued success as a magician will depend in large part on your ability to use your training in observation and logical thought.

In "Enchanter II", time passes only in response to your input. You might im-

agine a giant clock which ticks once per move, and the story progresses only at each tick. Nothing happens in the story while you are thinking and planning your next move, so you can plot your moves as slowly and carefully as you like.

"Enchanter II" keeps track of your score as a rough measure of your progress in the game. You can strive for a perfect score, but of course a true Enchanter is beyond such mundane considerations, and will consult the score only to measure progress towards some worthy goal.

While a wizard of sufficient skill may move from place to place by a mere twitch of his smallest toe, your level of skill probably restricts you to more mundane forms of transportation, such as walking. The best way to move from place to place is to type the direction in which you want to go. You can use all eight compass directions, which can be abbreviated to N, E, S, W, NE, SE, NW, and SW. UP and DOWN are also important, and can be abbreviated to U and D. IN and OUT (or ENTER and EXIT) may also work in certain places.

As you explore the area around you in "Enchanter II," read each description carefully and get to know your surroundings. In the olden days, Enchanters could recall even the tiniest events in their lives, and then project these recollections upon the clouds for the amusement of the populace. Alas, such skills are forgotten now, so it is a good idea to make a map of the geography. Such a map should include each of the locations you visit, directions to adjoining locations, and all of the interesting objects in each location.

When you enter a location for the first time, "Enchanter II" normally displays the name of the location, its description, and descriptions of any interesting objects present. When you return to a location, only the name of the location and names of the objects in it are normally displayed. Walking around within a location is unnecessary; anything within the location is always within reach, unless you are sitting down or lying down.

The VERBOSE command tells "Enchanter II" to print the full description of every location and every object each time you see them, not just the first time. The SUPERBRIEF command instructs the game to show only the name of the location, even the first time you enter it, and not even to mention objects in the location. When you are in SUPERBRIEF mode, you can still get a description of the location and the objects present by typing LOOK or L. When you are in SUPERBRIEF mode, blank lines will not appear between each of your moves. This mode is recommended only for Enchanters who already know their way around. The BRIEF command tells "Enchanter II" to return to the initial mode, in which you receive descriptions only on your first visit to a location.

3.0 CONCEPTS FOR EXPLORING

The essence of Interlogic games is problem-solving. A locked door or an unfriendly creature shouldn't loom as a permanent obstacle to a dauntless Enchanter, but merely as a puzzle to be tackled. Solving the problems you encounter will frequently involve casting the proper spell, or bringing a certain item with you, and then using it in the proper way. Some ways that objects behave may not be immediately obvious to you.

Containment: Some objects, called containers, can hold other objects. Some can be opened or closed, such as a cardboard box. Others are always open, such as a porcelain bowl. Some are transparent, and their contents can be seen even when they are closed.

Similarly, some objects have surfaces, such as a table, on which other objects can be placed. All containers have a limited capacity, and all objects have sizes.

You should note about containers that TAKE ALL will attempt to take only those objects which are on the ground in your current location. It will not attempt to take objects which are present but inside containers. Here is a real example from "Enchanter II" to show how a container acts:

>OPEN THE TINY BOX
Opening the tiny box reveals a magic amulet.

>PUT THE DIARY IN THE TINY BOX
There's no room.

>TAKE AMULET
You are now wearing the magic amulet.

>LOOK IN THE BOX
It's empty.

Characters: You can talk to the characters you meet in "Enchanter II". See the section titled "Talking to Enchanter" for details. Characters sometimes fight back when attacked, and some may attack you unprovoked. A more productive way of dealing with other beings is to negotiate with them, perhaps exchanging gifts or favors. Here is an actual example of interacting with a character, taken from "Enchanter":

Crawling slowly along the beach is an enormous turtle, his enamelled shell shining with all the colors of the rainbow.

>TURTLE, HELLO
"It's nice to find a human who talks to turtles. Not many do, you know. Most people think turtles are boring, just because we talk slowly."

>TURTLE, FOLLOW ME
The turtle hisses, "I will follow you."

>NE
Meadow
The turtle, at his own leisurely pace, follows you.

Vehicles: There are objects in the story that have the ability to transport you to regions that are inaccessible on foot. Pieces of furniture, such as beds, act a lot like stationary vehicles. Here, from "Enchanter II", is an actual example of using a vehicle:

Flume
You are at the boarding platform of a fast-moving flume, flowing off beyond your view. A midway is visible to the north. A log boat sits at the boarding platform, beckoning you to enter.

>GET IN THE LOG BOAT
As you enter the log boat, it lurches away from the platform and is carried swiftly away by the current of the flume. An amusement park nymph appears for a moment, warning you not to leave the boat during the course of the ride.

>LOOK
Flume
(You are in the log boat.)
The flume is wide here, and straight as an arrow. The ride is quite relaxing.

>WEST
You're not going anywhere until you get out of the boat.
You enter a stretch of sharp, winding curves! Spray dashes your face as you are tossed about the log boat!

4.0 SPELL CASTING

Naturally, a member of the Circle of Enchanters knows every basic theory of magic. Of course, as Belboz is fond of saying, "Life is a process of perpetual learning, and learning a process of perpetual review." In that spirit, the following is a refresher course on the practice of magic.

Spells are ways of performing magic and each spell is known by a 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.

Magic spells are dangerous things, particularly to wizards. Their heightened abilities in this realm carry the penalty of heightened sensitivity to spells cast by others. Sometimes a spell which a normal person would not even notice will have a profound effect on you. Be wary.

Like all true wizards, you have a spell book, in which are recorded the

spells you are capable of casting. Your book contains a collection of spells acquired before the story begins; others will be added during your travels.

You will find spell scrolls here and there as you explore the realm of "Enchanter II." 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 usually much better to write them into your spell book, from which you can use them many times.

Newly found spells may be written into your spell book using the GNUSTO spell ("Write magic"), the first spell you ever mastered. Some spells are too powerful to be written even by a wizard of your experience. Such spells may still be cast directly from their scrolls, but the spell will be gone after it is used. Once a spell is written in your spell book, it may be used again and again. READing your book lists the spells you have written, along with their meanings.

Before a spell which is written in your book can actually be used, you must memorize it. You can have only a limited number of spells memorized at any given time. When you use a spell you have memorized, you forget it, and you must re-learn it to use it again. The SPELLS command lets you know which spells you have memorized, and how many times each one is memorized. (You can think of having a spell memorized twice as knowing it well enough to cast it twice before it is forgotten.)

You can use spells either by typing CAST (the spell's name) AT/ON (something) or, more simply, by typing (the spell's name) (something). Some spells are so general in application that they require no object; just typing the spell name is enough.

For example, suppose there was a spell called BOZBAR that you had written (GNUSTOed) into your spell book.

```
>LEARN BOZBAR
```

would make the BOZBAR spell available for immediate use.

```
>BOZBAR HORSE
>CAST BOZBAR AT HORSE
>CAST THE BOZBAR SPELL ON THE HORSE
```

would all have the same result: BOZBARing the poor horse.

There are other forms of magic beside spell-casting. Magic potions, usually found in vials, have a variety of effects if ingested. Items imbued with magical qualities may act in interesting ways. You will have to learn to understand and master them when necessary.

5.0 LOADING "ENCHANTER II"

Now that you are somewhat familiar with the world of Enchanter, it's time to try loading the program from your diskette. To load "Enchanter II", follow the instructions on the Reference Card which is included in the game package.

An introductory sentence should appear, followed by the description of the starting location of the game. Finally, the prompt (>) will appear. When you finish reading this manual, you will be ready to play "Enchanter II."

When you see the prompt (>), "Enchanter II" is waiting for you to type in your instructions. When you have finished typing in your move, press the RETURN (or ENTER) key. The game will respond, and the prompt will reappear.

Here is a quick exercise to help you get used to interacting with "Enchanter II." Read the opening description, and type the following at the prompt (>):

NORTHEAST

and then press the RETURN (or ENTER) key. "Enchanter II" will respond with a description of your new location:

Forest Edge
You are at the edge of a blighted woods which stretches out of sight. A path to the west enters the woods. A signpost stands next to a path leading north, and a fence to the east seems climbable. At the base of the fence is a slimy hole leading down.
The hellhound stops at the edge of the forest and bellows. After a moment, it turns and slinks into the trees.

Now try typing:

READ THE SIGN

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

"*** !!! >>> WARNING <<< !!! ***
This path is protected by a
Magic Mine Field
installed by
Frobozz Magic Mine Fields, Inc."

6.0 TALKING TO "ENCHANTER II"

When you play any Interlogic game, you type your commands in plain English each time you see the prompt (>). When you have finished typing your command, press the RETURN (or ENTER) key, and the game will process your request.

You can pretend that all your sentences begin with "I want to...", although you should not type those words explicitly. "Enchanter II" will digest your request, and tell you whether what you want to do is possible in the current situation, and whether anything interesting happens as a result.

All words are distinguished by their first six letters, and all subsequent letters are ignored. Therefore, ENCHANter, ENCHANting, and ENCHANtment would all look like the same word to "Enchanter".

"Enchanter II" understands many different types of sentences. Here are some examples, using objects or situations that don't actually occur in the game:

TAKE THE SCROLL

TAKE ALL THE SCROLLS

PUT ON THE ROBE.

PICK UP THE BROKEN WAND.

DROP IT.

GO OUT.

DROP THE NEWT INTO THE POT.

WALK NORTH.

WEST.

SW.

DOWN.

D.

EXAMINE THE LARGE RED DEMON.

SHOOT THE DEMON WITH THE MAGIC WAND.

PUSH THE GREEN BUTTON.

DRINK THE EVIL POTION.

LOOK AT THE VIAL.

LOOK AT ALL THE VIALS.

LOOK UNDER THE WORKBENCH.

LOOK BEHIND THE CANVAS.

TAKE ALL.

LEARN THE BOZBAR SPELL.

DROP ALL BUT THE SPELL BOOK.

TAKE ALL FROM BIRDBATH.

THROW DAGGER AT DEMON.

PUT ALL THE BOOKS IN THE BIRDBATH.

BOZBAR THE BIRDBATH.

You are allowed to use multiple objects with certain verbs. You must separate multiple objects of a verb by the word AND or by a comma. For example:

DROP THE SWORD AND THE MAGIC KNIFE.

TAKE THE LILY PAD, THE REED, AND THE SPOTTED FROG.

PUT THE NEWT AND THE MERCURY IN THE MORTAR.

TAKE ALL BUT DAGGER, SLIMY VIAL, RUBY.

THROW SPELL BOOK AND CANDLESTICK INTO CHASM.

You can include several sentences on one input line if you separate them by the word THEN or by a period. No period is necessary at the end of the input line. For example, the following could all be typed on one input line, before pressing the RETURN (or ENTER) key.

READ THE SCROLL.DROP IT.N.OPEN DOOR.U.BOZBAR THE HORSE

There are three kinds of questions that "Enchanter II" understands: WHAT IS (something), WHO IS (someone), and WHERE IS (something). For example:

WHERE IS HELISTAR?

WHO IS FROBAR?

WHAT IS A GRUE?

You will meet other creatures, some human, some not, as you play "Enchanter II". You can talk to these characters by typing their name, followed by a comma, followed by what you want to say to them. For example:

IMP, WHERE IS MY SPELL BOOK

HENCHMEN, FOLLOW ME

ADVENTURER, KILL THE MONSTER

SQUIRE, GIVE ME MY WAND THEN CLEAN MY SANDALS

FROBAR, WAIT HERE

"Enchanter II" tries to be clever about what you really mean when you don't give enough information. If you say that you want to do something, but you don't say what to do it with or to, "Enchanter II" will sometimes decide that there was only one possible object you could have meant. When it does so, it will tell you. For example:

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

>KILL THE BROGMOID
(with the sword)
A good blow, but the brogmoid dodges.

If your sentence is ambiguous, "Enchanter II" will ask what you really meant. You can answer most such questions briefly by supplying the missing information, rather than re-typing the entire input. For example:

>SLICE THE SCROLL
What do you want to slice the scroll with?
>THE SCIMITAR
The scroll is reduced to paper dolls.

>TAKE THE SCROLL
Which scroll do you mean, the evil scroll or the lovely scroll?
>EVIL
The evil in the scroll flows inexorably up your arm. It seems to be seeking out your heart!

"Enchanter II" uses many more words than it will accept in your inputs. For example, a room description might read "Sunlight shimmers across the dusty cobwebs." However, if the game doesn't recognize the words SUNLIGHT or COBWEBS in your input, you can assume that the sunlight and cobwebs are not important to your completion of the game, and are included only to enhance your mental imagery of the location. "Enchanter II" recognizes over 700 words, nearly all the words that you are likely to use when conversing with the game. If you find that "Enchanter II" doesn't know a word you wish to use, or its likely synonyms, you are almost certainly on a wrong track.

Completely mystifying sentences will cause "Enchanter II" to complain in one way or another. (See the Appendix for an explanation of these complaints.) After making the complaint, "Enchanter" will ignore the rest of the input

line. Unusual events, such as being attacked, will also make "Enchanter" ignore the rest of the sentences you typed, since the event may have changed your situation dramatically.

7.0 TIPS FOR NOVICES

Many objects in the game are important either because they are magical in nature, or useful for more common purposes, such as providing nourishment. Examine or read every object that seems important. It is only in this way that you may expect to aid the Circle during times of crisis. Even life-threatening actions may lead to new insights; don't forget that resurrection spells are quite common these days. Besides, you can always start over again, or SAVE your position first. (See the section on restarting and saving.) Trying the bizarre can be fun and often will give you a clue. Here's a nonsense example:

> >GIVE THE MAGIC GERANIUM TO THE WOLF
> The wolf considers, for a moment, eating the geranium instead of you, but decides better of it. He comes closer and closer.

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

There are many possible routes to the successful completion of "Enchanter II". Some problems that you encounter along the way may have more than one solution; others may not need to be solved at all. Sometimes using one way to solve a problem will make it harder to solve another, sometimes it will make it blissfully easy.

Until you have completely mastered those spells dealing with clairvoyance and the prediction of the future, you might find it useful to play "Enchanter II" with another person. One person may find a problem difficult, while another may find it easy, so two players often complement each other.

It's impossible to overemphasize the importance of drawing a map as you go along. Remember that there are 10 possible directions, plus IN and OUT.

If you are completely stumped, you can order hint booklets and maps from Infocom. The incredibly well-disguised "Bilk and Wheedle" flyer in your game package is actually an order form for these.

Read the sample transcript in the next section. It will give you a feeling for how Interlogic games are played.

8.0 SAMPLE GAME TRANSCRIPT

The following transcript is not from "Enchanter II", but it does show most of the common interactions that you will use while playing. It contains several simple problems and their solutions, and it should give the novice player a good idea of how an interactive prose adventure game works...

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 north.
A drunk is sitting at a table, watching you through half-closed eyes.

>INVENTORY
You are carrying:
    a spell book
    a silver coin
    a pouch
The drunk stands and lurches over to you. "Spare a coin for a hungry man?" he asks, his ale-laden breath fouling the air around you.

>GIVE 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 then me." He hands you the scroll.

>READ IT
The scroll reads "bozbar spell: cause an animal to sprout wings". "Another pint of ale!" cries the drunk, flipping the silver coin to the bartender.

>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 east. At least, that's what I've heard." He looks about furtively, a great fear blazing in his eyes.

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

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

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

>LOOK
Road Outside Tavern
(You are on the horse.)
The road winds here, leading northeast and northwest. A seedy tavern lies to the south.
There is a pile of oats here.

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

>STEER HORSE EAST
Using the reins, you bring the horse about to face the east.

>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.

>STEER HORSE NORTHEAST
Using the reins, you bring the horse about to face the northeast.

>KICK HOSE
You can't see any hose here.

>KICK HORS
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
(You are on the horse.)
The road crosses the top of a ridge here, sloping downwards to the east and the southwest.

>STEER HORSE EAST
The horse turns eastward, still travelling at a brisk trot. A new section of road comes into view...

Edge of Chasm
(You are on the horse.)
The road ends suddenly at a wide chasm. The road leads upward to the west, and you can see it continuing on the eastern 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
frotz spell: cause an object to give off light
urbzig spell: turn a dangerous object into a harmless one
lobal spell: sharpen hearing
bozbar spell: cause an animal to sprout wings

>SPELLS
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.
"Hssssss!!!" The snake coils tighter, as though preparing to strike the horse.

>CAST THE URBZIG SPELL ON THE SNAKE
The snake is replaced by a clump of daffodils.

>BOZBAR THE HORSE
A pair of handsome, 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
(You are on the horse.)
You are at the eastern edge of a wide chasm. A road leads eastward toward a castle of black stone.

>WAIT
Time passes...
The horse continues trotting briskly along the road...

Edge of Moat
(You are on the horse.)
The black castle looms on the other side of the moat. The 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 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 viltus, a simple and harmless vine.
It appears to be newly sprouted.

>SPRINKLE MAGIC DUST ON GREEN PLANT
The green plant begins growing at a tremendous rate, shooting long grasping tendrils across the moat, and growing right up the side of the black castle. The plant has now become a living bridge, which you can climb up to cross the moat.

>EXAMINE THE RED PLANT
It looks like a specimen of flombus digestus, the dangerous man-eating plant. Fortunately, this is a very tiny specimen.

>SPRINKLE MAGIC DUST ON RED PLANT
The red 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 Haffibar, 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 unconciousness again, and when you wake you are outdoors...

Beginning of Road

>SOUTHEAST

Road Outside Tavern
There is a pile of oats here.
A drunk is sleeping at the edge of the road.

9.0 SAVING, RESTORING, RESTARTING, AND QUITTING

If you want to stop playing, and not continue playing from this particular position at a later time, type QUIT. "Enchanter II" will ask you if you really want to leave the game. Type Y for yes.

If you want to start over from the beginning, type RESTART. Once again, "Enchanter II" will ask to make sure that this is really what you want to do.

If you want to stop for now, but continue from this same position at a later point, you should use the SAVE command. Since it takes many hours to complete "Enchanter II", you will almost certainly not finish it in one sitting. By using the SAVE command, you can continue playing 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 makes a "snapshot" of your position in the game. If you are a cautious or prudent player, you may want to save your position before you try something dangerous or tricky. You can then return to the SAVEd point, even if you have gotten "killed" or lost since that point. To save a game position, just type SAVE at the game prompt (>) and then follow the instructions on your Reference Card. Remember that most systems require an initialized ("formatted") diskette for storage; also, using a non-blank diskette may erase the data already on that disk.

When you want to continue playing from where you made a SAVE, follow the RESTORE procedure. You can RESTORE any SAVEd snapshot of your position at any time during play. When the prompt (>) appears, just type RESTORE and follow the instructions on your Reference Card. You can then continue playing from your RESTOREd position. You can type LOOK to get a description of where you are.

10.0 IMPORTANT COMMANDS

To simplify your adventuring, you may order "Enchanter II" to give you information by typing specific commands. These commands can be used again and again as needed. Some will constitute a move, and time will elapse; others will not cause time within the game to elapse. Type these commands after the prompt (>) appears:

AGAIN - "Enchanter II" will usually respond as if you had repeated your previous sentence. A short way of saying AGAIN is to type G.

BRIEF - This commands "Enchanter II" to describe fully only newly encountered locations and objects. Locations already visited and objects already seen will be described by displaying the location name and the object names only. This is the initial mode of the game.

DIAGNOSE - "Enchanter II" will give you a brief medical report about your condition. You will also find out whether you are tired, hungry or thirsty.

INVENTORY - This will give you a list of all the items that you are carrying or wearing. You may abbreviate INVENTORY by typing I.

LOOK - "Enchanter II" will describe your surroundings in detail. You may abbreviate LOOK to L.

QUIT - This gives you the option to quit playing. If you want to SAVE your position first, read the instructions for doing so. You may shorten QUIT to Q.

RESTART - This ends the game and starts it over from the beginning.

RESTORE - This restores a game position made using the SAVE command.

SAVE - This saves a game position on your storage diskette.

SCORE - "Enchanter II" will tell you your current score, and a ranking which is based on that score.

SCRIPT - This command will tell your printer to start making a transcript of the game as you play. It is not available on every system.

SPELLS - This command lists the spells you have memorized from your spell book, and how many times you have memorized each one.

SUPERBRIEF - This command tells "Enchanter II" to show you only the name of the location you have entered, and no other information.

TIME - This will give the current time of day in the game.

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

VERBOSE - This command tells "Enchanter II" to show you a full description of the location and the objects in it whenever you enter it. See BRIEF and SUPERBRIEF.

VERSION - This will give you the Release number and the Serial number of your copy of "Enchanter II."

WAIT - This command causes time in the game to pass. Normally, between your moves, no time is passing as far as "Enchanter II." is concerned. You could leave the computer, study the Seven Superior Spells of Strength for a

year, and return to the game to find that nothing has changed. WAIT is used to make time pass in the game without doing anything. It might be useful if you are waiting for a specific time, waiting for a character to arrive, waiting for an event to happen, etc. A shorter way of saying WAIT is Z.

11.0 USEFUL VERBS

The following list includes only some of the verbs that "Enchanter II" understands. Keep in mind that these verbs can be combined with a variety of prepositions. For example, LOOK can become LOOK INSIDE, LOOK BEHIND, LOOK UNDER, LOOK THROUGH, LOOK AT, and so on.

ASK	ATTACK	BOARD	BURN
CLIMB	CLOSE	COUNT	CROSS
CUT	DESTROY	DIG	DISEMBARK
DRINK	DROP	EAT	ENTER
EXAMINE	EXIT	EXTINGUISH	FILL
FIND	FLY	FOLLOW	GIVE
HELLO	JUMP	KICK	KILL
KISS	KNOCK	LAUNCH	LIE
LIGHT	LISTEN	LOCK	LOOK
LOWER	MOVE	OPEN	POINT
POUR	PULL	PUSH	PUT
RAISE	REACH	READ	SEARCH
SHAKE	SHOOT	SHOW	SLEEP
SLIDE	SMELL	SPRAY	STAND
SWIM	TAKE	TELL	THROW
TIE	TOUCH	TURN	UNLOCK
UNTIE	WAKE	WALK	WAVE

12.0 "ENCHANTER II" RESPONSES

The program may occasionally have a few words for you when it wants you to clarify your instruction. Some of the "Enchanter II" responses are as follows:

I DON'T KNOW THE WORD "[your word]". The word you typed is not in the game's vocabulary. Sometimes a synonym or rephrasing will be understood. If not, "Enchanter II" probably doesn't know the idea you were trying to get across.

I CAN'T USE THE WORD "[your word]" HERE. The game knows the word you typed, but couldn't use it in that sense. Most commonly, this is because the game knows the word as a different part of speech. For example, if you said PRESS THE LOWER BUTTON, the program might recognize LOWER only as a verb, not as an adjective as it is used in your 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.

THERE SEEMS TO BE A NOUN MISSING IN THAT SENTENCE! This usually indicates an incomplete sentence, such as PUT THE LAMP IN THE, where "Enchanter II" expected a noun and couldn't find one.

I FOUND TOO MANY NOUNS IN THAT SENTENCE. An example is PUT THE SOUP IN THE BOWL WITH THE LADLE. A valid "Enchanter II" sentence has, at most, one direct object and one indirect object.

I BEG YOUR PARDON? You did not type anything after the prompt (>) and before hitting the RETURN (or ENTER) key.

IT'S TOO DARK TO SEE! In the story, there was not enough light to see the objects you referred to.

YOU CAN'T SEE ANY "[object]" HERE! The object you referred to was not present, or was not accessible to you (for example, it may be present but inside a closed container).

YOU CAN'T GO THAT WAY. There was no passage or exit in the direction you tried to move.

THE OTHER OBJECT(S) THAT YOU MENTIONED ISN'T (AREN'T) HERE. You referred to two or more objects in the same sentence, some of which weren't present or accessible.

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) only with certain verbs. Among the more useful of these verbs are TAKE, DROP, PUT, and LEARN. This restriction also applies to the use of ALL, as in DROP ALL. An example of a verb that will not work with multiple objects is ATTACK; you couldn't say ATTACK ALL or ATTACK THE WARLOCK AND THE ENCHANTER.

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

13.0 SENTENCE SYNTAX

An "Enchanter II" sentence must contain a verb or a command (such as AGAIN).

You must separate multiple objects of the verb by the word AND or by a comma.

You must separate several sentences typed to "Enchanter II" at one time by a period or by the word THEN. A period is not needed at the end of a line of input.

You can ask only three kinds of questions, WHO, WHERE and WHAT.

You can abbreviate compass directions to N, E, S, W, NE, NW, SE, SW. UP and DOWN may be shortened to U and D, respectively.

Other abbreviations include L for LOOK, I for INVENTORY, G for AGAIN, and Z for WAIT.

14.0 COMMAND SUMMARY

You can enter the following commands when the prompt (>) has appeared on the screen. For an explanation of these commands, see the section entitled Important Commands.

AGAIN (or G)

BRIEF

DIAGNOSE

INVENTORY (or I)

LOOK (or L)

QUIT (or Q)

RESTART

RESTORE

SAVE

SCORE

SCRIPT

SPELLS

SUPERBRIEF

TIME (or T)

UNSCRIPT

VERBOSE

VERSION

WAIT

15.0 WE'RE NEVER SATISFIED

Here at the Cambridge-By-The-Sea chapter of the Interlogic Game Writers Guild, we take great pride in the quality of our work. Even after they're "out the door", we're constantly improving, honing and perfecting.

Your input is important. No matter how much testing we do, it seems that there are some bugs that never crawl into view until thousands of you begin doing all those wild and crazy things to the game. If you find a bug, or if you have a suggestion for some additional sentence structures and vocabulary words, or if you found a certain problem too hard or too easy, or if you'd just like to tell us what you thought of the game, drop us a line! We love every excuse to stop working and fool around for a while, and a letter from you is just such an excuse! Write to:

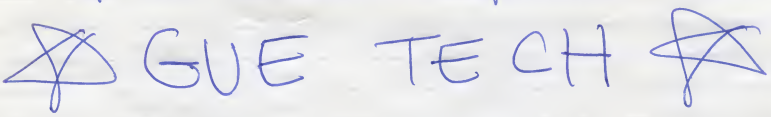
INFOCOM, INC.
55 WHEELER STREET
CAMBRIDGE, MA 02138

Attn: BELBOZ

You can call the Infocom Technical Support Team to report bugs and technical problems by calling (617) 576-3190. If you develop a problem with your diskette within 90 days after purchase, we will replace your diskette at no charge. Otherwise, there is a replacement fee of $5. Please return your registration card if you'd like to be on our mailing list and receive our customer newsletter.

LEARN MAGIC IN JUST 12 WEEKS.... WITHOUT EVER LEAVING YOUR HOME!

Take an accredited correspondence course from



Over 70% of our graduates find employment in the magic industry with one year of graduation.

MAKE REALLY BIG

ZORKMIDS!

FOR OVER 350 YEARS...

FROBOZZ CO

"You name it... we do it."

FROBOZZ MAGIC ALARM CO.
FROBOZZ MAGIC AMULET CO.
FROBOZZ MAGIC APPLIANCE CO.
FROBOZZ MAGIC BALLOON CO.
FROBOZZ MAGIC BANANA PEELER CO.
FROBOZZ MAGIC BOAT CO.
FROBOZZ MAGIC BUS CO.
FROBOZZ MAGIC CANDY CO.
FROBOZZ MAGIC CAVE CO.
FROBOZZ MAGIC GRUE ACCESSORIES CO.
FROBOZZ MAGIC GRUE REPELLENT CO.
FROBOZZ MAGIC GUNK CO.

FROBOZZ MAGIC HUBCAP CO.
FROBOZZ MAGIC INVISIBLE INK CO.
FROBOZZ MAGIC MINE FIELD CO.
FROBOZZ MAGIC NYMPH BREEDING CO.
FROBOZZ MAGIC PENCIL CO.
FROBOZZ MAGIC PRESSURIZER CO.
FROBOZZ MAGIC ROBOT CO.
FROBOZZ MAGIC ROOM SPINNER CO.
FROBOZZ MAGIC TRAVEL AGENCY
FROBOZZ MAGIC UMBRELLA CO.
FROBOZZ MAGIC VAULT CO.
FROBOZZ MAGIC WELL CO.

MAKE IT
IN MIZNIA

MiZNIA CHAMBER of COMMERCE

NOW! A RESURECTION SPELL FOR EVEN THE MOST INEXPERIENCED MAGIC CASTER!

GASPAR

From the company that developed BLORB and QUELBO, comes the world's first gnustoable resurection spell.* A break through in magic technology so impressive that only the wizards at United Thaumaturgy couldve done it. Look for Gaspar soon at spell scroll distributors in your town.

UNITED
THAUMATURGY
"Spells.... and a whole lot more."

* OZMOO, by merely circumventing death, is not considered to be a true resurection spell.

DON'T BE STUCK SHORT-HANDED!

NYMPH-O-MANIA

....Temporary Nymph Services .....

* Nymphs available by the hour, by the day by the week!!!
* We use exclusively the most polite & well-bred nymphs!!!
* warning nymphs, guard nymphs, & serving nymphs our specialty.

THEIR POTION

OUR POTION

child-proof vial

75% more potion

easy to follow directions

approval seal, Guild of Enchanters

comes in over ten yummy flavors

FIBBSBOZZA

The name in magic potions

? ? ? ? WHY PAY MORE? ? ? ! ? ?

NATE'S

DISCOUNT SCROLL HOUSE

308 Besnap Road, Borphee

SCROLLS	list	Nate's
FROTZ	zm 12	zm 8
REZROV	zm 12	zm 9
BLORB	zm 16	zm 12
NITFOL	zm 16	zm 14
QUELBO	zm 19	zm 15
GRIGPO	zm 26	zm 20
YOMIN	zm 28	zm 22
ONKIK	zm 38	zm 31
YIMFIL	zm 46	zm 36
VEZZA	zm 90	zm 74

POTIONS	list	Nate's
BERZIO	zm 4	zm 2
IGNATZ	zm 4	zm 3
VILSTU	zm 4	zm 3
ONBIT	zm 4	zm 3
[illegible]	zm 4	zm 3
WALDOE	zm 4	zm 3
KNALB	zm 6	zm 4
BLORT	zm 12	zm 10

SPECIALS	list	Nate's
MAGIC AMULETS	zm 120	zm 99
WANDS - BII	zm 88	zm 80
UT	zm 72	zm 61
SS	zm 29	zm 12
SCROLL RACK - 72	zm 12	zm 4
-144	zm 18	zm 6
WAND RACK - 6	zm 12	zm 2 !!!

OTHER	list	Nate's
Mortar's - small (pestle included)	zm 1	zm .75
- medium	zm 1	zm .75
- large	zm 2	zm 1.5
Tongue of Owl	zm .5	zm .25
Jar of newt eyes	zm 2	zm 1.5
Jar of ground Morgia	zm 2	zm 1.5
Bat Wings (pair)	zm 4	zm 2
Toad Warts (doz.)	zm 4	zm 3
Dragon Scales (ea.)	zm 10	zm 6

"I WOULDN'T GO ANYWHERE WITHOUT MY CHEVAUX."

ORKAN the ENCHANTER
HEAD OF THE TARIFF CHAPTER

For nearly a century, Renoir Pierre Chevaux has been designing the trendiest, swankiest, most ultra-neato monogrammed spell books. Only the finest Mithican leather is used for the binding, and the most gnosto-receptive paper is used for the pages. And of course, each book is inscribed with your own personalized chevaux monogram, the symbol of the discriminating Enchanter.

Only 2 more weeks to register for the

13th ANNUAL

ENCHEX

This year, the world's premier exhibition of magic, fantasy & the occult will be even bigger than ever before!

☆ featured Speakers:

BARBEL of GURTH
BELBOZ of ACCARDI
ORKAN of THRIFF

☆ seminars on the latest magic technologies by members of the Enchanter's Guild, independent wizards from across the Kingdom, & leaders of industry.

☆ Booths representing over 200 companies, including:

- FROBOZZCO, INC.
- BORAREE IRRITATERS, INC.
- FIBBSBOZZA
- SPELLBOUND
- INFOCOM, INC.
- INTERNATIONAL BUSINESS MAGIC
- SMOOTHSCROLL, INC.
- MAGICLAND
- SPELLSHACK
- FROTZ USERS GROUP
- UNITED THAUMATURGY
- SOFTSPEL

G/R Copy

Giardini/Russell Inc., 100 Galen Street, Watertown, MA 02172, 617-926-5030

Client: Infocom
Title: Enchanter II

Date: 11/7/83
Number: INF3-988

The CONCEPT is of an issue of Popular Enchanting, a trade periodical that most of the Circle of Enchanters subscribe to. This particular issue has been saved by Belboz because he is the cover story subject.

(cover)

(head)

POPULAR ENCHANTING

(copy)

(price)

10 zorknids

(outside Frobozz: 13 zorknids)

SPECIAL BOOK EXCERPT

"Spells and the Single Sorcerer"

The Power of Positive Conjuring: Learning with Gnusto!

Time Paradoxes: Are They a Waste?

Should Enchanters in Glass Houses Throw Spells?

Spellbreaking: A Do-It-Yourself Guide

(cover story)

BELBOZ AT 800: Is Retirement in His Future?

(address label)

Belboz

Hall of the Guild of Enchanters

Village of Accardi-by-the-Sea

Land of Frobozz

(inside copy)

(subhead)

Magician of the Month

(copy)

Seldom has a magician had more important and impressive debut than that of the youngest member of the Circle of Enchanters. The young Enchanter's first undertaking was the defeat of the evil warlock Krill in a fierce combat that saved the land. But the gratitude of the populace and the gifts bestowed by the various Guilds thankfully did not swell the novice's head. In the years since Krill's demise, the young Enchanter has sat humbly at the right hand of Belboz the Necromancer (see this month's cover story), learning from one of the world's most respected practitioners. "There is still much to be mastered," remarked Belboz when asked about his young associate. "However, magic is a life-long profession."

(subhead)

The Traveling Thaumaturgist

(copy)

Some wizards have the power to transport themselves with a mere twitch of their smallest toes. Most, alas, must walk. The best way to move from place to place is to type your desired direction. You can use all eight compass directions (which you can abbreviate to N, E, S, W, NE, SE, NW, and SW) as well as UP and DOWN (which may be abbreviated to U and D). IN and OUT (or ENTER and EXIT) may also work in certain places.

As you explore your surroundings in the game, read each description carefully. In bygone days, Enchanters could recall even the tiniest events in their lives and project them upon the clouds to the great amusement of the populace. Since you do not possess that skill, it's a good idea to make a map. A helpful map will note each of the locations you visit, directions to adjoining locations, and list all of the interesting objects in each location.

(subhead)

Suggestions for the First-Time Visitor

(copy)

When you enter a location for the first time, SPELLBREAKER normally displays the name of the location, its description, and descriptions of any interesting objects present. When you return to a location, only the name of the location and the names of the objects present are normally displayed. Walking around a location is unnecessary; anything inside a room is always within reach, unless you are sitting or lying down.

The VERBOSE command tells SPELLBREAKER to display the full description of every room and every object each time you see them, not just the first time. Using the SUPERBRIEF command, you'll be shown only the name of the location, even the first time you enter it, and no mention of the objects. (You can still get a description of the location and the objects present by typing LOOK or L.) Also, blank lines will not appear between each of your moves while you are in SUPERBRIEF. This mode is recommended for Enchanters who already know their way around. The BRIEF command tells SPELLBREAKER to return to the initial mode, in which you receive descriptions only on your first visit to a location.

(subhead)

PERSONAL GROWTH: Indulging your Curiosity

(copy)

The essence of Interlogic™ games like SPELLBREAKER is problem solving. Solving the problems that you encounter in SPELLBREAKER will frequently involve casting the proper spell or bringing a certain item with you, then using it in the proper way. Keep an open mind: Some ways that objects and creatures may be important to you may not be immediately obvious.

(subhead)

Containers

(copy)

Containers can hold other objects. Some can be opened and closed; others are always open. Some are transparent, others opaque. Similarly, some objects have surfaces upon which other objects can be placed. Most containers have a limited capacity, and all objects have sizes. Here are some examples of what to do when you come across a container:

>OPEN THE TINY BOX

Opening the tiny box reveals a magic amulet.

>PUT THE DIARY IN THE TINY BOX

There's no room.

>TAKE AMULET

You are now wearing the amulet.

>LOOK IN THE BOX

It's empty.

(subhead)

Characters

(copy)

Feel free to talk with any of the characters you meet during the game. Characters sometimes will fight back when attacked, and some may attack you without provocation. You'll likely find it most productive to negotiate with other beings--exchanging gifts and favors. For example:

Crawling slowly along the beach is an enormous turtle, his enameled shell shining with all the colors of the rainbow.

>TURTLE, HELLO

"It's nice to find a human being who talks to turtles. Not many do, you know./Most people think turtles are boring, just because we talk slowly."/

>TURTLE, FOLLOW ME

The turtle hisses, "I will follow you."

>NE

Meadow

The turtle, at his on leisurely pace, follows you.

(subhead)

Vehicles

(copy)

There are objects in SPELLBREAKER that can transport you to regions inaccessible on foot. Pieces of furniture, such as beds, act a lot like stationary vehicles. Here is an example of how to use a vehicle:

Flume

You are at the boarding platform of a fast-moving flume, flowing off beyond your view. A midway is visible to the north. A log boat sits at the loading platform, beckoning you to enter.

>GET IN THE LOG BOAT

As you enter the log boat, it lurches away from the platform and is carried swiftly away by the current of the flume./An amusement park nymph appears at the moment, warning you not to leave the boat during the course of the ride./

>LOOK

Flume

(You are in the log boat)

The flume is quite wide here, and straight as an arrow. The ride is quite relaxing.

>WEST

You're not going anywhere until you get out of the boat. You enter a stretch of sharp, winding, curves! Spray dashes your face as you are tossed about in the log boat.

((Note: Can we dump the last two of these examples?)

(subhead)

Feature Article

THE SECRET OF SUCCESSFUL SPELL CASTING? DO IT BY THE BOOK!

(copy)

Even the most powerful conjurers can occasionally find themselves at a momentary loss for a needed spell. It's no reflection on a magician's status or skill to reinforce the first thing we all are taught: Magic can only be effective if all its steps and conventions are scrupulously honored. In that spirit, then, we present this review of basic spell-casting techniques.

Magic is performed by invoking spells. Every spell is known by a one-word name. Magic spells usually have a duration, and sometimes a period of time must pass before they can be used again.

Spells can be dangerous--particularly to wizards. Our heightened abilities in this craft carry the penalty of heightened sensitivity to spells cast by others. Sometimes a spell which a normal person would not even notice can have a profound effect upon you. Be wary!

Your most important tool is your Spell Book, which is the written repository of all the spells you are capable of using. As SPELLBREAKER begins, you already have several spells at your disposal; others may be added during the course of the game. Spell scrolls may be found almost anywhere in your travels. They are extremely valuable. A scroll may be used to directly cast a spell, but doing so uses up the scroll (and the spell) permanently. It is usually much wiser to write the spell into your Spell Book, allowing you to use it repeatedly.

(subhead)
Learning with Gnusto!

(copy)
Newly found spells are written into your Spell Book using the GNUSTO spell (literally: "Write Magic"), the first spell most magicians master. Certain

spells are too powerful to be written by a magician of your limited experience. They may be used if found on scrolls, but the spell will be gone after it is used. Once a spell is written in your Spell Book with GNUSTO, though, it can be used whenever necessary. (READing your Spell Book lists the spells you have available, along with their meanings.)

Before a spell in your Spell Book can be used, you must memorize it, using the LEARN command. (You can memorize only a limited amounted of spells at one time.) The effort of casting a spell drains it from your memory, and you must relearn it to use it again. The SPELLS command tells you which spells you have memorized and how many times each one has been memorized. (This is helpful because a spell memorized twice can be used twice before being forgotten.)

(subhead)
A Spellbinding Cast

(copy)
You can use spells either by typing CAST (the spell's name) AT/ON (something) or, more simply, by typing (spell name)(something). Some spells are so general in application that they require no object; just typing the spell name is sufficient.

For example, suppose there were a spell named BOZBAR that you had written in

request and tell you whether your command is possible in that situation, as well as anything interesting that happens as a result of your action.

All words are distinguished by their first six letters (all subsequent letters are ignored). Therefore, ENCHANter,ENCHANting, and ENCHANtment all look like the same word to SPELLBREAKER.

(subhead)
The Complexities of Being in Command

(copy)
SPELLBREAKER understands a wide range of sentences, including simple requests for action and movement, even though it usually requires an object for such constructions:

TAKE THE SCROLL

WALK NORTH

PUSH THE GREEN BUTTON

PUT ALL THE BOOKS IN THE BIRDBATH

SW

DROP ALL BUT THE SPELLBOOK

GIVE THE SPELLBOOK TO THE DEMON

In addition, you can use multiple objects with certain verbs. To do this, make sure you separate those multiple objects by the word AND or by a comma,

as in these examples:

DROP THE SWORD AND THE MAGIC KNIFE
TAKE THE LILY PAD, THE PAD, THE REED, AND THE SPOTTED KNIFE
TAKE ALL BUT DAGGER, SLIMY VIAL, RUBY

You can include several sentences on one input line if you separate them by the word THEN or by a period. No period is necessary at the end of the input line. For example, the following commands could all be listed before hitting RETURN or ENTER:

READ THE SCROLL. DROP IT. N. OPEN DOOR. U. BOZBAR THE HORSE

SPELLBREAKER comprehends three types of questions: WHAT IS (something), WHO IS (someone), and WHERE IS (something). For example:

WHERE IS HELISTAR?
WHO IS FROBAR?
WHAT IS A GRUE?

You'll meet many other creatures as you play SPELLBREAKER--some human and some not. You can talk to a character by typing its name, followed by a comma, followed by what you want to say. For example:

IMP, WHERE IS MY SPELL BOOK? (THE?)

HENCHMAN, FOLLOW ME

SQUIRE, GIVE ME MY WAND (THE?) THEN CLEAN OFF MY SANDALS. (THE?)

SPELLBREAKER tries to be clever about what you really mean when you don't give complete information. If you want to do something, but you don't specify what to do it with or to, SPELLBREAKER will sometimes decide that there was only one possible object you could have meant. When it does this, it will tell you parenthetically. For example:

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

If your sentence is ambiguous, SPELLBREAKER will ask what you really meant. You can answer most such questions briefly by supplying the missing information. For example:

>SLICE THE SCROLL
What do you want to slice the scroll with?

>THE SCIMITAR

The scroll is reduced to paper dolls.

>TAKE THE SCROLL

Which scroll do you mean, the evil enchanted scroll or the lovely vellum scroll?

>ENCHANTED

The evil in the scroll flows inexorably up your arm. It seems to be seeking out your heart!

(subhead)

Words of Wisdom

(copy)

SPELLBREAKER uses many more words than it will accept in your inputs. Still, it recognizes over 700 words--or nearly all the words that you are likely to use when conversing with the game. If you find that SPELLBREAKER does not recognize a word you wish to use or its likely synonyms--even if the game has that word in a description--you are almost certainly on the wrong track.

Completely mystifying sentences will cause SPELLBREAKER to complain in one way or another. (See "Communicating with the Unknown," page _, for an

explanation of these complaints.) After making the complaint, SPELLBREAKER will ignore the rest of the input line. Unusual events, such as being attacked, will also make SPELLBREAKER ignore the rest of the sentences you typed, since the event may have changed your situation dramatically.

(subhead)

DISPELLING UNCERTAINTY

Sage Advice for Fledgling Enchanters

(copy)

Q. How can I perform heroic deeds when I'm surrounded by mundane creatures and objects?

A. The wise Enchanter notices everything, for everything you encounter may play a significant role. Exhibit patience and examine all that comes your way.

Q. Sometimes I tremble in the face of the unknown. What should I do?

A. Even life-threathening actions may lead to new insights. If you are truly wary of a situation, SAVE your position first. Being adventurous can often give you a valuable clue. Consider this fabricated example:

>GIVE THE MAGIC GERANIUM TO THE WOLF

The wolf considers, for a moment, eating the geranium instead of you. Then he decides the better of it and advances towards you.

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

Q. My mentor always insists on his way. With all due respect, is he being short-sighted?

A. There are many possible routes to the successful completion of SPELLBREAKER. Some problems that you may encounter have more than one solution; others may not need to be solved at all. Sometimes using one way to solve a problem will make it harder (or impossible) to solve another, and sometimes it will make it exhiliratingly easy.

Q. Is it honorable to combine my skills with another in the defense of our land from evil?

A. Not only honorable, but sometimes sensible. Until you have completely mastered the spells dealing with clairvoyance and the prediction of the future, you might find it easier to play SPELLBREAKER with another person. Oftentimes, each person's skills and strengths complement each other.

Q. What is the most comon mistake we novices make?

A. Deciding that you don't have to bother conjuring a map. As you go along, make sure to mark and detail all locations and objects. Remember, there are 10 possible directions, plus UP and DOWN.

Have a question, comment, or suggestion? Even after our games are "out the door," we're still working to improve them. If you find a bug, feel a certain problem was too easy or too hard, have a suggestion for additional sentence syntaxes, or would just like to tell us what you thought of SPELLBREAKER, drop us a line! Write to:

Infocom, Inc.
55 Wheeler Street
Cambridge, MA 02138
attn: Belboz

You can also report bugs and technical problems using our Hotline: (617) 333-3333, between X:00 am and X:00 pm Eastern Time. Ask to speak to Mike Dornbrook. If you should develop a problem with your diskette within 90 days of purchase, we will replace it at no charge. Otherwise, there is a replacement fee of $5.00.

(subhead)

Looking Ahead . . .

Guarding Against Loss: Resurrections and Advice for Quitters

(copy)

Should you wish to stop playing but resume from the same position at a later time, use the SAVE command at the prompt then follow the instructions on your (formatted?) Reference Card. (Remember that some systems may require a blank, initialized disk for storage.) Because it takes many hours to complete a game of SPELLBREAKER, this commmand allows you to pursue your quest over several sittings. Also, the cautious or prudent player can use SAVE as a protection before attempting a dangerous or tricky move. Then, even if you are "killed," you can return to the SAVEd point. To resume playing after you have made a SAVE, type RESTORE at the prompt and follow the Reference Card instructions. You will then continue playing from the RESTOREd position. To be safe, take a LOOK around to reorient yourself.

To start over from the beginning, type RESTART. SPELLBREAKER will ask you if that is really the action you wish to take. If so, type Y for YES.
If you want to stop playing altogether, type QUIT. Once again, SPELLBREAKER will ask you to confirm your decision, and will not comment on your lack of wizardly fortitude.

(subhead)

SPELLCASTERS' CLASSIFIEDS

(back-of-the-book, classified-ad style)

(copy)

All commands can be used repeatedly as needed. Some will constitute a move, and time will elapse; others will not affect time within the game play. They can be used whenever the prompt (>) appears.

AGAIN--Tells SPELLBREAKER to respond as if you had repeated your previous sentence (unless you are talking to a character). You may abbreviate AGAIN to G.

BRIEF--Commands SPELLBREAKER to describe in full only newly encountered locations and objects. Locations already visited and objects already seen will be described by displaying the location name and the object names only. BRIEF is the initial mode of the game.

DIAGNOSE--Tells you about your physical condition: if you are tired, thirsty, or hungry.

INVENTORY--Lists all of the items that you are carrying. You may abbreviate INVENTORY to I.

LOOK--Describes your surroundings in detail. You may abbreviate LOOK to L.

QUIT--Ends the game session. You have the option to SAVE your position first. You may abbreviate QUIT to Q.

RESTART--Starts the game over from the beginning.

RESTORE--Restores a game position made using the SAVE command.

SAVE--Saves a game's position onto a storage diskette.

SCORE--Gives you your current score and a ranking based on that score.

SCRIPT--Commands your printer to start making a transcript of the game as you play. (This feature is not available on every system.)

SPELLS--Lists the spells you currently have memorized from your Spell Book and how many times you have memorized each one.

SUPERBRIEF--You will be provided with only the name of the location you have entered, and no other information.

TIME--Gives the current time of day in the game. You may abbreviate TIME to

T.

UNSCRIPT--Commands your printer to cease making a transcript.

VERBOSE--Tells SPELLBREAKER to provide a full description of all locations and all objects when you encounter them. (See BRIEF and SUPERBRIEF.)

VERSION--Provides you the release number and the serial number of your version of SPELLBREAKER.

WAIT--Causes time in the game to pass. Normally, no time passes between moves. WAIT is used to make time pass in the game without doing anything. It might be useful if you are waiting for a specific time, waiting for a character to arrive, waiting for an event to happen, etc. You can abbreviate WAIT to Z.

(subhead)
Communicating With the Unknown!

(copy)
Occasionally, even the more careful wizard unleashes a command that SPELLBREAKER cannot execute. In those cases, you'll be asked to clarify your wishes in one of the following ways:

I DON'T KNOW THE WORD (your word). The word you typed is not in SPELLBREAKER'S vocabulary. Try a synonym or rephrasing. If neither work, likely the concept is not essential to the game play.

I CAN'T USE THE WORD (your word) HERE. SPELLBREAKER knows the word, but not in the context you've used it. Most commonly, this is because it recognizes the word as a different part of speech. For example, if you typed PRESS THE LOWER BUTTON, it might recognize LOWER only as a verb, not as an adjective, as you used it.

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.

THERE SEEMS TO BE A NOUN MISSING IS THAT SENTENCE! This usually means that you've typed an incomplete sentence. For example: PUT THE LAMP IN THE.

I FOUND TOO MANY NOUNS IN THAT SENTENCE. An example is PUT THE SOUP IN THE BOWL WITH THE LADLE. A valid sentence has, at most, one direct object and one indirect object.

I BEG YOUR PARDON? You did not type anything after the prompt (>) and before hitting the RETURN or ENTER key.

IT'S TOO DARK TO SEE! In the story, there is not enough light for you to see

objects.

I CAN'T SEE ANY (object) HERE! The object you indicated was either not present or not accessible to you. (For example, it may be present but in a closed container.)

THE OBJECT(S) THAT YOU MENTIONED ISN'T (AREN'T) HERE. You refer to two or more objects in the same sentence, some of which aren't present or accessible.

YOU CAN'T GO THAT WAY. There is no passage or exit in the direction you want to move.

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) only with certain verbs. Among the more useful are TAKE, DROP, PUT, and EXAMINE. This restriction also applies to the use of ALL, as in DROP ALL. An example of a verb that will not work with multiple objects is ATTACK. You cannot say ATTACK ALL or ATTACK THE WARLOCK AND THE ENCHANTER.

I DON'T UNDERSTAND THAT SENTENCE. Your command may have been gibberish (GIVE THE TROLL WITH SWORD) or a reasonable sentence written in syntax SPELLBREAKER does not understand (SMELL UNDER THE ROCK). In either case, try rephrasing your sentence.

(subhead)

SORCERERS' SOCIAL NOTES

(copy)
Always remember . . .

Every sentence you type must contain a verb or a command.

Separate multiple objects of the verb by AND or a comma.

You may type several sentences at one time, providing that they are separated by a period or the word THEN. A period is not required at the end of a line of input.

WHO, WHERE, and WHAT are the only three types of questions you are allowed to ask.

For those in a rush, you can abbreviate compass directions to N, E, S, W, NE, NW, SE, SW. UP and DOWN may be entered as U and D, respectively.

Other helpful abbreviations include L for LOOK, G for AGAIN, and Z for WAIT.

While SPELLBREAKER keeps a record of your score, it is considered quite gauche to focus your attention on such a mundane personal goal while the fate of the land and of your mentor is in your hands.

(subhead)
SPELLBREAKING: A Do-It-Yourself Guide

(copy)
Now that you are familiar with your powers and limitations, it's time to try loading the program from your disk. Follow the instructions on your Reference Card (included in the game package).

An introductory sentence should appear, followed by a description of the game's starting locations. Finally, the prompt (>) will appear, indicating that SPELLBREAKER is waiting for your first command. But beware! Only the most foolhardy and headstrong Enchanter would embark on the game's quest before thoroughly reading this manual!

Here's a quick exercise to help you get used to interacting with SPELLBREAKER. Load the game according to the instructions on your Reference Card. Read the opening description. When the prompt (>) appears, try typing the following:

>NORTHEAST

When you press the RETURN or ENTER key, the game will respond with a description of your new location:

Forest Edge
You are at the edge of a blighted woods which stretches out of sight. A path to the west enters the woods. A signpost stands next to a path leading north, and a fence to the east seems climbable. At the base of the fence is a slimy hole leading down.

The hellhound stops at the edge of the forest and bellows. After a moment, it turns and slinks into the trees.

You respond:

>READ THE SIGN

And press RETURN or ENTER. SPELLBREAKER replies:

"***!!!>>>WARNING<<<!!!***
This path protected by a
Magic Mine Field
installed by
Frobozz Magic Mine Fields, Inc."

(subhead)

SPELLS AND THE SINGLE SORCERER

(copy)

During most of the SPELLBREAKER adventure, you will be alone in your quest. It will be very helpful to be familiar with your possible choices of action: all the verbs that SPELLBREAKER understands. Keep in mind that these verbs can be combined with a variety of prepositions. For example: LOOK can become LOOK INSIDE, LOOK BEHIND, LOOK UNDER, LOOK THROUGH, LOOK AT, and so on. Other useful verbs include:

ASK ATTACK
BOARD BURN
CAST CLIMB CLOSE COUNT CROSS CUT
DESTROY DIG DISEMBARK DRINK DROP
EAT ENTER EXAMINE EXIT EXTINGUISH

FILL FIND FLY FOLLOW

GIVE HELLO JUMP

KICK KILL KISS KNOCK

LAUNCH LEARN LIE LIGHT LISTEN LOCK LOOK LOWER

MEMORIZE MOVE

OPEN

POINT POUR PULL PUSH PUT

RAISE REACH READ

SEARCH SHAKE SHOOT SHOW SLEEP SLIDE SMELL SPRAY STAND SWIM

TAKE TELL THROW TIE TOUCH TURN

UNLOCK UNTIE

WAKE WALK WAVE

(subhead)

18 WAYS TO WIZARDLY WORD POWER

AGAIN (or G)

BRIEF

DIAGNOSE

INVENTORY (or I)

LOOK (or L)

QUIT (or Q)

RESTART

RESTORE

SAVE

SCORE

SCRIPT

SPELLS

SUPERBRIEF

TIME (or T)

UNSCRIPT

VERBOSE

VERSION

WAIT (or Z)

MOCKING
MD DA
JW MGQ

G/R Copy

Giardini/Russell Inc., 100 Galen Street, Watertown, MA 02172, 617-926-5030

Client: Infocom
Title: Enchanter II

Date: 11/22/83
Number: INF3-988
R3

(cover)

(head)

POPULAR ENCHANTING

(copy)

(price)

3 ~~10~~ 5 zorkmids

(outside Frobozz: ~~13~~ zorkmids)

SPECIAL BOOK EXCERPT

"Spells and the Single Sorcerer"

The Power of Positive Conjuring: Learning with Gnusto!

Time Paradoxes: Are They a Waste?

Should Enchanters in Glass ~~Houses~~ Throw Spells? Mazes?

Spellbreaking: A Do-It-Yourself Guide
Do we still want this, in view of title change?

(cover story)

BELBOZ AT 200: Is Retirement in His Future?

04

G/R

Date: 11/22/83
Number: INF3-988
Page: 2

(address label)

Hall of the Guild of Enchanters

Village of Accardi-by-the-Sea

Land of Frobozz

(inside copy)

(section head)

Magician of the Month

(copy)

Seldom has a magician had a more important and impressive debut than that of the youngest member of the Circle of Enchanters. The young Enchanter's first undertaking was the defeat of the evil warlock Krill in a fierce combat that saved the land. But the gratitude of the populace and the gifts bestowed by the various Guilds thankfully did not swell the novice's head. In the years since Krill's demise, the young Enchanter has sat humbly at the right hand of Belboz the Necromancer (see this month's cover story), learning from one of the world's most respected practitioners. "There is still much to be mastered," remarked Belboz when asked about his young associate. "However, magic is a lifelong profession."

see suggested alternative (back review)

04

(section head)

The Traveling Thaumaturgist

(copy)

Some wizards have the power to transport themselves with a mere twitch of their smallest toes. Most, alas, must walk. The best way to move from place to place is to type your desired direction. You can use all eight compass directions (which you can abbreviate to N, E, S, W, NE, SE, NW, and SW) as well as UP and DOWN (which may be abbreviated to U and D). IN and OUT (or ENTER and EXIT) may also work in certain places.

As you explore your surroundings in the game, read each description carefully. In bygone days, Enchanters could recall even the tiniest events in their lives and project them upon the clouds to the great amusement of the populace. Since you do not currently possess that skill, it's a good idea to make a map. A helpful map will note each of the locations you visit, directions to adjoining locations, and list all of the interesting objects in each location.

Do not concern yourself about time: It passes only in response to your input. Nothing happens while you are pondering your next move, so you can proceed at your own pace. While SORCERER keeps a record of your score, it is supplied only as a guide to measure your progress in the game.

(subhead)

Suggestions for the First-Time Visitor

(copy)

When you enter a location for the first time, SORCERER normally displays the name of the location, its description, and descriptions of any interesting objects present. When you return to a location, only the name of the location and the names of the objects present are normally displayed. Walking around a location is unnecessary; anything there is always within reach, unless you are sitting or lying down.

The VERBOSE command tells SORCERER to display the full description of every room and every object each time you see them, not just the first time. Using the SUPERBRIEF command, you'll be shown only the name of the location, even the first time you enter it, and no mention of the objects present. (You can still get a description of the location and ~~the~~ objects ~~present~~ by typing LOOK or L.) Also, blank lines will not appear between each of your moves while you are in SUPERBRIEF. This mode is recommended for Enchanters who already know their way around. The BRIEF command tells SORCERER to return to the initial mode, in which you receive descriptions only on your first visit to a location.

EK

(subhead)

PERSONAL GROWTH: Indulging your Curiosity

(copy)

The essence of Interlogic™ games like SORCERER is problem solving. Solving the problems that you encounter in SORCERER will frequently involve casting the proper spell or bringing a certain item with you, then using it in the proper way. Keep an open mind: Some ways that objects and creatures ~~may be~~ are important ~~to you~~ and may not be immediately obvious. Yet behave

(subhead)

Containers

(copy)

Containers can hold other objects. Some can be opened and closed; others are always open. Some are transparent, others opaque. Similarly, some objects have surfaces upon which other objects can be placed. Most containers have a limited capacity, and all objects have sizes. Here ~~are some~~ examples of what ~~to do when you come across~~ you can do with a container: is an actual ℓ from SORCERER the game

>OPEN THE TINY BOX

Opening the tiny box reveals a magic amulet.

>PUT THE DIARY IN THE TINY BOX

There's no room.

>TAKE AMULET

ok

You are now wearing the amulet.

>LOOK IN THE BOX

It's empty.

(subhead)

Characters

(copy)

Feel free to talk with any of the characters you meet during the game. Characters sometimes will fight back when attacked, and some may attack you without provocation. ~~You'll likely~~ You may find it ~~most~~ productive to negotiate with other beings--exchanging gifts and favors. ~~For example:~~ Here, for example, is an actual character interaction from Enchanter: IS AN

Crawling slowly along the beach is an enormous turtle, his enameled shell shining with all the colors of the rainbow.

>TURTLE, HELLO

"It's nice to find a human being who talks to turtles. Not many do, you know. Most people think turtles are boring, just because we talk slowly."

>TURTLE, FOLLOW ME

The turtle hisses, "I will follow you."

>NE

Meadow

The turtle, at his ~~on~~ own leisurely pace, follows you.

(subhead)

Vehicles

(copy)

There are objects in SORCERER that can transport you to regions inaccessible ~~on~~ by foot. Pieces of furniture, such as beds, act ~~a lot~~ much like stationary vehicles. Here is an example of how to use a vehicle:

Flume

You are at the boarding platform of a fast-moving flume, flowing off beyond your view. A midway is visible to the north. A log boat sits at the loading platform, beckoning you to enter.

>GET IN THE LOG BOAT

As you enter the log boat, it lurches away from the platform and is carried swiftly away by the current of the flume. An amusement park nymph appears at the moment, warning you not to leave the boat during the course of the ride.

>LOOK

Flume

(You are in the log boat)

The flume is quite wide here, and straight as an arrow. The ride is quite relaxing.

>WEST

You're not going anywhere until you get out of the boat. [NEW LINE You enter a stretch of sharp, winding, curves! Spray dashes your face as you are tossed about ~~in~~ the log boat.

(section head)

Feature Article

THE SECRET OF SUCCESSFUL SPELL CASTING? DO IT BY THE BOOK!

(copy)

Even the most powerful conjurers can occasionally find themselves at a momentary loss for a needed spell. It's no reflection on a magician's status or skill to reinforce the first thing we all are taught: Magic can be effective only if all its steps and conventions are scrupulously honored. In that spirit, then, we present this review of basic spell-casting techniques.

Magic is performed by invoking spells. Every spell is known by a one-

word name. Magic spells usually have a duration, and sometimes a period of time must pass before they can be used again.

Spells can be dangerous--particularly to wizards. Our heightened abilities in this craft carry the penalty of heightened sensitivity to spells cast by others. Sometimes a spell which a normal person would not even notice can have a profound effect upon you. Be wary!

Your most important tool is your Spell Book, which is the written repository of all the spells you are capable of using. As SORCERER begins, you already have several spells at your disposal; others may be added during the course of the game. Spell scrolls may be found almost anywhere in your travels. They are extremely valuable. A scroll may be used to directly cast a spell, but doing so uses up the scroll (and the spell) permanently. It is usually much wiser to write the spell into your Spell Book, allowing you to use it repeatedly.

(subhead)
Learning with Gnusto!

(copy)
Newly found spells are written into your Spell Book using the GNUSTO spell (literally: "Write Magic"), the first spell most magicians master. Certain spells are too powerful to be written by a magician of your limited

experience. They may be ~~used if found on~~ cast directly from scrolls, but the spell will be gone after it is used. Once a spell is written in your Spell Book with GNUSTO, though, it can be used whenever necessary. (READing your Spell Book lists the spells you have available, along with their meanings.)

Before a spell in your Spell Book can be used, you must memorize it, using the LEARN command. (You can memorize only a limited amounted of spells at one time.) The effort of casting a spell drains it from your memory, and you must relearn it to use it again. The SPELLS command tells you which spells you currently have memorized and how many times each one has been memorized. (This is helpful because a spell memorized twice can be used twice before being forgotten.)

(subhead)

Casting Spells and Aspersions

(copy)

You can use spells either by typing CAST (the spell's name) AT/ON (something) or, more simply, by typing (spell name)(something). Some spells are so general in application that they require no object; just typing the spell name is sufficient.

For example, suppose there were a spell named BOZBAR that you had written in your Spell Book~~, or were carrying on a scroll:~~

You can pretend that all your sentences begin with "I want to . . ," although you shouldn't type those words explicitly. ~~SPELLBREAKER~~ SORCERER will digest your request and tell you whether your command is possible in that situation, as well as anything interesting that happens as a result of your action.

All words are distinguished by their first six letters (all subsequent letters are ignored). Therefore, ENCHANter,ENCHANting, and ENCHANtment all look like the same word to ~~SPELLBREAKER~~ SORCERER.

(section head)

The Complexities of Being in Command

(copy)

~~SPELLBREAKER~~ SORCERER understands a wide range of instructions. ~~including simple requests for action and movement, even though it usually requires an object for such constructions:~~ Here are some examples, using many objects and situations which don't actually occur in the game:

TAKE THE SCROLL

TAKE ALL THE SCROLLS

PUT ON THE ROBE

PICK UP THE BROKEN WAND

DROP IT

GO OUT

DROP THE NEWT IN THE POT.

ok

WALK NORTH

WEST

SW

DOWN

D

EXAMINE THE LARGE RED DEMON

~~SHOOT THE DEMON WITH THE MAGIC WAND~~ POINT THE MAGIC WAND AT THE DEMON

PUSH THE GREEN BUTTON

DRINK THE EVIL POTION

LOOK AT THE VIAL

LOOK AT ALL THE VIALS

LOOK UNDER THE WORKBENCH

~~WORKBENCH~~

LOOK BEHIND THE CANVAS

TAKE ALL

LEARN THE BOZBAR SPELL

DROP ALL BUT THE SPELL BOOK

TAKE ALL FROM BIRDBATH

THROW DAGGER AT DEMON

PUT ALL THE BOOKS IN THE BIRDBATH

In addition, you can use multiple objects with certain verbs. To do this,

make sure you separate those multiple objects by the word AND or by a comma, as in these examples:

DROP THE SWORD AND THE MAGIC KNIFE

TAKE THE LILY PAD, ~~THE PAD,~~ THE REED, AND THE SPOTTED FROG

PUT THE NEWT AND THE MERCURY IN THE MORTAR

TAKE ALL BUT DAGGER, SLIMY VIAL, RUBY

THROW SPELL BOOK AND CANDLESTICK INTO CHASM

You can include several sentences on one input line if you separate them by the word THEN or by a period. No period is necessary at the end of the input line. For example, the following commands could all be ~~listed~~ typed before hitting RETURN or ENTER:

READ THE SCROLL~~THEN~~DROP IT. N. OPEN DOOR. U. BOZBAR THE HORSE

(section head)

The Inquiring Mind

(copy)

SORCERER comprehends three types of questions: WHAT IS (something), WHO IS (someone), and WHERE IS (something). For example:

WHERE IS HELISTAR?

WHO IS FROBAR?

WHAT IS A GRUE?

You'll meet many other creatures as you play SORCERER--some human and some not. You can talk to a character by typing its name, followed by a comma, followed by what you want to say. For example:

IMP, WHERE IS MY SPELL BOOK?

HENCHMAN, FOLLOW ME.

ADVENTURER, KILL THE MONSTER.

SQUIRE, GIVE ME MY WAND THEN CLEAN MY SANDALS.

FROBAR, WAIT HERE

SORCERER tries to be clever about what you really mean when you don't give complete information. If you want to do something, but you don't specify what to do it with or to, SORCERER will sometimes decide that there was only one possible object you could have meant. When it does this, it will tell you parenthetically. For example:

>UNLOCK THE DOOR

(with the key)

The door is now unlocked.

OK

>KILL THE BROGMOID

(with the sword)

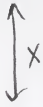
A good blow, but the brogmoid dodges.

If your sentence is ambiguous, SORCERER will ask you what you really meant. You can answer most such questions briefly by supplying the missing information. For example:

>SLICE THE SCROLL

What do you want to slice the scroll with?

X should be less than Y to separate the examples



>THE SCIMITAR

The scroll is reduced to paper dolls.

>TAKE THE SCROLL

Which scroll do you mean, the evil enchanted scroll or the lovely vellum scroll?

>ENCHANTED

The evil in the scroll flows inexorably up your arm. It seems to be seeking out your heart!

(section head)

Words of Wisdom

(copy)

SORCERER uses many more words than it will accept in your inputs. Still, it recognizes over ~~700~~ 1000 words--~~or~~ nearly all the words that you are likely to use when conversing with the game. If you find that SORCERER does not recognize a word you wish to use or its likely synonyms--even if the game has that word in a description--you are almost certainly on the wrong track.

Completely mystifying sentences will cause SORCERER to complain in one way or another. (See "Communicating with the Unknown," page _, for an explanation of these complaints.) After making the complaint, SORCERER will ignore the rest of the input line. Unusual events, such as being attacked, will also make SORCERER ignore the rest of the sentences you typed, since the event may have changed your situation dramatically.

(section head)

An Illustrative Story

(copy)

The following transcript is not from SORCERER, but it does show most of the common interactions that ~~your~~ You will use while playing. It contains several simple problems and their solutions, and it should give the novice player a good idea of how an interactive prose adventure game works.

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 north.

A drunk is sitting at a table, watching you through half-closed eyes.

>INVENTORY

You are carrying:

a spell book

a silver coin

a pouch

The drunk stands and lurches over to you. "Spare a coin for a hungry man?" he asks, his ale-laden breath fouling the air around you.

>GIVE 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.

>READ IT

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

"Another pint of ale!" cries the drunk flipping the silver coin to the bartender.

>GNUSTO THE BOZBAR SPELL

You 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 east. At least, that's what I've heard." He looks about furtively, a great fear blazing in his eyes.

>OPEN THE DOOR

Being swinging doors, they swing open and then immediately close again.

>NORTH

Road Outside Tavern

There is a horse here, munching on a pile of oats.

>GET ON THE HORSE

You are now on the horse, holding the reins.

>LOOK

Road Outside Tavern

(You are on the horse.)

The road winds here, leading northeast and northwest. A seedy tavern lies to the south.

There is a pile of oats here.

>TAKE PILE OF OATS

You can't reach them from the horse!

>STEER HORSE EAST

Using the reins, you bring the horse about to face the east.

>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.

>STEER HORSE NORTHEAST

Using the reins, you bring the horse about to face the northeast.

>KICK HOSE

You can't see any hose here.

>KICK HORS

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

(You are on the horse.)

The road crosses the top of a ridge here, sloping downwards to the east and the southwest.

>STEER HORSE EAST

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

Edge of Chasm

(You are on the horse.)

The road ends suddenly at a wide chasm. The road leads upward to the west, and you can see it continuing on the eastern 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
frotz spell: cause an object to give off light
urbzig spell: turn a dangerous object into a harmless one
lobal spell: sharpen hearing
bozbar spell: cause an animal to sprout wings

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

>LEARN BOZBAR AND URBZIG
bozbar spell: Using you best study habits, you commit the bozbar spell to memory.
urbzig spell: Using your best study habits, you commit the urbzig spell to memory.
"Hssssss!!!" The snake coils tighter, as though preparing to strike the horse.

>CAST THE URBZIG SPELL ON THE SNAKE
The snake is replaced by a clump of daffodils.

>BOZBAR THE HORSE

A pair of handsome, 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

(You are on the horse.)

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

>WAIT

Time passes . . .

The horse continues trotting briskly along the road . . .

Edge of Moat

(You are on the horse.)

The black castle looms on the other side of the moat. The 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 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 viltus, a simple and harmless vine. It appears to be newly sprouted.

>SPRINKLE MAGIC DUST ON GREEN PLANT

The green plant begins growing at a tremendous rate, shooting long grasping tendrils across the moat, and growing right up the side of the black castle. The plant has now become a living bridge, which you can climb up to cross the moat.

>EXAMINE THE RED PLANT

It looks like a specimen of flombus digestus, the dangerous man-eating plant. Fortunately, this is a very tiny specimen.

>SPRINKLE MAGIC DUST ON RED PLANT

The red 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 Haffibar, 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 wake you are outdoors . . .

Beginning of Road

>SOUTHEAST

Road Outside Tavern

There is a pile of oats here.

A drunk is sleeping at the edge of the road.

(section head)

DISPELLING UNCERTAINTY

Sage Advice for Fledgling Enchanters

(copy)

Q. How can I perform heroic deeds when I'm surrounded by mundane creatures and objects?

A. The wise Enchanter notices everything, for everything you encounter may play a significant role. Exhibit patience and examine all that comes your way.

Q. Sometimes I tremble in the face of the unknown. What should I do?

A. Even life-threathening actions may lead to new insights. If you are truly wary of a situation, SAVE your position first. Being adventurous can often give you a valuable clue. Consider this fabricated example:

>GIVE THE MAGIC GERANIUM TO THE WOLF
The wolf considers, for a moment, eating the geranium instead of you. Then he decides the better of it and advances toward you.

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

Q. My mentor always insists on his way. With all due respect, is he being shortsighted?

A. There are many possible routes to the successful completion of SORCERER. Some problems that you may encounter have more than one solution; others may not need to be solved at all. Sometimes using one way to solve a problem will make it harder (or impossible) to solve another, and sometimes it will make it exhiliratingly easy.

Q. Is it honorable to combine my skills with another in the defense of our land from evil?

A. Not only honorable, but sometimes sensible. Until you have completely mastered the spells dealing with clairvoyance and the prediction of the future, you might find it easier to play SORCERER with another person. Oftentimes, ~~each~~ one person's skills and strengths complement ~~each~~ the other's.

Q. What is the most common mistake we novices make?

A. Deciding that you don't have to bother ~~conjuring~~ making a map. As you go along, make sure to mark and detail all locations and objects. Remember, there are 10 possible directions, plus IN and OUT.

[There needs to be some kind of chapter heading here]

Have a question, comment, or suggestion? Even after our games are "out the door," we're still working to improve them. If you find a bug, feel a certain problem was too easy or too hard, have a suggestion for additional

sentence syntaxes, or would just like to tell us what you thought of SORCERER, drop us a line! Write to:

Infocom, Inc.
55 Wheeler Street
Cambridge, MA 02138
attn: Belboz

text from 5th draft

You can also report bugs and technical problems using our Hotline: (617) 333-3333, between X:00 am and X:00 pm Eastern Time. Ask to speak to Mike Dornbrook. If you should develop a problem with your diskette within 90 days of purchase, we will replace it at no charge. Otherwise, there is a replacement fee of $5.00.

(section head)
Looking Ahead . . .
Guarding Against Loss: Resurrections and Advice for Quitters

(copy)

Should you wish to stop playing but resume from the same position at a later time, use the SAVE command at the prompt then follow the instructions on your Reference Card. (Remember that some systems may require a blank, initialized disk for storage.) Because it takes many hours to complete a game of SORCERER, this commmand allows you to pursue your quest over several

sessions.
~~sittings~~. Also, the cautious or prudent player can use SAVE as a protection before attempting a dangerous or tricky move. Then, even if you are "killed," you can return to the SAVEd point. To resume playing after you have made a SAVE, type RESTORE at the prompt and follow the Reference Card instructions. You will then continue playing from the RESTOREd position. To be safe, take a LOOK around to reorient yourself.

To start over from the beginning, type RESTART. SORCERER will ask you if that is really the action you wish to take. If so, type Y for YES.

If you want to stop playing altogether, type QUIT. Once again, SORCERER will ask you to confirm your decision, ~~and will not comment on your lack of wizardly fortitude.~~

(section head)
SPELLCASTERS' CLASSIFIEDS
(back-of-the-book, classified-ad style)

(copy)
All commands can be used repeatedly as needed. Some will constitute a move, and time will elapse; others will not affect time within the game play. They can be used whenever the prompt (>) appears.

AGAIN--Asks SORCERER to respond as if you had repeated your previous

sentence (unless you are talking to a character). You may abbreviate AGAIN to G.

BRIEF--Commands SORCERER to describe in full only newly encountered locations and objects. Locations already visited and objects already seen will be described by displaying the location name and the object names only. BRIEF is the initial mode of the game. (See SUPERBRIEF and VERBOSE).

DIAGNOSE--Tells you about your physical condition: if you are tired, thirsty, ~~or~~ hungry, or injured.

INVENTORY--Lists all of the items that you are carrying. You may abbreviate INVENTORY to I.

LOOK--Describes your surroundings in detail. You may abbreviate LOOK to L.

QUIT--Ends the game session. You have the option to SAVE your position first. You may abbreviate QUIT to Q. Requires confirmation.

RESTART--Starts the game over from the beginning. Requires confirmation.

RESTORE--Restores a game position made using the SAVE command.

SAVE--Saves a game's position onto a storage diskette.

SCORE--Gives you your current score and a ranking based on that score.

SCRIPT--Commands your printer to start making a transcript of the game as you play. (This feature is not available on every system.)

SPELLS--Lists the spells you currently have memorized from your Spell Book and how many times you have memorized each one.

SUPERBRIEF--~~You~~ In this mode, when you enter a new location you will be provided with only the name of the location ~~you have entered~~, and no other information. (see BRIEF and VERBOSE).

TIME--Gives the current time of day in the game. You may abbreviate TIME to T.

UNSCRIPT--Commands your printer to cease making a transcript.

VERBOSE--Tells SORCERER to provide a full description of all locations and all objects when you encounter them. (See BRIEF and SUPERBRIEF.)

VERSION--Provides you the release number and the serial number of your version of SORCERER.

WAIT--Causes time in the game to pass. Normally, no time passes between

moves. WAIT is used to make time pass in the game without doing anything. It might be useful if you are waiting for a specific time, waiting for a character to arrive, waiting for an event to happen, etc. You can abbreviate WAIT to Z.

(section head)

Communicating With the Unknown!

(copy)

Occasionally, even ~~the more~~ a careful wizard unleashes a command that SORCERER cannot execute. In those cases, you'll be asked to clarify your wishes in one of the following ways:

I DON'T KNOW THE WORD (your word). The word you typed is not in SORCERER'S vocabulary. Try a synonym or rephrasing. If neither work, ~~likely~~ the concept is probably not essential to the game play.

I CAN'T USE THE WORD (your word) HERE. SORCERER knows the word, but not in the context you've used it. Most commonly, this is because it recognizes the word as a different part of speech. For example, if you typed PRESS THE LOWER BUTTON, it might recognize LOWER only as a verb, not as an adjective, as you used it.

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.

THERE SEEMS TO BE A NOUN MISSING IS THAT SENTENCE! This usually means that you've typed an incomplete sentence. For example: PUT THE LAMP IN THE.

I FOUND TOO MANY NOUNS IN THAT SENTENCE. An example is PUT THE SOUP IN THE BOWL WITH THE LADLE. A valid sentence has, at most, ~~one direct object and one indirect object.~~ two noun clauses -- a direct object clause and an indirect object clause.

I BEG YOUR PARDON? You did not type anything after the prompt (>) and before hitting the RETURN or ENTER key.

IT'S TOO DARK TO SEE! In the story, there is not enough light for you to ~~see objects.~~ perform your action.

I CAN'T SEE ANY (object) HERE! The object you indicated was either not present or not accessible to you. (For example, it may be present but in a closed container.)

THE OTHER OBJECT(S) THAT YOU MENTIONED ISN'T (AREN'T) HERE. You referred to one or more objects in the same sentence, some of which aren't present or accessible.

YOU CAN'T GO THAT WAY. There is no passage or exit in the direction you want to move.

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) only with certain verbs. Among the more useful are TAKE, DROP, PUT, and EXAMINE. This restriction also applies to the use of ALL, as in DROP ALL. An example of a verb that will not work with multiple objects is ATTACK. You cannot say ATTACK ALL or ATTACK THE WARLOCK AND THE ENCHANTER.

I DON'T UNDERSTAND THAT SENTENCE. Your command may have been gibberish (GIVE THE TROLL WITH SWORD) or a reasonable sentence written in a syntax that SORCERER does not understand (SMELL UNDER THE ROCK). In either case, try rephrasing your sentence.

(section head)

SORCERERS' SOCIAL NOTES

(copy)

Always remember . . .

Every sentence you type must contain a verb or a command.

Separate multiple objects of the verb by AND or a comma.

You may type several sentences at one time, providing that they are separated by a period or the word THEN. A period is not required at the end of a line of input.

WHO, WHERE, and WHAT are the only ~~three~~ types of questions you are allowed to ask.

For those in a rush, you can abbreviate compass directions to N, E, S, W, NE, NW, SE, SW. UP and DOWN may be entered as U and D, respectively.

Other helpful abbreviations include L for LOOK, G for AGAIN, and Z for WAIT.

While SORCERER keeps a record of your score, it is considered quite gauche to focus your attention on such a mundane personal goal while the fate of the land and of your mentor is in your hands.

(section head)

SPELLBREAKING: A Do-It-Yourself Guide
See note on pg. 1

(copy)

Now that you are familiar with your powers and limitations, it's time to try loading the program from your disk. Follow the instructions on your Reference Card (included in the game package).

An introductory sentence should appear, followed by a description of the game's starting location. Finally, the prompt (>) will appear, indicating that SORCERER is waiting for your first command. But beware! Only the most foolhardy and headstrong Enchanter would embark on the game's quest before thoroughly reading this manual!

Here's a quick exercise to help you get used to interacting with SORCERER. Load the game according to the instructions on your Reference Card. Read the opening description. When the prompt (>) appears, try typing the following:

>NORTHEAST

When you press the RETURN or ENTER key, the game will respond with a description of your new location:

dc

Forest Edge

You are at the edge of a blighted woods which stretches out of sight. A path to the west enters the woods. A signpost stands next to a path leading north, and a fence to the east seems climbable. At the base of the fence is a slimy hole leading down.

The hellhound stops at the edge of the forest and bellows. After a moment, it turns and slinks into the trees.

You respond:

>READ THE SIGN

And press RETURN or ENTER. SORCERER replies:

"***!!!>>>WARNING<<<!!!*** spaces

This path is protected by a

Magic Mine Field

installed by the

Frobozz Magic Mine Field~~, Inc.~~" Company

(section head)
SPECIAL BOOK EXCERPT (like on cover)?
SPELLS AND THE SINGLE SORCERER

(copy)

During most of the SORCERER adventure, you will be alone in your quest.

It will be ~~very~~ helpful to be familiar with ~~your~~ possible choices of action. The following list includes just some of the many ~~all the~~ verbs that SORCERER understands. Keep in mind that these verbs can be combined with a variety of prepositions. For example: LOOK can become LOOK INSIDE, LOOK BEHIND, LOOK UNDER, LOOK THROUGH, LOOK AT, and so on.

~~Other useful verbs include:~~

ASK ATTACK

BOARD BURN

CAST CLIMB CLOSE COUNT CROSS CUT

DESTROY DIG DISEMBARK DRINK DROP

EAT ENTER EXAMINE EXIT EXTINGUISH

FILL FIND FLY FOLLOW

GIVE HELLO JUMP

KICK KILL KISS KNOCK

LAUNCH LIE LIGHT LISTEN LOCK LOOK LOWER

MEMORIZE MOVE

OPEN

POINT POUR PULL PUSH PUT

RAISE REACH READ

SEARCH SHAKE SHOOT SHOW SLEEP SLIDE SMELL SPRAY STAND SWIM

TAKE TELL THROW TIE TOUCH TURN

UNLOCK UNTIE

WAKE WALK WAVE Don't really like this formatting.

(section head)

18 WAYS TO WIZARDLY WORD POWER

AGAIN (or G)

BRIEF

DIAGNOSE

INVENTORY (or I)

LOOK (or L)

QUIT (or Q)

RESTART

RESTORE

SAVE

SCORE

SCRIPT

SPELLS

SUPERBRIEF

TIME (or T)

UNSCRIPT

VERBOSE

VERSION

WAIT (or Z)

gR

G/R

Date: 11/28/83
Number: INF3-988
Page: 41

(Legal Copy)

(Subhead) EXCITING AS ALWAYS

Limited Warranty

(Copy)

This software product and the attached instructional materials are sold "AS IS," without warranty as to their performance. The entire risk as to the quality and performance of the computer software program is assumed by the user.

However, to the original purchaser of a disk prepared by Infocom and carrying the Infocom label on the disk jacket, Infocom, Inc. warrants the medium on which the program is recorded to be free from defects in materials and faulty workmanship under normal use and service for a period of ninety (90) days from the date of purchase. If during this period a defect on the medium should occur, the medium may be returned to Infocom, Inc. or to an authorized Infocom, Inc. dealer, and Infocom, Inc. will replace the medium without charge to you. Your sole and exclusive remedy in the event of a defect is expressly limited to replacement of the medium as provided above.

If the failure of the medium, in the judgment of Infocom, Inc. resulted from accident, abuse, or misapplication of the medium, then Infocom, Inc. shall have no responsibility to replace the medium under the terms of this warranty.

THE ABOVE WARRANTIES FOR GOODS ARE IN LIEU OF ALL WARRANTIES, EXPRESS, IMPLIED,OR STATUTORY, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND OF ANY OTHER WARRANTY OBLIGATION ON THE PART OF INFOCOM, INC. IN NO EVENT SHALL INFOCOM, INC. OR ANYONE ELSE WHO HAS BEEN INVOLVED IN THE CREATION AND PRODUCTION OF THIS COMPUTER SOFTWARE PROGRAM BE LIABLE FOR INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES, SUCH AS, BUT NOT LIMTIED TO, LOSS OF ANTICIPATED PROFITS OR BENEFITS RESULTING FROM THE USE OF THIS PROGRAM, OR ARISING OUT OF ANY BREACH OF THIS WARRANTY. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU.

N.B. After the warranty period, a defective disk may be returned to Infocom, Inc. with a check or money order for $5.00 for replacement.

(Subhead)

Copyright

(Copy)

This software product is copyrighted and all rights reserved by Infocom, Inc. It is published exclusively by Infocom, Inc. The distribution and

sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Lawful users of this program are hereby licensed only to read the program from its medium into memory of a computer solely for the purpose of executing the program. Copying, duplicating, selling, or otherwise distributing this product is a violation of the law.

This manual is copyrighted and all rights are reserved by Infocom, Inc. This document may not, in whole or part, be copied, photocopied, reproduced, translated or reduced to any electronic medium or machine-readable form without prior consent, in writing, from Infocom, Inc.

Willful violations of the Copyright Law of the United States can result in civil damages of up to $50,000 in addition to actual damages, plus criminal penalties of up to one year imprisonment and/or $10,000 fine.

SORCERER and INTERLOGIC are trademarks of Infocom, Inc.

© 1983 Infocom, Inc.

Printed in U.S.A.

G/R Copy

Giardini/Russell Inc., 100 Galen Street, Watertown, MA 02172, 617-926-5030

Client: Infocom
Date: 11/22/83
Title: Enchanter II Addendum ads
Number: INF3-988

#1

(one gnusto per is enough)

~~PUT MORE GNUSTO IN YOUR LIFE!~~ MAKE REALLY BIG ZORKMIDS! LEARN MAGIC IN JUST 12 WEEKS! Our proven "Learn-at-Home" course lets you study at your own pace. Why spend your life as a woodcutter when magic can open doors for you? Over 70% of our graduates find careers in magic-related guilds. Write: ~~GVE~~ GUE TECH, ~~Astrid-on-Gilburto~~ Borphee, Frobozz for full-color catalog. Land of

#2

Don't miss . . .

ENCHANTING EXPO ~~MMCDLXXIII~~ the current year is 963 in GUE. game time

The ~~know~~ known world's premier exhibition of magic, wizardry and the occult will be bigger and more exciting this year than ever before!

*Honored Guest Speakers:

BARBEL of GURTH

BELBOZ of ACCARDI

ORKAN of THRIFF

*SEMINARS on the latest in spell-casting techniques, Spell Book preservation, potion protection, and conjuring conservation.

*EXHIBITS by the leading chapters of the Enchanters Guild, independent wizards, and thaumaturgical suppliers.

ATTENDEES Already Include:

~~Frobozzo~~ Frobozzco

~~Borphree~~ Infotaters ~~Guild~~ Inc.
Borphee

SpellBound ~~Co.~~
= vc

✓ Infocom, Inc.

International Business Magic

Smoothscroll Draughtsmen

Magicland

Spells R Us

Conjurer's Corner

United Thaumaturgy

✓ SoftSpel Spellshack

Fibbsbozza Frotz Users Group

Contact your local Guild Master for registration and transportation details.

huh? (magic sign)

(use "Inc." only for Infocom)

#3

Orkan the Enchanter, Mentor of the Thriff Chapter, ~~Circle of Enchanters,~~ says: "I wouldn't go anywhere without my CHEVAUX!" There are Spell Books--then there are CHEVAUX! Only the finest Mithican Middle Kingdom leather binding . . . ample pages of gnusto-receptive paper . . . able to withstand long study and heated battles. PLUS, the renowned CHEVAUX personalized monogram--the ~~magician's mark of distinction~~ symbol of the discriminating Enchanter. Order from: Priggin, Master Bookbinder and authorized CHEVAUX dealer, Miznia.

?

gh

G/R

Date: 12/6/83
Number: INF3-988
Page: 2

(address label)

Hall of the Guild of Enchanters
Village of Accardi-by-the-Sea
Land of Frobozz

(inside copy)

(section head--editorial/"Message from the Publisher" format)

Gazing Into the Orb

It should say this, like:
"Message from the Editor
GAZING INTO THE ORB"

(copy)

Few adventures have captured the popular imagination as Enchanter has. For those few unfamiliar with the saga, the Enchanter adventure follows the quest of a novice from the Accardi Chapter of the ~~Circle~~ Guild of Enchanters. Our land of Frobozz had been threatened with generations of brutal subjugation by the evil warlock Krill. The Circle of Enchanters, our last hope of defense, felt that none of their number could escape detection long enough to ~~confront~~ locate and destroy Krill. [With some trepidation, the wise conjurers of the Circle followed an ancient prophecy found in a mystically sealed reliquary and dispatched a fledgling Enchanter against Krill.] The outcome of the harrowing ~~battle~~ is well-known, and the apprentice was rewarded with a seat in the Circle.

peaceful

pretty convoluted

How about

An ancient prophecy was found in a mystically sealed reliquary. With some trepidation, the wise conjurers of the Circle ~~of Enchant~~ followed the words of the prophecy, and dispatched a fledgeling Enchanter against Krill.

Popular Enchanting has learned that this promising Enchanter has since become a favorite pupil of the master necromancer Belboz (see this month's cover story). With rumors of Belboz' retirement ~~or even disappearance~~ rife throughout the land, and ~~alarming signs~~ amidst ~~rumors~~ augers that a new evil rises, ~~threatens the land~~, our eyes turn to this young Enchanter. Will Belboz return--on the side of our land and his oath? And,

"land" 3x

if not, does the young Enchanter have the fortitude to assume a position of leadership in our defense? The question we ask, gazing into the orb, is: in this time of crisis do we have the protection that only a Sorcerer can provide?

I don't like this last paragraph at all. It contains all sorts of knowledge that Karza couldn't possibly have. That's why the book review was suggested -- it put this information in the light of fiction.

(signed)

Karza ~~of Odill~~ if you must have "of something", use a place already mentioned elsewhere... Gurth, Thriff, etc.

Publisher

(section head)

The Traveling Thaumaturgist

(copy)

Some wizards have the power to transport themselves with a mere twitch of their smallest toes. Most, alas, must walk. The best way to move from place to place is to type your desired direction. You can use all eight compass directions (which you can abbreviate to N, E, S, W, NE, SE, NW, and SW) as well as UP and DOWN (which may be abbreviated to U and D). IN and OUT (or ENTER and EXIT) may also work in certain places.

As you explore your surroundings in the game, read each description carefully. In bygone days, Enchanters could recall even the tiniest events in their lives and project them upon the clouds to the great amusement of the populace. Since you do not currently possess that skill, it's a good idea to make a map. A helpful map will note each of the locations you visit, directions to adjoining locations, and list all of the interesting objects in each location.

G/R Copy

Giardini/Russell Inc., 100 Galen Street, Watertown, MA 02172, 617-926-5030

Client: Infocom

Date: 11/22/83

Title: Enchanter II Addendum ads

Number: INF3-988

#1

MAKE REALLY BIG ZORKMIDS! LEARN MAGIC IN JUST 12 WEEKS! Our proven "Learn-at-Home" course lets you study at your own pace. Why spend your life as a woodcutter when magic can open doors for you? Over 70% of our graduates find careers in magic-related guilds. Write: GUE TECH, ~~Astrid-on-Gilburto~~ Borphee, Land of Frobozz for full-color catalog.

#2

Don't miss . . .

ENCHANTING EXPO what happened to roman numerals? (current Year = 963)

The known world's premier exhibition of magic, wizardry, and the occult will be bigger and more exciting this year than ever before!

*Honored Guest Speakers:

BARBEL of GURTH

BELBOZ of ACCARDI

ORKAN of THRIFF

*SEMINARS on the latest in spell-casting techniques, Spell Book preservation, potion protection, and conjuring conservation.

*EXHIBITS by the leading chapters of the Enchanters Guild, independent wizards, and thaumaturgical suppliers.

ATTENDEES Already Include:

~~Frobozzo~~ FrobozzCo

Borphee Infotaters, Inc.

SpellBound

Infocom, Inc.

International Business Magic

Smoothscroll Draughtsmen

Magicland

Spells R Us

Conjurer's Corner

United Thaumaturgy

SoftSpel

Add:
Fibbsbozza
Spellshack
Frotz Users Group

Contact your local Guild Master for registration and transportation details.

(magic sign)

#3

Orkan the Enchanter, Mentor of the Thriff Chapter, says: "I wouldn't go anywhere without my CHEVAUX!" There are Spell Books--then there are CHEVAUX! Only the finest Mithican leather binding....ample pages of gnusto-receptive paper....able to withstand long study and heated battles. PLUS, the renowned CHEVAUX personalized monogram--the symbol of the discriminating Enchanter. Order from: Priggin, Master Bookbinder and authorized CHEVAUX dealer, Miznia.

How about more ads?

G/R Copy

Giardini/Russell Inc., 100 Galen Street, Watertown, MA 02172, 617-926-5030

Client: Infocom
Title: Enchanter II

Date: 12/13/83
Number: INF3-988
R4

(cover)

(head)

POPULAR ENCHANTING

question p. 29

(copy)

(price)

3 zorkmids

(outside Frobozz: 5 zorkmids)

SPECIAL BOOK EXCERPT

"Spells and the Single Sorcerer"

The Power of Positive Conjuring: Learning with Gnusto!

Time Paradoxes: Are They a Waste?

Should Enchanters in Glass Mazes Throw Spells?

Sorcery: A Do-It-Yourself Guide

(cover story)

BELBOZ AT 200: Is Retirement in His Future?

(address label)

Hall of the Guild of Enchanters

Village of Accardi-by-the-Sea

Land of Frobozz

(inside copy)

(section head--editorial/"Message from the Publisher" format)

Gazing Into the Orb

(copy)

Few stories have captured the popular imagination as that of the young Enchanter. For those few unfamiliar with the saga, the Enchanter's adventure is the quest of a novice from the Accardi Chapter of the Circle of Enchanters. Our land had been threatened with generations of brutal subjugation by the evil warlock Krill. The Circle of Enchanters, our last hope of defense, felt that none of their number could escape detection long enough to locate and destroy Krill. With some trepidation, the wise conjurers of the Circle followed an ancient prophecy and dispatched a fledgling Enchanter against Krill. The outcome of the harrowing confrontation is well known, and the apprentice was rewarded with a seat in the Circle.

Popular Enchanting has learned that this promising Enchanter has since become a favorite pupil of the master necromancer Belboz. With rumors of Belboz's retirement rife throughout the land (see this month's cover story), and

the alarming signs that there may be new evil on the horizon, our eyes turn to this young Enchanter. The question we ask, gazing into the orb, is: In this time of crisis do we have the protection that only a Sorcer can provide?

(signed)

Karza of Thriff

Publisher

(section head)

The Traveling Thaumaturgist

(copy)

Some wizards have the power to transport themselves with a mere twitch of their smallest toes. Most, alas, must walk. The best way to move from place to place is to type your desired direction. You can use all eight compass directions (which you can abbreviate to N, E, S, W, NE, SE, NW, and SW) as well as UP and DOWN (which may be abbreviated to U and D). IN and OUT (or ENTER and EXIT) may also work in certain places.

As you explore your surroundings in the game, read each description carefully. In bygone days, Enchanters could recall even the tiniest events in their lives and project them upon the clouds to the great amusement of the populace. Since you do not currently possess that skill, it's a good idea to make a map. A helpful map will note each of the locations you visit, directions to adjoining locations, and list all of the interesting objects in each location.

Do not concern yourself about time: It passes only in response to your input. Nothing happens while you are pondering your next move, so you can proceed at your own pace. SORCERER™ also keeps a record of your score as a guide to measure your progress in the game.

(subhead)
Suggestions for the First-Time Visitor
(copy)
When you enter a location for the first time, SORCERER normally displays the name of the location, its description, and descriptions of any interesting objects present. When you return to a location, only the name of the location and the names of the objects present are normally displayed. Walking around a location is unnecessary; anything there is always within reach, unless you are sitting or lying down.

The VERBOSE command tells SORCERER to display the full description of every room and every object each time you see them, not just the first time. Using the SUPERBRIEF command, you'll be shown only the name of the location, even the first time you enter it, and no mention of the objects present. (You can still get a description of the location and objects by typing LOOK or L.) Also, blank lines will not appear between each of your moves while you are in SUPERBRIEF. This mode is recommended for Enchanters who already know their way around. The BRIEF command tells SORCERER to return to the initial mode, in which you receive descriptions only on your first visit to a location.

(subhead)

PERSONAL GROWTH: Indulging your Curiosity

(copy)

The essence of Interlogic™ games like SORCERER is problem solving. Solving the problems that you encounter in SORCERER will frequently involve casting the proper spell or bringing a certain item with you, then using it in the proper way. Keep an open mind: Some ways that objects and creatures behave are important, yet may not be immediately obvious.

(subhead)

Containers

(copy)

Containers can hold other objects. Some can be opened and closed; others are always open. Some are transparent, others opaque. Some can be carried, others cannot be moved. Similarly, some objects have surfaces upon which other objects can be placed. Most containers have a limited capacity, and all objects have sizes. Here is an example from the game of what you can do with a container:

>OPEN THE TINY BOX

Opening the tiny box reveals a magic amulet.

>PUT THE DIARY IN THE TINY BOX

There's no room.

>TAKE AMULET

You are now wearing the magic amulet.

>LOOK IN THE BOX

It's empty.

(subhead)

Characters

(copy)

Feel free to talk with any of the characters you meet during the game. Characters sometimes will fight back when attacked, and some may attack you without provocation. You may find it productive to negotiate with other beings--exchanging gifts and favors. Here is an example, taken from ENCHANTER:

Crawling slowly along the beach is an enormous turtle, his enameled shell shining with all the colors of the rainbow.

>TURTLE, HELLO

"It's nice to find a human being who talks to turtles. Not many do, you know. Most people think turtles are boring, just because we talk slowly."

>TURTLE, FOLLOW ME

The turtle hisses, "I will follow you."

>NE

Meadow

The turtle, at his own leisurely pace, follows you.

(subhead)

Vehicles

(copy)

There are objects in SORCERER that can transport you to regions inaccessible by foot. Pieces of furniture, such as beds, act much like stationary vehicles. Here is an example from SORCERER:

Flume

You are at the boarding platform of a fast-moving flume, flowing off beyond your view. A midway is visible to the north. A log boat sits at the platform, beckoning you to enter.

>GET IN THE LOG BOAT

As you enter the log boat, it lurches away from the platform and is carried swiftly away by the current of the flume. An amusement park nymph appears for a moment, warning you not to leave the log boat during the course of the ride.

>LOOK

Flume

(You are in the log boat)

The flume is wide here and straight as an arrow. The ride is quite relaxing.

>WEST

You're not going anywhere until you get out of the log boat.

You enter a stretch of sharp, winding curves! Spray dashes your face as you are tossed about the log boat.

(section head)

Feature Article

THE SECRET OF SUCCESSFUL SPELL CASTING? DO IT BY THE BOOK!

(copy)

Even the most powerful conjurers can occasionally find themselves at a momentary loss for a needed spell. It's no reflection on a magician's status or skill to reinforce the first thing we all are taught: Magic can be effective only if all its steps and conventions are scrupulously honored. In that spirit, then, we present this review of basic spell-casting techniques.

Magic is performed by invoking spells. Every spell is known by a one-

word name. Magic spells usually have a duration, and sometimes a period of time must pass before they can be used again.

Spells can be dangerous--particularly to wizards. Our heightened abilities in this craft carry the penalty of heightened sensitivity to spells cast by others. Sometimes a spell which a normal person would not even notice can have a profound effect upon you. Be wary!

Your most important tool is your Spell Book, which is the written repository of all the spells you are capable of using. As SORCERER begins, you already have several spells at your disposal; others may be added during the course of the game. Spell scrolls may be found almost anywhere in your travels. They are extremely valuable. A scroll may be used to directly cast a spell, but doing so uses up the scroll (and the spell) permanently. It is usually much wiser to write the spell into your Spell Book, allowing you to use it repeatedly.

(subhead)
Learning with Gnusto!

(copy)
Newly found spells are written into your Spell Book using the GNUSTO spell (literally: "Write Magic"), the first spell most magicians master. Certain spells are too powerful to be written by a magician of your limited

experience. They may be cast directly from scrolls, but the spell will be gone after it is used. Once a spell is written in your Spell Book with GNUSTO, though, it can be used whenever necessary. (READing your Spell Book lists the spells you have available, along with their meanings.)

Before a spell in your Spell Book can be used, you must memorize it, using the LEARN command. (You can memorize only a limited number of spells at one time.) The effort of casting a spell drains it from your memory, and you must relearn it to use it again. The SPELLS command tells you which spells you have memorized and how many times each one has been memorized. (This is helpful because a spell memorized twice can be used twice before being forgotten.)

(subhead)
Casting Spells and Aspersions

(copy)
You can use spells either by typing CAST (the spell's name) AT/ON (something) or, more simply, by typing (spell name)(something). Some spells are so general in application that they require no object; just typing the spell name is sufficient.

For example, suppose there were a spell named BOZBAR that you had written in your Spell Book:

>LEARN BOZBAR

or

>MEMORIZE BOZBAR

would make the spell available for immediate use.

If you have BOZBAR memorized, or are holding a scroll containing the BOZBAR spell:

>BOZBAR HORSE

>CAST BOZBAR AT HORSE

>CAST THE BOZBAR SPELL ON THE HORSE

would all have the same result: to BOZBAR the poor horse.

In today's advanced society, magic takes many forms besides classic spell-casting. Magic Potions, usually found in vials, work their magic when ingested. Many items throughout the land are imbued with magical qualities that can be revealed to the brave and inquisitive wizard.

(section head)
Spelling in Plain English

(copy)
SORCERER, like all Interlogic games, responds to commands in plain English that you enter each time you see the prompt (>). When you have completed your comand, press the RETURN or ENTER key, and the game will process your request.

You can pretend that all your sentences begin with "I want to . . ," although you shouldn't type those words explicitly. SORCERER will digest your request and tell you whether your command is possible in that situation, as well as anything interesting that happens as a result of your action.

All words are distinguished by their first six letters (all subsequent letters are ignored). Therefore, ENCHANter,ENCHANting, and ENCHANtment all look like the same word to SORCERER.

(section head)
The Complexities of Being in Command

(copy)
SORCERER understands a wide range of instructions. Here are some examples, using many objects and situations which don't actually occur in the game:

TAKE THE SCROLL
TAKE ALL THE SCROLLS
PUT ON THE ROBE
PICK UP THE BROKEN WAND
DROP IT
GO OUT
DROP THE NEWT IN THE POT.

WALK NORTH

WEST

SW

DOWN

D

EXAMINE THE LARGE RED DEMON

POINT THE MAGIC WAND AT THE DEMON

PUSH THE GREEN BUTTON

DRINK THE EVIL POTION

LOOK AT THE VIAL

LOOK AT ALL THE VIALS

LOOK UNDER THE WORKBENCH

LOOK BEHIND THE CANVAS

TAKE ALL

LEARN THE BOZBAR SPELL

DROP ALL BUT THE SPELL BOOK

TAKE ALL FROM BIRDBATH

THROW DAGGER AT DEMON

PUT ALL THE BOOKS IN THE BIRDBATH

In addition, you can use multiple objects with certain verbs. To do this,

make sure you separate those multiple objects by the word AND or by a comma, as in these examples:

DROP THE SWORD AND THE MAGIC KNIFE
TAKE THE LILY PAD, THE REED, AND THE SPOTTED FROG
PUT THE NEWT AND THE MERCURY IN THE MORTAR
TAKE ALL BUT DAGGER, SLIMY VIAL, RUBY
THROW SPELL BOOK AND CANDLESTICK INTO CHASM

You can include several sentences on one input line if you separate them by the word THEN or by a period. No period is necessary at the end of the input line. For example, the following commands could all be typed before hitting RETURN or ENTER:

READ THE SCROLL THEN DROP IT. N. OPEN DOOR. U. BOZBAR THE HORSE

(section head)
The Inquiring Mind

(copy)
SORCERER comprehends three types of questions: WHAT IS (something), WHO IS (someone), and WHERE IS (something). For example:

WHERE IS HELISTAR?

WHO IS FROBAR?

WHAT IS A GRUE?

You'll meet many other creatures as you play SORCERER--some human and some not. You can talk to a character by typing its name, followed by a comma, followed by what you want to say. For example:

IMP, WHERE IS MY SPELL BOOK?

HENCHMAN, FOLLOW ME.

ADVENTURER, KILL THE MONSTER.

SQUIRE, GIVE ME MY WAND THEN CLEAN MY SANDALS.

FROBAR, WAIT HERE

SORCERER tries to be clever about what you really mean when you don't give complete information. If you want to do something, but you don't specify what to do it with or to, SORCERER will sometimes decide that there was only one possible object you could have meant. When it does this, it will tell you parenthetically. For example:

>UNLOCK THE DOOR

(with the key)

The door is now unlocked.

>KILL THE BROGMOID

(with the sword)

A good blow, but the brogmoid dodges.

If your sentence is ambiguous, SORCERER will ask you what you really meant. You can answer most such questions briefly by supplying the missing information. For example:

>SLICE THE SCROLL

What do you want to slice the scroll with?

>THE SCIMITAR

The scroll is reduced to paper dolls.

>TAKE THE SCROLL

Which scroll do you mean, the evil enchanted scroll or the lovely vellum scroll?

>ENCHANTED

The evil in the scroll flows inexorably up your arm. It seems to be seeking out your heart!

(section head)

Words of Wisdom

(copy)

SORCERER uses many more words than it will accept in your inputs. Still, it recognizes over 1000 words--nearly all the words that you are likely to use when conversing with the game. If you find that SORCERER does not recognize a word you wish to use or its likely synonyms--even if the game has that word in a description--you are almost certainly on the wrong track.

Completely mystifying sentences will cause SORCERER to complain in one way or another. (See "Communicating with the Unknown," page _, for an explanation of these complaints.) After making the complaint, SORCERER will ignore the rest of the input line. Unusual events, such as being attacked, will also make SORCERER ignore the rest of the sentences you typed, since the event may have changed your situation dramatically.

(section head)

An Illustrative Story

(copy)

The following transcript is not from SORCERER, but it does show most of the common interactions that you will use while playing. It contains several simple problems and their solutions, and it should give the novice player a good idea of how an interactive prose adventure game works.

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 north.
A drunk is sitting at a table, watching you through half-closed eyes.

>INVENTORY
You are carrying:
a spell book
a silver coin
a pouch
The drunk stands and lurches over to you. "Spare a coin for a hungry man?" he asks, his ale-laden breath fouling the air around you.

>GIVE 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.

>READ IT
The scroll reads "bozbar spell: cause an animal to sprout wings."
"Another pint of ale!" cries the drunk flipping the silver coin to the bartender.

>GNUSTO THE BOZBAR SPELL

You 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 east. At least, that's what I've heard." He looks about furtively, a great fear blazing in his eyes.

>OPEN THE DOOR

Being swinging doors, they swing open and then immediately close again.

>NORTH

Road Outside Tavern

There is a horse here, munching on a pile of oats.

>GET ON THE HORSE

You are now on the horse, holding the reins.

>LOOK

Road Outside Tavern

(You are on the horse.)

The road winds here, leading northeast and northwest. A seedy tavern lies to the south.

There is a pile of oats here.

>TAKE PILE OF OATS

You can't reach them from the horse!

>STEER HORSE EAST

Using the reins, you bring the horse about to face the east.

>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.

>STEER HORSE NORTHEAST

Using the reins, you bring the horse about to face the northeast.

>KICK HOSE

You can't see any hose here.

>KICK HORS

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

(You are on the horse.)

The road crosses the top of a ridge here, sloping downwards to the east and the southwest.

>STEER HORSE EAST

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

Edge of Chasm

(You are on the horse.)

The road ends suddenly at a wide chasm. The road leads upward to the west, and you can see it continuing on the eastern 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
frotz spell: cause an object to give off light
urbzig spell: turn a dangerous object into a harmless one
lobal spell: sharpen hearing
bozbar spell: cause an animal to sprout wings

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

>LEARN BOZBAR AND URBZIG
bozbar spell: Using you best study habits, you commit the bozbar spell to memory.
urbzig spell: Using your best study habits, you commit the urbzig spell to memory.
"Hssssss!!!" The snake coils tighter, as though preparing to strike the horse.

>CAST THE URBZIG SPELL ON THE SNAKE
The snake is replaced by a clump of daffodils.

>BOZBAR THE HORSE

A pair of handsome, 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

(You are on the horse.)

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

>WAIT

Time passes . . .

The horse continues trotting briskly along the road . . .

Edge of Moat

(You are on the horse.)

The black castle looms on the other side of the moat. The 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 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 viltus, a simple and harmless vine. It appears to be newly sprouted.

>SPRINKLE MAGIC DUST ON GREEN PLANT

The green plant begins growing at a tremendous rate, shooting long grasping tendrils across the moat, and growing right up the side of the black castle. The plant has now become a living bridge, which you can climb up to cross the moat.

>EXAMINE THE RED PLANT

It looks like a specimen of flombus digestus, the dangerous man-eating plant. Fortunately, this is a very tiny specimen.

>SPRINKLE MAGIC DUST ON RED PLANT

The red 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 Haffibar, 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 wake you are outdoors . . .

Beginning of Road

>SOUTHEAST
Road Outside Tavern
There is a pile of oats here.
A drunk is sleeping at the edge of the road.

(section head)
DISPELLING UNCERTAINTY
Sage Advice for Fledgling Enchanters

(copy)

Q. How can I perform heroic deeds when I'm surrounded by mundane creatures and objects?

A. The wise Enchanter notices everything, for everything you encounter may play a significant role. Exhibit patience and examine all that comes your way.

Q. Sometimes I tremble in the face of the unknown. What should I do?

A. Even life-threathening actions may lead to new insights. If you are truly wary of a situation, SAVE your position first. Being adventurous can often give you a valuable clue. Consider this fabricated example:

>GIVE THE MAGIC GERANIUM TO THE WOLF
The wolf considers, for a moment, eating the geranium instead of you. Then he decides the better of it and advances toward you.

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

Q. My mentor always insists on his way. With all due respect, is he being shortsighted?

A. There are many possible routes to the successful completion of SORCERER. Some problems that you may encounter have more than one solution; others may not need to be solved at all. Sometimes using one way to solve a problem will make it harder (or impossible) to solve another, and sometimes it will make it exhiliratingly easy.

Q. Is it honorable to combine my skills with another in the defense of our land from evil?

A. Not only honorable, but sometimes sensible. Until you have completely mastered the spells dealing with clairvoyance and the prediction of the future, you might find it easier to play SORCERER with another person. Oftentimes, one person's skills and strengths complement the other's.

Q. What is the most common mistake we novices make?

A. Deciding that you don't have to bother making a map. As you go along, make sure to mark and detail all locations and objects. Remember, there are 10 possible directions, plus IN and OUT.

(subhead)
Ask the Elders....

(copy)

Here at the Cambridge-By-The-Sea chapter of the Infocom Game Writers Guild, we take great pride in the quality of our work. Even after they're "out the door," we're constantly improving, honing, and perfecting. If you find a bug, feel a certain problem was too easy or too hard, have a suggestion for additional sentence syntaxes, or would just like to tell us what you thought of SORCERER, drop us a line! Write to:

Infocom, Inc.
55 Wheeler Street
Cambridge, MA 02138
Attn: Belboz

You can call the Infocom Technical Support Team to report bugs and technical problems by dialing (617) 576-3190. If you develop a problem with your diskette within 90 days after purchase, we will replace your diskette at no charge. Otherwise, there is a replacement fee of $5. Please return your registration card if you'd like to be on our mailing list and receive our customer newsletter.

(section head)

Looking Ahead....

Guarding Against Loss: Resurrections and Advice for Quitters

(copy)

Should you wish to stop playing but resume from the same position at a later time, use the SAVE command at the prompt then follow the instructions on your Reference Card. ~~(Remember that some systems may require a blank, initialized disk for storage.)~~ Because it takes many hours to complete a game of SORCERER, this command allows you to pursue your quest over several

sessions. Also, the cautious or prudent player can use SAVE as a protection before attempting a dangerous or irreversible move. Then, even if you are "killed," you can return to the SAVEd point. To resume playing after you have made a SAVE, type RESTORE at the prompt and follow the Reference Card instructions. You will then continue playing from the RESTOREd position. To be safe, take a LOOK around to reorient yourself.

To start over from the beginning, type RESTART. SORCERER will ask you if that is really the action you wish to take. If so, type Y for YES.

If you want to stop playing altogether, type QUIT. Once again, SORCERER will ask you to confirm your decision.

(section head)
SPELLCASTERS' CLASSIFIEDS
(back-of-the-book, classified-ad style)

(copy)
All commands can be used repeatedly as needed. Some will constitute a move, and time will elapse; others will not affect time within the game play. They can be used whenever the prompt (>) appears.

AGAIN--Asks SORCERER to respond as if you had repeated your previous

sentence (unless you are talking to a character). You may abbreviate AGAIN to G.

BRIEF--Commands SORCERER to describe in full only newly encountered locations and objects. Locations already visited and objects already seen will be described by displaying the location name and the object names only. BRIEF is the initial mode of the game. (See SUPERBRIEF and VERBOSE).

DIAGNOSE--Tells you about your physical condition: if you are tired, thirsty, hungry, or injured.

INVENTORY--Lists all of the items that you are carrying. You may abbreviate INVENTORY to I.

LOOK--Describes your surroundings in detail. You may abbreviate LOOK to L.

QUIT--Ends the game session. You have the option to SAVE your position first. You may abbreviate QUIT to Q. Requires confirmation.

RESTART--Starts the game over from the beginning. Requires confirmation.

RESTORE--Restores a game position made using the SAVE command.

SAVE--Saves a game's position onto a storage diskette.

SCORE--Gives you your current score and a ranking based on that score.

SCRIPT--Commands your printer to start making a transcript of the game as you play. (This feature is not available on every system.)

SPELLS--Lists the spells you currently have memorized from your Spell Book and how many times you have memorized each one.

SUPERBRIEF--Tells SORCERER to provide only the name of a location, even when you enter it for the first time. (See BRIEF and VERBOSE).

TIME--Gives the current time of day in the game. You may abbreviate TIME to T.

UNSCRIPT--Commands your printer to cease making a transcript.

VERBOSE--Tells SORCERER to provide a full description of all locations and all objects every time you encounter them. (See BRIEF and SUPERBRIEF.)

VERSION--Provides you the release number and the serial number of your version of SORCERER.

WAIT--Causes time in the game to pass. Normally, no time passes between

moves. WAIT is used to make time pass in the game without doing anything. It might be useful if you are waiting for a specific time, waiting for a character to arrive, waiting for an event to happen, etc. You can abbreviate WAIT to Z.

(section head)
Communicating With the Unknown!

(copy)
Occasionally, even a careful wizard unleashes a command that SORCERER cannot execute. In those cases, you'll be asked to clarify your wishes in one of the following ways:

I DON'T KNOW THE WORD (your word). The word you typed is not in SORCERER'S vocabulary. Try a synonym or rephrasing. If neither work, the concept is probably not essential to the game play.

I CAN'T USE THE WORD (your word) HERE. SORCERER knows the word, but not in that context. Most commonly, this is because it recognizes the word as a different part of speech. For example, if you typed PRESS THE LOWER BUTTON, it might recognize LOWER only as a verb, not as an adjective, as you used it.

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.

THERE SEEMS TO BE A NOUN MISSING IS THAT SENTENCE! This usually means that you've typed an incomplete sentence. For example: PUT THE LAMP IN THE.

I FOUND TOO MANY NOUNS IN THAT SENTENCE. An example is PUT THE SOUP IN THE BOWL WITH THE LADLE. A valid sentence has, at most, two noun clauses--a direct object clause and an indirect object clause.

I BEG YOUR PARDON? You did not type anything after the prompt (>) and before hitting the RETURN or ENTER key.

IT'S TOO DARK TO SEE! In the story, there is not enough light for you to perform your action.

I CAN'T SEE ANY (object) HERE! The object you indicated was either not present or not accessible to you. (For example, it may be present but in a closed container.)

THE OTHER OBJECT(S) THAT YOU MENTIONED ISN'T (AREN'T) HERE. You referred to one or more objects in the same sentence, some of which aren't present or accessible.

YOU CAN'T GO THAT WAY. There is no passage or exit in the direction you want to move.

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) only with certain verbs. Among the more useful are TAKE, DROP, PUT, and EXAMINE. This restriction also applies to the use of ALL, as in DROP ALL. An example of a verb that will not work with multiple objects is ATTACK. You cannot say ATTACK ALL or ATTACK THE WARLOCK AND THE ENCHANTER.

I DON'T UNDERSTAND THAT SENTENCE. Your command may have been gibberish (GIVE THE TROLL WITH SWORD) or a reasonable sentence written in a syntax that SORCERER does not understand (SMELL UNDER THE ROCK). In either case, try rephrasing your sentence.

(section head)

SORCERERS' SOCIAL NOTES

(copy)
Always remember . . .

Every sentence you type must contain a verb or a command.

Separate multiple objects of the verb by AND or a comma.

You may type several sentences at one time, providing that they are separated by a period or the word THEN. A period is not required at the end of a line of input.

WHO, WHERE, and WHAT are the only types of questions you are allowed to ask.

For those in a rush, you can abbreviate compass directions to N, E, S, W, NE, NW, SE, SW. UP and DOWN may be entered as U and D, respectively.

Other helpful abbreviations include L for LOOK, G for AGAIN, and Z for WAIT.

(section head)
Sorcery: A Do-It-Yourself Guide
(copy)
Now that you are familiar with your powers and limitations, it's time to try loading the program from your disk. Follow the instructions on your Reference Card (included in the game package).

An introductory sentence should appear, followed by a description of the game's starting location. Finally, the prompt (>) will appear, indicating that SORCERER is waiting for your first command. But beware! Only the

most foolhardy and headstrong Enchanter would embark on the game's quest before thoroughly reading this manual!

Here's a quick exercise to help you get used to interacting with SORCERER. Load the game according to the instructions on your Reference Card. Read the opening description. When the prompt (>) appears, try typing the following:

>NORTHEAST

When you press the RETURN or ENTER key, the game will respond with a description of your new location:

Forest Edge
You are at the edge of a blighted woods which stretches out of sight. A path to the west enters the woods. A signpost stands next to a path leading north, and a fence to the east seems climbable. At the base of the fence is a slimy hole leading down.
The hellhound stops at the edge of the forest and bellows. After a moment, it turns and slinks into the trees.

You respond:

>READ THE SIGN

And press RETURN or ENTER. SORCERER replies:

"*** !!! >>> WARNING <<< !!! ***
This path is protected by a
Magic Mine Field
installed by the
Frobozz Magic Mine Field Company."

(section head)
SPELLS AND THE SINGLE SORCERER
(copy)
During most of the SORCERER adventure, you will be alone in your quest. It will be helpful to be familiar with possible choices of action. The following list includes some of the many verbs that SORCERER understands. Keep in mind that these verbs can be combined with a variety of prepositions. For example: LOOK can become LOOK INSIDE, LOOK BEHIND, LOOK UNDER, LOOK THROUGH, LOOK AT, and so on.

G/R

ASK	ATTACK	BOARD	BURN
CLIMB	CLOSE	COUNT	CROSS
CUT	DESTROY	DIG	DISEMBARK
DRINK	DROP	EAT	ENTER
EXAMINE	EXIT	EXTINGUISH	FILL
FIND	FLY	FOLLOW	GIVE
HELLO	JUMP	KICK	KILL
KISS	KNOCK	LAUNCH	LIE
LIGHT	LISTEN	LOCK	LOOK
LOWER	MOVE	OPEN	POINT
POUR	PULL	PUSH	PUT
RAISE	REACH	READ	SEARCH
SHAKE	SHOOT	SHOW	SLEEP
SLIDE	SMELL	SPRAY	STAND
SWIM	TAKE	TELL	THROW
TIE	TOUCH	TURN	UNLOCK
UNTIE	WAKE	WALK	WAVE

(section head)

18 WAYS TO WIZARDLY WORD POWER

(copy)

AGAIN (or G)

BRIEF

DIAGNOSE

INVENTORY (or I)

LOOK (or L)

QUIT (or Q)

RESTART

RESTORE

SAVE

SCORE

SCRIPT

SPELLS

SUPERBRIEF

TIME (or T)

UNSCRIPT

VERBOSE

VERSION

WAIT (or Z)

G/R

Date:
Number:
Page:

(Meretzky biography)

PUBLIC NOTICE

Auction for Dispersal of Property

(Copy)

Be it known throughout the kingdom of Frobozz that on the first sunny morning following the second lunar cycle, all goods and properties of a disgraced person will be sold at auction, with monies collected placed in the treasury of the Guild Home for the Enfeebled.

Said offender is Meretzky of Cambridge, former journeyman candidate for the Guild of Scribblers, Frobozz Chapter. Meretzky did settle in our welcoming land many years ago, apprenticing himself to Master Koberger of the Printer's Guild. Alas, he was cast from that Guild when he was discovered printing lascivious pamphlets under the cover of darkness. Some time later, using the alias of "Merescu", he presented himself to the Scribbler's Guild as one specially trained to pen hilariously humorous tracts that would greatly entertain the King. At the yearly Harvest Festival, three of our renowned Tale-Tellers did present themselves to the Court armed with Meretzky's handiwork. It can truly be said that they died there.

By Royal Decree, the villain's property, including all writing implements, were thereupon seized, and Meretzky himself was banished from our land.

I do declare this accounting to be full and fair,

Fafnir of Gurth
Auctioneer

G/R

Date: 11/28/83
Number: INF3-988
Page:

(Legal Copy)

(Subhead)

Limited Warranty

(Copy)

This software product and the attached instructional materials are sold "AS IS," without warranty as to their performance. The entire risk as to the quality and performance of the computer software program is assumed by the user.

However, to the original purchaser of a disk prepared by Infocom and carrying the Infocom label on the disk jacket, Infocom, Inc. warrants the medium on which the program is recorded to be free from defects in materials and faulty workmanship under normal use and service for a period of ninety (90) days from the date of purchase. If during this period a defect on the medium should occur, the medium may be returned to Infocom, Inc. or to an authorized Infocom, Inc. dealer, and Infocom, Inc. will replace the medium without charge to you. Your sole and exclusive remedy in the event of a defect is expressly limited to replacement of the medium as provided above.

If the failure of the medium, in the judgment of Infocom, Inc. resulted from accident, abuse, or misapplication of the medium, then Infocom, Inc. shall have no responsibility to replace the medium under the terms of this warranty.

THE ABOVE WARRANTIES FOR GOODS ARE IN LIEU OF ALL WARRANTIES, EXPRESS, IMPLIED,OR STATUTORY, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND OF ANY OTHER WARRANTY OBLIGATION ON THE PART OF INFOCOM, INC. IN NO EVENT SHALL INFOCOM, INC. OR ANYONE ELSE WHO HAS BEEN INVOLVED IN THE CREATION AND PRODUCTION OF THIS COMPUTER SOFTWARE PROGRAM BE LIABLE FOR INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES, SUCH AS, BUT NOT LIMTIED TO, LOSS OF ANTICIPATED PROFITS OR BENEFITS RESULTING FROM THE USE OF THIS PROGRAM, OR ARISING OUT OF ANY BREACH OF THIS WARRANTY. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU.

N.B. After the warranty period, a defective disk may be returned to Infocom, Inc. with a check or money order for $5.00 for replacement.

(Subhead)

Copyright

(Copy)

This software product is copyrighted and all rights reserved by Infocom, Inc. It is published exclusively by Infocom, Inc. The distribution and

sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Lawful users of this program are hereby licensed only to read the program from its medium into memory of a computer solely for the purpose of executing the program. Copying, duplicating, selling, or otherwise distributing this product is a violation of the law.

This manual is copyrighted and all rights are reserved by Infocom, Inc. This document may not, in whole or part, be copied, photocopied, reproduced, translated or reduced to any electronic medium or machine-readable form without prior consent, in writing, from Infocom, Inc.

Willful violations of the Copyright Law of the United States can result in civil damages of up to $50,000 in addition to actual damages, plus criminal penalties of up to one year imprisonment and/or $10,000 fine.

SORCERER and INTERLOGIC are trademarks of Infocom, Inc.

© 1984 Infocom, Inc.

Printed in U.S.A.

G/R Copy

Giardini/Russell Inc., 100 Galen Street, Watertown, MA 02172, 617-926-5030

Client: Infocom

Date: 11/22/83

Title: Enchanter II Addendum ads

Number: INF3-988

#1

MAKE REALLY BIG ZORKMIDS! LEARN MAGIC IN JUST 12 WEEKS! Our proven "Learn-at-Home" course lets you study at your own pace. Why spend your life as a woodcutter when magic can open doors for you? Over 70% of our graduates find careers in magic-related guilds. Write: GUE TECH, Borphee, Land of Frobozz for full-color catalog.

#2

Don't miss . . .

ENCHANTING EXPO CMLXIII

The known world's premier exhibition of magic, wizardry, and the occult will be bigger and more exciting this year than ever before!

*Honored Guest Speakers:

BARBEL of GURTH

BELBOZ of ACCARDI

ORKAN of THRIFF

*SEMINARS on the latest in spell-casting techniques, Spell Book preservation, potion protection, and conjuring conservation.

*EXHIBITS by the leading chapters of the Enchanters Guild, independent wizards, and thaumaturgical suppliers.

ATTENDEES Already Include:

FrobozzCo

Fibbsbozza

Spellshack

Frotz Users Group

SpellBound

Infocom, Inc.

International Business Magic

Smoothscroll Draughtsmen

Magicland

Spells R Us

Conjurer's Corner

United Thaumaturgy

SoftSpel

Borphee Infotaters, Inc.

Contact your local Guild Master for registration and transportation details.

(magic sign)

#3

Orkan the Enchanter, Mentor of the Thriff Chapter, says: "I wouldn't go anywhere without my CHEVAUX!" There are Spell Books--then there are CHEVAUX! Only the finest Mithican leather binding....ample pages of gnusto-receptive paper....able to withstand long study and heated battles. PLUS, the renowned CHEVAUX personalized monogram--the symbol of the discriminating Enchanter. Order from: Priggin, Master Bookbinder and authorized CHEVAUX dealer, Miznia.

Changes to Sorcer manual (draft of 12/13/83)

pg. 2 "Accardi Chapter of the Circle of Enchanters" should be "Accardi Chapter of the Guild of Enchanters". Other "Circle" uses are OK.

pg. 3, 1st line
"glarming signs that.... horizon" ⇒ "augurer's warnings that a new evil looms on the horizon"

pg. 8
"tossed about the log boat" should end with an exclamation pt.

Pg. 29, 3rd line from bottom
Replace parantetical note with
"(Read the Reference Card carefully -- some systems will overwrite data already on the disk, so only a blank disk should be used for a SAVE disk.)"

Once again, biography can be punted in favor of another ad.

DRYAD

Dryads, also known as tree sprites, are beautiful and shy. They can frequently live their entire lives without stepping out of the shade of the tree they were born under. Dryads, if coaxed, can reveal the location of forest treasures. Dryads are only dangerous in large numbers, & then only if attacked. In these circumstances they have been known to crush attackers under tons & tons of rose petals. Dryads, when awake, are black and gray and red and red.

BLOODWORM

Bloodworms Live in shallow underground pools of water, often appearing as mossy boulders to an unwary observer. Their pointy retractable fangs can extend up to 32 inches when attacking a victim. Most bloodworms are repelled by the taste and smell of boiled chives -- always carry some if you plan on venturing near known bloodworm spawning grounds. Bloodworms are usually gray and black and red and gray.

BROGMOID

Brogmoids are squat creatures, who can acheive the intelligence of a 3-year old human in some cases. If raised from birth in a domestic setting, a brogmoid will be quite tame and can usually be taught to perform simple tasks. In the wild, though, Brogmoids are quite ferocious, especially when hungry. They can pull a human apart with their bare hands. Brogmoids are generally red and purple and red and black and purple.

DORN

Dorn beasts are very deadly & should be avoided at all costs. They generally live in crags & shadows near cliff bases. The dorn beast can paralyze its victim with a mere glare from its powerful eyes. A dorn beast stare has a range of about 3 feet in a young dorn beastling up to 20 feet in a full grown dorn. Although the dorn beast can change its color at will, its natural coloration is gray and purple and black and gray.

ROTGRUB

The rotgrub is less than an inch-long, and lies waiting in food. Once ingested, the rotgrub heads straight to the brain & begins feeding.

Rotgrub death is excrutiatingly painful & can last years. Worse yet, they are totally impervious to magic, and smell like very old cheeses. A common house rotgrub is gray and red and gray and purple and red.

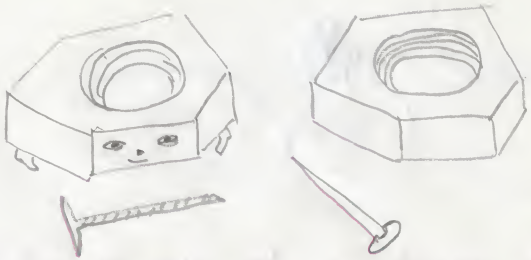
ORC

Once a fearsome race of warriors, the orcs were tamed by their love of computerized adventure games. Although a small segment, known as the Hi-Res Orcs, like graphic adventures, most prefer text games. These are known as the Orcs of Zork. ~~In brief~~ In the reflected light of a CRT they appear to be red and gray and purple and gray and red.

SURMAN

From their malodorous breath to their lice-ridden red fur, surmans are utterly repulsive creatures. If they can get close enough to their victim, they can bore him to death by reciting New Jersey State Penal Codes. A newly-shaven surman is black and black and purple and red and purple.

YIPPLE



The yipple is a pleasant creature and a master of disguise. As a chameleon is to color, so is a yipple to shape. They make great pets, but should never be allowed to rest in the cookie jar if guests are expected. A yipple, if placed on a plain white tablecloth, is gray and purple and purple and black.

Some yipples, if disturbed in the wild, may bite. They are violently allergic to bat guano.

HELLHOUND

the best thing to do when you see a hellhound is to run as fast as possible in the other direction. Hellhounds are fast, ferocious, merciless, and capable of devouring a human 12 times its size in six seconds. they normally live in burned-out or enchanted woods. Hellhounds are, most commonly, purple and gray and red and gray.

KOBOLD

Kobolds, who live in small tribes in caverns or very dark forests, are extremely capable fighters. If attacked they will fight back. If not attacked, they will fight back anyway. Kobolds can be identified immediately by their middle toe on the left foot, which is always shorter than the toes that flank it. Kobolds are red and purple and black and purple and red.

NABIZ

Nabiz are mostly mouth, and that mouth is mostly teeth. Nabiz always know exactly what their enemies weakest point is, and attack there. They cannot fly but they can jump tremendous distances. They're repulsed by the color blue, which explains the popularity of this color among adventurer's garb. Nabiz are purple and black and black and black and red.

GRUE

The grue is a sinister, lurking presence in the dark places of the earth. Its favorite diet is enchanters, but its insatiable appetite is tempered by its fear of light. No grue has ever been seen by the light of day, and few have survived its fearsome jaws to tell the tale. Grues are probably black and black and red and black and purple.

Code Book
of
Belboz

Current code:

INFOTATER TEXT

This is the copy for the "infotater" -- the rotating data wheel which will be included in the game package. It is also an object which appears in the game. It is important to the play of the game, and is meant as an anti-piracy device.

SEM, 12/7/83

BLOODWORM

Bloodworms live in shallow underground pools of water, often appearing as mossy boulders to an unwary observer. Their pointy, retractable fangs can extend up to 32 inches when attacking a victim. Most bloodworms are repelled by the taste and smell of boiled chives; always carry some if you plan on venturing near known bloodworm spawning grounds. Bloodworms are usually white and gray and black and red and gray.

BROGMOID

Brogmoids are squat creatures who can, in rare cases, achieve the intelligence of a three-year-old human. If raised from birth in a domestic setting, a brogmoid will be quite tame and can even be taught to perform simple tasks. In the wild, brogmoids can be seen in huge packs sorting through rock piles looking for edible rocks. Brogmoids, which live considerably longer in captivity, are red and purple and red and black and purple.

DORN

Dorn beasts are very deadly and should be avoided at all costs. They generally live in crags and shadows near cliff bases. A dorn beast can paralyze its victim with a single glare from its powerful eyes. A dorn beast stare has a range of about three feet in a young dorn beastling up to about twenty feet in a full grown dorn. According to the last words of dying explorers, dorn beasts are gray and purple and black and gray and white.

DRYAD

Dryads, also known as tree sprites, are beautiful and shy. They can frequently live their entire lives without stepping out of the shade of the tree they were born under. Dryads, if coaxed, can reveal the location of forest treasures. They are only dangerous in large numbers, and then only if threatened. In these circumstances, they have been known to crush their attackers under tons and tons of rose petals. Dryads, when awake, are black and gray and white and red and red.

GRUE

The grue is a sinister, lurking presence in the dark places of the earth. Its favorite diet is Enchanters, but its insatiable appetite is tempered by its fear of light. No grue has ever been seen by the light of day, and few have survived to tell the tale. Grues are probably black and black and red and black and purple.

HELLHOUND

The best thing to do when you spot a hellhound is to run as fast as possible in the other direction. Hellhounds are fast, ferocious, merciless, and capable of devouring a human 12 times its size in three-and-one-half seconds. They normally live in burned-out or enchanted woods, and rarely venture beyond their turf, even in pursuit of prey. Hellhounds are purple and white and gray and red and gray.

KOBOLD

Kobolds, who live in small tribes in caverns or very dark forests, are extremely capable fighters. If attacked, they will fight back. If not attacked, they will fight back anyway. Kobolds look very similar to the less aggressive paskalds, but can be immediately identified by the fact that their middle toes are slightly shorter than the toes which flank it. Kobolds are red and purple and black and purple and red.

NABIZ

Nabiz are mostly mouth, and that mouth is mostly teeth. Nabiz always instinctively know exactly what their enemy's weakest point is, and attack there. Contrary to popular folk lore, they cannot fly, but they can leap tremendous distances. Nabiz are repulsed by the color blue, which explains the popularity of this color among adventurer's garb. Common nabiz are purple and black and black and black and red.

ORC

Once a fearsome race of warriors, the orcs were tamed by their fondness for computerized adventure games. Although a small segment, known as the Hi-Res Orcs, enjoy graphic adventurers, the vast majority prefer text games. These are known as the Orcs of Zork. In the reflected light of a CRT screen, orcs appear to be red and gray and purple and gray and red.

ROTGRUB

The rotgrub is less than an inch long, and lies waiting in food. Once ingested, the rotgrub heads straight for the brain and begins feeding. Rotgrub death is excrutiatingly painful and can last years. Worse yet, these pests are totally impervious to all forms of magic, and smell like very old cheeses. A common house rotgrub is gray and red and gray and purple and red.

SURMIN

From their malodorous breath to their lice-ridden fur, surmins are utterly repulsive creatures. If they can get close enough, they can bore their victim to death by reciting New Jersey State Penal Codes. A newly shaven surmin is black and black and purple and red and purple.

YIPPLE

The yipple is a master of disguise. As the chameleon is to color, so is the yipple to shape and form. Some yipples, if disturbed in the wild, may bite. Domesticated, they make wonderful pets, but should never be allowed to rest in the cookie jar if guests are expected. Yipples are violently allergic to many kinds of animal wastes. A yipple, if placed on a plain white tablecloth, becomes gray and purple and white and purple and black.

G/R Copy

Giardini/Russell Inc., 100 Galen Street, Watertown, MA 02172, 617-926-5030

Client: Infocom

Date: 12/2/83

Title: Monster Wheel ("Infotator") (long version)

Number: INF3-988

BLOODWORM

Bloodworms live in shallow underground pools of water and are often mistaken for mossy boulders. Their pointy, retractable fangs can extend up to 32 inches ~~when they~~ during an attack. Your only protection: Most bloodworms are repelled by the taste and smell of boiled chives. Bloodworms are usually white and gray and black and red and gray.

they are repelled by the smell of boiled chives; always carry some if venturing near known bloodworm spawning grounds.

BROGMOID

In rare cases, these squat creatures can achieve the intelligence level of a three-year-old human. Domesticated brogmoids are tame and can even be taught to perform simple tasks. In the wild, they can be seen in huge packs sorting through rock piles for edible rocks. Brogmoids (which live considerably longer in captivity) are red and purple and red and black and purple.

DORN

The deadly dorn beast should be avoided at all costs--it can paralyze its victim ~~you~~ with a single glare from its powerful eyes. (Range: about three feet for young beastlings to about 20 feet for full-grown ~~beasts~~ dorns.) Dorns usually live in crags and shadows near cliff bases. According to the last words of dying explorers, dorns are gray and purple and black and gray and white.

DRYAD

Dryads, also known as tree sprites, are beautiful and shy. Many never leave the shade of the tree they were born under. If coaxed, dryads can reveal the location of forest treasures. They are only dangerous in large numbers, and then only if threatened. (~~Fighting~~ Angered dryads have been known to crush attackers under tons of rose petals.) When awake, dryads are black and gray and white and red and red.

GRUE

The grue is a sinister, lurking presence in the dark places of the earth. Its favorite ~~snack~~ diet is ~~unwary~~ Enchanters, but its insatiable appetite is ~~kept in~~ tempered ~~check~~ by its fear of ~~the~~ light. No grue has ever been seen by the light of day, and few have survived to tell the tale. Toxicologists believe that grues are ~~probably~~ black and black and red and black and purple. its fearsome jaws

HELLHOUND

When you spot a hellhound, run in the other direction as fast as you can! Hellhounds are fast, fierce and capable of devouring a human 12 times their size in 3.5 seconds. They normally inhabit burnt-out or enchanted woods and rarely venture beyond their turf, even in pursuit of prey. Hellhounds are purple and white and gray and red and gray.

prefer "3½"

KOBOLD

Kobolds are very capable fighters. If attacked, they will fight back; if not attacked, they will fight back anyway. They look very similar to the

less aggressive paskalds, but can be ~~immediately~~ easily identified ~~by the fact that~~ because their middle toes ~~are~~ is slightly shorter than the toes that flank it. Kobolds live in small tribes in caverns ~~and~~ or in very dark forests and are red and purple and black and purple and red.

NABIZ

Nabiz are mostly mouth, ~~and that~~ which is mostly teeth. They instinctively sense their enemy's weakest point when attacking. Contrary to folklore, they cannot fly, but they can leap tremendous distances. Nabiz are repulsed by the color blue, which explains that color's popularity in adventurers' garb. ~~Common~~ Nabiz are purple and black and black and black and red.

ORC

Once a fearsome race of warriors, the Orcs were civilized by their fondness for computerized adventure games. Although a small segment (The Hi-Res Orcs) enjoy graphic adventures, the vast majority (The Orcs of Zork) prefer text games. In the reflected light of a CRT screen, Orcs appear to be red and gray and purple and gray and red.

ROTGRUB

Less than an inch long, the rotgrub lies waiting in ~~[illegible]~~ food. Once ingested, the rotgrub heads straight for its victim's brain and begins feeding. Rotgrub death is excruciatingly painful and lasts ~~resulting in excruciating pain that may last~~ years before a welcome demise. ~~death.~~ They are totally impervious to all forms of magic, and, even worse, ~~and~~ smell like very old ~~[illegible]~~ cheese. A common house rotgrub is gray and red and gray and purple and red.

SURMIN

From their malodorous breath to their lice-ridden fur, surmins are utterly repulsive creatures. If they get close enough, they can bore their victims to death by reciting ~~New Jersey State~~ Greater Borphee County Penal Codes. A newly shaved surmin is black and black and purple and red and purple.

(Surmin alternate)

From their malodorous breath to their lice-ridden fur, surmins are utterly repulsive creatures. If they get close enough, they can bore their victims to death by reciting Smelters Guild Rules of Conduct. A newly shaved surmin is black and black and purple and red and purple.

YIPPLE

The yipple is ~~the~~ a master of disguise, able to alter form to match its surroundings. If disturbed in the wild, some yipples may bite. ~~Domesticated yipples~~ They make wonderful pets, but ~~although they~~ should never be allowed to rest in the cookie jar if guests are expected. Yipples are violently allergic to many kinds of animal wastes. When placed on a plain white tablecloth, yipples ~~appear to be~~ become gray and purple and white and purple and black.

G/R Copy

Giardini/Russell Inc., 100 Galen Street, Watertown, MA 02172, 617-926-5030

Client: Infocom
Title: Monster Wheel ("Infotater")

Date: 12/12/83
Number: INF3-988 R2

BLOODWORM

Found in shallow underground pools; often mistaken for mossy boulders. Pointy, retractable fangs can extend up to 32". Most bloodworms are repelled by the taste and smell of boiled chives. Bloodworms are usually white-gray-black-red-black.

BROGMOID

In rare cases, these squat creatures can achieve intelligence level of a 3-year-old human. Often seen in wild foraging in huge packs for edible rocks. Live much longer in captivity; can even be trained to perform simple tasks. Usually red-purple-red-black-purple.

DORN

Can paralyze with a single glare from its powerful eyes (range: roughly 3' for young beasts to 20' for adults). Dorns commonly inhabit crags and shadows near cliff bases. According to the last words of dying explorers, dorn beasts are gray-purple-black-gray-white.

DRYAD

Also called "tree sprite". Beautiful, shy. Many spend lifetime under one tree. If coaxed, may reveal location of forest treasures. Will fight only in self-defense and only in large numbers, pelting foes with tons of rose petals. When awake, dryads are black-gray-white-red-red.

GRUE

A sinister, lurking presence in the dark places of the earth. Favorite snack is unwary Enchanters. Fears light: No grue has ever been seen by the light of day. Toxicologists believe that grues are probably black-black-red-black-purple.

HELLHOUND

Fast, fierce, and capable of devouring a human 12 times its size in 3.5 seconds. Normally inhabits burnt-out or enchanted woods and rarely ventures beyond its own turf, even in pursuit of prey. Hellhounds are purple-white-gray-red-gray.

KOBOLD

Lives in small tribes in caverns and very dark forests. Similar to paskald, except middle toe is shorter than toes that flank it; also, far more belligerent. If attacked, will fight back; if not attacked, will fight back anyway. Coloration: red-purple-black-purple-red.

NABIZ

Nabiz are mostly mouth, and that is mostly teeth. Instinctively attacks enemy's weak point. Contrary to folk lore, cannot fly, but leaps vast distances. Is repulsed by the color blue; hence that color's popularity in adventurers' garb. Nabiz are purple-black-black-black-red.

ORC

Erstwhile warring race who became civilized through their fondness for computer adventure games. Although a small faction (Hi-Res Orcs) enjoy graphics adventures, the vast majority (Orcs of Zork) prefer text games. By the light of a CRT screen, orcs are red-gray-purple-gray-red.

ROTGRUB

Less than 1" long; smells like very cheap old cheese; impervious to all forms of magic. Hides in food until ingested, then burrows straignt to victim's brain and feeds for years before death mercifully arrives. Common household rotgrubs are gray-red-gray-purple-red.

SURMIN

Characterized by malodorous breath, lice-ridden fur, and general repulsiveness. If allowed to approach close enough, can bore its victim to death by reciting the Smelters Guild Rules of Conduct. A newly-shaved surmin is black-black-purple-red-black.

YIPPLE

Master of disguise, able to change form. In the wild, may bite if disturbed. Violently allergic to many kinds of animal wastes. Tame yipples make wonderful pets, but should be kept out of cookie jar when guests visit. On a white background, yipples look gray-purple-white-purple-black.

Approved Copy G/R
A.E. C.W. C.C.
Job # Date

G/R Copy

Giardini/Russell Inc., 100 Galen Street, Watertown, MA 02172, 617-926-5030

Client: Infocom
Title: Monster Wheel ("Infotater")

Date: 12/12/83
Number: INF3-988 R2

BLOODWORM

Found in shallow underground pools; often mistaken for mossy boulders. Pointy, retractable fangs can extend up to 32". Most bloodworms are repelled by the smell of boiled chives. Bloodworms are usually white-gray-black-red-black.

BROGMOID

In rare cases, these squat creatures can achieve intelligence level of a 3-year-old human. Often seen in wild foraging in huge packs for edible rocks. Live much longer in captivity; can even be trained to perform simple tasks. Usually red-purple-red-black-purple.

DORN

Can paralyze with a single glare from its powerful eyes (range: roughly 3' for young beasts to 20' for adults). Dorns commonly inhabit crags and shadows near cliff bases. According to the last words of dying explorers, dorn beasts are gray-purple-black-gray-white.

DRYAD

Also called "tree sprite". Beautiful, shy. Many spend lifetime under one tree. If coaxed, may reveal location of forest treasures. Will fight only in self-defense and only in large numbers, pelting foes with tons of rose petals. When awake, dryads are black-gray-white-red-red.

GRUE

A sinister, lurking presence in the dark places of the earth. Favorite snack is unwary Enchanters. Fears light: No grue has ever been seen by the light of day. Toxicologists believe that grues are probably black-black-red-black-purple.

HELLHOUND

Fast, fierce, and capable of devouring a human 12 times its size in 3½ seconds. Normally inhabits burnt-out or enchanted woods and rarely ventures beyond its own turf, even in pursuit of prey. Hellhounds are purple-white-gray-red-gray.

KOBOLD

Lives in small tribes in caverns and very dark forests. Similar to paskald, except middle toe is shorter than toes that flank it; also, far more belligerent. If attacked, will fight back; if not attacked, will fight back anyway. Coloration: red-purple-black-purple-red.

NABIZ

A nabiz is mostly mouth, and that is mostly teeth. Instinctively attacks enemy's weak point. Contrary to folk lore, cannot fly, but leaps vast distances. Is repulsed by the color blue; hence that color's popularity in adventurers' garb. Nabiz are purple-black-black-black-red.

ORC

Erstwhile warring race who became civilized through their fondness for computer adventure games. Although a small faction (Hi-Res Orcs) enjoy graphics adventures, the vast majority (Orcs of Zork) prefer text games. By the light of a CRT screen, orcs are red-gray-purple-gray-red.

ROTGRUB

Less than 1" long; smells like very cheap old cheese; impervious to all forms of magic. Hides in food until ingested, then burrows straight to victim's brain and feeds for years before death mercifully arrives. Common household rotgrubs are gray-red-gray-purple-red.

SURMIN

Characterized by malodorous breath, lice-ridden fur, and general repulsiveness. If allowed to approach close enough, can bore its victim to death by reciting Greater Borphee County Penal Codes. A newly-shaved surmin is black-black-purple-red-black.

YIPPLE

Master of disguise, able to change form. In the wild, may bite if disturbed. Violently allergic to many kinds of animal wastes. Tame yipples make wonderful pets, but should be kept out of cookie jar when guests visit. On a white background, yipples look gray-purple-white-purple-black.

INFOTATER TEXT

This is the copy for the "infotater" -- the rotating data wheel which will be included in the game package. It is also an object which appears in the game. It is important to the play of the game, and is meant as an anti-piracy device.

SEM, 1/5/84

BLOODWORM

Found in shallow underground pools; often mistaken for mossy boulders. Pointy, retractable fangs can extend up to 32". Most bloodworms are repelled by the smell of boiled chives. Bloodworms are usually white - gray - black - red - black.

BROGMOID

In rare cases, these squat creatures can achieve intelligence level of a 3-year-old human. Often seen in wild foraging in huge packs for edible rocks. Live much longer in captivity; can even be trained to perform simple tasks. Usually red - purple - red - black - purple.

DORN

Can paralyze with a single glare from its powerful eyes (range: roughly 3′ for young beasts to 20′ for adults). Dorns commonly inhabit crags and shadows near cliff bases. According to the last words of dying explorers, dorn beasts are gray - purple - black - gray - white.

DRYAD

Also called "tree sprite". Beautiful, shy. Many spend lifetime under one tree. If coaxed, may reveal location of forest treasures. Will fight only in self defense and only in large numbers, pelting foes with tons of rose petals. When awake, dryads are black - gray - white - red - red.

GRUE

A sinister, lurking presence in the dark places of the earth. Favorite snack is unwary Enchanters. Fears light: No grue has ever been seen by the light of day. Toxicologists believe that grues are probably black - black - red - black - purple.

HELLHOUND

Fast, fierce, and capable of devouring a human 12 times its size in 3.5 seconds. Normally inhabits burnt-out or enchanted woods and rarely ventures beyond its own turf, even in pursuit of prey. Hellhounds are purple - white - gray - red - gray.

KOBOLD

Lives in small tribes in caverns and very dark forests. Similar to paskald, except middle toe is shorter than toes that flank it; also, far more belligerent. If attacked, will fight back; if not attacked, will fight back anyway. Coloration: red - purple - black - purple - red.

NABIZ

A nabiz is mostly mouth, and that mouth is mostly teeth. Instinctively attack's enemy's weak point. Contrary to folk lore, cannot fly, but leaps vast distances. Is repulsed by the color blue; hence that color's popularity in adventurers' garb. Nabiz are purple - black - black - black - red.

ORC

Erstwhile warring race who became civilized through their fondness for computer adventure games. Although a small fraction (Hi-Res Orcs) enjoy graphics adventures, the vast majority (Orcs of Zork) prefer text games. By the light of a CRT screen, orcs are red - gray - purple - gray - red.

ROTGRUB

Less than 1" long; smells like very cheap old cheese; impervious to all forms of magic. Hides in food until ingested, then burrows straight to victim's brain and feeds for years before death mercifully arrives. Common household rotgrubs are gray - red - gray - purple - red.

SURMIN

Characterized by malodorous breath, lice-ridden fur, and general repulsiveness. If allowed to approach close enough, can bore its victims to death by reciting Greater Borphee County Penal Codes. A newly-shaved surmin is black - black - purple - red - black.

YIPPLE

Master of disguise, able to change form. In the wild, may bite if disturbed. Violently allergic to many kinds of animal wastes. Tame yipples make wonderful pets, but should be kept out of cookie jar when guests visit. On a white background, yipples look gray - purple - white - purple - black.

Rec 9/7

Steve – This is virtually identical to the copy you gave me, except for minor changes on pp. 2+3. You can keep this. –Jon

G/R Copy

Giardini/Russell Inc., 100 Galen Street, Watertown, MA 02172, 617-926-5030

Client: Infocom
Title: SORCERER Monster Book

Date: 9/7/84
Number: INFP4-878

(title)

Field Guide to the Creatures of Frobozz

(copy)

BLOODWORM

Bloodworms live in shallow underground pools of water and are often mistaken for mossy boulders. Their pointy, retractable fangs can extend up to 32 inches during an attack. They are repelled by the smell of boiled chives; always carry some if venturing near known bloodworm spawning grounds. Bloodworms are usually white and gray and black and red and gray.

BROGMOID

In rare cases, these squat creatures can achieve the intelligence level of a three-year-old human. Domesticated brogmoids are tame and can even be taught to perform simple tasks. In the wild, they can be seen in huge packs sorting through rock piles for edible rocks. Brogmoids (which live considerably longer in captivity) are red and purple and red and black and purple.

DORN

The deadly dorn beast should be avoided at all costs--it can paralyze its victim with a single glare from its powerful eyes. (Range: about

three feet for young beastlings to about 20 feet for full-grown dorns.) Dorns usually live in crags and shadows near cliff bases. According to the last words of dying explorers, dorns are gray and purple and black and gray and white.

DRYAD

Dryads, also known as tree sprites, are beautiful and shy. Many never leave the shade of the tree they were born under. If coaxed, dryads can reveal the location of forest treasures. They are only dangerous in large numbers, and then only if threatened. (Angered dryads have been known to crush attackers under tons of rose petals.) When awake, dryads are black and gray and white and red and red.

GRUE

The grue is a sinister, lurking presence in the dark places of the earth. Its favorite diet is Enchanters, but its insatiable appetite is tempered by its fear of light. No grue has ever been seen by the light of day, and few people have survived its fearsome jaws to tell the tale. Toxicologists believe that grues are black and black and red and black and purple.

HELLHOUND

When you spot a hellhound, run in the other direction as fast as you can! Hellhounds are fast, fierce and capable of devouring a human 12 times their size in 3½ seconds. They normally inhabit burnt-out or

enchanted woods and rarely venture beyond their turf, even in pursuit of prey. Hellhounds are purple and white and gray and red and gray.

KOBOLD

Kobolds are very capable fighters. If attacked, they will fight back; if not attacked, they will fight back anyway. They look very similar to the less aggressive paskalds, but can be easily identified because their middle toe is slightly shorter than the toes that flank it. Kobolds live in small tribes in caverns or in very dark forests and are red and purple and black and purple and red.

NABIZ

Nabiz are mostly mouth, which is mostly teeth. They instinctively sense their enemy's weakest point when attacking. Contrary to folklore, they cannot fly, but they can leap tremendous distances. Nabiz are repulsed by the color blue, which explains that color's popularity in adventurers' garb. Nabiz are purple and black and black and black and red.

ORC

Once a fearsome race of warriors, the Orcs were civilized by their fondness for computerized adventure games. Although a small segment (the Hi-Res Orcs) enjoy graphic adventures, the vast majority (the Orcs of Zork) prefer interactive fiction. In the reflected light of a CRT screen, Orcs appear to be red and gray and purple and gray and red.

ROTGRUB

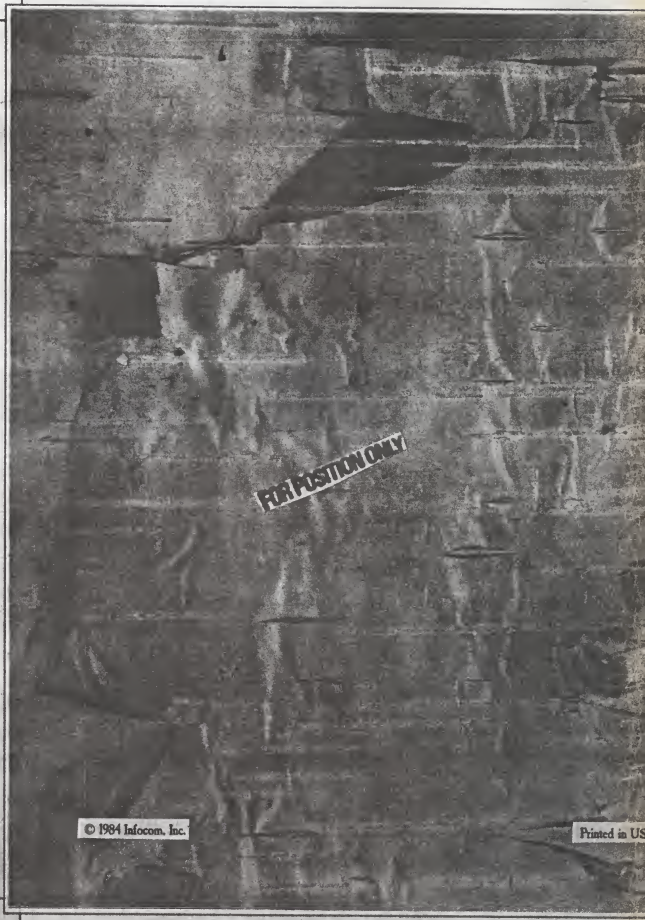
Less than an inch long, the rotgrub lies waiting in food. Once ingested, the rotgrub heads straight for its victim's brain and begins feeding. Rotgrub death is excruciatingly painful and lasts years before a welcome demise. They are totally impervious to all forms of magic, and, even worse, smell like very old cheese. A common house rotgrub is gray and red and gray and purple and red.

SURMIN

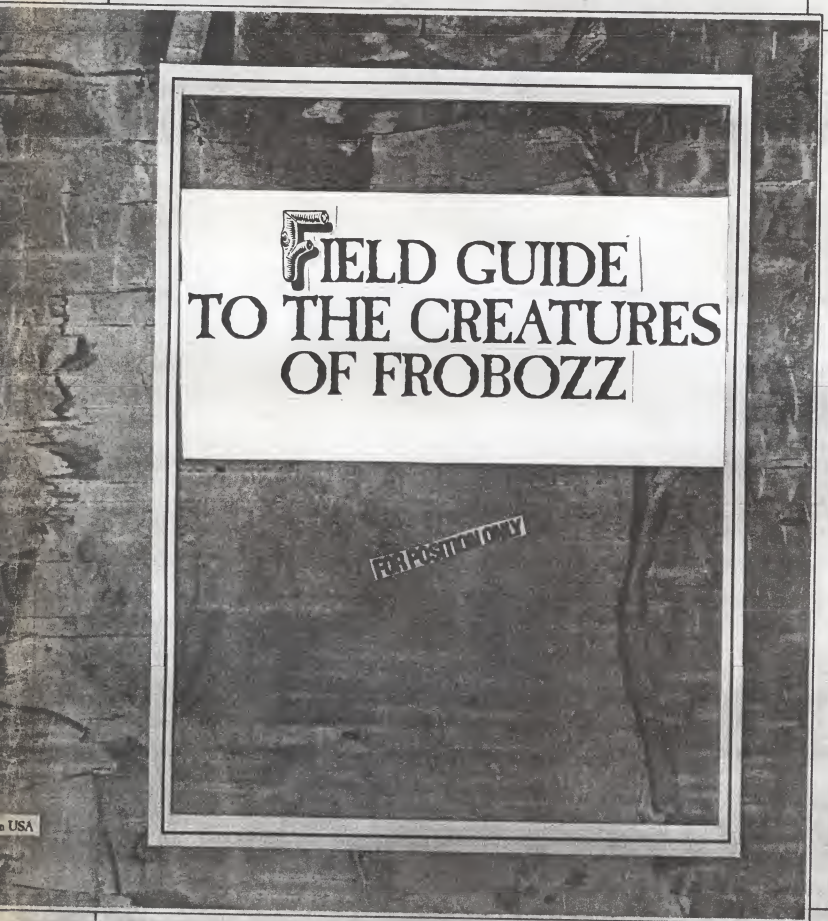
From their malodorous breath to their lice-ridden fur, surmins are utterly repulsive creatures. If they get close enough, they can bore their victims to death by reciting Greater Borphee County Penal Codes. A newly shaved surmin is black and black and purple and red and purple.

YIPPLE

The yipple is a master of disguise, able to alter form to match its surroundings. If disturbed in the wild, some yipples may bite. They make wonderful pets, but should never be allowed to rest in the cookie jar if guests are expected. Yipples are violently allergic to many kinds of animal wastes. When placed on a plain white tablecloth, yipples become gray and purple and white and purple and black.



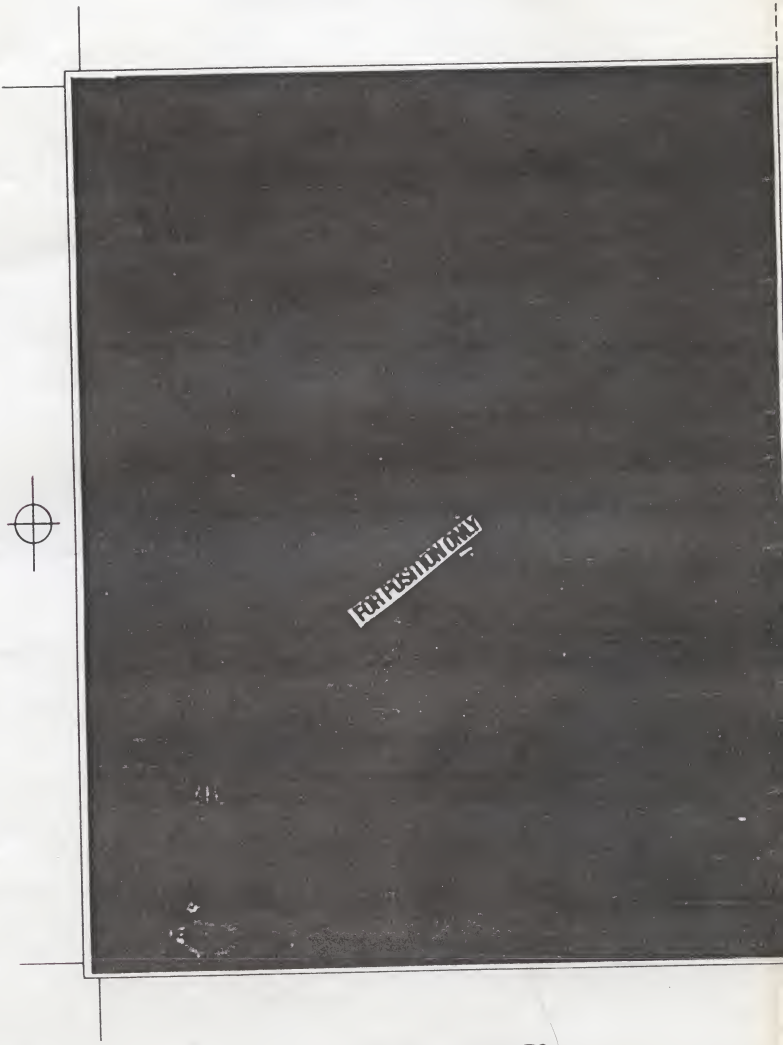
BACK


FIELD GUIDE
TO THE CREATURES
OF FROBOZZ
FOR RESIDENTS ONLY
USA

BLOODWORM

Bloodworms live in shallow underground pools of water and are often mistaken for mossy boulders. Their pointy, retractable fangs can extend up to 32 inches during an attack. They are repelled by the smell of boiled chives; always carry some if venturing near known bloodworm spawning grounds. Bloodworms are usually white and gray and black and red and gray.

black.



Inside front COVER

DORN

The deadly dorn beast should be avoided at all costs—it can paralyze its victim with a single glare from its powerful eyes. (Range: about three feet for young beastlings to about 20 feet for full-grown dorns.) Dorns usually live in crags and shadows near cliff bases. According to the last words of dying explorers, dorns are gray and purple and black and gray and white.

BROGMOID

In rare cases, these squat creatures can achieve the intelligence level of a three-year-old human. Domesticated brogmoids are tame and can even be taught to perform simple tasks. In the wild, they can be seen in huge packs sorting through rock piles for edible rocks. Brogmoids (which live considerably longer in captivity) are red and purple and red and black and purple.

GRUE

The grue is a sinister, lurking presence in the dark places of the earth. Its favorite diet is Enchanters, but its insatiable appetite is tempered by its fear of light. No grue has ever been seen by the light of day, and few have survived its fearsome jaws to tell the tale. Toxicologists believe that grues are black and black and red and black and purple.

DRYAD

Dryads, also known as tree sprites, are beautiful and shy. Many never leave the shade of the tree they were born under. If coaxed, dryads can reveal the location of forest treasures. They are only dangerous in large numbers, and then only if threatened. (Angered dryads have been known to crush attackers under tons of rose petals.) When awake, dryads are black and gray and white and red and red.

GRUE

The grue is a sinister, lurking presence in the dark places of the earth. Its favorite diet is Enchanters, but its insatiable appetite is tempered by its fear of light. No grue has ever been seen by the light of day, and few have survived its fearsome jaws to tell the tale. Toxicologists believe that grues are black and black and red and black and purple.

HELLHOUND

When you spot a hellhound, run in the other direction as fast as you can! Hellhounds are fast, fierce and capable of devouring a human 12 times their size in 3½ seconds. They normally inhabit burnt-out or enchanted woods and rarely venture beyond their turf, even in pursuit of prey. Hellhounds are purple and white and gray and red and gray.

KOBOLD

Kobolds are very capable fighters. If attacked, they will fight back; if not attacked, they will fight back anyway. They look very similar to the less aggressive paskalds, but can be easily identified because their middle toe is slightly shorter than the toes that flank it. Kobolds live in small tribes in caverns or in very dark forests and are red and purple and black and purple and red.

NABIZ

Nabiz are mostly mouth, which is mostly teeth. They instinctively sense their enemy's weakest point when attacking. Contrary to folklore, they cannot fly, but they can leap tremendous distances. Nabiz are repulsed by the color blue, which explains that color's popularity in adventurers' garb. Nabiz are purple and black and black and black and red.

ORC

Once a fearsome race of warriors, the Orcs were civilized by their fondness for computerized adventure games. Although a small segment (the Hi-Res Orcs) enjoy graphic adventures, the vast majority (the Orcs of Zork) prefer interactive fiction. In the reflected light of a CRT screen, Orcs appear to be red and gray and purple and gray and red.

NABIZ

Nabiz are mostly mouth, which is mostly teeth. They instinctively sense their enemy's weakest point when attacking. Contrary to folklore, they cannot fly, but they can leap tremendous distances. Nabiz are repulsed by the color blue, which explains that color's popularity in adventurers' garb. Nabiz are purple and black and black and black and red.

SURMIN

From their malodorous breath to their lice-ridden fur, surmins are utterly repulsive creatures. If they get close enough, they can bore their victims to death by reciting Greater Borphee County Penal Codes. A newly shaved surmin is black and black and purple and red and purple.

black.

ROTGRUB

Less than an inch long, the rotgrub lies waiting in food. Once ingested, the rotgrub heads straight for its victim's brain and begins feeding. Rotgrub death is excruciatingly painful and lasts years before a welcome demise. They are totally impervious to all forms of magic, and, even worse, smell like very old cheese. A common house rotgrub is gray and red and gray and purple and red.

YIPPLE

The yipple is a master of disguise, able to alter form to match its surroundings. If disturbed in the wild, some yipples may bite. They make wonderful pets, but should never be allowed to rest in the cookie jar if guests are expected. Yipples are violently allergic to many kinds of animal wastes. When placed on a plain white tablecloth, yipples become gray and purple and white and purple and black.

CONFIDENTIAL

InvisiClues

The Hint Booklet for

SORCERER

First Draft

12/15/83

comments to SEM

1.0 INTRODUCTION

(standard text)

How can I tell if there's a grue in my refrigerator?

-- Are there footprints in the cheesecake?

-- "As you open the door, the refrigerator light goes on."

-- If there were a grue inside, it would dash out as soon as you opened the door.

2.0 THE GUILD HALL

Is there anything that I need to do in the dream, before I wake up?

-- No.

How can I turn on the lights when I wake up in the dark?

-- Remember, you are a magic user.

-- You are holding your spell book.

-- It can be read, even in the dark.

-- The SPELLS commands tells you which spells are currently memorized.

-- CAST THE FROTZ SPELL on something...

-- ...such as yourself or your spell book.

How do I open the heavy wooden door in the hallway?

-- Try typing OPEN THE HEAVY WOODEN DOOR.

How can I make the invisible tenets appear?

-- The ZIKKLE spell might be useful.

-- Except that there is no ZIKKLE spell.

-- Nor are there inivisible tenets.

-- Remember the warning in the introduction: Do not let the presence of absence of questions, or the lengths of their answers, influence your play of the game.

Can I talk to the parrot?

-- Try it.

-- As with all other characters, the proper format is PARROT, GIVE ME THE SCREWDRIVER (for example).

-- No, I guess you can't talk to the parrot.

What can I do with the morgia plant?

-- You could cast the MEEF spell on it.

-- There's nothing useful you can do with it, though.

What can I do with the wall hanging?

-- You can't take it.

-- You might try looking behind it, however.

Can I open the desk in Belboz's Quarters?

-- Yes.

-- How about typing OPEN THE DESK?

What can I do with the infotater?

-- You'll have to read it by referring to the one that came in your game package.

-- The data on the infotater is necesary for solving one of the problems in the game.

What can I do with the diary?

-- It makes interesting reading.

-- But you need to get in open first.

-- There's a key hidden nearby.

-- Listen to the parrot for a while.

-- Aparently, Belboz was in his quarters while he was looking for a hiding place for the key.

-- It's behind the wall hanging.

What can I do with the amulet?

-- Read the amulet's box.

-- The amulet can tell you how close you are to Belboz.

Where are the beds in everyone else's quarters?

-- Many Enchanters prefer conjuring up their beds only during sleeping periods. This reduces clutter in one's chamber.

How does the GASPAR spell work?

-- You should cast it on yourself.

-- Preferably after GNUSTOing it first.

-- That way, you will be resurrecting if you get killed.

-- You are (almost always) resurrected to the location where you cast the spell on yourself.

Where are the boiled chives?

-- According to the cook, boiled chives are Frobar's favorite dish.

-- And he usually eats them late at night.

-- If you could conjure up Frobar's bed, there might be some boiled chives sitting on it.

-- What a silly question this is!

Where is Frobar?

-- Ask SORCERER.

Where is Helistar?

-- Ask SORCERER.

Where is Belboz?

-- Aye, now there's the rub.

Where are the servants?

-- Out doing their daily chores, no doubt.

Where are the apprentices?

-- They've accompanied Frobar into town.

How can I leave the Guild Hall?

-- According to Guild policy, the Hall should never be left unattended.

-- And you are the only in the Hall at the moment.

-- So the warning nymph will not let you leave.

-- And there's no other exit.

-- At least, no other normal exit.

-- Refer to the questions about the AIMFIZ spell.

Where can I find food and water?

-- You've probably slept through breakfast, and dinner is a long way off.

-- There aren't any provisions around the Guild Hall.

-- Magic might come in handy here.

-- Read the ochre vial in the Store Room.

-- Open it and drink the berzio potion.

-- It will last for many days.

Is the ochre vial useful?

-- Read it.

-- See the previous question.

Is the calendar interesting?

-- Yes.

-- But not particularly useful.

Is the depleted matchbook useful?

-- Read it.

-- The vilstu potion sounds like it might come in handy.

-- So, send in the matchbook!

-- By putting it in the mailbox in the Lobby.

-- But you have to do it before the mailman arrives, or the vilstu potion won't arrive until the next day.

Is the encyclopedia useful?

-- Indirectly. It contains many, many interesting entries.

-- Some of these entries contains clues about things that happen in the game.

-- Try typing READ ABOUT something or LOOK UP something.

How can I get into the Guild Hall cellar?

-- Try DOWN from the Lobby.

How can I get into the Guild Hall attic?

-- There is no Guild Hall attic.

How can I open the trunk in the Cellar?

-- The REZROV spell isn't powerful enough.

-- The buttons need to be pushed in the proper order.

-- The infotater and diary contain the necesary information.

-- Read the diary to find out the current code.

-- Then look up that animal in the infotater.

-- Then press the colored buttons in a sequence corresponding to the colors listed for that animal.

How can I open the window in the Attic?

-- The REZROV spell will open the window.

-- But then the giant owl from the roof will swoop in and eat you.

-- And you can't cast the owl protection spell until you've counted the rutabagas on the ledge outside the window.

-- There is no attic, window, owl, or pile of rutabagas.

-- Remember the warning in the introduction: Do not let the presence of absence of questions, or the lengths of their answers, influence your play of the game.

What is the AIMFIZ spell for? How does it work?

-- If you CAST AIMFIZ ON FLOYD (for example), you should be transported to Floyd's location.

-- Is anyone missing or perhaps in trouble?

-- Try casting it on Belboz.

-- Since Belboz is quite distant (examine the amulet) and possibly protected by magical spells, AIMFIZ doesn't transport you right to him. However, you're now in his vicinity (look at the amulet again).

Is the any significance to the doorbell ringing?

-- Yes.

-- Something else happens at the same time.

-- Where is the front door?

-- Wait in the lobby around that time of the game.

-- It's the mailman making his daily delivery (and pick-up...?)

-- You have to put the matchbook in the mailbox before this happens, or you'll never get the vilstu potion.

3.0 THE FOREST-RIVER-CASTLE AREA

Why does this area seem so familiar?

-- You "visited" this area in your dream.

-- I guess it was a flash of clairvoyance.

How can I avoid the hellhound?

-- Go northeast.

-- Once the hellhound slinks away, it is safe to enter the woods.

-- However, there's nothing of interest in the woods.

How can I avoid the boa?

-- Don't climb the tree.

How can I get past the mine field?

-- There doesn't appear to be a way.

-- Even flying over it doesn't work.

-- Of course, appearances can be deceiving.

-- But not in this case.

How can I avoid the locusts?

-- Don't dawdle in the Meadow too long.

How can I survive in the snake pit?

-- Don't hang around the pit for more than a move or two.

How can I cross the drawbridge?

-- It's safe to walk on.

-- The first few times.

-- After that, there's always a danger that it may collapse.

-- However, you can always cross it safely if you're flying.

How can I enter the moat without dying?

-- Not a chance.

How can I survive in the Turret?

-- Pretty easily. Just don't jump.

-- Nice view from the Turret, eh?

How do I enter the West Wing of the ruined castle?

-- Play Planetfall.

What is the significance of the indigo vial?

-- Read the vial.

-- Drink the potion.

-- That's about it.

What is the significance of the skeleton in the torture chamber?

-- What skeleton?

How can I survive at the River Bank?

-- You're safe for a couple of turns.

-- After that, there's always a danger of collapse.

-- Except if you're flying.

-- Or if the river has been PULVERed.

How can I cross the river?

-- Trying to fly across it is deadly.

-- There isn't anyway to cross the river.

-- However, there is something interesting you can do there.

-- CAST THE PULVER SPELL ON THE RIVER.

Help! I keep getting smashed by a wall of water!

-- Don't go on unless you've been to the River Bed.

-- PULVERing the river has only a temporary effect.

-- It isn't safe to stick around any of the dried-up river bed locations for very long.

How can I cross the stagnant pool?

-- You can't.

-- Really!

What is the amber vial for?

-- Read the label.

-- Try eating the potion.

-- The blort potion allows you to see in dark places, even if you don't have a light source.

-- Unfortunately, grues are afraid of light, not of being seen.

-- So the blort potion is pretty useless in SORCERER.

4.0 FORT GRIFFSPOTTER

Where is the fort?

-- Walk southeast from the River Bank.

Where should I dig to find the cannonball?

-- Huh?

How can I climb the flag pole?

-- You can't.

Is there any way to lower the flag?

-- Yes.

-- Try LOWER THE FLAG.

Can I sleep in the Barracks?

-- Sure, why not!

Are there any useful armaments in the Armory?

-- No.

How can I get the glowing scroll out of the Watchtower?

-- Hide it inside the floor waxer.

-- Don't talk to the rockworm chief.

-- Cast the YIKKLE spell on it.

-- Stop reading nonsense questions.

Is there any significance to the cannon?

-- Yes. REACH INTO THE CANNON.

-- LOOK INSIDE IT.

-- Hmmm. A pile of identical scrolls that bite.

-- Perhaps appearances are deceiving in this case.

-- Look at your infotater again.

-- The pile of scrolls are actually a group of yipples.

-- But there must be a real scroll for them to be imitating.

-- Yipples are allergic to certain animal wastes.

-- Such as the bat guano in the Hidden Cave near the river.

How can I fire the cannon?

-- You'll have to find the buried cannonball, first.

5.0 THE CRATER-TOLLGATE AREA

What caused the crater?

-- Hard to say. Perhaps an ancient battle between two powerful wizards?

Is there any significance to the moss and lichens in the Slimy Room?

-- Lichens are usually an indication of moisture.

-- Some species of moss of phosphorescent.

-- However, these moss and lichens are completely insignificant.

Can I cross the chasm to the west of the crater?

-- Yes.

-- By flying.

-- Cast the IZYUK spell on yourself, and then go WEST.

How can I climb the zorkmid tree?

-- You can't.

Can I pick the zorkmid coins from the zorkmid tree?

-- Try it.

-- Type PICK A COIN or PICK ALL THE COINS.

-- You can only get one coin in the Tree Room.

Is there any significance to the Hall of Carvings?

-- Yes. Especially the carving of the dragon.

-- There's a way to make the dragon come alive.

-- You'll need the MALYON spell. If you don't have it yet, visit the amusement park.

-- Try casting MALYON on the dragon carving.

-- It doesn't seem to be powerful enough.

-- You'll also need the YONK spell. If you don't have it yet, visit Fort Griffspotter.

-- Cast the YONK spell on the MALYON spell. Then cast the MALYON spell on the dragon.

How can I make the invisible carvings appear?

-- The ZIKKLE spell worked well on the invisible tenets in the Guild Hall...

-- But you probably had to give up the ZIKKLE spell to the rockworm tribe.

-- Invisible carvings? ZIKKLE spell? Rockworm tribe?

Who built the underground highway?

-- It seems to be a relic of the Great Underground Empire.

-- So it was probably built by King Duncanthrax, or one of the Flatheads.

How can I get past the tollgate?

-- Have you tried typing OPEN THE GATE?

-- Have you tried REZROVing the gate?

-- Have you tried typing GNOME, OPEN THE GATE.

-- Of course, you'll have to wake the gnome before you can talk to him.

-- He won't open the gate until you give him a zorkmid.

-- You can get one from beyond the chasm, near the crater.

-- If you've already given that zorkmid to the amusement park gnome, you'll have to use the machine in the Casino.

What is the floor waxer used for?

-- Use your imagination.

-- Try turning it on.

-- Have you seen any floors that need polishing?

-- Don't go on until you've been to the Dance Hall.

-- Since there's no Dance Hall, you're obviously ignoring directions.

-- The floor waxer is of no use at all.

Is there any significance to the Stone Hut?

-- Yes. You'll probably find out later.

6.0 THE GLASS MAZE

Is there any significance to the statue?

-- Read the inscription.

-- It's a statue of Duncanthrax.

-- In addition to being a King of Quendor, he built the Glass Maze.

Can the maze be mapped?

-- Yes.

How big is the maze?

-- It has 27 rooms.

-- They are arranged in a 3 by 3 by 3 matrix.

How can I survive in maze rooms that don't have a floor?

-- By flying.

-- Unfortunately, IZYUK doesn't last long enough to get you through the maze, even if you keep learning it and re-casting it.

-- There is another flying spell.

-- The FWEEP spell from the Hidden Cave near the river.

-- It also has the beneficial side-effect of radar-like sensing.

Is there anything beyond the maze?

-- Yes.

-- Make a map of the maze.

-- Read the previous question.

-- If you still haven't made it, FWEEP ME at Outside the Glass Door, then go E.N.E.S.S.W.D.E.E.N.N.U.U.S.E.

How do I get back from the Hollow?

-- The only way back is through the glass maze.

-- You'll need the FWEEP spell to get back through it.

-- So you'd better memorize it more than once before you enter the maze from Outside the Glass Door.

-- In fact, once the maze has re-arranged itself, you'll need a total of three FWEEPs to make the round trip.

-- There's a much easier and quicker way, although some players may not find it as "tasteful." GASPAR yourself at Outside the Glass Door. Then, get killed in the Hollow or the maze.

How can I get the parchment scroll back from the Hollow?

-- You can't carry it while FWEEPed.

-- And you have to FWEEP yourself to get back.

-- Ever wonder what the brick structure is?

-- EXAMINE it.

-- It's the top of a chimney.

-- The chimney of the fireplace in the Stone Hut.

-- If you drop the scroll into the chimney, it will end up in the fireplace.

Is the brick structure of any significance?

-- Yes.

-- It is the only way to retrieve the parchment (SWANZO) scroll.

-- Read the previous question.

What causes the maze to re-arrange itself?

-- Picking up the parchment scroll.

What rouses the dorn beast?

-- Don't go on until you've been threatened by the dorn beast.

-- Dropping the scroll in the chimney initiates the attack.

How can I kill the dorn beast?

-- There's only one way.

-- It involves entering the maze.

-- It involves flying.

-- Enter a maze room without a floor, while flying. The dorn beast will pursue you, and plummet.

7.0 THE AMUSEMENT PARK

How can I enter the park?

-- You must first summon the park gnome by attempting to go west from the Park Entrance.

-- He won't let you enter until you pay the admission price of one zorkmid.

-- You can get a zorkmid coin from the area beyond the chasm near the crater.

-- If you already gave that coin to the toll gnome, you'll have to do a little thinking.

-- What did the toll gnome do with the coin when you gave it to him?

-- SEARCH THE GNOME after he falls asleep again.

What is the significance of the Haunted House?

-- Just an interesting place to visit.

What is the significance of the Flume?

-- Have you tried riding the flume?

-- To do so, just type GET IN THE LOG BOAT.

-- Wasn't that a fun ride?

-- There's nothing important about the Flume.

What is the significance of the Roller Coaster?

-- Have you tried riding the the roller coaster?

-- To do so, just type GET IN THE CAR.

-- Wasn't that a fun ride?

-- There's nothing important about the Roller Coaster.

What is the signicance of the Arcade?

-- There aren't any video games here, of course.

-- But the hawker and his game booth are important.

What is the significance of the Casino?

-- It seems pretty run down.

-- The strange machine with the lever is still working, though.

What should I do with the hawker?

-- Play his game.

-- TAKE THE BALL and then THROW THE BALL AT THE BUNNIES.

How can I win the hawker's game?

-- Have you tried throwing the ball at the bunnies?

-- It's a difficult game. You could use some help.

-- There's a magic potion that's useful here.

-- It located in the fort.

-- LOWER THE FLAG and then EXAMINE IT.

-- DRINK THE FOOBLE POTION before throwing the ball.

How does the strange machine work?

-- Pull the lever.

-- It is a slot machine.

-- If three identical symbols appear in the windows, you will get a payoff. This will happen (on the average) one out of every sixteen tries.

-- If the three matching symbols are pots of gold, you hit the jackpot. Unfortunately, this is fatal. This happens (on the average) one out of every sixty-four tries.

-- Otherwise, the payoff is one zorkmid coin. This happens (on the average) three out of every sixty-four tries. If you paid off the park gnome before paying the toll gnome, this is the only way to get a coin for the toll.

-- For a better way to pay both gnomes, read the first question in this section.

8.0 THE COAL MINE

How can I keep the ceiling from caving in?

-- You can't. It will always cave in when you enter the mine.

How can I breathe in the coal mine?

-- You can only survive three turns without the aid of magic.

-- A potion is needed.

-- It's the vilstu potion, which you must acquire before you leave the Guild Hall.

-- See the question about the matchbook.

How can I get past the door in the Dial Room?

-- READ THE SIGN.

-- EXAMINE THE DIAL.

-- You'll have to find out the combination.

-- Unfortunately, Ernie Flathead is probably long gone.

-- Only your own older self can tell you.

-- Take the vilstu potion, and then wait in the Coal Bin Room.

Who is the person who looks just like my twin?

-- The person looks just like you, only more dishevelled.

-- It is your own older self.

-- Obviously, we have some time travel going on here.

Should I give my spell book to my older self?

-- Makes sense to trust your older self, since your interests are almost certainly mutual. After all, where would your older self be if you went and got yourself killed.

Can the coal mine be mapped?

-- Yes, but you don't have much time until vilstu wears off.

-- Dropping an object in each room of the coal mine will individualize it, and make mapping the area easier.

-- There are only 3 rooms in the coal mine, but sometimes a passage returns to the same room it left from.

Can I go down the coal chute at Top of Chute?

-- Sure. DOWN or ENTER THE CHUTE will do it.

What was that flash of orange light?

-- VEZZA might be helpful here.

-- There is a room off of the coal chute.

-- You can get to it if you've found the timber in the coal mine.

-- Tie the rope to the timber, then throw the rope down the chute.

-- You can't be tired, or holding anything, or you will lose your grip on the rope.

What is the purpose of the GOLMAC spell?

-- READ it.

-- Temporal travel means travelling in time.

-- This is obviously how your older self was able to meet you earlier, in the Coal Bin Room.

-- CAST GOLMAC ON ME, then go DOWN to the Coal Bin Room.

What is the purpose of the kerosene lamp?

-- It lights the Slanted Room.

-- Did you notice anything happen when you GOLMACked yourself?

-- After GOLMACking, OPEN THE LAMP.

-- The smelly scroll wasn't there when you arrived because you yourself removed it the "last time through" the cycle.

What happened to the objects I dropped into the upper chute in Top of Chute?

-- Objects dropped into the upper coal chute land in the Coal Bin Room, where they get buried in the coal (excpet for a few large objects, such as the timber or the floor waxer).

What should I do when I meet my younger self?

-- What happened the last time this meeting occured?

-- If you gave your older self the spell book before, then your younger self should now give you the spell book.

-- You'd better give your younger self the combination

to the door in the Dial Room.

-- Otherwise your younger self will never be able to get to the Slanted Room and find GOLMAC and become the older self...

-- ...or more simply, you will cease to exist!

How can I get my younger self to give me my spell book?

-- Remember, YOU were the younger self 20 or 30 moves ago.

-- Your younger self will do whatever YOU did when YOU were the younger self.

-- If you gave your spell book to your older self, then your younger self will give it to you.

Aargh! This coal mine problem has me totally befuddled! Help!

-- Don't go on until you're completely stumped by the coal mine.

-- The entire purpose of the coal mine problem is to obtain the smelly (VARDIK) scroll.

-- Time is of the essence, since vilstu will eventually run out.

-- One sequence that will work (starting from the Sooty Room):

FROTZ ME. OPEN THE ORANGE VIAL. E. DRINK THE ORANGE POTION. Z. GIVE BOOK TO OLDER SELF. E. TURN DIAL TO (combination). OPEN DOOR. E. TAKE ROPE. U. SW. TAKE TIMBER. NW. W. TIE ROPE TO TIMBER. THROW ROPE DOWN CHUTE. DROP ALL. D. TAKE SCROLL. GOLMAC ME. OPEN LAMP. TAKE SCROLL. D. YOUNGER SELF, THE COMBINATION IS (combination). D.

9.0 THE LAGOON AREA

Why did some of my possessions vanish as I entered the lower chute?

-- You changed time in such a way that it became impossible

for you to have those possessions.

-- For example, you never told your younger self the combination, ergo you yourself could never have been told it by your older self, ergo you couldn't have objects from beyond the dial door.

Where are the objects I dropped into the lower chute in the Coal Bin Room?

-- Objects dropped into the lower chute end up at the bottom of the lagoon.

Can I enter the lagoon?

-- Try going east from the Cove.

-- "If you want to enter the lagoon, say so."

-- Try ENTER THE LAGOON.

Is there anything significant about the lagoon?

-- Yes.

-- Have you gone DOWN to the floor of the lagoon.

-- Lovely clump of spenseweeds, eh? (Be a shame if anything happened to them).

-- MEEF THE SPENSEWEEDS.

How can I breathe underwater?

-- You can only survive a few turns underwater.

-- Naturally, the vilstu potion will allow you to stay underwater as long as it lasts.

-- But if you've done everything correctly, you've already used up the vilstu potion.

-- Fortunately, you only need to be underwater fo a few turns.

-- And, you can always go up for air and dive back down.

How can I take the wooden crate?

-- It's pretty heavy.

-- You'll probably have to drop everything else

before you try to move it.

-- You probably can't move it if you're tired.

How can I climb the cliffs?

-- The cliffs are unclimbable.

-- The cliffs are too tall to fly over.

-- The cliffs are not made of marzipan.

-- The cliffs are larger than a breadbox.

-- The cliffs are a good subject for a long, useless question.

How can I enter the ocean?

-- Have you tried going east from the ocean shore?

-- "Entering the ocean is certain death."

-- Have you tried ENTER THE OCEAN?

-- As advertised, "Certain Death."

How can I cross the river at its mouth?

-- It has a big mouth.

-- In other words, there's no way.

How can I enter the cave with the vines.

-- The vines are deadly.

-- Fortunately, they are susceptible to magic.

-- Try the MEEF spell.

Omigosh! A pack of grues! What should I do!

-- Light usually takes care of grues, but these are mutated.

-- Have you found the Frobozz Magic Grue Protection Kit?

-- It's in Lagoon Floor. See the lagoon question.

-- What you need is inside the crate.

-- The lamp is useless, of course, because of the mutation.

-- Either the grue suit or the repellent will suffice.

-- SPRAY ME WITH REPELLENT or WEAR THE GRUE SUIT. (Warning: the repellent wears off after several turns!)

How can I destroy the machinery in the Mammoth Cavern?

-- Have you tried DESTROY THE MACHINERY?

-- You can't destroy the machinery.

-- You should try to vanquish the machinery operator instead.

Which door should I open?

-- You could try all three...

-- But a real Enchanter in this situation probably wouldn't be able to SAVE and RESTORE.

-- The VEZZA spell would be helpful here.

-- Open the white wooden door.

How can I rouse Belboz?

-- Don't continue until you've seen Belboz.

-- If you just wait for a little while, he will wake up.

-- But obviously, this isn't the right thing to do.

-- You want to exorcise Belboz.

How can I exorcise Belboz?

-- Don't continue until you've seen Belboz.

-- Don't continue until you've obtained the SWANZO spell.

-- CAST SWANZO ON BELBOZ.

-- Oops. Perhaps you'd better protect yourself first.

-- Don't continue until you've obtained the VARDIK spell.

-- CAST VARDIK ON ME then CAST SWANZO ON BELBOZ. Voila.

How can I kill Belboz?

-- The jewelled knife looks promising.

-- Try KILL BELBOZ WITH THE KNIFE.

-- Well, perhaps if you protected your own mind first...

-- Don't continue until you've obtained the VARDIK spell.

-- CAST VARDIK ON ME then KILL BELBOZ WITH THE KNIFE.

-- Still not the optimum ending, right?

-- You want to exorcise Belboz.

10.0 GENERAL QUESTIONS

Are potions liquids or powders?

-- Yes.

Where is it safe to sleep?

-- The Guild Hall isn't safe until you've rescued Belboz.

-- It's safe to sleep almost everywhere else.

-- Some obvious exceptions: the river bed locations, inside the coal mine, Twisted Forest, Tree Branch, Snake Pit, Mine Field, Meadow, Drawbridge, River Bank, Hollow, Lagoon, and Lagoon Floor.

-- You might want to try sleeping in those location, just to see

what happens ... but do a SAVE first.

Is the YOMIN spell useful?

-- Not really.

-- It is sort of interesting to use, though.

Where is the scroll with the ZIKKLE spell?

-- The leader of the rockworm tribe can tell you.

-- But first you need to learn rockworm speech.

-- You can do that by reading the invisible carvings in the Hall of Carvings.

-- You can make them visible using the ZIKKLE spell.

Is the VEZZA spell important?

-- It provides a few hints.

-- But you could finish the game without ever using it.

How were the spells and potions named?

-- GNUSTO, FROTZ, REZROV, and IZYUK are taken from Enchanter.

-- FWEEP is the sound that the deranged bat in Zork I makes. Perhaps he is repeating the last word he ever heard as a human.

-- AIMFIZ is ZIFMIA backwards. ZIFMIA, in Enchanter, causes someone to be transported to YOUR location.

-- GOLMAC is short for gold machine, the time travel device in Zork III. The gold machine was obviously imbued with this spell.

-- YOMIN is an anagram of the name of the actor who played that famous mind-prober, Mr. Spock.

-- MALYON is a corruption of Pygmalion, a sculptor who (according to ancient Greek legend) brought his creation to life.

-- FOOBLE is one of the potential reset codes in Suspended.

-- YONK is a reference to the author's birthplace.

-- Some others are the names of Infocom employees.

11.0 HOW ALL THE POINTS ARE SCORED

(use only as a last resort)

05 points	for	waking up from the opening dream
15 points	for	finding the key to Belboz's journal
10 points	for	drinking the berzio potion
10 points	for	picking up the dusty scroll
10 points	for	taking the vilstu vial from the mailbox
25 points	for	taking the moldy scroll from the trunk
20 points	for	AIMFIZing Belboz (or Jeearr)
20 points	for	entering the Hidden Cave
10 points	for	taking the ordinary scroll from the cannon
15 points	for	taking the coin from the zorkmid tree
10 points	for	getting the gnome to open the tollgate
10 points	for	getting the glittering scroll from the hawker
20 points	for	entering the Hollow
25 points	for	taking the parchment scroll from the fireplace
20 points	for	entering the Sooty Room
20 points	for	opening the door in the Dial Room
20 points	for	entering the Slanted Room
25 points	for	taking the smelly scroll from the kerosene lamp
20 points	for	entering the Cove
15 points	for	opening the wooden crate
20 points	for	entering the Mammoth Cavern
20 points	for	entering Belboz's Hideout
25 points	for	exorcising Belboz while VARDIKed.

12.0 SPELLS, POTIONS, AND THEIR LOCATIONS

(use only as a last resort)

GNUSTO spell	your spell book
FROTZ spell	your spell book
REZROV spell	your spell book
IZYUK spell	your spell book
PULVER spell	your spell book
YOMIN spell	your spell book
VEZZA spell	your spell book
GASPAR spell	Helistar's Quarters
MEEF spell	Library
AIMFIZ spell	Cellar (in the trunk)

FWEEP spell	Hidden Cave
YONK spell	Gun Emplacement (in the cannon)
MALYON spell	Arcade (from the hawker)
SWANZO spell	Hollow
GOLMAC spell	Slanted Room
VARDIK spell	Slanted Room (in the lamp, after GOLMACking)

ochre (berzio) potion	Store Room
orange (vilstu) potion	Lobby (in mailbox, if you do the right thing)
indigo (flaxo) potion	Torture Chamber
amber (blort) potion	Hidden Cave
aqua (fooble) potion	Parade Ground (inside the flag)

13.0 FOR YOUR AMUSEMENT

Have you tried:

--typing WAKE ME during the opening dream?
--AIMFIZing yourself, Duncanthrax, Krill, the Wizard of Frobozz, the servants, the mailman, the hawker, the author?
--AIMFIZing Helistar or Frobar? (Try these two several times.)
--sitting on the table in the Chamber of the Circle?
--sitting on the parrot's perch?
--reading the tenets in the Chamber of the Circle?
--taking the encyclopedia?
--casting YOMIN on yourself, your older self, your younger self, the hawker, the park gnome, and the toll gnome (while he sleeps)?
--examining yourself while FROTZed or FWEEPed?
--examining the boa?
--FROTZing a gnome?
--FROTZing a grue in the dark?
--done an inventory while FWEEPed?
--going to sleep while flying?
--casting MALYON on the rabbits or the statue?
--casting MALYON on the dragon a second time?
--PULVERing the moat or the flume?
--climbing the flagpole?
--waving or wearing the flag?
--REZROVing the door in the dial room, or the toll gate?
--to give a FROTZed coin to a gnome?
--biting a coin?
--leaving the Arcade with the ball?
--YONKing the YONK spell?
--IZYUKing or FWEEPing while underwater?
--turning on the floor waxer while underwater?
--opening a (full) potion vial while underwater?
--taking the fooble, vilstu, or blort potion while under the effect of one of the others? (Try this several times.)
--dying with your GASPAR location in the glass maze, in a river bed room, or in the Guild Hall?

--doing crazy things as the younger self, and then seeing how your actions are described when you become the older self?
--MEEFing the morgia plant, and then looking at the very last line of the game (assuming a 400 point finish)?

Things you can read about in the encyclopedia:

ACCARDI-BY-THE-SEA
AMATHRADONIS
AMULET OF AGGTHORA
ANTHARIA
ARAGAIN FALLS
AUTHOR
BARBEL
BELBOZ
BORPHEE
BOZBARLAND
CHEVAUX
DIMWIT FLATHEAD
DOUBLE FANNUCCI
DUNCANTHRAX
EGRETH CASTLE
ENCHANTERS GUILD
ENTHARION
FIBBSBOZZA
FLATHEAD OCEAN
FLOOD CONTROL DAM
FLUMES
FORT GRIFFSPOTTER
FRIGID RIVER
GABBER TUMPER
GALEPATH
GLASS MAZE
GNOMES
GREAT SEA
GREAT UNDERGROUND EMPIRE
GUE TECH
GURTH
INFOCOM
INFOTATERS
JEEARR
KOVALLI DESERT
KRILL
LARGONETH CASTLE
LONELY MOUNTAIN
MAGICLAND
MAREILON
ME
MESSENGERS GUILD
MITHICUS
MIZNIA
MORGIA PLANTS
NYMPHS

ORKAN
QUENDOR
RAZOR GORGE
ROYAL MUSEUM
SERVANTS GUILD
SOFTSPELL
SORCERER
TEMPORAL TRAVEL
THRIFF
TROLLS
WIZARD OF FROBOZZ
ZORK
ZORKMIDS
plus spells, potions, and the infotater animals

Z-5

1. Where is everyone? OK
2. Where is Bellboy? OK
3. What is a nymph? OK
4. How do I get out of the Guild Hall? OK
5. What is guano? OK
6. This is one hell of a river - what gives? OK
7. What do I do with the floor waxer? OK
8. How do I get through the glass maze? OK
9. Where can I get the money to pay the toll at the highway? OK
10. I'm living in the amusement park, but do I do anything special here? too general
11. Why does the dragon keep frying me? - NO -
12. Is there a bug in this game? Why are there two of me in the coal mine? OK

13. What good is "Blort" OK

14. Will I be able to map the coal mine in this life time? (no puns, please) OK

15. Am I standing over Delbozy with my mind shield what now? OK

16. I was pretty damn brave in this game, why wasn't I made head of the circle? -NO-

Mike Quinn's questions for the Sorcerer hint booklet:

THE GUILD HALL:
Must I wake up after only one move? OK
Where do I find a light source? OK
Is it OK to rifle through a fellow Enchanters' belongings? OK
Where is everybody? OK
What's a Sorcerer gotta do to eat (and drink) in this joint? OK
How do I find a seat at the Guild Commissary? -NO-
Where can I find the chairs for the Chamber of the Circle? -NO-
How can I get Pollibar to tell me what happened? OK
How do I unlock Belboz's journal? OK
What the $%*!? is an infotater? OK
How do I find Frobar's scroll? (chives)
Why does the Guild Hall doorbell chime? OK
How do I get out of the Guild Hall? OK
What good is an empty matchbook? OK
Is there any way to get the trunk open? OK

THE RIVER AREA:
How do I keep the River Bed from collapsing? OK
Is there any way to cross the river? OK
How do I inflate the boat? OK
What is guano? OK

FORT GRIFFSPOTTER:
How do I get the flag? OK
How do I stop the creature in the cannon from biting me? OK
Of the scrolls that fly out of the cannon, which should I take? OK

THE TREE ROOM:
How do I cross the chasm? OK
How do I keep the coins from disappearing? OK

THE AMUSEMENT PARK:
What will the gnome accept as an entry fee? OK
How do I operate the machine with the large lever? OK
Is there any way to win a prize in the Arcade OK
Q: Why did the man throw his dog off the Roller Coaster? Sigh
A: Because it didn't have any mustard on it. (couldn't resist)

THE TOLL GATE:
Where do I find money to pay the toll? OK
When will the Toll Gate gnome wake up so I can pay him? OK

THE GLASS MAZE:
How do I keep from falling in the Glass Maze? OK
I have been able to get part way thru the maze, but am stuck; how do I continue? (the old "you can learn a spell many times" problem) OK
How do I keep the maze from changing? OK
How do I take the parchment scroll back with me? OK
Is there any way to escape the dorn beast? OK
Where did my parchment scroll go? (Stone Hut) OK

THE COAL MINE:
Is there any way to get past the Hall of Carvings? OK
How can I get back to the Sooty Room from the Coal Bin Room? OK
I keep running out of air in the Coal Mine. What can I do? OK
Who is the person who looks like a younger version of me? OK
The younger self wants my spell book - should I give it to him? OK
Where should I use the combination that the younger self gave me? -NO-
How do I get back up to the Coal Mine from the Cove? OK
How do I keep from getting lost in at the Shaft Top/Coal Mine rooms? OK
What is the significance of the orange flash I see when I go down the chute? OK
What should I do with the shimmering scroll? OK
All of a sudden the lamp compartment is closed. Wha' happened? OK
Why did I suddenly cease to exist? OK

END GAME:
I keep getting killed by grues. What am I doing wrong? OK
How do I dry out my spell book/scroll? OK
Can I get out of H.E.O.P/C.O.L.D. the same way I did before? OK
How do I keep Jeearr from inhabiting l'il ol' me? OK
What is the dagger useful for? OK

InvisiClues

The Hint Booklet for

SORCERER

Third (Final) Draft

1/17/84

1.0 INTRODUCTION

(standard text)

How can I tell if there's a grue in my refrigerator?

-- Are there footprints in the cheesecake?

-- "As you open the door, the refrigerator light goes on."

-- If there were a grue inside, it would dash out as soon as you opened the door.

2.0 THE GUILD HALL

Is there anything useful or necessary I should do in the dream, before I wake up?

-- No.

Can the dream be prolonged?

-- No. It can never last more than seven turns.

How do I turn on the lights when I wake up in the dark?

-- Remember, you are a magic user.

-- You are holding your spell book.

-- You can read it, even in the dark.

-- The SPELLS command tells you which spells you have currently memorized.

-- CAST THE FROTZ SPELL on something...

-- ...such as yourself or your spell book.

How do I open the heavy wooden door in the hallway?

-- Try typing OPEN THE HEAVY WOODEN DOOR.

How can I make the invisible tenets appear?

-- The ZIKKLE spell might be useful.

-- Except that there is no ZIKKLE spell.

-- Nor are there invisible tenets.

-- Remember the warning in the introduction: Do not let the presence or absence of questions, or the lengths of their answers, influence your play of the game.

Can I talk to the parrot?

-- Try it.

-- As with all other characters, the proper format is PARROT, GIVE ME THE SCREWDRIVER (for example).

-- No, I guess you can't talk to the parrot.

What can I do with the morgia plant?

-- You could cast the MEEF spell on it.

-- There's nothing useful you can do with it, though.

What can I do with the wall hanging?

-- You can't take it.

-- You might try looking behind it, however.

Can I open the desk in Belboz's Quarters?

-- Yes.

-- How about typing OPEN THE DESK?

What can I do with the infotater?

-- You'll have to read it by referring to the one from your game package.

-- You need the data on the infotater to solve one of the problems in the game.

What can I do with the journal?

-- It makes interesting reading.

-- But you need to open it first.

-- There's a key hidden somewhere.

-- Listen to the parrot for a while.

-- Apparently, Belboz was in his quarters while he was looking for a hiding place for the key.

-- It's behind the wall hanging.

What can I do with the amulet?

-- Read the amulet's box.

-- The amulet can tell you how close you are to Belboz.

-- EXAMINE THE AMULET when you want to guage your proximity to Belboz.

Where are the beds in everyone else's quarters?

-- Many Enchanters prefer conjuring up their beds only during sleeping periods. This reduces clutter in one's chamber.

How does the GASPAR spell work?

-- You should cast it on yourself.

-- Preferably after GNUSTOing it first.

-- That way, you will be resurrected if you are "killed."

-- You are (almost always) resurrected to the location where you cast the spell on yourself.

Where are the boiled chives?

-- According to the cook, boiled chives are Frobar's favorite dish.

-- And he usually eats them late at night.

-- If you could conjure up Frobar's bed, there might be some boiled chives sitting on it.

-- What a silly question this is!

Where is Frobar?

-- Ask SORCERER.

Where is Helistar?

-- Ask SORCERER.

Where is Belboz?

-- Aye, now there's the rub.

Where are the servants?

-- Out doing their daily chores, no doubt.

Where are the apprentices?

-- They've accompanied Frobar into town.

Can I leave the Guild Hall?

-- According to Guild policy, the Guild Hall should never be left unattended.

-- And you are the only one in the Hall at the moment.

-- So the warning nymph will not let you leave.

-- But this is an emergency.

-- However, there's no other exit.

-- Well ... there's no other physical exit.

-- There is a spell which will allow you to leave.

-- Refer to the questions about the AIMFIZ spell.

Where can I find food and water?

-- You've probably slept through breakfast, and dinner is a long way off.

-- There aren't any provisions around the Guild Hall.

-- Magic might come in handy here.

-- Go to the Store Room.

-- Read the ochre vial.

-- Open it and drink the berzio potion.

-- The effects of this potion will last for several days; this should be long enough for you to finish the game.

Is the ochre vial useful?

-- Read it.

-- See the previous question.

Is the calendar interesting?

-- Yes.

-- But not particularly useful.

Is the depleted matchbook useful?

-- Yes. Read it.

-- The vilstu potion sounds as if it might come in handy.

-- So, send in the matchbook!

-- PUT THE MATCHBOOK IN THE RECEPTACLE in the Lobby.

-- But you have to do it before the mailman arrives, or the vilstu potion won't arrive until the next day.

Is the encyclopedia useful?

-- Indirectly. It contains many, many interesting entries.

-- Some entries contain clues about events in the game.

-- Try typing READ ABOUT something or LOOK UP something.

How can I get into the Guild Hall attic?

-- There is no Guild Hall attic.

How can I open the window in the Attic?

-- The REZROV spell will open the window.

-- But then the giant roof owl will swoop in and eat you.

-- And you can't cast the IGNATZ spell on the owl until you've counted the rutabagas on the ledge outside the window.

-- There is no attic, window, owl, or pile of rutabagas.

-- Remember the warning in the introduction: Do not let the presence or absence of questions, or the lengths of their answers, influence your play of the game.

How can I get into the Guild Hall cellar?

-- Try going DOWN from the Lobby.

How can I open the trunk in the Cellar?

-- The REZROV spell isn't powerful enough.

-- You need to push the buttons in the proper order.

-- The infotater and journal contain the necessary information.

-- Read the journal to find out the current code.

-- Then turn to that animal on your infotater.

-- Then press the colored buttons in sequence corresponding to the colors listed for that animal.

-- For example, if the current code were DRYAD, you would press the black button, then the gray button, then the white button, then the red button, and finally the red button again.

What is the AIMFIZ spell for? How does it work?

-- If you CAST AIMFIZ ON FLOYD (for example), you should be transported to Floyd's location.

-- Is anyone missing or perhaps in trouble?

-- Try casting it on Belboz.

-- Since Belboz is quite distant (as you can tell by examining the amulet while still in the Guild Hall), and possibly protected by magical spells, AIMFIZ doesn't transport you to his exact location. However, it does take you to his vicinity (look at the amulet now).

Is there any significance to the doorbell ringing?

-- Yes. Something else happens at the same time.

-- Where is the front door of the Guild Hall?

-- Wait in the Lobby around the time that the doorbell rings.

-- It's a member of the Messengers Guild making his daily delivery (and pick-up...?)

-- You have to put the matchbook in the receptacle before he comes, or you'll never get the vilstu potion.

3.0 THE FOREST-RIVER-CASTLE AREA

Why does this area seem so familiar?

-- You "visited" this area in your dream.

-- I guess it was a flash of clairvoyance.

How can I avoid the hellhound?

-- Go northeast.

-- Once the hellhound slinks away, it is safe to enter the woods.

-- However, there's nothing of interest in the woods.

How can I avoid the boa?

-- Don't climb the tree.

How can I get past the mine field?

-- There doesn't appear to be a way.

-- Even flying over it doesn't work.

-- Of course, appearances can be deceiving.

-- But not in this case.

How can I avoid the locusts?

-- Don't dawdle in the Meadow too long.

How can I survive in the snake pit?

-- Don't hang around the pit for more than one or two turns.

-- There's nothing useful there anyway.

How can I cross the moat?

-- The drawbridge is safe to walk on, at first.

-- After the first few times, there's a danger that it may collapse.

-- It collapses because of your weight.

-- You can always pass over the drawbridge safely if you're flying.

How can I enter the moat?

-- Just type DOWN from the Drawbridge.

-- Or say ENTER THE MOAT.

-- There is no way to enter the moat and live.

-- This space intentionally left blank.

How can I survive in the Turret?

-- Pretty easily. Just don't jump.

-- Nice view from the Turret, eh?

How do I enter the West Wing of the ruined castle?

-- Play Planetfall (tm) instead of Sorcerer.

What is the significance of the indigo vial?

-- Read the vial.

-- Drink the potion.

-- That's about it.

What is the significance of the skeleton in the torture chamber?

-- What skeleton?

How can I survive at the River Bank?

-- You're safe for a couple of turns.

-- After that, there's always a danger of collapse.

-- Except if you're flying.

-- Or if the river has been PULVERed.

How can I cross the river?

-- Trying to fly across it is deadly.

-- There's no way to cross the river.

-- However, there is something interesting you can do there.

-- CAST THE PULVER SPELL ON THE RIVER.

How can I inflate the raft?

-- With the hand-held air pump.

-- It's located on the north shore of the reservoir.

-- The north shore of the reservoir is in Zork (R) I, as are the inflatable raft and the hand-held air pump.

Help! I keep getting smashed by a wall of water!

-- Don't go on unless you've been to the River Bed.

-- PULVERing the river has only a temporary effect.

-- It isn't safe to stick around any of the dried-up river bed locations for very long.

How can I cross the stagnant pool?

-- You can't.

-- Really!

What is the amber potion for?

-- Read the label on the amber vial.

-- Try ingesting the potion.

-- The blort potion allows you to see in dark places, even if you don't have a light source.

-- Unfortunately, grues are afraid of light, not of being seen.

-- So the blort potion is pretty useless in SORCERER.

4.0 FORT GRIFFSPOTTER

Where is the fort?

-- Walk southeast from the River Bank.

Where should I dig to find the cannonball?

-- What cannonball?

-- This space intentionally left blank.

How can I climb the flag pole?

-- You can't.

Is there any way to lower the flag?

-- Yes.

-- Try LOWER THE FLAG.

Can I sleep in the Barracks?

-- Sure, why not!

Are there any useful armaments in the Armory?

-- No.

How can I get the glowing scroll out of the Watchtower?

-- Hide it inside the floor waxer.

-- Don't talk to the rockworm chief.

-- Cast the YIKKLE spell on it.

-- Stop reading nonsense questions.

Is there any significance to the cannon?

-- Yes. REACH INTO THE CANNON.

-- LOOK INSIDE IT.

-- Hmmm. A pile of identical scrolls that bite.

-- Perhaps appearances are deceiving in this case.

-- Look at your infotater again.

-- The pile of scrolls is actually a group of yipples.

-- But there must be a real scroll for them to be imitating.

-- Yipples are allergic to certain animal wastes.

-- Such as the bat guano in the Hidden Cave near the river.

-- PUT THE BAT GUANO IN THE CANNON.

How can I fire the cannon?

-- You'll have to find the buried cannonball, first.

Can I catch the the objects which sprout feet?

-- Don't go on until you've found the ordinary scroll.

-- You can only catch the scrolls that sprout feet if you have the QUELBO spell.

-- In other words, no.

5.0 THE CRATER-TOLL GATE AREA

What caused the crater?

-- It's difficult to say for certain.

-- Perhaps an ancient battle between two powerful wizards?

-- Perhaps a cannonball?

-- Perhaps not.

Is there any significance to the moss and lichens in the Slimy Room?

-- Lichens are usually an indication of moisture.

-- Some species of moss are phosphorescent.

-- However, these moss and lichens are completely insignificant.

Can I cross the chasm to the west of the crater?

-- You can JUMP ACROSS THE CHASM. This will work 20% of the

time.

-- A safer way is to cross the chasm while flying.

-- Cast the IZYUK spell on yourself, and then go WEST.

How can I climb the zorkmid tree?

-- You can't.

Can I pick the zorkmid coins from the zorkmid tree?

-- Try it.

-- Type PICK A COIN or PICK ALL THE COINS.

-- You can get only one coin in the Tree Room.

Is there any significance to the Hall of Carvings?

-- Yes. Especially the carving of the dragon.

-- There's a way to make the dragon come alive.

-- You'll need the MALYON spell. If you don't have it yet, visit the amusement park.

-- Try casting MALYON on the dragon carving.

-- It doesn't seem to be powerful enough.

-- You'll also need the YONK spell. If you don't have it yet, visit Fort Griffspotter.

-- Cast the YONK spell on the MALYON spell. Then cast the MALYON spell on the dragon.

How can I make the invisible carvings appear?

-- The ZIKKLE spell works well on the invisible tenets in the Guild Hall...

-- ...but you probably had to give up the ZIKKLE spell to the rockworm tribe.

-- Invisible carvings? ZIKKLE spell? Rockworm tribe?

Who built the underground highway?

-- Probably one of the Construction Guilds.

-- It seems to be a relic of the Great Underground Empire.

-- It was probably built during the reign of King Duncanthrax, or one of the Flatheads.

How can I get past the toll gate?

-- Have you tried typing OPEN THE GATE?

-- Have you tried REZROVing the gate?

-- Have you tried typing GNOME, OPEN THE GATE.

-- Of course, you'll have to wake the gnome before you can talk to him.

-- He won't open the gate until you give him a zorkmid.

-- You can get one from beyond the chasm, near the crater.

-- If you've already given that zorkmid to the amusement park gnome, you'll have to use the machine in the Casino.

What is the floor waxer used for?

-- Use your imagination.

-- Try turning it on.

-- Have you seen any floors that need waxing?

-- Don't go on until you've been to the Dance Hall.

-- Since there's no Dance Hall, you're obviously ignoring directions.

-- The floor waxer is of no use at all.

-- It's just as well. This model tends to produce waxy yellow build-up.

Is there any significance to the Stone Hut?

-- Yes. You'll find out more later.

6.0 THE GLASS MAZE AREA

Is there any significance to the statue?

-- Read the inscription.

-- It's a statue of Duncanthrax.

-- In addition to being a King of Quendor, he built the Glass Maze.

Can I make a map of the maze?

-- Yes.

How big is the maze?

-- It has 27 rooms.

-- They are arranged in a 3 by 3 by 3 array.

Can I survive in maze rooms that don't have a floor?

-- Yes.

-- By flying.

-- Unfortunately, IZYUK doesn't last long enough to get you through the maze, even if you keep learning it and re-casting it.

-- There is another flying spell.

-- Try the FWEEP spell found in the Hidden Cave near the river.

-- It also has the beneficial side-effect of sonar-like sensing.

Is there anything beyond the maze?

-- Yes.

-- Make a map of the maze.

-- Read the previous question.

-- If you still haven't made it, type FWEEP ME at Outside the Glass Arch, then go E.N.E.S.S.W.D.E.E.N.N.U.U.S.E.

How do I get back from the Hollow?

-- The only way back is through the glass maze.

-- You'll need the FWEEP spell to get back through it.

-- So you'd better memorize it more than once before you enter the maze from Outside the Glass Arch.

-- In fact, once the maze has re-arranged itself, you'll need a total of three FWEEPs to make the round trip.

-- There's a much easier and quicker way, although some players may find it inelegant. GASPAR yourself at Outside the Glass Arch. Then, get "killed" in the Hollow or the maze.

How can I get the parchment scroll back from the Hollow?

-- You can't carry it while FWEEPed.

-- And you have to FWEEP yourself to get back.

-- Did you ever wonder what the brick structure is?

-- EXAMINE it.

-- It's the top of a chimney.

-- Chimneys are usually located above fireplaces.

-- If you drop the scroll into the chimney, it will end up in the fireplace in the Stone Hut.

What causes the maze to re-arrange itself?

-- Picking up the parchment scroll.

-- It is unavoidable.

What rouses the dorn beast?

-- Don't go on until you've been threatened by the dorn beast.

-- Dropping the parchment scroll in the chimney causes the attack.

-- Since this is the only way to get that scroll out of the Hollow, there's no way to avoid rousing the dorn beast.

How can I kill the dorn beast?

-- There's only one way.

-- It involves entering the maze.

-- It involves flying.

-- Enter a maze room without a floor, while flying. The dorn beast will pursue you, and plummet.

-- Flying from the Hollow, go W.W.S.E.

Is the brick structure of any significance?

-- Yes.

7.0 THE AMUSEMENT PARK

How can I enter the park?

-- You must first summon the park gnome by attempting to go west from the Park Entrance.

-- He won't let you enter until you pay the admission price of one zorkmid.

-- You can get a zorkmid coin from the area beyond the chasm near the crater.

-- If you already gave that coin to the toll gnome, you'll have to do a little thinking.

-- What did the toll gnome do with the coin you gave him?

-- SEARCH THE GNOME after he falls asleep again.

What is the significance of the Haunted House?

-- It's just an interesting place to visit.

What is the significance of the Flume?

-- Have you tried riding the Flume?

-- To do so, just type GET IN THE LOG BOAT.

-- Wasn't that a fun ride?

-- There's nothing important about the Flume.

What is the significance of the Roller Coaster?

-- Have you tried riding the Roller Coaster?

-- To do so, just type GET IN THE CAR.

-- Wasn't that a fun ride?

-- There's nothing important about the Roller Coaster.

What is the signicance of the Arcade?

-- There aren't any video games there, of course.

-- But the hawker and his game booth are important.

What should I do with the hawker?

-- Play his game.

-- TAKE THE BALL and then THROW THE BALL AT THE BUNNIES.

How can I win the hawker's game?

-- Have you tried throwing the ball at the bunnies?

-- It's a difficult game. You could use some help.

-- There's a magic potion that's useful here.

-- It located in the fort.

-- LOWER THE FLAG and then EXAMINE IT.

-- DRINK THE FOOBLE POTION before throwing the ball.

What is the significance of the Casino?

-- It seems pretty run down.

-- The odd machine with the lever is still working, though.

How does the odd machine work?

-- Pull the lever.

-- It is a slot machine.

-- If three identical symbols appear in the windows, you will get a payoff. This happens (on the average) one out of every sixteen tries.

-- If the three matching symbols are pots of gold, you hit the jackpot. Unfortunately, this is fatal. This happens (on the average) one out of every sixty-four tries.

-- Otherwise, the payoff is one zorkmid coin. This happens (on the average) three out of every sixty-four tries. If you paid off the park gnome before paying the toll gnome, this is the only way to get a coin for the toll.

-- For a better way to pay both gnomes, read the first question in this section.

8.0 THE COAL MINE

How can I keep the ceiling from caving in?

-- You can't. It will always cave in when you enter the mine.

How can I breathe in the coal mine?

-- You can survive only three turns without the aid of magic.

-- You need a potion.

-- It's the vilstu potion, which you must acquire before you leave the Guild Hall.

-- See the matchbook question in the Guild Hall chapter.

How can I get past the door in the Dial Room?

-- READ THE SIGN.

-- EXAMINE THE DIAL.

-- You'll have to find out the combination.

-- Unfortunately, Ernie Flathead is probably long gone.

-- Only someone who has already been through it can tell you.

-- Take the vilstu potion, and then wait in the Coal Bin Room.

Who is the person who looks just like my twin?

-- The person looks just like you, only more dishevelled.

-- It is your own older self.

-- There must be some time travel going on here.

Should I give my spell book to my "twin"?

-- It makes sense to trust your older self, since your interests are almost certainly mutual. After all, where would your older self be if you went and got yourself "killed"?

Can I make a map of the coal mine?

-- Yes, but you don't have much time until vilstu wears off.

-- Dropping an object in each room of the coal mine will individualize it, and thus making a map of the area will be easier.

-- There are only three rooms called Coal Mine, but sometimes a passage returns to the same room which it left from.

Can I go down the coal chute at Top of Chute?

-- Sure. DOWN or ENTER THE CHUTE will do it.

What was that flash of orange light?

-- VEZZA might be helpful here.

-- There is a room off the middle of the coal chute.

-- You can get to it if you've found the timber in the coal mine.

-- Tie the rope to the timber, drop the timber at Top of Chute, and then throw the rope down the chute.

-- If you are tired, or holding anything, you will lose your grip on the rope.

What is the purpose of the GOLMAC spell?

-- READ it.

-- Temporal travel means travelling in time.

-- This is obviously how your older self was able to meet you earlier, in the Coal Bin Room.

-- CAST GOLMAC ON ME, then go DOWN to the Coal Bin Room.

What is the purpose of the kerosene lamp?

-- It lights the Slanted Room.

-- Something unusual happens when you GOLMAC in the Slanted Room.

-- After casting GOLMAC on yourself, OPEN THE LAMP.

-- The smelly scroll wasn't there when you arrived, because you yourself removed it the "last time through" the cycle.

What happened to the objects I dropped into the coal chute at Top of Chute?

-- When you drop objects into the upper coal chute, they land in the Coal Bin Room, where they get buried in the coal (except for a few large objects, such as the timber or the floor waxer).

What should I do when I meet my younger self?

-- What happened the last time this meeting occurred?

-- If you gave your older self the spell book before, then your younger self should now give you the spell book.

-- You'd better give your younger self the combination to the door in the Dial Room.

-- Otherwise your younger self will never be able to get to the Slanted Room and find GOLMAC and become your older self...

-- ...or more simply, you will cease to exist!

How can I get my younger self to give me my spell book?

-- Remember, YOU were the younger self 20 or 30 turns ago.

-- Your younger self will do whatever YOU did when YOU were the younger self.

-- If you gave your spell book to your older self, then your younger self will give it to you.

Aargh! This coal mine puzzle has me totally befuddled! Help!

-- Don't go on until you're completely stumped by the coal mine.

-- The entire goal of the coal mine puzzle is to obtain the smelly (VARDIK) scroll.

-- Time is of the essence, since vilstu will eventually run out.

-- One sequence that will work (starting from the Sooty Room):

FROTZ ME. OPEN THE ORANGE VIAL. E. DRINK THE ORANGE POTION. Z. GIVE BOOK TO OLDER SELF. E. TURN DIAL TO (combination). OPEN DOOR. E. TAKE ROPE. U. SW. TAKE TIMBER. NW. W. TIE ROPE TO TIMBER. THROW ROPE DOWN CHUTE. DROP ALL. D. TAKE SCROLL. GOLMAC ME. OPEN LAMP. TAKE SCROLL. D. YOUNGER SELF, THE COMBINATION IS (combination). D.

9.0 THE LAGOON AREA

Why did some of my possessions vanish as I entered the lower chute?

-- You changed time in such a way that it became impossible for you to have those possessions.

-- For example, you never told your younger self the combination, thus you yourself could never have been told it by your older self, thus you couldn't have objects from beyond the dial door.

Where are the objects I dropped into the lower chute in the Coal Bin Room?

-- Objects that you drop into the lower chute end up at the bottom of the lagoon.

Can I get back up the lower coal chute?

-- No.

Can I enter the lagoon?

-- Try going east from the Lagoon Shore.

-- "If you want to enter the lagoon, say so."

-- Try ENTER THE LAGOON.

Is there anything significant about the lagoon?

-- Yes.

-- Have you gone DOWN to the floor of the lagoon.

-- Lovely clump of spenseweeds, eh? (It would be a shame if anything happened to them.)

-- MEEF THE SPENSEWEEDS.

How can I breathe underwater?

-- You can survive only a few turns underwater.

-- Naturally, the vilstu potion will allow you to stay underwater as long as it lasts.

-- But if you've solved the coal mine problem, you've already used up the vilstu potion.

-- Fortunately, you need to be underwater only for a few turns.

-- And, you can always go up for air and dive back down.

How can I take the wooden crate?

-- It's pretty heavy.

-- You'll probably have to drop everything else before you try to move it.

-- You probably can't move it if you're tired.

How can I climb the cliffs?

-- The cliffs are unclimbable.

-- The cliffs are too tall to fly over.

-- The cliffs are bigger than a breadbox.

-- The cliffs are not made of marzipan.

-- The cliffs are a good subject for a long, useless question.

How can I enter the ocean?

-- Have you tried going east from the ocean shore?

-- "Entering the ocean is certain death."

-- Have you tried ENTER THE OCEAN?

-- As advertised, "Certain death."

How can I cross the river at its mouth?

-- It has a big mouth.

-- In other words, there's no way.

How can I enter the cave with the vines?

-- The vines are deadly.

-- Fortunately, they are susceptible to magic.

-- Try the MEEF spell.

Omigósh! A pack of grues! What should I do?

-- Light usually takes care of grues, but these are mutated.

-- Have you found the Frobozz Magic Grue Protection Kit?

-- It's on the Lagoon Floor. See the lagoon question.

-- What you need is inside the crate.

-- The lamp is useless, of course, because of the mutation.

-- Either the grue suit or the repellent will suffice.

-- SPRAY ME WITH REPELLENT or WEAR THE GRUE SUIT.

(Warning: the repellent wears off after several turns!)

How can I destroy the machinery in the Mammoth Cavern?

-- Have you tried DESTROY THE MACHINERY?

-- You can't destroy the machinery.

-- Instead, you should destroy the machinery operator: Jeearr.

Which door should I open?

-- You could try all three...

-- But a true Sorcerer in this situation probably wouldn't be able to SAVE and RESTORE.

-- The VEZZA spell would be helpful here.

-- Open the white wooden door.

How can I get out of the Hall of Eternal Pain?

-- You can't.

-- Really.

How can I get out of the Chamber of Living Death?

-- You can't.

-- Really.

How can I rouse Belboz?

-- Don't continue until you've seen Belboz.

-- If you just wait for a little while, he will wake up.

-- But obviously, this isn't the right thing to do.

-- You want to exorcise Belboz.

How can I exercise Belboz?

-- Take him for a walk around the block.

-- A regimen of push-ups and squat thrusts would also help.

How can I exorcise Belboz?

-- Don't continue until you've seen Belboz.

-- Don't continue until you've obtained the SWANZO spell.

-- CAST SWANZO ON BELBOZ.

-- Oops. Perhaps you'd better protect yourself first.

-- Don't continue until you've obtained the VARDIK spell.

-- CAST VARDIK ON ME then CAST SWANZO ON BELBOZ. Voila.

How can I kill Belboz?

-- Kill you friend and mentor???

-- The diamond-studded knife looks promising.

-- Try KILL BELBOZ WITH THE KNIFE.

-- Well, perhaps if you protected your own mind first...

-- Don't continue until you've obtained the VARDIK spell.

-- CAST VARDIK ON ME then KILL BELBOZ WITH THE KNIFE.

-- Still not the optimum ending, right?

-- You want to exorcise Belboz.

10.0 GENERAL QUESTIONS

Are potions liquids or powders?

-- Yes.

What is a nymph?

-- Look it up in the encyclopedia in the Library.

Is it okay to rifle through the belongings of fellow Enchanters?

-- In general, that would not be proper behavior.

-- But this is an emergency.

Where is it safe to sleep?

-- The Guild Hall isn't safe until you've rescued Belboz.

-- It's safe to sleep almost everywhere else.

-- Some obvious exceptions: the river bed locations, inside the coal mine, Twisted Forest, Tree Branch, Snake Pit, Mine Field, Meadow, Drawbridge, River Bank, Hollow, Surface of Lagoon, Lagoon Floor, and Belboz's Hideout.

-- You might want to try sleeping in those locations, just to see what happens ... but do a SAVE first.

Are the dreams meaningful?

-- No, none of the dreams contains any useful information.

-- In fact, these dreams all appeared in Enchanter, also.

-- Perhaps your character suffers from recurring dreams.

Is the YOMIN spell useful?

-- Not really.

-- It is sort of interesting to use, though.

What is guano?

-- GUANO - n. (gwan-o) A substance composed chiefly of excrement and used as fertilizer.

Where is the scroll with the ZIKKLE spell?

-- The leader of the rockworm tribe can tell you.

-- But first you need to learn rockworm speech.

-- You can do that by reading the invisible carvings in the Hall of Carvings.

-- You can make them visible using the ZIKKLE spell.

How can I dry out wet spell books and wet scrolls?

-- You can't. Once your spell book or a scroll has gotten

wet, it's useless.

Is the VEZZA spell important?

-- It provides a few hints.

-- But you could finish the game without ever using it.

Why do I sometimes suddenly cease to exist?

-- Don't continue unless you've used the GOLMAC spell.

-- A time travel paradox is involved.

-- One way to "poof" out of existence is to enter the lower chute after casting GOLMAC without informing your younger self of the combination. This sets up a paradox.

-- Another way to "poof" is to cast GOLMAC on yourself a second time (the scroll re-appears on the ground of the Slanted Room when you GOLMAC). A second dose of this spell sends you too far back in time to meet your younger self, thus creating another paradox.

-- Two other ways to "poof" are to leave the Slanted Room before casting GOLMAC, or to carry the shimmering scroll out of the Slanted Room.

How were the spells and potions named?

-- GNUSTO, FROTZ, REZROV, and IZYUK are taken from Enchanter.

-- FWEEP is the sound that the deranged bat in Zork (R) I makes. Perhaps he is repeating the last word he ever heard as a human.

-- AIMFIZ is ZIFMIA backwards. ZIFMIA, in Enchanter, causes someone to be transported to YOUR location.

-- GOLMAC is short for gold machine, the time travel device in Zork (R) III. The gold machine was probably imbued with this spell.

-- YOMIN is an anagram of the name of an actor who played a famous mind-prober on a sci-fi TV show.

-- MALYON is a corruption of Pygmalion, a sculptor who (according to ancient Greek legend) brought his creation to life.

-- FOOBLE is one of the potential reset codes in Suspended.

-- YONK is a reference to the author's birthplace.

-- Some others are the names of Infocom employees.

11.0 HOW ALL THE POINTS ARE SCORED

(use only as a last resort)

05 points	for	waking up from the opening dream
15 points	for	finding the key to Belboz's journal
10 points	for	drinking the berzio potion
10 points	for	picking up the dusty scroll
10 points	for	taking the vilstu vial from the mailbox
25 points	for	taking the moldy scroll from the trunk
20 points	for	casting AIMFIZ on Belboz (or Jeearr)
20 points	for	entering the Hidden Cave
10 points	for	taking the ordinary scroll from the cannon
15 points	for	taking the coin from the zorkmid tree
20 points	for	getting the gnome to open the toll gate
10 points	for	getting the glittering scroll from the hawker
20 points	for	entering the Hollow
25 points	for	taking the parchment scroll from the fireplace
20 points	for	entering the Sooty Room
20 points	for	opening the door in the Dial Room
20 points	for	entering the Slanted Room
25 points	for	taking the smelly scroll from the kerosene lamp
20 points	for	entering the Lagoon Shore
15 points	for	opening the wooden crate
20 points	for	entering the Mammoth Cavern
20 points	for	entering Belboz's Hideout
25 points	for	exorcising Belboz while VARDIKed.

12.0 SPELLS, POTIONS, AND THEIR LOCATIONS

(use only as a last resort)

GNUSTO spell	your spell book
FROTZ spell	your spell book

REZROV spell	your spell book
IZYUK spell	your spell book
PULVER spell	your spell book
YOMIN spell	your spell book
VEZZA spell	your spell book
GASPAR spell	Helistar's Quarters
MEEF spell	Library
AIMFIZ spell	Cellar (in the trunk)
FWEEP spell	Hidden Cave
YONK spell	Gun Emplacement (in the cannon)
MALYON spell	Arcade (from the hawker)
SWANZO spell	Hollow
GOLMAC spell	Slanted Room
VARDIK spell	Slanted Room (in the lamp, after casting GOLMAC)

ochre (berzio) potion	Store Room
orange (vilstu) potion	Lobby (in the receptacle, if you send for it)
indigo (flaxo) potion	Torture Chamber
amber (blort) potion	Hidden Cave
aqua (fooble) potion	Parade Ground (inside the flag)

13.0 FOR YOUR AMUSEMENT (after you finished the game)

Have you tried:

--typing WAKE ME during the opening dream?
--casting AIMFIZ on yourself, Duncanthrax, Krill, the Wizard of Frobozz, the servants, the mailman, the hawker, the author?
--casting AIMFIZ on Helistar or Frobar? (Try these two several times.)
--sitting on the table in the Chamber of the Circle?
--sitting on the parrot's perch?
--reading the tenets in the Chamber of the Circle?
--taking the encyclopedia?
--casting YOMIN on yourself, your older self, your younger self, the hawker, the park gnome, and the toll gnome (while he sleeps)?
--examining yourself while FROTZed or FWEEPed?
--examining the boa?
--FROTZing a gnome?
--FROTZing a grue in the dark?
--doing an inventory while FWEEPed?
--going to sleep while flying?
--casting MALYON on the bunnies or the statue?
--casting MALYON on the dragon a second time?
--PULVERing the moat or the flume?
--filling a vial with water?
--climbing the flagpole?
--waving or wearing the flag?
--REZROVing the door in the dial room, or the toll gate?
--giving a FROTZed coin to a gnome?
--biting a coin?

--leaving the Arcade with the ball?
--casting IZYUK or FWEEP while underwater?
--turning on the floor waxer while underwater?
--opening a (full) potion vial while underwater?
--taking the fooble, vilstu, or blort potion while under the effect of one of the others? (Try this several times.)
--dying with your GASPAR location in the glass maze, in a river bed room, or in the Guild Hall?
--doing crazy things as the younger self, and then seeing how your actions are described when you become the older self?
--MEEFing the morgia plant, and then looking at the very last line of the game (assuming a 400 point finish)?

Things you can read about in the encyclopedia:

ACCARDI-BY-THE-SEA
AMATHRADONIS
AMULET OF AGGTHORA
ANTHARIA
ARAGAIN FALLS
AUTHOR
BARBEL
BELBOZ
BORPHEE
BOZBARLAND
CHEVAUX
DIMWIT FLATHEAD
DOUBLE FANNUCCI
DUNCANTHRAX
EGRETH CASTLE
ENCHANTERS GUILD
ENTHARION
FIBBSBOZZA
FLATHEAD OCEAN
FLOOD CONTROL DAM
FLUMES
FORT GRIFFSPOTTER
FRIGID RIVER
GABBER TUMPER
GALEPATH
GLASS MAZE
GNOMES
GREAT SEA
GREAT UNDERGROUND EMPIRE
GUE TECH
GURTH
INFOCOM
INFOTATERS
JEEARR
KOVALLI DESERT
KRILL
LARGONETH CASTLE
LONELY MOUNTAIN

MAGICLAND
MAREILON
ME
MESSENGERS GUILD
MITHICUS
MIZNIA
MORGIA PLANTS
NYMPHS
ORKAN
QUENDOR
RAZOR GORGE
ROYAL MUSEUM
SERVANTS GUILD
SOFTSPEL
SORCERER
TEMPORAL TRAVEL
THRIFF
TROLLS
TROGLODYTE
WIZARD OF FROBOZZ
ZORK
ZORKMIDS
plus spells, potions, and the infotater animals

Misc. G/R Stuff

10/6/83
INF3-988

G/R
Giardini/Russell Inc., 100 Galen Street, Watertown, MA 02172, 617-926-5030

INFOCOM

ENCHANTER II - PACKAGING

CREATIVE FOCUS

PRODUCT: Enchanter II Packaging

PRODUCT DESCRIPTION:

Enchanter II is the second game of Infocom's trilogy on magic in which you alone must fight against evil (see full plot synopsis attached).

Time - undetermined.

Place - This is like no other place that exists or has existed. Infocom has created a unique environment, a world unto itself. It is a fantasy setting with both magic spells and realistic elements such as eating and sleeping.

Goal - The end goal of the game is to save Belboz the Necromancer, the Head of the Circle of Enchanters, from being possessed by an evil force. To do so, you must solve various puzzles along the way, primarily by the use of magic spells and potions which you acquire.

Definition of Magic - Any preconceptions about magic, such as "witches, eyes of newts" should be forgotten. Magic, in this game, is an apprenticed skill (such as weaving or tailoring) in the use of spells and potions.

TARGET AUDIENCE:

Primary:

Non-Infocom game players who own or have access to personal computers.

- Home computer ownership is corollated primarily with affluent males.

- Age - no available information.

Secondary:

Current Infocom game players.

- No available demographic/psychographic input available.

KEY MESSAGE:

Enchanter II is the unprecedented, intellectually challenging prose computer game in which you can enter a world of magic, and with your newly acquired knowledge and power, fight the forces of evil to rescue the head Enchanter.

CLAIM:

The only computer game centering around a world of magic and evil that can intellectually challenge and involve the player.

BENEFIT:

Provides hours of entertainment and gives the player a real feeling of satisfaction and intellectual accomplishment when completed.

RATIONALE:

Infocom's unique programming concept and capabilities allow the player to do the following:

- Conversational style of interaction ("superior sentence parse") allows you to interact with stories written by master storytellers rather than fight with programs written by programmers.

- All text, no graphics.

- Multiple objects in command.

- Can recognize ambiguous nouns.

- Can easily clean up ambiguity by telling you which word computer does not understand.

- Understands a wide vocabulary (parser allows you to use more than 600 words including adjectives) so richer environment.

- More interesting (and humorous) puzzles.

SUBSEQUENT MESSAGES IN ORDER OF PRIORITY:

1. A little information about the plot of the game that will intrigue you and challenge you to play the game.

2. What makes Infocom's games unique.

3. Cross-sell other ten games.

4. Although Enchanter II is second in a trilogy, the games need not be played in chronological order, and each game can be played on its own.

FORMAT MANDATORIES:

1. Front - must have large logo of game name (also Infocom logo).

2. Spine - must have logo of game name and Infocom logo.

3. Back must include:

   - Plot teaser

   - "What makes Infocom games unique" section (see Enchanter).

   - Cross-sell other ten games to retain emphasis on getting people into prose category and to increase family line identification.

   - Copyright and warranty information.

   - Explain/illustrate all pieces which are included inside the package.

TONE:

Sophisticated, fun, entertaining.

Very much the same tone of Enchanter (note - Infocom does not feel that this is a more humorous game than Enchanter).

WHAT SPECIFIC ACTIONS STEPS DO WE WANT THE AUDIENCE TO TAKE?

Buy Enchanter II.

OTHER CLIENT MANDATORIES:

1. Packaging must be designed so the consumer can easily understand what game is about.

2. Packaging must achieve a family look with Enchanter and be easily adaptable for Enchanter III.

3. Must include a manual.

4. Must include recommendation on new game name.

5. Packaging must be designed to include generic game items:

   - Either 5" or 8" disk.

   - Reference card

   - Cross-sell piece (currently "our world's and welcome to them" - eventually brochure).

   - Warranty cards (to be replaced by registration cards).

6. One of the internal elements must be "the book" (see attached). The book is referenced within the game itself. Infocom does not want us to change or edit this book unless absolutely necessary. This book will function as a piracy fighter within the game.

7. This package must function as a sales tool for retailer floor salespersons.

   - The package should be self-selling to consumers.

   - The package should be easily understood by the floor salesperson so he/she can quickly feel informed.

8. Budget

   - $60,000 through mechanicals including one time charges (dies, tooling, etc.).

   - Reorder costs of $2.00-2.50/package.

9. Size

   - Outside package size must be same as Enchanter.

10. Quantities

    - G/R must estimate quantities of 20,000, 40,000 and 60,000.

11. Timing

    - 2/22/84 - Delivery of all pieces to Research Packaging.

    - 3/14/84 - On shelf date.

G/R Conference Report

Giardini/Russell Inc., 100 Galen Street, Watertown, MA 02172, 617-926-5030

Client:	Infocom	Date:	10/27/83
Report by:	S. Breckenridge	Conference Date:	10/24/83
Place:	Infocom	Client copies to:	J. Berez/M. Berlyn/M. Blank/ S. Galley/S. Meretzky
Present for client:	J. Berez*/M. Berlyn*/M. Blank*/M. Dornbrook/ S. Galley*/S. Meretzky*	Agency copies to:	Sally/David/Eric/Allan/Chris/ Sharon/Harle/Daryl/Kyrre/ Sharlene
Present for agency:	S. Breckenridge/D. Haskell*/ E. Nord*		

*Part Time

Attention

Client/Agency met to discuss:

1. Enchanter
2. Brochure
3. Registration Card
4. Co-op
5. Planetfall Reorder
6. New Game Announcement
7. Four Direct Mail Cover Letters
8. Media
9. Other

1. Enchanter II (INF3-988)

Agency presented rough concept. Client to consider and respond on overall concept by 10/28. Client requested the following specific changes which the Agency will begin working on immediately.

a. Manual - Will be 12 pages instead of 8.

- Can't be Belboz's diary, since that is described in the game. However, it could be another book, possibly belonging to Belboz.

- If manual does become a possession of Belboz, it should match with monster wheel - both, perhaps, could be "leather bound".

b. Name - Client did not like the recommended name, Rescuer. Client felt that the name should sound less like a "physical" activity and better connote magic/ fantasy.

c. Monster Wheel

- Agency to delete "current code is" from copy.

2. Brochure (INF3-990)

Agency presented revised copy. Client to consider and respond.

G/R Conference Report

Giardini/Russell Inc., 100 Galen Street, Watertown, MA 02172, 617-926-5030

Client: Infocom
Report by: Page 2
Place:
Present for client:

Present for agency:

Date: 10/27/83
Conference Date:
Client copies to:

Agency copies to:

Attention

3. Registration Card (INF3-098)

   Client approved final copy. Steve Meretzky gave special permission to have his name used in this piece.

4. Co-op (INF3-373)

   a. Agency gave Client xeroxes of final copy of Terms of Agreement for files.

   b. Agency recommended content for Letter from President. Client approved and authorized the Agency to write the copy, develop mechanical and have printed and collated.

5. Planetfall Re-Order (INF3-1160)

   Agency delivered xeroxes of final copy to Client, for files.

6. New Game Announcement (INF3-602)

   Agency delivered xeroxes of final copy to Client, for files.

7. Four Direct Mail Cover Letters (INF3-1185)

   Agency received job input and timing as outlined by the DM Group. Client informed Agency of revision that all games will be offered, as well as hint books. Agency to revise Creative Focus.

8. Media

   Agency delivered four revised schedules.

G/R Conference Report

Giardini/Russell Inc., 100 Galen Street, Watertown, MA 02172, 617-926-5030

Client: Infocom
Report by: Page 3
Place:
Present for client:

Present for agency:

Date: 10/27/83
Conference Date:
Client copies to:

Agency copies to:

Attention

9. Other

a. Billing Procedures - Agency informed Client that to deliver bills by the 10th of each month is a time problem. Agency suggested two alternatives:

- Bill through the end of each month and deliver invoices to Infocom between the 15 & 20 of the following month.
- Bill through the 15th of each month and deliver the first week of the following month.

Mike — Client to investigate and respond.

b. Rationale for "What Makes Infocom Games Unique" - Client/Agency discussed the point that rather than differentiating Infocom from other "adventure" games (by number of words, by number of hours required to play), Infocom should be explained as interactive fiction (well crafted, well-told stories - you get completely into them).

Sally — Agency to review article which M. Blank and M. Berlyn wrote.

G/R
Giardini/Russell Inc., 100 Galen Street, Watertown, MA 02172, 617-926-5030

INFOCOM AGENDA

11/8/83

1. Introductions
2. Kid's Game Packaging (INF3-837)
   a. Objectives
   b. G/R Concerns
      - Recommendation on Concept Testing
   c. First Concept Presentation by G/R
   d. Name Recommendation
   e. Next Steps
3. Enchanter II Packaging (INF3-988)
   a. Name Recommendation
   b. Outside Box
   c. Monster Wheel
   d. Manual
   e. Folder
   f. Next Steps

Belboz has been taken over by an evil demon, and only you can save him, because you have found his

INFOTATER

second in the "Enchanter" series

G/R Conference Report

Giardini/Russell Inc., 100 Galen Street, Watertown, MA 02172, 617-926-5030

Client: Infocom Inc.
Report by: S. Breckenridge
Place: Infocom
Present for client: M. Dornbrook

Present for agency: S. Breckenridge

Date: 11/17/83
Conference Date: 11/11/83
Client copies to: M. Dornbrook/J. Berez/ S. Meretzky/M. Blank
Agency copies to: Sally/Allan/Chris/Harle/ Daryl/Kyrre/Eric/David

Attention

Client/Agency met to discuss:

1. November Media Planning
2. Starcross Reorder/Suspended Reorder
3. Co-op Program
4. New Game Announcement
5. Brochure
6. Kid's Game
7. Enchanter II
8. Other

1. November Media Planning (INF4-010)

   a. Agency presented background information and recommendation on mailing lists of dealers, which can be purchased from publications, and used for mailing InfoCommunique.

   b. Agency gave Client invoice and tearsheet for October insertion in DIGITAL REVIEW. Agency will forward other tearsheets as the insertions run in DIGITAL REVIEW.

2. Starcross Reorder (INF3-1191)
   Suspended Reorder (INF3-1094)

   a. Client informed Agency that reorder quantities would be 20,000 for each game.

   b. Agency delivered xeroxes of final copy for Client's files.

3. Co-op Program (INF3-373)

   Client/Agency agreed to deliver 250 copies to Infocom, and the balance (4,750) to Research Packaging on 11/16/83.

4. New Game Announcement (INF3-602)

   Client/Agency agreed to deliver 4,000 to Softsel and 1,000 directly to Infocom.

G/R Conference Report

Giardini/Russell Inc., 100 Galen Street, Watertown, MA 02172, 617-926-5030

Client: Infocom Inc.
Report by: Page 2.
Place:
Present for client:

Present for agency:

Date: 11/17/83
Conference Date:
Client copies to:

Agency copies to:

Attention

5. Brochure (INF3-990)

Client/Agency agreed to deliver 250,000 to DM Group (Agency to call Marianne Silva for exact address) and 450,000 to Research Packaging.

6. Kid's Game (INF3-837)

Client had not met internally for comments; Client to meet and call Agency. Schedule to be adjusted accordingly.

7. Enchanter II (INF3-988)

a. Name - Client informed Agency that Sorcerer was preferred over Spellbreaker. (Spellcrafter is the name currently preferred for Enchanter III.)

b. Manual - Client approved the Popular Enchanting concept. Client had not completed proofing copy. Client to forward 11/14. Client to consider "ads" for the manual, and to

Steve

forward ads 11/14. (Client preferred to keep ads very game-related, and to generate the concepts, rather than having the Agency make recommendations.)

c. Infotater - Client gave Agency comments.

8. Other

a. Client gave Agency sample of pen for Hint Books. Agency suggested that Client have prototypes of new colors made, since white printing on black does not seem to be holding well. (First run of pens is complete and cannot be altered.)

b. Client informed Agency that Marc Blank will act as project manager from now on.

G/R Conference Report

Giardini/Russell Inc., 100 Galen Street, Watertown, MA 02172, 617-926-5030

Client: Infocom
Report by: S. Breckenridge
Place: G/R
Present for client: M. Dornbrook/S. Meretzky*

Present for agency: S. Breckenridge/D. Haskell*/ E. Nord*

Date: 11/21/83
Conference Date: 11/18/83
Client copies to: J. Berez/M. Blank/ M. Dornbrook/S. Meretzky
Agency copies to: Allan/Chris/Daryl/David/ Eric/Harle/Kyrre/Sally

* Part Time

Attention

Client/Agency met to discuss:

1. Sorcerer
2. Starcross Reorder/Suspended Reorder
3. New Game Announcements
4. November Media

1. Sorcerer (INF3-988)

   Client/Agency met to discuss Agency's recommendation that Enchanter II should be called Spellbreaker (rahter than Sorcerer), and that Enchanter III should not be called Spellcrafter. After discussion, Client/Agency agreed to proceed with Client's preferred name for Enchanter II, Sorcerer. Name for Enchanter III will be discussed at a later date.

2. Starcross Reorder (INF3-1191)/Suspended Reorder (INF3-1094)

   Agency gave Client confirmation of delivery forms.

3. New Game Announcements (INF3-602)

   Agency delivered 1,000 copies to Client.

4. November Media (INF3-010)

   a. Agency gave Client invoice and tear sheet for December insertion in DIGITAL REVIEW for Client to submit for co-op and funds.

   b. Agency recommended and Client approved February insertion in PERSONAL SOFTWARE with first page positioning at no extra cost.

G/R Copy

Giardini/Russell Inc., 100 Galen Street, Watertown, MA 02172, 617-926-5030

Client: Infocom
Title: Enchanter II packaging

Date: 11/7/83
Number: INF3-988

(alternate names)

SPELLBREAKER

. . . the player's role is to become the one who can free Belboz from the evil spells which now control him . . .

POSSESSED

. . . the player's role is to save the spirit of Belboz, who has been possessed . . .

SPIRITSAVER

. . . the player's role is to save the spirit of Belbox from the everlasting Hells of evil . . .

SPELLSTALKER

. . . throught time, dangers, and all the perils that Evil can throw in his way, the Enchanter tracks the now-compromised shell of his mentor, Belboz--determined to break the spell which holds his mentor in thrall!

SORCERER

. . . the Enchanter sets out to do battle with far stronger forces than those he has ever faced before--forces powerful enough to have captured his mentor, Belboz!

TRANSPORTER — Star Trek game

. . . the Enchanter magically transports himself through space, time, and the dangers of the mystic arts to "transport" his mentor back to his rightful place

Comments on infotater sketches

SEM 11/9/83

ORC - Several people have said that it should look meaner and uglier. I think it's fine.

BLOODWORMS - They live in shallow pools; this should be indicated in the illustration.

ROTGRUB - I like the twinkies, but the rotgrub itself should be more repulsive, less cute.

GRUE - A grue shadow is unlikely. A pair of evil red eyes on a black background would be better.

SURMIN - I think of the surmin as more humanoid, but I guess the rodent idea is okay.

BROGMOID - Excellent. Favorite T-shirt ideas are "Hello, Sailor" or "Making it in Miznia" or "Borphee is for Lovers."

KOBOLD - Perfect.

NABIZ - Good illustration. Problem with caption: nabiz don't slither, they leap.

HELLHOUND - Not dynamic enough. Show it in mid-pounce, jaws gaping.

DORN BEAST - Three eyes is a nice touch. Close-up of eyes won't work if it's done for the grue, though.

YIPPLE - Doesn't get across the main point of the yipple, it's chameleon nature. Would prefer to see something like a group of common objects, one of which has a little face with tiny teeth. See my original monster booklet illustration for an example.

DRYAD - Fine.

General comment - I like the humor/cuteness of the Brogmoid, Nabiz, Kobold sketches. Try to emulate these.

Date: 9 Nov 1983 1024-EST
From: Steve Meretzky <SEM at ZORK>
Subject: Z5 and G/R
To: testers at ZORK

G/R has come up with the following suggestions for the title of Z5. They like one of these titles in particular, but I won't say which one, yet. Please send me your comments on these titles, ASAP. (Titles are in alphabetical order.)

POSSESSED
SORCERER
SPELLBREAKER
SPELLSTALKER
SPIRITSAVER
TRANSPORTER

Also, G/R thinks that the addition of many more examples, and the addition of the example game transcript, will make the manual too long and imposing. What are your views?

Date: 9 Nov 1983 1031-EST
From: Jerry Wolper <JW at ZORK>
Subject: Re: Z5 and G/R
To: SEM
In-Reply-To: Your message of 9-Nov-83 1024-EST

Titles: Sorcerer first, Spellbreaker a somewhat distant second, forget the rest.

Manual: The same people who add "Caring for your tire iron" to the manual are complaining about useful game-related stuff making it too long? Perhaps it should be pointed out to them that the purpose of the manual is to assist the player, not to exhibit "awesomely creative concepts".

Date: 9 Nov 1983 1033-EST
From: Stu Galley <SWG at ZORK>
Subject: Re: Z5 and G/R
To: SEM
cc: SWG
In-Reply-To: Your message of 9-Nov-83 1024-EST

I like "Spellbreaker", unless you think it gives away a secret.
"Sorcerer" is OK too, but it doesn't convey higher skills in
magic as well.

I think I agree with Mike, that we do need more examples in the manual.
I'm sure there are ways to design it so it's not imposing.

Date: 9 Nov 1983 1035-EST
From: Marc Blank <BLANK at ZORK>
Subject: Re: Z5 and G/R
To: SEM
In-Reply-To: Your message of 9-Nov-83 1024-EST

I still like SPELLBOUND much better than the others. SPELLBREAKER is my favorite of the other six. SPIRITSAVER, TRANSPORTER, and SORCERER are my least favorite.

Regarding the manual, my impression is that lack of instructions is our biggest problem. On the other hand, imposing stacks of manual are imposing. Maybe examples, etc. should be in a separate section from the body of the manual, and emphasize that it's mostly for people unfamiliar with the INTERLOGIC product line.

Date: 9 Nov 1983 1035-EST
From: Michael Berlyn <MSB at ZORK>
Subject: Re: Z5 and G/R
To: SEM
In-Reply-To: Your message of 9-Nov-83 1024-EST

First of all, I think G/R is wrong about the addition of examples. They care little of what our customers say about not getting enough info to play these games. I would keep that in mind in dealing with them.

Also, bear in mind that we get more and more "first-time" users, people who have never seen one of these games before and have absolutely no idea as to how to play them. For those people alone, the additions in the manual are necessary.

G/R is wrong, simply put.

As far as the names are concerned, the only reasonable one there is SORCERER.

Date: 9 Nov 1983 1053-EST
From: Michael G. Quinn <MGQ at ZORK>
Subject: Re: Z5 and G/R
To: SEM
In-Reply-To: Your message of 9-Nov-83 1024-EST

POSSESSED - the fact that Belboz is possessed really only figures into the play of the game at the end, n'est-ce pas?

SORCERER - sounds too generic for an Infocom game title.

SPELL.* - sound like educational software.

SPIRITSAVER - is Belboz the spirit that you are saving?

TRANSPORTER - Star Trek. Is that supposed to refer to AIMFIZ?

No comment on additions to manual.

Date: 9 Nov 1983 1104-EST
From: David G. Anderson <DA at ZORK>
Subject: Re: Z5 and G/R
To: SEM
In-Reply-To: Your message of 9-Nov-83 1024-EST

********* D/A RESEARCH REPORT ********

After interviewing every man, woman, child and all other life forms on earth, our research suggests: All six names totally and compeletely suck. Selected excerpts from interviews:

"Spellbreaker sucks."

Bob Thompson
Computerland, Middle, Va.

"The name Spellsaver reminds me of lifesaver, and I'm one to fidget when I play Infocom games...so that name sucks the big one."

Rudy Boggs
Swampland Software, Swampland TN

"Damn it Jim, they can't use Transporter. That's ours. Besides, it sucks."

Dr. "Bones" McCoy
S. S. Enterprise, Space

"Spellstalker reminds me of the television show Nightstalker, so it's been used. And that show sucked just like the name Spellstalker."

Freddie Silverman
Former president, ABC TV

"Nobody knows anyone is Possessed until the end. That name really sucks. I wouldn't even use it."

Scott Adams
Adventure International, Florida

"...except for the fact there is no reference to sorcerer, it sounds okay with me. With one exception, the name sucks."

Turtle, Enchanter

There you have it. A random sampling of responses from our survey. We look forward to serving you again in the future.

Enclosed please find 1 invoice.

D/A INVOICE

ITEM	QUANTITY	PRICE

Interview with every man, woman, child and all other life forms on earth.	1	$857 Trillion

Approved, DA

Note: We checked with cross-town rivial G/R on this price. They quoted us a price of 858 Trillion.

Date: 9 Nov 1983 1122-EST
From: Joy Pulver <JOY at ZORK>
Subject: Re: Z5 and G/R
To: SEM
In-Reply-To: Your message of 9-Nov-83 1024-EST

I guess I don't mind SORCERER....POSSESSED, SPELLSTALKER, TRANSPORTER are pretty bad.

I don't really like any of them.

I like the example script. Pare down the wordier text elsewhere. I head for examples, anything in bold type, and anything with handy-dandy columns and rows when I'm skimming instructions for a product.

Is ENCHANTER 2 really out of the question?

Date: 9 Nov 1983 2110-EST
From: David Lebling <PDL at ZORK>
Subject: Re: Z5 and G/R
To: SEM
In-Reply-To: Your message of 9-Nov-83 1024-EST

Possessed: sounds like a remake of "The Exorcist"
Sorcerer: might as well be "Magician"
Spellbreaker: not horrible
Spellstalker: ditto
Spiritsaver: sounds like a biography of Jerry Falwell
Transporter: beam me up, Scotty...

The one they like is "obviously" Spellbreaker.

Date: 9 Nov 1983 1205-EST
From: Dan Horn <DAN at ZORK>
Subject: Spellcrafter Name
To: sem

As far as the name for Z6 before it is done, why don't you just copyright the name now and if anyone else comes up with it you can use a cease and desist order.

Date: 9 Nov 1983 1208-EST
From: David G. Anderson <DA at ZORK>
Subject: Re: Z5 TITLE
To: SEM
In-Reply-To: Your message of 9-Nov-83 1158-EST

Well, I still think Sorcerer has a bit of a satanic flavor to it, but you gotta call it something, so go with the 3 afore mentioned. Just copyright Spellcrafter now, then it will be ours, correct?

Date: 9 Nov 1983 1232-EST
From: Jerry Wolper <JW at ZORK>
Subject: Re: Z5 TITLE
To: SEM
In-Reply-To: Your message of 9-Nov-83 1158-EST

Spellcrafter doesn't do much for me. (How about Culmination for the third in the series?)

Date: 9 Nov 1983 1307-EST
From: Michael Berlyn <MSB at ZORK>
Subject: Re: Z5 TITLE
To: SEM
In-Reply-To: Your message of 9-Nov-83 1158-EST

I agree that SORCERER is the best name on the list, but it doesn't necessarily follow that SPELLCRAFTER must be the name for Z6.

There are always synonyms for SPELLCRAFTER (like spellweaver, Earl Weaver, Beaver Weaver) and plenty of time to come up with JUST THE RIGHT NAME for Z6.

Date: 9 Nov 1983 2112-EST
From: David Lebling <PDL at ZORK>
Subject: Re: Z5 TITLE
To: SEM
In-Reply-To: Your message of 9-Nov-83 1158-EST

I promise I didn't figure out which one it was before you revealed it, really really really. Sorcerer is too bland, not exciting and innovative like "Enchanter". Spellcrafter isn't bad; "Spellsmith" is better...

I want to help on Enchanter 3.

Mail-From: SEM created at 9-Nov-83 11:42:59
Date: 9 Nov 1983 1142-EST
From: Steve Meretzky <SEM at ZORK>
Subject: BROGMOID
To: TESTERS at ZORK

In the Enchanter II infotater, the Brogmoid will be pictured as wearing a T-shirt. What should the T-shirt say? Some suggestions so far:

I (heart) NY

I (heart) NZ

BORPHEE IS FOR LOVERS

HAVE YOU HUGGED YOUR BROGMOID TODAY?

I'D RATHER BE FROTZING

Comments on these, other suggestions would be appreciated.

Date: 9 Nov 1983 1148-EST
From: David G. Anderson <DA at ZORK>
Subject: Re: BROGMOID
To: SEM
In-Reply-To: Your message of 9-Nov-83 1142-EST

I (heart) GUE

they are all good

Date: 9 Nov 1983 1149-EST
From: Joy Pulver <JOY at ZORK>
Subject: Re: BROGMOID
To: SEM
In-Reply-To: Your message of 9-Nov-83 1142-EST

I like them all; "I'd rather" most and "have you hugged" 2nd most.

Date: 9 Nov 1983 1151-EST
From: Jerry Wolper <JW at ZORK>
Subject: Re: BROGMOID
To: SEM
In-Reply-To: Your message of 9-Nov-83 1142-EST

JUST ME AND MY INFOTATER

[Lambda Sigma Chi]

WHERE THE HELL IS ACCARDI-BY-THE-SEA?

WORLD WALLEYBALL LEAGUE

HELLO SAILOR

Date: 9 Nov 1983 1304-EST
From: Michael Berlyn <MSB at ZORK>
Subject: Re: BROGMOID
To: SEM
In-Reply-To: Your message of 9-Nov-83 1142-EST

My favorites:

I SURVIVED MT. ST. HELENS

ALL IN ALL, I'D RATHER BE IN PHILADELPHIA

I VISITED THE G.U.E

FLOYD FOR PRESIDENT

And I really don't like:

I (heart) NY or NZ.

Date: 9 Nov 1983 2110-EST
From: David Lebling <PDL at ZORK>
Subject: Re: BROGMOID
To: SEM
In-Reply-To: Your message of 9-Nov-83 1142-EST

Why not just a Zork t-shirt?

***** Names considered for Z5 *****

CONJURER
DELIVERER
DEMONITION
DEMONIZER
DEMONSLAYER
DIABLERIE
DIABLOMORPH
DIABOLIST
ENCHANTER II
ENCIRCLED
ENSORCELLED
POSSESSED
QUESTMASTER
QUESTMEISTER
RECLAIMER
REDEEMER
RESCUER
SEEKER
SEARCHER
SORCERER
SPELLBINDER
SPELLBOUND
SPELLBREAKER
SPELLCRAFTER
SPELLMASTER
SPELLMEISTER
SPELLSTALKER
SPELLUNKER
SPIRITSAVER
TRANSPORTER

The following names are all anagrams of ENCHANTER TWO:

THAT NEON CREW
NONE THAT CREW
CHEW NEON TART
CHEW A TORN NET
A TETON WRENCH
CAT THREW NONE
TEN WHO CANTER
TREAT NO WENCH
ONE CENT WRATH
OWN THEN REACT
RENT WET NACHO
RENT ONE WATCH
THAW TERN ONCE
THAW ON CENTER
WHAT NO CENTER
NO RECENT THAW
ATE TORN WENCH
TRON EAT WENCH
RENT TO A WENCH
AN OTTER WENCH
A ROTTEN WENCH

THAT NEW CRONE
WANT THE CRONE
NO NEW CHATTER
NO NEW RATCHET
NO NEW ART CHET
NOT THE NEW CAR
NOT THE NEW ARC
HOT NEW TRANCE
NOW THE TRANCE
NEAT NEW TORCH
THE NEW CARTON
THE NEW CANTOR
THE NEW TAN ORC
NEW HOTTER CAN
THE ORCAN NEWT
THE ACORN NEWT
THROW CANTEEN
NEAR CHOW TENT
NEW ROACH TENT
NOTE NEW CHART
NEW TONE CHART

THE TOWN CRANE
THE TOWN CANER
TEN REACH TOWN
N CHEATER TOWN
NEW NOTCH RATE
THE NEWTON CAR
THE NEWTON ARC
TANTE OR WENCH
THE CANTO WREN
THE TANNER COW
HEN CAN'T WROTE
NEW HORNET ACT
THE NEAT CROWN
THE NEW CONTRA
WHEN OCTET RAN
WAR ON THE CENT
WAR ON TEEN THC
HE WENT CONTRA
CORN WENT HEAT
EACH WENT TORN
ACE WENT NORTH

SORCERER

Like best
-SDM

SORCERER

SORCERER

SORCERER

Comments on logos -

The logo with the two rounded E's is the overwhelming favorite.

Comments on the manual layout -

Looks very good. See attached suggestion for "Enchanter" review instead of Magician of the Month.

On the transcript, I'd like to see it "typeset" to make it look more like a transcript than the normal text of the manual.

For the back cover, I'd rather see 3 or 4 smaller ads than a full page ad. The ads I would most like to see are Nate's Discount Scroll House, Fibbsbozza, and Nymph-O-Mania. Make It In Miznia is probably the most portable.

Replacement for "Magician of the Month"

Many people think that this section reads awkwardly and doesn't supply enough background for people who haven't played Enchanter. Here is a potential replacement:

NEW PRODUCT REVIEW: "ENCHANTER"

The company that turned the Zork legend into a classic work of interactive fiction has now used its considerable talents to create a piece of historical interactive prose. Called "Enchanter", it is sure to acheive the same revered status as Zork.

"Enchanter" revolves around a novice Enchanter from the Accardi Chapter of the Guild, who was sent by the Circle of Enchanters on a dangerous mission to locate and confront the evil warlock Krill. This episode, though well-known to members of the Enchanters Guild, has never been completely revealed to the general public before.

Apparently, Krill was using his evil powers to subjugate the surrounding lands, and was planning the overthrow of the Circle of Enchanters -- the last defense against his domination of the entire kingdom. The Circle felt that a powerful magic-user would be immediately detected by Krill and destroyed. Following the advice of an ancient prophecy, a fledgling apprentice was selected and sent to defeat Krill. The novice, who remains mysteriously unnamed throughout the work, battles Krill successfully, and returns to take a seat on the Circle.

Although there are a few minor inaccuracies (everyone knows that the OZMOO spell isn't GNUSTOable), the quality of "Enchanter" is unequalled, and the descriptions of the event are so vivid that the prose seems to plug itself right into your mind. Popular Enchanting has learned that a second work, entitled "Sorcerer", will detail the further adventures of this young Enchanter. In it, the protagonist's mentor (modelled after Belboz of Accardi) has vanished, and alarming signs indicate that a new evil is afoot. Will the young Enchanter find his mentor in time? We'll have to wait until "Sorcerer" is released to find out!

G/R Copy

Giardini/Russell Inc., 100 Galen Street, Watertown, MA 02172, 617-926-5030

Client: Infocom
Date: 12/2/83
Title: Sorcerer, Outside Package Copy
Number: INF3-988

(front cover) [SEE SEPARATE SHEET]

It is feared that Belboz the Necromancer, powerful leader of the Circle of Enchanters, is in thrall to evil sorcery. Should his power become one with the dark forces, our tranquil land will be enslaved. Gaze now into the Amulet of Aggthora, and let be revealed the one valorous enough to rescue the land and ~~its people . . .~~ earn the title of...

(Sorcerer™ logo)

~~One of the ENCHANTER™ series of Adventures in the Mystic Arts~~
Second in the ENCHANTER saga.

(back cover)

A ~~charred~~ cryptic diary is all that remains in the sanctum of Belboz, grand and powerful leader of the Circle of Enchanters. [Now, he is possessed by the dark demons of the Black Arts--his omnipotence serves the forces of evil.] To protect the peace of the land and the honor of the Circle of Enchanters, you must find Belboz in the treacherous mists of time; to rescue both the land AND your mentor, you must gain the power and the cunning of a true SORCERER!

A bit too much of a giveaway. Something more like "It seems possible that Belboz is possessed..."

(Sorcerer logo)

~~One of the ENCHANTER series of Adventures in the Mystic Arts~~
see above

G/R

Date: 12/2/83
Number: NF3-988
Page: 2

("What makes Infocom Different" copy to come)

"Steroids"

(head)

Upon your victorious return, you'll enjoy many other wonders from Infocom's world of challenges.

(copy)

ZORK®, the classic underground trilogy.

ENCHANTER™, the inception of a spellbinding series in the Zorkian tradition.

reverse order

SUSPENDED™, the cryogenic nightmare on the edge of the far future.

STARCROSS™, ~~our~~ Infocom's astounding science fiction mindbender.

PLANETFALL™, Infocom's nuu SF laf klasik.

1) How long ~~will~~ will it be nuu?
2) I prefer sci-fi to SF

DEADLINE™, the first great mystery of the computer age.

The WITNESS™, a hard-boiled whodunit thriller of the Thirties.

INFIDEL™, the original action classic from Infocom's Tales of Adventure™.

"entry-level" games (Planetfall & Witness) should be listed first within a genre

G/R

Date: 12/2/83
Number: INF3-988
Page: 3

(alternate cross-sell copy)

The fantastic worlds of the classic ZORK[R] trilogy and ENCHANTER[TM]! The mystery of DEADLINE[TM] and The WITNESS[TM]! Great science fiction action with STARCROSS[TM] and SUSPENDED[TM]! Classic SF comedy with PLANETFALL[TM]! prefer sci-fi High adventure amid the pyramids with INFIDEL[TM]!

?

Step up to Infocom. All words. No pictures. The secret reaches of your mind are beckoning. A whole new dimension is in there waiting for you.

Copyright © 1984 Infocom, Inc.
ZORK is a registered trademark of Infocom, Inc.
SORCERER, ENCHANTER, SUSPENDED, STARCROSS, PLANETFALL, DEADLINE, The WITNESS, INFIDEL, and Tales of Adventure are trademarks of Infocom, Inc.

((change order if alternate cross-sell used, add INTERLOGIC if used))

((delete Tales of Adventure if not used))

Warranty: For a warranty statement, please see the instruction manual enclosed in this package.

Copyright: This software product is copyrighted and all rights are reserved by Infocom, Inc. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Lawful users of this program are hereby licensed only to read the program from its medium into memory of a computer for the purpose of executing the program. Copying, duplicating, selling, or otherwise distributing this product is a violation of the law.

Manufactured and printed in U.S.A.

(Infocom logo)

The next dimension.

Infocom, Inc., 55 Wheeler Street, Cambridge, MA 02138

(copy for outside of package)

(front)

Belboz, the most powerful Enchanter alive, has vanished, and a new evil threatens the kingdom. Gaze now into the Amulet of Aggthora, and let be revealed the one valorous enough to rescue the land and earn the title of

SORCERER

Second in the ENCHANTER saga.

(back)

A cryptic diary is all that remains in the sanctum of Belboz the Necromancer, grand and powerful leader of the Guild of Enchanters. It is feared that he is in thrall to evil sorcery. If so, the freedom of the land and the very existence of the Circle of Enchanters could be forfeit. To rescue the kingdom and locate your mentor in the treacherous mists of time, you must gain the powers and cunning of a true SORCERER.

how about a consensus on SF or sci-fi so it doesn't get repeatedly changed?

G/R Copy

Giardini/Russell Inc., 100 Galen Street, Watertown, MA 02172, 617-926-5030

Client: Infocom

Title: Sorcerer, Outside Package Copy

Date: 12/14/83

Number: INF3-988 R2

(front cover)

Belboz, the most powerful of all Enchanters, has vanished, and a new evil threatens the kingdom. Gaze now into the Amulet of Aggthora and let be revealed the one valorous enough to rescue the land and earn the title of

SORCERER™ (logo)

Second in ~~one of~~ the ENCHANTER™ series of Adventures in the Mystic Arts lower case.

(back cover)

A cryptic diary is all that remains in the sanctum of Belboz the Necromancer, grand and powerful leader of the Guild of Enchanters. It is feared that he is in thrall to evil sorcery. If so, the freedom of the land and the very existence of the Circle of Enchanters could be forfeit. To rescue the kingdom and locate your mentor in the treacherous mists of time, you must gain the powers and cunning of a true SORCERER.

(Sorcerer logo)

One of the ENCHANTER series of Adventures in the Mystic Arts

(subhead)
Infocom's Interlogic™ Prose Magically Transports You to a World Unlike Any Other
(copy)
We've condensed every last detail of the Sorcerer's world onto an enchanted floppy disk. When you load the disk, you are teleported into the body of the main character. From that point on, the adventure becomes completely real--and unpredictable.

That is because the story is directed by what you do. Your adventure can last for days or weeks. At every step, you can choose from hundreds of different specific courses of action. You will be able to interact naturally with others that you meet because SORCERER understands full English sentences and provides you with all of the words you'll need. You determine your own fate. You can triumph or perish horribly, but most importantly, you'll actually live the struggle, the excitement, the tension, and the satisfaction of outwitting an entire world.

(head)
Upon your victorious return, you'll enjoy many other wonders from Infocom's world of challenges.

(copy)
ZORK®, the classic underground trilogy.

ENCHANTER™, the inception of a spellbinding series in the Zorkian tradition.

PLANETFALL™, Infocom's nuu SF laf klasik.

SUSPENDED™, the cryogenic nightmare on the edge of the far future.

STARCROSS™, our astounding science fiction mindbender.

The WITNESS™, a hard-boiled whodunit thriller of the Thirties.

DEADLINE™, the first great mystery of the computer age.

INFIDEL™, the original action classic from Infocom Tales of Adventure™.

G/R

Date: 12/2/83
Number: INF3-988
Page: 3

(alternate cross-sell copy)

The fantastic worlds of the classic ZORK® trilogy and ENCHANTER™! The mystery of DEADLINE™ and The WITNESS™! Great science fiction action with STARCROSS™ and SUSPENDED™! Classic SF comedy with PLANETFALL™! High adventure amid the pyramids with INFIDEL™!

Step up to Infocom. All words. No pictures. The secret reaches of your mind are beckoning. A whole new dimension is in there waiting for you.

Copyright © 1984 Infocom, Inc.
ZORK is a registered trademark of Infocom, Inc.
SORCERER, ENCHANTER, PLANETFALL, SUSPENDED, STARCROSS, The WITNESS, DEADLINE, INFIDEL, Tales of Adventure, and Interlogic are trademarks of Infocom, Inc.

((change order if alternate cross-sell used))

((delete Tales of Adventure if not used))

Warranty: For a warranty statement, please see the instruction manual enclosed in this package.

Copyright: This software product is copyrighted and all rights are reserved by Infocom, Inc. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Lawful users of this program are hereby licensed only to read the program from its medium into memory of a computer for the purpose of executing the program. Copying, duplicating, selling, or otherwise distributing this product is a violation of the law.

Manufactured and printed in U.S.A.

(Infocom logo)
The next dimension.
Infocom, Inc., 55 Wheeler Street, Cambridge, MA 02138

FIRST DRAFT

INFOCOM
Infocom, Inc. 55 Wheeler Street, Cambridge MA 02138
(617) 492-1031

FOR IMMEDIATE RELEASE

News Release

CONTACT Linda Lawrence
Infocom, Inc.
(617) 492-1031

Joseph M. Grillo
Giardini/Russell Public Relations
(617) 926-5030

INFOCOM TO EXPAND FANTASY SERIES WITH SPRING RELEASE OF SORCERER™

NO - don't publicize this. It should be a surprise.

CAMBRIDGE, Mass. (January, 1984) ---[Suddenly, you wake up from a horrible dream.] You know as your last journey ended, you had defeated the evil Krill (warlock) and earned a seat on the Circle of Enchanters.

You realize that in this world of magical powers and perilous predicaments anything can happen. Belboz, your friend, mentor, and the most powerful of all Enchanters, has vanished, and ~~a new evil threatens the kingdom~~ there are signs that he may be in thrall to evil sorcery. As a full-fledged member of the Circle, you must act.

Welcome to SORCERER™, the second release in ~~the Infocom~~ Infocom's Enchanter series of adventures in the mystic arts. A follow-up to ENCHANTER™ (the popular piece of interactive fiction that premiered last fall), SORCERER is expected to be on dealer shelves by March 15.

Michael Dornbrook, Product Manager for Entertainment Software, says SORCERER broadens a fantasy series that has attracted a loyal following. "With its focus on magic, the ENCHANTER series has really given players

(more)

a new type of challenge. In the ZORK[R] trilogy, our other fantasy series, the emphasis is on finding treasure and battling monsters. In ENCHANTER, and now SORCERER, players have to find the spell scrolls, ~~memorize them,~~ and use ~~them~~ their powers judiciously in overcoming evil.

"Another exceptional feature in SORCERER is the passing of time. As the days pass in this adventure, players will have to eat, drink and sleep, or they'll start to lose their magical powers. In fact, SORCERER will be a greater challenge because you're able to learn more spells," adds Dornbrook.

these are all features of ENCHANTER, and also, SORCERER doesn't really have eating & drinking. See suggested alternate at bottom of pg. 4

SORCERER is written by Steven Meretzky, who is regarded as one of the most versatile authors of interactive fiction. His first release, PLANETFALL[TM], has been selling at a brisk pace since reaching the market last September. In addition to writing interactive fiction, Meretzky has applied his talents to the advanced development process that has made Infocom's software the most sophisticated in the marketplace. Mention ZORK books?

Infocom has produced a number of software hits that incorporate imaginative, colorful, and functional packaging. SORCERER is no exception. Dornbrook stresses that when players open the package, they'll find a lot more than just a disk. Look for "Popular Enchanting Magazine," (an ingenious operator's manual), "Creatures of Frobozz Infotater," (a colorfully illustrated rotating data wheel), and a handy holding pouch. SORCERER will retail for $49.95 (some operating system versions higher).

(more)

The interactive fiction marketed by Infocom is one of the most popular forms of recreational software on the market today. Fantasies like ZORK, murder mysteries like DEADLINE™ and The WITNESS™, and science fiction adventures such as STARCROSS™ and SUSPENDED™ have dominated every major sales poll in the nation.

At the recent COMDEX show in Las Vegas, Infocom received two prestigious awards from Softsel, the world's largest distributor of personal computer products. Infocom won honors for having the most products (eight) on the Softsel Hot List in a single week, and having the most unique package of 1983 (SUSPENDED).

In December, Time magazine devoted an entire page to Infocom and the ever-increasing audience for interactive fiction.

# # #

SPECIAL NOTE: Interactive fiction is available for Apple II, Atari, Commodore 64, CP/M, DEC RT-11, DEC Rainbow, IBM PC, NEC PC-8000, NEC APC, TRS-80 Model I, TRS-80 Model III, TI Professional, Osborne, TI 99/4A, MS-DOS, 2.0.

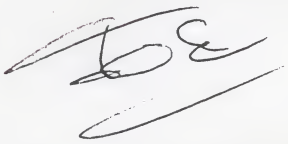
G/R
Giardini/Russell Inc., 100 Galen Street, Watertown, MA 02172, 617-926-5030

Dec. 20, 1983

Hi Linda:

Since we're already about 5 days behind, let's try to move swiftly on this one....

Joe Grillo



Instead of paragraph on page 2, how about something along these lines.

"Thanks to another breakthrough in programming techniques, SORCERER understands [redacted] a vocabulary of over 1000 words -- nearly 50% more than any other adventure game. This capability allows SORCERER to 'flesh out' the ZORK-ENCHANTER universe with a richly detailed history & geography. by supply it

And SORCERER will be a greater challenge than ENCHANTER because you're able to learn more spells, and because you'll also have magic potions at your disposal," adds Dornbrook.

DRAFT COPY (2)

INFOCOM
Infocom, Inc., 55 Wheeler Street, Cambridge, MA 02138
(617) 492-1031

FOR IMMEDIATE RELEASE

News Release

LOOKS V. GOOD
—SEM

CONTACT Linda Lawrence
Infocom, Inc.
(617) 492-1031

Joseph M. Grillo
Giardini/Russell Public Relations
(617) 926-5030

INFOCOM TO EXPAND FANTASY SERIES WITH SPRING RELEASE OF SORCERER™

CAMBRIDGE, Mass. (January, 1984) --- At the end of your last journey through this world of magical powers and perilous predicaments, you had defeated the evil warlock Krill and earned a seat on the Cirlce of Enchanters.

Belboz the Necromancer, your friend, mentor, and the most powerful of all Enchanters, has vanished, and there are signs that he is in thrall to evil sorcery. The freedom of the land and the very existence of the Circle could be in jeopardy. As a full-fledged member of the Circle, you must rescue the kingdom and locate your mentor in the treacherous mists of time.

Welcome to SORCERER™, the second release in Infocom's ENCHANTER™ series of adventures in the mystic arts. A follow-up to ENCHANTER, the popular piece of interactive fiction that premiered last fall, SORCERER ~~is expected to~~ will be on dealer shelves by March 15.

OK as is

(more)

Michael Dornbrook, Product Manager for Entertainment Software, says SORCERER broadens a fantasy series for personal computers that has attracted a loyal following. "With its focus on magic, the ENCHANTER series has really given players a new type of challenge," says Dornbrook.

"In the ZORK[R] trilogy, our other fantasy series, the emphasis is on exploration, finding treasure, and solving puzzles by means of tools or physical effort. In ENCHANTER, and now SORCERER, players advance toward their goal through the use of magical powers they acquire along the way."

Dornbrook adds that further breakthroughs in programming techniques permit SORCERER to understand a vocabulary of more than 1,000 words -- nearly 50 percent more than any other interactive fiction products. "That capability allows SORCERER to add substance to the ZORK-ENCHANTER universe by supplying it with a richly detailed history and geography."

"Two other factors help make SORCERER an even greater challenge than ENCHANTER. First, players are able to learn more magic spells, and secondly they'll have a number of magic potions at their disposal," adds Dornbrook.

SORCERER is written by Steven Meretzky. His first release, PLANETFALL[TM], has been selling at a brisk pace since reaching the market last September. Meretzky is also the author of a trilogy of decision-making books based on the ZORK theme. Published by Tor Books of New York, ZORK: The Forces of Krill; ZORK: The Malifestro Quest; and ZORK: The Cavern of Doom, are now reaching retailer shelves.

(more)

Infocom has produced a number of software hits that incorporate imaginative, colorful, and functional packaging. SORCERER is no exception. Dornbrook stresses that when players open the package, they'll find a lot more than just a disk. Look for "Popular Enchanting Magazine" (an ingenious operator's manual), "Creatures of Frobozz Infotater" (a colorfully illustrated rotating data wheel), and a handy holding pouch. SORCERER will retail for $49.95 (some operating system versions higher).

The interactive fiction marketed by Infocom is one of the most popular forms of recreational software on the market today. Fantasies like ENCHANTER and ZORK, murder mysteries like DEADLINE™ and The WITNESS™, and science fiction adventures such as PLANETFALL™ and SUSPENDED™ have dominated every major sales poll in the nation.

At the recent COMDEX show in Las Vegas, Infocom received two prestigious awards from Softsel, the world's largest distributor of personal computer products. Infocom won honors for having the most products (eight) on the Softsel Hot List in a single week, and having the most unique package of 1983 (SUSPENDED). In December, Time magazine and The Washington Post spotlighted the company in major feature stories.

# # #

SPECIAL NOTE: Interactive fiction is available for Apple II, Atari, Commodore 64, CP/M, DEC RT-11, DEC Rainbow, DECmate, IBM PC, PCjr, NEC PC-8000, NEC APC, TRS-80 Model I, TRS-80 Model III, TI Professional, Osborne, TI 99/4A, MS-DOS 2.0, and Kaypro.

INFOCOM™
Infocom, Inc., 55 Wheeler Street, Cambridge, MA 02138
(617) 492-1031

News Release

FOR IMMEDIATE RELEASE

CONTACT Linda Lawrence
Infocom, Inc.
(617) 492-1031

Joseph M. Grillo
Giardini/Russell Public Relations
(617) 926-5030

INFOCOM TO EXPAND FANTASY SERIES WITH SPRING RELEASE OF SORCERER™

CAMBRIDGE, Mass. (January, 1984) --- At the end of your last journey through this world of magical powers and perilous predicaments, you had defeated the evil warlock Krill and earned a seat on the Circle of Enchanters.

Belboz the Necromancer, your friend, mentor, and the most powerful of all Enchanters, has vanished, and there are signs that he is in thrall to evil sorcery. The freedom of the land and the very existence of the Circle could be in jeopardy. As a full-fledged member of the Circle, you must rescue the kingdom and locate your mentor in the treacherous mists of time.

Welcome to SORCERER™, the second release in Infocom's ENCHANTER™ series of adventures in the mystic arts. A follow-up to ENCHANTER, the popular piece of interactive fiction that premiered last fall, SORCERER will be on dealer shelves by March 15.

Michael Dornbrook, Product Manager for Entertainment Software, says SORCERER broadens a fantasy series for personal computers that

(more)

has attracted a loyal following. "With its focus on magic, the ENCHANTER series has really given players a new type of challenge," says Dornbrook.

"In the ZORK® trilogy, our other fantasy series, the emphasis is on exploration, finding treasure, and solving puzzles by means of tools or physical effort. In ENCHANTER, and now SORCERER, players advance toward their goal through the use of magical powers they acquire along the way."

Dornbrook adds that further breakthroughs in programming techniques permit SORCERER to understand a vocabulary of more than 1,000 words -- nearly 50 percent more than any other interactive fiction product. "That capability allows SORCERER to add substance to the ZORK-ENCHANTER universe by supplying it with a richly detailed history and geography."

"Two other factors help make SORCERER an even greater challenge than ENCHANTER. First, players are able to learn more magic spells, and secondly they'll have a number of magic potions at their disposal," adds Dornbrook.

SORCERER is written by Steven Meretzky. His first release, PLANETFALL™, has been rising to the top of the charts since its release last September. Meretzky is also the author of a trilogy of decision-making books basd on the ZORK theme. Published by Tor Books of New York, ZORK: The Forces of Krill; ZORK: The Malifestro Quest; and ZORK: The Cavern of Doom, are now available.

(more)

Infocom has produced a number of software hits that incorporate imaginative, colorful, and functional packaging. SORCERER is no exception. Dornbrook stresses that when players open the package, they'll find a lot more than just a disk. Look for "Popular Enchanting Magazine" (an ingenious operator's manual), "Creatures of Frobozz Infotater" (a colorfully illustrated rotating data wheel), and a handy holding pouch. SORCERER will retail for $49.95 (some operating system versions higher).

The interactive fiction marketed by Infocom is one of the most popular forms of recreational software on the market today. Fantasies like ENCHANTER and ZORK, murder mysteries like DEADLINE™ and The WITNESS™, and science fiction adventures such as PLANETFALL™ and SUSPENDED™ have dominated every major sales poll in the nation.

At the recent COMDEX show in Las Vegas, Infocom received two prestigious awards from Softsel, the world's largest distributor of personal computer products. Infocom won honors for having the most products (eight) on the Softsel Hot List in a single week, and having the most unique package of 1983 (SUSPENDED). Infocom was recently featured in Time magazine and The Washington Post.

# # #

SPECIAL NOTE: Interactive fiction is available for Apple II, Atari, Commodore 64, CP/M, DEC RT-11, DEC Rainbow, DECmate, IBM PC, PCjr, NEC PC-8000, NEC APC, TRS-80 Model I, TRS-80 Model III, TI Professional, Osborne, TI 99/4A, MS-DOS 2.0, and Kaypro.

INFOCOM™
Infocom, Inc., 55 Wheeler Street, Cambridge, MA 02138
(617) 492-1031

News Release

FOR IMMEDIATE RELEASE

CONTACT Linda Lawrence
Infocom, Inc.
(617) 492-1031

Joseph M. Grillo
Giardini/Russell Public Relations
(617) 926-5030

SORCERER, NEW RELEASE IN INFOCOM FANTASY SERIES, NOW REACHING RETAILER SHELVES

CAMBRIDGE, Mass. (March, 1984) --- At the end of your last journey through this world of magical powers and perilous predicaments, you had defeated the evil warlock Krill and earned a seat on the Circle of Enchanters.

Belboz the Necromancer, your friend, mentor, and the most powerful of all Enchanters, has vanished, and there are signs that he is in thrall to evil sorcery. The freedom of the land and the very existence of the Circle could be in jeopardy. As a full-fledged member of the Circle, you must rescue the kingdom and locate your mentor in the treacherous mists of time.

Welcome to SORCERER™, the second release in Infocom's ENCHANTER™ series of adventures in the mystic arts. A follow-up to ENCHANTER, the popular piece of interactive fiction that premiered last fall, SORCERER will be on dealer shelves by April 1.

Michael Dornbrook, Product Manager for Entertainment Software, says SORCERER broadens a fantasy series for personal computers that

(more)

has attracted a loyal following. "With its focus on magic, the ENCHANTER series has really given players a new type of challenge," says Dornbrook.

"In the ZORK® trilogy, our other fantasy series, the emphasis is on exploration, finding treasure, and solving puzzles by means of tools or physical effort. In ENCHANTER, and now SORCERER, players advance toward their goal through the use of magical powers they acquire along the way."

Dornbrook adds that further breakthroughs in programming techniques permit SORCERER to understand a vocabulary of more than 1,000 words -- nearly 50 percent more than any other interactive fiction product. "That capability allows SORCERER to add substance to the ZORK-ENCHANTER universe by supplying it with a richly detailed history and geography."

"Two other factors help make SORCERER an even greater challenge than ENCHANTER. First, players are able to learn more magic spells, and secondly they'll have a number of magic potions at their disposal," adds Dornbrook.

SORCERER is written by Steven Meretzky. His first release, PLANETFALL™, has been rising to the top of the charts since its release last September. Meretzky is also the author of a trilogy of decision-making books based on the ZORK theme. Published by Tor Books of New York, ZORK: The Forces of Krill; ZORK: The Malifestro Quest; and ZORK: The Cavern of Doom, are now available.

(more)

Infocom has produced a number of software hits that incorporate imaginative, colorful, and functional packaging. SORCERER is no exception. Dornbrook stresses that when players open the package, they'll find a lot more than just a disk. Look for "Popular Enchanting Magazine" (an ingenious operator's manual), "Creatures of Frobozz Infotater" (a colorfully illustrated rotating data wheel), and a handy holding pouch. SORCERER will retail for $49.95 (some operating system versions higher).

The interactive fiction marketed by Infocom is one of the most popular forms of recreational software on the market today. Fantasies like ENCHANTER and ZORK, murder mysteries like DEADLINE™ and The WITNESS™, and science fiction adventures such as PLANETFALL™ and SUSPENDED™ have dominated every major sales poll in the nation.

# # #

SPECIAL NOTE: Interactive fiction is available for Apple II, Atari, Commodore 64, CP/M, DEC RT-11, DEC Rainbow, DECmate, IBM PC, PCjr, NEC PC-8000, NEC APC, TRS-80 Model I, TRS-80 Model III, TI Professional, Osborne, TI 99/4A, MS-DOS 2.0, and Kaypro.

G/R Copy

Giardini/Russell Inc., 100 Galen Street, Watertown, MA 02172, 617-926-5030

Client: Infocom
Title: SORCERER Hint Book and Map

Date: 12/27/83
Number: INF3-1162

(Hint Book)

(Front Cover Copy)

InvisiClues™

The Hint Booklet for

SORCERER™

(Inside front cover copy)

This booklet is copyrighted and all rights are reserved by Infocom, Inc. This document may not, in whole or part, be copied, photocopied, reproduced, translated, or reduced to any electronic medium or machine-readable form without prior consent, in writing, from Infocom, Inc. Willful violations of the Copyright Law of the United States can result in civil damages of up to $50,000 in addition to actual damages, plus criminal penalties of up to one year imprisonment and/or a $10,000 fine.

((Trademark information))

© 1984 Infocom, Inc.

Printed in U.S.A.

(Back cover copy)

Infocom™ (logo) THE NEXT DIMENSION. ?

(Address)

(Map)

(Front cover)

The POPULAR ENCHANTING

Home Sorcerer's How-To Library

Volume 1

Build-Your-Own

MEDIEVAL VILLAGE

Complete with Enchanter's Hall

(Inside 1)

WELCOME TO THE FASCINATING WORLD OF HOME SORCERY

(Copy)

If you've ever been curious about practicing alchemy--or wished you could transform an annoying aunt into a paperweight--or if you just plain enjoy puttering around with the occult--you'll find all the "How-To Know-How" you need right here in the *Home Sorcerer's How-To Library* from Popular Enchanting Books.

Create catastrophes with a flick of your wand! Hold the power of life and death over your enemies! Astound your relatives! Mystify friends! Be the life of every party! With this deluxe 685-volume set, you're on your way to hours of enjoyment as you learn handy and

interesting necromantic skills. Simply by using the clear-cut, easy-to-follow instructions correctly, you'll discover how to gain overflowing wealth, ward off evil spirits, control empires, dissolve gallstones instantly, and much, much more!

Volume 1 of the *Home Sorcerer's How-To Library* is yours to keep. After all, you paid for it. The next 684 volumes are already in the mail, and you'll be billed later at the low, low price of just 25 zorkmids per volume. If for any reason you become dissatisfied within 90 days, simply return the volumes you've received, and we will apologize profusely.

Happy conjuring!

The editors
POPULAR ENCHANTING

(Subhead)

Easy, Labor-Saving Magic Ritual for Build-Your-Own Medieval Village

(Copy)

Rising Balloon (A) pulls String (B) that turns Winch (C) which swings Boom (D) so that Extra-Long Wand (E) makes three passes over ordinary Size 6579$\frac{1}{8}$ Top Hat (F). When Balloon bursts on Very Sharp Needle (G), explosion startles Insane Giant Magpie (H) who happens to be roosting nearby. Magpie spies and seizes Worthless Bauble (I) sewn to 13-Acre Cloth Handkerchief (J), uncovering Top Hat. Meanwhile, Tumbling Eggs (K) from Upset Nest (L) trip Heavy-Duty Spring (M), releasing Boot (N) which kicks Do-It-Yourself Home Sorcerer (O) who yelps special "Hey, Presto!" Spell (P), causing entire Build-Your-Own Medieval Village Complete With Enchanter's Hall (Q) to magically emerge from hat.

If your medieval village does not resemble the one shown in the diagram (opposite side), maybe you need a new hat.

(Back cover)

Infocom™ (logo)

The next dimension.

(Address)

(Trademark/Copyright information)

Printed in U.S.A.

Outside Testing

Beta - testers

[redacted]

Apple [redacted]

[redacted]

Osborne [redacted]

Commodore

Apple [redacted]

Apple [redacted]

Apple [redacted]

[GAMMA]

PDP-11 [redacted]

IBM

~~Apple~~

Frobozz Magic Beta-Test Kit
December 9, 1983

Hello, Beta-Tester!

Enclosed is your very own beta-test copy of SORCERER, also known as Enchanter II. It worked fine here at Infocom, but will probably crash within minutes of being booted on your micro, if past experience is any guide.

In addition to the disk, you will find a copy of the game manual, a package element known as the infotater, and a supply of bug report forms.

If you're beta-testing for the first time, here's how it works. Just play the game normally, noting any bugs you find. This includes typos, crashes, null responses before the next cursor, garbage strings, anything that doesn't make logical sense, or anything that is obviously not what was intended to happen. I'll also be interested in general comments on the game, difficulty or ease of specific problems, and so forth.

You can report bugs on the enclosed forms and then mail them in, or you can just call me at Infocom to gloat about all the bugs you found. (The phone number is 617-492-1031, and feel free to call collect.) If I'm not here, try asking for "Hollywood Dave" Anderson, one of our in-house InfoTesters. If you have a printer, print-outs of bugs are frequently very helpful.

If you get stuck, please call for a hint. I need comments by the first week of January. Let's say Friday, January 6 at the latest. The game is scheduled to go on sale March 15 (although I'm currently about 10 days behind schedule).

By the way, comments on the documentation are also welcome (but don't worry about typos there). Thanks a lot for testing!

Steve Meretzky
Cambridge Chapter
Guild of Implementors

New address [redacted]

[redacted]

— not as easy as Witness & Planetfall
— never played Enchanter
~ 20 hours

12/16

20–25 hours with
1 very vague hint

thought GOLMAC said "temporarily travel"

Better than Enchanter
especially regarding the use of magic
Major flaw – too anachronistic
especially the amusement park.
How about jousting, arm wrestling, 3-cup game
Likes ENCHANTER II much better than SORCERER
Found ending slightly anti-climactic
Thought key problem was too easy.

TEXT LESS RICH, BUT GAME CLEVERER
COAL MINE VERY DIFFICULT
GLASS MAZE "GREAT"

10 DEC 1983

Dear Steve,

Enclosed please find my report for the C-64 version of DUNGEON and transcripts of several of the errors. Thanks for the opportunity to test it. I liked it so much I'm going to pick up ZORK III as soon as possible.

I've annotated the transcripts a little and just want to add the following comments here:

The difficulty level is almost perfect. I felt really good about finishing and I don't know if I would have finished at all (without hints) if it was much harder. I'm still not done with ZORK II . . . I can't figure out how to get the red sphere!

The sequence with the temporal spell was great. I "ceased to exist" several times (without fanfare) before I caught on. And the glass maze was an interesting twist. I usually dread mazes and the required ordering drives and mapping.

I hope I'm on the list for the next beta test. If so, please note my new address.

Regards to Belboz.

Bill

[redacted]

I don't know the word "swamoz".

>SWAMOZ BELBOZ
A formless and translucent shape rises from the body of Belboz, and speaks in a voice that oozes with hatred and evil. "Foolish Charlatan! You have forced me to flee that weak, old body -- so now I shall merely take your own mind! I already have all the knowledge I need from that ancient Enchanter! Soon, with my new knowledge and powers, I will begin a reign of evil that will last a thousand thousand years." It laughs and begins moving toward you.

Suddenly, you feel the diabolic spirit strike your invisible mind shield and back away. You can almost feel its anguish as it cries, "No! How could an Enchanter as guileless as this one develop a mind shield! I cannot survive without a host!" The cloudy shape writhes about in agony for a few moments, and then begins to dissipate like a cloud of steam. There is a final scream of agony, then silence.

Belboz stirs and moans softly, as though waking from a trance. He sees you and sits up; his eyes immediately sharp and alert. He poses a few well-chosen questions and then, rising, he casts a brief but unfamiliar spell.

An instant later, your grue suit has vanished and you are standing in the Chamber of the Circle. The entire Circle of Enchanters is assembled. Belboz speaks. "Once again, this young Enchanter has done a great service to the Guild and to the entire kingdom, displaying a resourcefulness and imagination worthy of the greatest of Enchanters. I am growing old, and must soon step down as Head of the Circle. But let it be known that a successor has been found."

Your score is 400 of a possible 400, in 448 moves. This puts you in the class of Leader of the Circle of Enchanters.

Here ends the second chapter of the Enchanter saga, in which, by virtue of your skills, you have been appointed as the next leader of the Circle of Enchanters. The final adventure awaits you as the Enchanter series concludes.

~ 20 hours

GREAT! (WITNESS & PLANETFALL TOOK ME ONLY 8 HRS EACH.) DIFFICULTY LEVEL ON THIS WAS GOOD. (BUT IF YOURE TRYING TO MAKE A MARKET FOR "INVISICLUES" IT COULD BE A TOUCH HARDER.)

TRANSCRIPT #1

SPELLS BUG

Here begins a transcript of interaction with SORCERER
SORCERER is a trademark of Infocom, Inc.
Copyright (c) 1984 Infocom, Inc. All rights reserved.

>SPELLS
The gnusto, rezrov, and frotz spells are yours forever. Other than that, you have no spells memorized.

>LEARN FWEEP
Using your best study habits, you learn the fweep spell.

>SPELLS
The gnusto, rezrov, and frotz spells are yours forever. Other than that, you have the fweep spell once committed to memory.

>LEARN FWEEP
Using your best study habits, you learn the fweep spell yet another time.

>SPELLS
The gnusto, rezrov, and frotz spells are yours forever. Other than that, you have the fweep spell twice committed to memory.

>LEARN FWEEP
Using your best study habits, you learn the fweep spell yet another time.

>SPELLS
The gnusto, rezrov, and frotz spells are yours forever. Other than that, you have the fweep spell thrice committed to memory.

>LEARN FWEEP
Using your best study habits, you learn the fweep spell yet another time.

not necessary to use fweep. any spell memorized more than four times.

I wanted to memorize fweep as many times as possible to get through the glass maze without the book.

>SPELLS
The gnusto, rezrov, and frotz spells are yours forever. Other than that, you have the fweep spell four times committed to memory.

>LEARN FWEEP
Using your best study habits, you learn the fweep spell yet another time.

>SPELLS
The gnusto, rezrov, and frotz spells are yours forever. Other than that, you have the fweep spell kis pudelhere s hm are have ydmgalready juody committed to memory.

>LEARN IZYUK
Using your best study habits, you learn the izyuk spell.
You have so much buzzing around in your head, though, that it's likely that something may have been forgotten in the shuffle.

>SPELLS
The gnusto, rezrov, and frotz spells are yours forever. Other than that, you have the fweep spell four times and the izyuk spell once committed to memory.

>UNSCRIPT
There ends a transcript of interaction with SORCERER
SORCERER is a trademark of Infocom, Inc.
Copyright (c) 1984 Infocom, Inc. All rights reserved.

Here begins a transcript of interaction
with SORCERER
SORCERER is a trademark of Infocom,
Inc.
Copyright (c) 1984 Infocom, Inc. All
rights reserved.

>GET OUT
(out the log boat)
You are now on your feet.

>SLEEP
Ah, sleep! It's been a long day and
rest will do you good. You spread your
cloak on the floor and drift off,
renewing your powers and refreshing
your mind. Time passes as you snore
blissfully.

You dream of a river, slow and muddy.
Great grey hippopotami sport there,
bellowing and splashing, and twitching
their ears. You awaken and stand.

>GET IN BOAT
As you enter the log boat, it lurches
away from the platform and is carried
swiftly away by the current of the
flume. An amusement park nymph appears
for a moment, warning you not to leave
the log boat during the course of the
ride.

>LEARN IZYUK
Using your best study habits, you learn
the izyuk spell.
The flume is wide here, and straight as
an arrow. The ride is quite relaxing.

>WAIT
Time passes...
You enter a stretch of sharp, winding
curves! Spray washes your face as you
are tossed about the log boat!

>WAIT
Time passes...
The twists and turns are left behind as
you approach the mouth of a dark
tunnel.

>WAIT
Time passes...
The flume winds through a tunnel whose
walls are black as coal. You pass an
opening which provides a brief glimpse
of troglodytes digging and hauling
coal.

>IZYUK SELF
You fly out of the log boat, and
immediately splat into one of the
structural cross-beams of the flume.

OF
(GAME WITH ROLLER COASTER) FLUME ERROR

THIS SEEMS TO WORK
PROPERLY IF I
"GET OUT OF BOAT"
INSTEAD OF "IZYUK"

TRANSCRIPT #2

THIS PROBLEM ALSO OCCURS
WITH ROLLER COASTER.

**** You have died ****

Your guardian angel, draped in white, appears floating in the nothingness before you. "Gotten yourself in a bit of a scrape, eh?" he asks, writing frantically in a notebook. "I'd love to chat, but we're just so busy this month." The angel twitches his nose, and the nothingness is replaced by...

Cellar
At the far end of the cellar, draped in cobwebs, is a large trunk. At each corner of its lid is a button: a black button with a picture of a star, a gray button depicting the moon, a red button illustrated with a bloody knife, and a purple button engraved with a royal crown. In the center of the lid is a white button picturing a dove in flight.
The log boat leaves the tunnel and passes through a series of narrow, shooting straight toward jagged rocks and then veering away at the last moment!

>U
Lobby
There is an ochre vial here.
Affixed to the southern arch is an ornate brass mailbox.
The mailbox contains:
  an issue of Popular Enchanting.
Magically, the flume flows uphill here!
The current slows as the boat climbs and climbs...

>OPEN MAILBOX
It is already open.
You reach the crest of the flume's final drop. You can see swirling white water below!

>CLOSE MAILBOX
Closed.
The log boat plunges down into the swirling waters at the base of the slope! Huge splashes of water spray out in every direction, but amazingly you stay dry!

>OPEN MAILBOX
Opening the mailbox reveals an issue of Popular Enchanting.
The boat floats serenely around a final turn and pulls up to the boarding platform.

>GET OUT
What do you want to get out?

>BOAT
You can't see any boat here!

```
Here begins a transcript of interaction
with SORCERER
SORCERER is a trademark of Infocom,
Inc.
Copyright (c) 1984 Infocom, Inc, All
rights reserved.

>GW
Park Entrance
>VERBOSE
Maximum verbosity.

>W
East End of Midway
You are at the eastern end of a long
midway of flashy lights. The Park
entrance lies to the west and rides
lie to the north and south.

>W
West End of Midway
Entrances lead north, west and south,
and the rest of the midway lies to the
east.

>WAIT
Time Passes...

>NORTH
Casino
This is a large, plush room, sinfully
opulected.
Standing on one side of the room is a
strange machine, with a three-section
display and a large lever on the side.

>G
You can't go that way.

>UNSCRIPT
Here ends a transcript of interaction
with SORCERER
SORCERER is a trademark of Infocom,
Inc.
Copyright (c) 1984 Infocom, Inc, All
rights reserved.
```

TRANSCRIPT #3

PARK ENT. BUG

PARK ENT. IS TO EAST

"WAIT" BUG

"AGAIN" CAUSES A SECOND "WEST"... NOT WAIT

SO DOES "G"

Here begins a transcript of interaction
with SORCERER
SORCERER is a trademark of Infocom,
Inc.
Copyright (c) 1984 Infocom, Inc. All
rights reserved.

TRANSCRIPT
#5

>YONK MALYON
As you cast the spell, the ordinary
scroll vanishes!
The words of the spell glow briefly
for a moment.

>LEARN MALYON
Using your best study habits, you learn
the malyon spell.

>MALYON DRAGON
The dragon is suddenly imbued with life
and begins to move. It shakes itself
loose from the wall, which crumbles
down upon the dragon, revealing a
southward passage! The dragon howls
with pain and anger. Spotting you, the
dragon rears back its head, smoke
billowing from its nostrils. Then, just
as it seems that you will be a
barbecued, the dragon reverts to stone!

>UNSCRIPT
Here ends a transcript of interaction
with SORCERER
SORCERER is a trademark of Infocom,
Inc.
Copyright (c) 1984 Infocom, Inc. All
rights reserved.

TRANSCRIPT #6

```
>REZROV DOOR
The door swings open as a loud alarm
sounds. Laser beams criss-cross the
room, glinting off the blades of the
thousand flying daggers. A hundred
well-armed and vicious kobolds rush
into the room, swinging battle axes.

    ****  You have died  ****

Your guardian angel, draped in white,
appears floating in the nothingness
before you. "Gotten yourself in a bit
of a scrape, eh?" he asks, writing
frantically in a notebook. "I'd love to
chat, but we're just so busy this
month." The angel twitches his nose,
and the nothingness is replaced by...

Stone Hut
This is a modest underground novel. On
the far wall is a small fireplace, long
unused.
Finally, the shortage of oxygen gets to
you.

    ****  You have died  ****

Unfortunately, you made no provisions
for your untimely death.

Your score is 235 of a possible 400, in
335 moves. This puts you in the class
of Senior Enchanter.
Would you like to start the game again?
(Y is affirmative). >Y
```

← ?

TRANSCRIPT #7

ENCYCLOPEDIA ERRORS

```
>LOOK UP CIRCLE
The Enchanter's Guild can date its roots to the Fiesta of Enchanton the Wise, over 980 years ago. Chapters of the Guild are usually located in small villages, since the hustle and bustle of city life interferes with an Enchanter's work ("Excuse me, I locked my keys in my house. Could you reprog my door, Please?"). The most influential Chapter of the Guild is the Accardi Chapter, home of the Circle of Enchanters.
>LOOK UP GUILD
You look in the encyclopedia but find no entry about the road.
>LOOK UP MAGIC
You look in the encyclopedia but find no entry about the can of grue repellent.
>LOOK UP KOVALLI
The Kovalli Dessert lies beyond the mountains that once formed the western boundary of ancient Quendor. It is an uncrossable wasteland, and is believed to stretch to the edge of the World.
>UNSCRIPT
Here ends a transcript of interaction with SORCERER
SORCERER is a trademark of Infocom, Inc.
Copyright (c) 1984 Infocom, Inc. All rights reserved.

Here begins a transcript of interaction with SORCERER
SORCERER is a trademark of Infocom, Inc.
Copyright (c) 1984 Infocom, Inc. All rights reserved.

>LOOK UP HELISTAR
You look in the encyclopedia but find no entry about Helistar.
>AGAIN
```

INTERNAL ERROR # 6947
-- END OF SESSION --

LOOKING UP MANY THINGS "AGAIN" CAUSES THIS ERROR. (BRASS LANTERN DID NOT)

Infocom
Steve Meretzky
Cambridge, MA

[redacted]

Dec. 19, 1983

Dear Steve;

Enclosed are the product testing report forms for SORCERER. Most of the comments are those I mentioned on thephone, with one or two additions -- see points #2 and 9 which have a few more ideas.

I have a question for you and for Infocom, recently a friend of mine began doing Beta Testing for Brady, which makes software for Broderbund and others. In addition to getting a free copy of the game when he finishes, he also will be paid anywhere from $35 to 300 (most likely in the range of $50-200) for any testing he does. Since it does take up a lot of time to do testing, as well as extra time and effort to type up testing forms, postage, etc., I was wondering why Infocom does not pay its testers, and whether you might start doing this?

While I do enjoy playing the Infocom games, it certainly is not nearly as enjoyable to Beta test them, due to all the bugs, and due to the fact that I feel I should try all kinds of odd things to make sure they don't cause bugs either. I am a writer so it does take some time out of my working day to Betatest. In short, how about paying something for Beta Testing?

Thanks a lot Steve. I hope my suggestions will be of some help. I did like Sorcerer very much. I think the magic was harder to use (required more thought) than in Enchantor I and I think this was an improvement. The overall level of difficulty was not too great however, less than Zork III or Infidel, (which could be overly frustrating at times), but still challenging enough to require you to think and plan ahead. I think I liked the game better than Enchantor I.

[redacted]

Product Testing Report Form

INFOCOM

Product: SORCERER Release: 67 Date: DEC. 19

[redacted] Machine: APPLE II + 1 of 2 sheets

	Description of Problem	Resolution
1	1. First, I really feel the game should be called ENCHANTOR II -- I see no reason for it to be "Sorcerer" = it is too much a direct sequel ton Enchantor, so why not call it "Enchantor II" xxx & just say "Can be played independently?" 2. I didnt find many bugs at all, but I was disturbed by the anachronisms in the game. In the Infonator - 'Surmin' descripting -- "reciting N. J. State Penal Codes" seemed totally out of place. Similarly, the mad midway seemed	
2	more appropriate to 20th Century (though it was well written and fun) than to Zork/Enchantor. Why not save this stuff for a different game and have it be something more on the lines of a Medieval type Festival -- with jousting, pie eating contests, archery range, (maybe the mine field should be an xxxxxx archery range, with elves practicing?) arm wrestling contest (to replace arcade), shell game type of money contest or g card game (to replace casino), tarot	
3	reading, magic room (to replace haunted house - maybe a sorcerer's hut, protected by various spells from intruders), horseback ride (to replace flume), weaving contest, etc. It should be clearn these areas are run by magic (since the King is long dead - otherwise what machinery is running things?). This xx area could use some more imagination and should be more in keeping with a world of elves and fairies, and trolls, and gnomes, etc.	
4	3. It was too easy to find the key. The parrot's telling about the hidden key was unecessary. Also, I think you should be able to catch the parrot, or if you do, he could bite you and fly away or something or have a use elsewhere (maybe the parrot could sense Belboz's prescence instead of the amulet -- it seems far too handy that Belboz has an amulet for locating him); also i am not sure amulet is at all necessary. Everything leads to the carnival area	
5	and mine anyway, why do you need the amulet? Maybe it should help you pick the right door at the end (if so the Vezza spell should not show the white door). 4. Mailbox should respond to box, or should say "Which box" if you say "open thebox" 5. You should be able to read some of the articles in the magazine and be able to flip the pages in the calendar and look at spedific months or pictures - it doesnt know the word 'pictures'	

Comments:

Product Testing Report Form

INFOCOM

Product: SORCERER Release: 67 Date: Dec. 19

[redacted] Machine: APPLE II + 2 of 2 sheets

	Description of Problem	Resolution
1	6. If you say "use waxer" = it doesnt know word use if you say "wax floor" it doesnt know wax. 7. I thought the bunnies in the arcade were live bunnies, this seemed very cruel and I didnt want to pop bunnies! 8.I ran out of moves while in the glass maze, even though I had been conserving moves. I think you should add at least 200 moves - as is, this is impossible for a novice adventurer and very difficult for an expert to finish in this amount of time without having won before.	
2	9. You can get to the hidden cave without drying up the river and this made it a disappointment when I did dry up the river. I think the only way to get to the hidden cave should be to dry up the river (and you could then either find or make another way out or have to dry up the river again); probably it would be better to remove some loose rocks or something inside the cave and find a new way out -- or a secret door or something.	
3	10. "putx timber across chute" does not work. See attached transcript for rest 11. If you say "learn aimfix spell" or "cast aimfix spell on belboz" you get "Which spell do you mean...." xx "Gnusto Gaspar" works, but "Gnusto Gaspar Spell"	
4	does not. 12. Sometimes you can pick up an item, sometimes you can not even though you are holding the same amoutn of stuff. I dont think this should be a random factor. It is confusing and annoying. 13. If you unscript it counts as a move, and if you unscript during a bad place -- like at the forest with the hellhound" - you will die.	
5	14. "Cast yomin at bunny" - Im afraid hopping bunnies doesnt have much of a mind for you to read == bad English.	

Comments:

HERE BEGINS A TRANSCRIPT OF INTERACTION
WITH SORCERER
SORCERER IS A TRADEMARK OF INFOCOM, INC.
COPYRIGHT (C) 1984 INFOCOM, INC. ALL
RIGHTS RESERVED.

>L
CELLAR
YOU ARE IN THE BASEMENT OF THE GUILD
HALL. A STEEP, NARROW STAIR LEADS UPWARD
FROM THE SOUTHWEST CORNER.
THERE IS A SCRIBBLED NOTE HERE.
AT THE FAR END OF THE CELLAR, DRAPED IN
COBWEBS, IS A LARGE TRUNK. AT EACH
CORNER OF ITS LID IS A BUTTON: A BLACK
BUTTON WITH A PICTURE OF A STAR, A GRAY
BUTTON DEPICTING THE MOON, A RED BUTTON
ILLUSTRATED WITH A BLOODY KNIFE, AND A
PURPLE BUTTON ENGRAVED WITH A ROYAL
CROWN. IN THE CENTER OF THE LID IS A
WHITE BUTTON PICTURING A DOVE IN FLIGHT.
THE STURDY TRUNK CONTAINS:
  A MOLDY SCROLL

>READ SCROLL
WHICH SCROLL DO YOU MEAN, THE MOLDY
SCROLL OR THE SHINY SCROLL?

>READ MOLDY SCROLL
THE SCROLL READS "AIMFIZ SPELL:
TRANSPORT CASTER TO SOMEONE ELSE'S
LOCATION". THE SPELL SEEMS VERY LONG AND
EXTREMELY COMPLICATED.

>LEARN AIMFIZ SPELL
WHICH AIMFIZ SPELL DO YOU MEAN, THE
GASPAR SPELL, THE MEEF SPELL, THE GNUSTO
SPELL, THE VEZZA SPELL, THE PULVER
SPELL, THE IZYUK SPELL, THE YOMIN SPELL,
THE REZROV SPELL, OR THE FROTZ SPELL?

>UNSCRIPT
HERE ENDS A TRANSCRIPT OF INTERACTION
WITH SORCERER
SORCERER IS A TRADEMARK OF INFOCOM, INC.

COPYRIGHT (C) 1984 INFOCOM, INC. ALL
RIGHTS RESERVED.

HERE BEGINS A TRANSCRIPT OF INTERACTION
WITH SORCERER
SORCERER IS A TRADEMARK OF INFOCOM, INC.
COPYRIGHT (C) 1984 INFOCOM, INC. ALL
RIGHTS RESERVED.

>CAST AIMFIZ SPELL
WHICH AIMFIZ SPELL DO YOU MEAN, THE
AIMFIZ SPELL, THE GASPAR SPELL, THE MEEF
SPELL, THE GNUSTO SPELL, THE VEZZA
SPELL, THE PULVER SPELL, THE IZYUK
SPELL, THE YOMIN SPELL, THE REZROV
SPELL, OR THE FROTZ SPELL?

>CAST AIMFIZ SPELL ON BELBOZ
WHICH AIMFIZ SPELL DO YOU MEAN, THE
AIMFIZ SPELL, THE GASPAR SPELL, THE MEEF
SPELL, THE GNUSTO SPELL, THE VEZZA
SPELL, THE PULVER SPELL, THE IZYUK
SPELL, THE YOMIN SPELL, THE REZROV
SPELL, OR THE FROTZ SPELL?

>UNSCRIPT
HERE ENDS A TRANSCRIPT OF INTERACTION
WITH SORCERER
SORCERER IS A TRADEMARK OF INFOCOM, INC.
COPYRIGHT (C) 1984 INFOCOM, INC. ALL
RIGHTS RESERVED.

HERE BEGINS A TRANSCRIPT OF INTERACTION
WITH SORCERER
SORCERER IS A TRADEMARK OF INFOCOM, INC.
COPYRIGHT (C) 1984 INFOCOM, INC. ALL
RIGHTS RESERVED.

>BRIEF
BRIEF DESCRIPTIONS.

>L
CELLAR
YOU ARE IN THE BASEMENT OF THE GUILD
HALL. A STEEP, NARROW STAIR LEADS UPWARD
FROM THE SOUTHWEST CORNER.
THERE IS A SCRIBBLED NOTE HERE.
AT THE FAR END OF THE CELLAR, DRAPED IN
SQUWEBE, IS A LARGE TRUNK. AT EACH
CORNER OF ITS LID IS A BUTTON: A BLACK
BUTTON WITH A PICTURE OF A STAR, A GRAY
BUTTON DEPICTING THE MOON, A RED BUTTON
ILLUSTRATED WITH A BLOODY KNIFE, AND A
PURPLE BUTTON ENGRAVED WITH A ROYAL
CROWN. IN THE CENTER OF THE LID IS A
WHITE BUTTON PICTURING A DOVE IN FLIGHT.

>I
YOU ARE CARRYING:
  A HOLLY SCROLL
  A SMALL KEY
  AN INFOTATER
  A JOURNAL

[illegible] ISSUE OF SPELLAR ENCHANTING
[illegible] ORANGE VIAL
[illegible] SHINY SCROLL
[illegible] CALENDAR
[illegible] SPELL BOOK (PROVIDING LIGHT)

[illegible] RED AND GRAY AND PURPLE AND GRAY AND RED
[illegible] KNOW THE WORD "ANBO".

[illegible] RED AND GRAY AND PURPLE AND GRAY AND RED
RED BUTTON: THERE IS A CLICK FROM THE
LID OF THE TRUNK.
GRAY BUTTON: THERE IS A CLICK FROM THE
LID OF THE TRUNK.
PURPLE BUTTON: THERE IS A CLICK FROM THE
LID OF THE TRUNK.
GRAY BUTTON: THERE IS A CLICK FROM THE
LID OF THE TRUNK.
RED BUTTON: THERE IS A CLICK FROM THE
LID OF THE TRUNK.

OPEN TRUNK
IT IS ALREADY OPEN.

LOOK IN TRUNK
IT'S EMPTY.

[illegible] SHINY SCROLL
THE SCROLL READS "GASPAR SPELL: PROVIDE
FOR YOUR OWN RESURRECTION".
[illegible] ARE FEELING TIRED AND THE SPELLS
YOU'VE MEMORIZED ARE BECOMING CONFUSED.

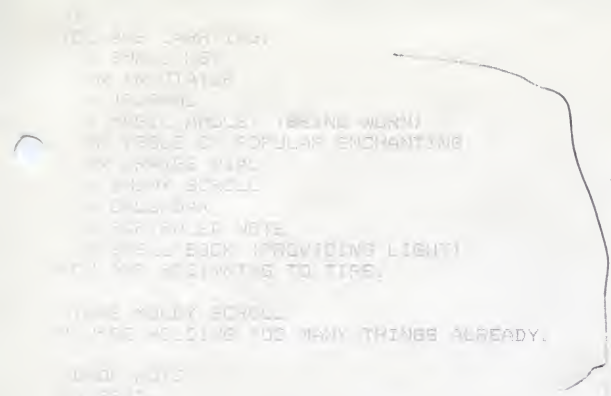
GNUSTO GASPAR SPELL
WHICH GASPAR SPELL DO YOU MEAN, THE
[illegible] SPELL, THE GASPAR SPELL, THE MEEF
SPELL, THE GNUSTO SPELL, THE VEZZA
SPELL, THE PULVER SPELL, THE IIYUK
SPELL, THE YOMIN SPELL, THE REZROV
SPELL, OR THE FROTZ SPELL?

GNUSTO GASPAR WORKS

PLEASE INSERT SAVE DISKETTE.

POSITION (0-7): 2
SLOT (1-2): 6
DRIVE (1-2): 2
--- PRESS 'RETURN' KEY TO BEGIN ---
OK.

[illegible] RED AND GRAY AND PURPLE AND GRAY AND RED
RED BUTTON: THERE IS A CLICK FROM THE
LID OF THE TRUNK.
GRAY BUTTON: THERE IS A CLICK FROM THE
LID OF THE TRUNK.
PURPLE BUTTON: THERE IS A CLICK FROM THE
LID OF THE TRUNK.
GRAY BUTTON: THERE IS A CLICK FROM THE
LID OF THE TRUNK.
RED BUTTON: THERE IS A CLICK FROM THE
LID OF THE TRUNK. A MOMENT LATER, THE
LID OF THE TRUNK SWINGS SLOWLY OPEN,
REVEALING A MOLDY SCROLL.


Sometimes
You can pick up
scroll sometimes
Even after not
+ shiny scroll are
gone

[illegible]

[illegible]

[illegible]

[illegible] THE [illegible] SCROLL

[illegible] YOU REALIZE [illegible] CHANGED, ALTHOUGH [illegible]

[illegible] THROUGH A DELIGHTED [illegible] SIDELY, AND THERE [illegible] ALL ONE TREE HERE [illegible] THE PATH, WHICH ENDS [illegible] TO THE NORTHEAST. [illegible] STRAIGHT TOWARD [illegible] DISPLAYING ROWS OF [illegible]

[illegible] OF INTERACTION [illegible]

[illegible] OF INFOCOM, INC. [illegible] INFOCOM, INC. ALL [illegible]

CAUSED me to die by wolf

HERE BEGINS A TRANSCRIPT OF INTERACTION
WITH SORCERER
SORCERER IS A TRADEMARK OF INFOCOM, INC.
COPYRIGHT (C) 1984 INFOCOM, INC. ALL
RIGHTS RESERVED.

>CAST YOMIN AT BUNNY
YOU DON'T HAVE THE YOMIN SPELL COMMITTED
TO MEMORY!

>LEARN YOMIN
USING YOUR BEST STUDY HABITS, YOU LEARN
THE YOMIN SPELL.

>CAST YOMIN AT BUNNY
I'M AFRAID HOPPING BUNNIES DOESN'T HAVE
MUCH OF A MIND FOR YOU TO READ.

>UNSCRIPT
HERE ENDS A TRANSCRIPT OF INTERACTION
WITH SORCERER
SORCERER IS A TRADEMARK OF INFOCOM, INC.
COPYRIGHT (C) 1984 INFOCOM, INC. ALL
RIGHTS RESERVED.

SL:6 DR:1 VOL:254 FREE:185
A 017 HELLO
[illegible]
pqrstuvwxyz{|}~Ø£¨´`§┌┐├┼┬┴┘|─┴┼!"#$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMNOP

Steve Meretzky [or]

Dave Anderson

Guys:

In addition to my phoned-in comments on Enchanter II: Sorcerer, these are my final notes on the game:

1. Remarkably bug-free for a beta copy.
2. Maybe you can do something with the toll-booth. Sorcerer seems to encourage you to enter "It's too dark to see" but when you enter, no matter what potions imbibed or spells cast or whatever, I still stumble over the troll. Perhaps you could keep extra coin there...if you used the amber potion which would allow you to not disturb the troll, like a FROTZ spell, and yet allow you to avoid stumbling over the huge thing.
3. Make the distinction clearer between the stone hut and the stone stairs. I thought the stairs led into the hut.
4. FOLLOW (someone) never seems to work...the king, or the troglodyte, though I understand following your older self would make him, for no apparent reason, cease to exist.
5. The park was a bit too modern. Perhaps a stronger tie with the GUE, more references to Frobozz Magic Roller Coaster Company...

My apologies to Marc, but Enchanter II was really really

good -- great. So Steve, I understand you were once a tester. Is this what happens to testers who behave real, real good? Planetfall was tremendous, looks like it rubbed off on Enchanter II. Still, the magic concept is not quite plausible, like Ursula LeGuin, it's more like Jack Vance. The whole idea of spellcasting is difficult to translate to game.

If you need any ideas, I always wanted to play the Zork I thief. What a cool guy he was. Thanks for the preview.

Yours truly,

[redacted]

Hope you all had a happy holiday!

Steve Meretzky
Cambridge Chapter
Guild of Implementers
C/O Infocom Inc.
55 Wheeler Street
Cambridge, Ma. 02138

[redacted]

Dear Steve;
Sorry I'm late this time, but I was unavoidably detained by other business (work). In refrence to Sorcerer, I found it very enjoyable, highly entertaining, and that it contained very few errors. The points that I had trouble with could all be overcome with a bit of skull-searching.

I really liked the cannon dodge, the glass maze (a real brain teaser), and the mine. One problem with the maze though, the description of the chimney is not clear enough to get the idea across that it is in fact a chimney. I was puzzled by this untill I spoke to Dave about it. Once he mentioned it was a chimney, it all fell togeather. The other point was in the mine. Stupid me, I did not check the lamp after I used the time-scroll.

Yes, this one I solved. Total time was aprox 42 hours, and with a few days away from it at a time. Unlike Enchanter, (which I still have not solved), this one did flow logically and smoothly to the end. The floorwaxer did cause a bit of consternation though (neat trick...totally useless).

In summary, I really liked this one. Possibly as much as Planetfall, hard to say.

By the way, do you have a version of Suspended for the Osborne ? I have looked for a copy in Osborne format to no success.

Again, let me say how much I enjoy beta-testing these brain teasers for you, and look forward to the next mindburner you send my way.

Dodge the Dragons

[redacted]

x

Here begins a transcript of interaction with
SORCERER
SORCERER is a trademark of Infocom, Inc.
Copyright (c) 1984 Infocom, Inc. All rights
reserved.

>SPELLS
The gnusto, rezrov, and frotz spells are yours
forever. Other than that, you have the fweep spell
thrice and the izyuk spell kls puddThere's hm are
have gdmgalready juodg committed to memory.

>UNSCRIPT
Here ends a transcript of interaction with SORCERER
SORCERER is a trademark of Infocom, Inc.
Copyright (c) 1984 Infocom, Inc. All rights
reserved.

204
852-0623

Gamma-testers

[redacted]

our C64 wouldn't work

Commodore ~~[redacted]~~

[redacted]

Atari [redacted]

Atari [redacted]

Atari [redacted]

Apple [redacted]

Apple [redacted]

w:

[redacted]

IBM [redacted]

IBM [redacted]

PDP-11 [redacted]

(continued)

Apple
[redacted]
W:

Atari
[redacted]
W:

Apple

Frobozz Magic Gamma-Test Kit
January 6, 1984

Hello, Gamma-Tester!

Enclosed is your very own gamma-test copy of SORCERER, the sequel to ENCHANTER. This disk verified just before I wrapped it up and sent it off, but who knows what new tricks the post office has cooked up, so when you boot it up try typing "$VERIFY" at the prompt.

In addition to the disk, you will also find a copy of the game manual (which will end up disguised as an issue of Popular Enchanting in the final package), plus the text for a package element called the infotater. There is also a supply of bug report forms.

If you're gamma-testing for the first time, here's how it works. Just play the game normally, noting any bugs you find. This includes typos, crashes, null responses before the next cursor, garbage strings, things that don't make logical sense, or anything that is obviously not what was intended to happen.

Any comments on the overal game or on individual problems would also be appreciated. It's too late in the process to make significant changes to problems, but specific descriptions can still be changed if problems are too hard or too easy, for example. Unfortunately, it is too late to make any changes in the documentation at this point.

You can report bugs on the enclosed forms and then mail them in, or you can call up Infocom if you prefer. The phone number is (617) 492-1031; feel free to call collect. Ask for either Mike Quinn, Dave Anderson, or myself. And if you get stuck, call for a hint!

I need comments by the end of January. The official date for sending out the game for production is February 1, and it should be "on the shelves" toward the end of March. If you haven't received your copy of the "real" game by April 1, let me know.

Thanks for testing!

Steve Meretzky
Cambridge-By-The-Sea Chapter
Guild of Implementors

1/10

Hi! Here is an updated Apple/Atari version with the amulet bug fixed. I think that all the crashes & internal errors were either directly or indirectly related to this amulet bug.

Steve

January 18, 1984

Infocom, Inc.
55 Wheeler St.
Cambridge, Massachusetts 02138

Attention: Steve Meretzky

Dear Mr. Meretzky:

I am enclosing the script of the ending of Sorcerer, just to verify that I have completed it.

I thoroughly enjoyed playing Sorcerer. The puzzles, sometimes back-to-back, were excellent. If I had to pick one that I thought was super tough, I think it would be the "twin" in the coal mine. That was harder for me than the rest, but what do I know! This is the same person who tried to wear the flag. I thought I could fly better -- you know, like a kite! Abbie Hoffman, indeed! Thinking back, I guess I blew the whole game at the beginning by not waiting for the orange vial to be delivered. Thanks for telling me about it.

All kidding aside, I thank you for the opportunity to be a test player. It's the first time I've done anything like this, but I think I've proven myself worthy to be a tester again. Can I please? Huh? Can I? Can I?

Just for the record, I should mention that I received the second disk on 1/11 (the first one kept crashing) and I'll guess that I put about 5 or 6, sometimes 8 hours a day in trying to solve it. One of the reasons I logged so many hours, was because you needed any problems reported before the end of January. Another reason was because Sorcerer was downright enjoyable. The puzzles were terrific, if not out and out tough, the story line was great, and the mazes outstanding. All in all, another great adventure.

As we discussed on the phone, I don't think the average adventurer will solve this one right off the bat. Of course, fanatics like me are another story. Have you ever noticed the resemblance between Infocom fans and Grues? Slavering fangs, waiting for the next adventure to hit the shelves? You already know how much I enjoyed Planetfall. Red herrings are, in my opinion, a must for any adventure. I enjoy the way you write and look forward to seeing and reading more of your work. I think you have done an excellent job with Sorcerer. It should also reach the best sellers list in adventure software.

After talking with you yesterday, I made a trip to the library today and got "The Hitchhiker's Guide to the Galaxy", along with "Life, The Universe and Everything" and "The Restaurant at The End of The Universe". I am now armed (and probably dangerous) and waiting for your next adventure. Blasting off into space again, are we? Let 'er rip, Steve. I'm ready.

When I'm through reading the books, I'll write again. You're thrilled with that news, I can tell. Do you ever consider ideas from the outside on story lines for adventures? I'd be interested to know if you do. I don't know how to program, but there have been times when playing one of Infocom's adventures that I've thought of another direction that the adventure could have gone. By direction, I don't mean n, s, e, w.

Again, thanks for letting me test Sorcerer. It was my pleasure. I look forward to hearing from you in the near future.

Sincerely,

oHERE BEGINS A TRANSCRIPT OF INTERACTION
WITH SORCERER.
SORCERER: INTERLOGIC FANTASY
COPYRIGHT (C) 1984 BY INFOCOM, INC. ALL
RIGHTS RESERVED.
SORCERER AND INTERLOGIC ARE TRADEMARKS
OF INFOCOM, INC.
RELEASE 89 / SERIAL NUMBER 840110

>READ BOOK

MY SPELL BOOK

THE VARDIK SPELL (SHIELD A MIND FROM AN
EVIL SPIRIT).
THE SWANZO SPELL (EXORCISE AN INHABITING
PRESENCE).
THE MALYON SPELL (BRING LIFE TO
INANIMATE OBJECTS).
THE FWEEP SPELL (TURN CASTER INTO A
BAT).
THE GASPAR SPELL (PROVIDE FOR YOUR OWN
RESURRECTION).
THE MEEF SPELL (CAUSE PLANTS TO WILT).
THE GNUSTO SPELL (WRITE A MAGIC SPELL
INTO A SPELL BOOK).
THE VEZZA SPELL (VIEW THE FUTURE).
THE FULVER SPELL (CAUSE LIQUIDS TO
BECOME DRY).
THE IZYUK SPELL (FLY LIKE A BIRD).
THE YOMIN SPELL (MIND PROBE).
THE REZROV SPELL (OPEN EVEN LOCKED OR
ENCHANTED OBJECTS).
THE FROTZ SPELL (CAUSE SOMETHING TO GIVE
OFF LIGHT).

mHERE BEGINS A TRANSCRIPT OF INTERACTION WITH SORCERER.
SORCERER: INTERLOGIC FANTASY
COPYRIGHT (C) 1984 BY INFOCOM, INC. ALL RIGHTS RESERVED.
SORCERER AND INTERLOGIC ARE TRADEMARKS OF INFOCOM, INC.
RELEASE 89 / SERIAL NUMBER 840110

>SWANZO BELBOZ
A FORMLESS, TRANSLUCENT SHAPE RISES FROM THE BODY OF BELBOZ. IT SPEAKS, AND YOUR BONES SEEM TO TURN TO GELATIN. "FOOLISH CHARLATAN! YOU HAVE FORCED ME TO FLEE THAT WEAK, OLD BODY -- SO I SHALL MERELY TAKE YOUR OWN! I ALREADY LEARNED ALL I NEED FROM THAT ANCIENT ENCHANTER! SOON, I WILL BEGIN A REIGN OF EVIL THAT WILL LAST A THOUSAND THOUSAND YEARS." IT LAUGHS AND BEGINS MOVING TOWARD YOU.

SUDDENLY, THE DIABOLIC SPIRIT STRIKES YOUR INIVISIBLE MIND SHIELD AND CRIES, "NO! HOW COULD SUCH A GUILELESS ENCHANTER DEVELOP A MIND SHIELD? I CANNOT SURVIVE WITHOUT A HOST!" THE DEMON WRITHES IN AGONY FOR A MOMENT, AND THEN DISSIPATES LIKE A CLOUD OF STEAM. THERE IS A FINAL SCREAM OF AGONY; THEN SILENCE.

BELBOZ MOANS SOFTLY, AND BEGINS STIRRING. HE SEES YOU AND RISES, INSTANTLY ALERT. AFTER POSING A FEW WELL-CHOSEN QUESTIONS, HE CASTS A BRIEF BUT UNFAMILIAR SPELL.

AN INSTANT LATER, YOUR GRUE SUIT HAS VANISHED AND YOU ARE STANDING IN THE CHAMBER OF THE CIRCLE. THE ENTIRE CIRCLE OF ENCHANTERS IS ASSEMBLED. BELBOZ SPEAKS. "ONCE AGAIN, THIS YOUNG ENCHANTER HAS DONE A GREAT SERVICE TO THE GUILD AND TO THE ENTIRE KINGDOM, DISPLAYING RESOURCEFULNESS AND IMAGINATION WORTHY OF THE GREATEST OF ENCHANTERS. I GROW OLD, AND MUST SOON STEP DOWN AS HEAD OF THE CIRCLE. BUT LET IT BE KNOWN THAT A SUCCESSOR HAS BEEN FOUND."

YOUR SCORE IS 400 OF A POSSIBLE 400, IN 567 MOVES. THIS PUTS YOU IN THE CLASS OF LEADER OF THE CIRCLE OF ENCHANTERS.

HERE ENDS THE SECOND CHAPTER OF THE ENCHANTER SAGA, IN WHICH, BY VIRTUE OF YOUR SKILLS, YOU HAVE BEEN APPOINTED AS THE NEXT HEAD OF THE CIRCLE OF

ENCHANTERS. THE FINAL ADVENTURE AWAITS
YOU AS THE ENCHANTER SERIES CONCLUDES.

-- END OF SESSION --

Dear Steve,

I started this on the product testing forms, but it became too disorganized and illegible over the course of two weeks.

RELEASE 89:

1) The "amulet bug" you already fixed for version 90. ✓

2) This only occurred once: I took the berzio potion; it cured my thirst but not my hunger. That led to another wierd situation: ?

3) After falling asleep and being thrown in the Chamber of Living Death, I could not die of hunger. The text messages ("incredibly hungry", "dangerously hungry") eventually cycled through the point where I would normally die from that point on they were just random text (including but not limited to the parrot's prattlings). ✓

N.b.: In release 90 I tried this out from the "end-game"; i.e., I entered the Chamber from Mammoth Cavern while I was thirsty (evidently berzio wore off?). This time I died properly, so maybe you fixed this one.

RELEASE 90:

1) Confusing syntax:

```
:fweep
What do you want to fweep?
:fweep gnome
The fweep spell can be cast only on
yourself
```

Hmmm ... why require a direct object if it can only be me? How about making "self" the default object? ✓

2) Spelling errors:

a) In the text for the dorn beast's death scene, "desparately" should be "desperately". ✓

b) In the text for yawning the sleeping gnome, "embarassed" ✓

should be 'embar/rassed".

I suppose with your own (growing) vocabulary, a spelling checker utility would be more trouble than it's worth. (At least for Planetfall(?)

3) This one only happened once; good luck(s) upon being resurrected in the casino, the text for the machine was slightly garbled. The physical line (not logical line) "Standing on one side ... was printed twice.

4) An awkward synonym:

>Look behind plaque
There is nothing behind the diabolic machinery.

5) If I "hit the jackpot" in the casino and return after resurrection, what happened to my pile of zorkmids? I've got one possible "explanation": when you return to the casino there is nothing but a big hole in the middle of the floor (those coins were really heavy!). Of course, then you have to prevent the player from sweep'ing himself and flying down into the hole.

6) After weed'ing the spenseweed, the room description no longer mentions the coral, although it is still there.

7) The spatial arrangement here is also a bit puzzling. The spenseweed is rooted in the coral but covers the crate. The image that conjures up for me is a heavily coral encrusted crate. Otherwise the spenseweed ought to be flexible enough to give me at least a glimpse of the crate if I look behind or through or under it.

8) While on this subject, weed'ing the spenseweed and the vines, so close together in both space and time seems to overwork this spell. Maybe I just missed another way to handle either the weed or the vines.

9) If you're not in the Coal Bin Room

when your "twin" makes his appearance, you miss the text about he looks like you. If you then enter the room (to see what the "commotion" is all about), he is simply referred to as your other self, which is jarring (if not actually opaque) without that explanatory text.

(0) The three doors in Mammoth Cavern can be safely opened with Retrov. Nevertheless, the room description persists in describing them as closed.

(1) The two endings possible if you stab Belbox with the dagger (depending on whether or not your mind is enfeebled) shouldn't give you the same score. Can't you deduct some points if the player lets Jaeger take over all his powers and scrolls (a la releasing the Unknown Terror in Enchanter)?

(2) Odd result: While carrying the ordinary scroll:

> Ask hawker for scroll
> Bug. Scrolls should never be without a spell.

(3) The "ask ... about" handler needs a couple of traps:

a) If indirect object equals direct object, the object shouldn't profess his ignorance of himself.

b) If the direct object equals "self", some snappy come back is called for.

(4) Maybe I've missed it, but the yonk spell doesn't seem to affect any spell besides malyon. At the very least I'd think it should stretch out the effect of ilyot or tweep (perhaps unpleasantly so for the latter -- perhaps you never return to human shape?) It would be logical to have it apply to pulver, but you'd need a separate timetable for refilling the river.

(5) Moreover, yonk applied to malyon doesn't seem to affect any object

besides the dragon. At the very least, non-maiyon ed bunnies should behave differently than ordinary maiyon ed bunnies.

16) On that subject, why won't maiyon do anything to bones (in the Pit of Bones), or the dorn beast's corpse? (Of course, if it did anything, the results would have to be rather macabre, since the spell doesn't claim to repair the body. Maybe that's too grotesque on the other hand. The text for the Chamber of Living Death and the Room of Unending Pain [?] are not what I would approve of for young children players either.)

17) Objects dropped in the haunted house "vanish" from the game. That's OK, given the premise, but if you die in the haunted house, the resurrection handler may leave an item or two in the house, without removing them from the game. I suppose the Coal Bin Room (where dropped object also vanish) has potentially the same inconsistency, but there you'll never be able to go back and see the effect.

18) On that subject, why can't I use the blort potion to see in the haunted house? (I know why I can't from the implementation point of view: it's really only one room and there's nothing to see apart from randomly cycled messages; but from the player's point of view there's an inconsistency here.)

19) All the action routines tied to picking up the parchment scroll in the Hollow make the interaction atypical, if not outrightly confusing. For example,

>Put scroll in chimney
(you don't have the parchment scroll)

which is usually irrelevant, and

>Read parchment scroll

doesn't perform a >Taken (although the scroll is certainly "takeable". Is it simply too difficult to trap

one "Put" and "Read" verbs for this special case the way "Take" has been rigged?

20) The geometry/geography of the chimney/fireplace is very obscure. If the hollow is simply the roof of the Stone Hut, I can understand NPC being able to climb up to get the parchment scroll (or jump back down), but why can I fly back and forth as a bat? And if it is the roof, what are the cliffs surrounding it, and where is that acid beast coming from?

On the other hand, if the Hollow is not the roof, that chimney is a marvelous conduit indeed! How does it get from the Hut to the Hollow?

21) Why can't I dry off the wet wax on the table top with pulver? Again, I think I appreciate the reason from the implementor viewpoint; the problem is with consistency from the player viewpoint. (Perhaps you could patch this one with text that describes the table drying too rapidly, the wax flaking off the table as a result, and an army of angry nymphs appearing to clean and rewax the table while pounding the player with their mops?!)

22) What does the vert "unknow" do (apparently it means to not think about)? That could be handy as a way out of living death or unending pain, but it doesn't seem to be useful anywhere I tried it.

23) What about the noun "compar", which according to the dictionary means the kerosene lamp?

GENERAL COMMENTS

The game seemed awfully easy; perhaps I'm just getting too used to all your tricks? (About 8 hours to finish.) On the other hand, there was quite a bit of secondary "plotting" to investigate; I've probably put in another 12 hours trying things out and still have a few things in mind. (I probably spent over an hour, for example, seeing what was in the dictionary; another hour aimfiz'ing myself here and there, etc.)

It seemed there a lot of ways to get killed in the early

going; in particular, I was spending a lot of time izyuk'ing myself past the crumbling river bank and the drawbridge. This and frequent game saves became more annoying after a while than challenging. maybe

There's also one rather serie feature of the coal mine puzzle. It's kind of like Witness, where one plot possibility involves never going inside the house. On that line, the murder can never occur (and doesn't); if you observe the pay-off that occurs instead, it can be a vital clue (to your own thinking, not to the game's internal clue scorekeeping). The serie aspect is using information obtained in one line of play to win in another line of play.

In Sorceror, there's this maze that has to be mapped, at least to some extent, before the coal mine puzzle can be solved. Since the vilsto potion doesn't last long enough to let you map it, you have to use several "deaths" to complete your map enough to win in an alternate line of play. Well, on like I said, that's been done before, and most players are used to doing that general kind of thing. What makes it really bizarre in this case, at least to me, is that your "twin" could tell you how to go through the mine, just as he tells you the combination. (Of course, on the other hand, there are all the standard time-travel paradox objections to the combination being known, so that's bizarre in its own way!)

I don't really mind this; this is clearly a very bizarre "Universe" anyway -- what with carnival midways and dungeons, oceans, mutated grues and decaying castles. I had a very dreamlike feeling while playing the game, and I wonder how whether that wasn't intentional -- for example, if this is in some sense supposed to be an other worldly land of dreams. If it is, it's a marvelously effective example of mood setting, although this point could use some explicit driving-in somewhere near the end of the game.

In particular, the appearance of all these nostalgic odds and ends from previous experience -- grue repellent, timber, rope and the chute -- makes the place feel very like a dream experience.

A few other things I enjoyed:

1) The ability to pick the gnome's pocket. (Shouldn't the command >Pick pocket work here, though?) ✓

2) Cambridge. As soon as I thought of the possibility of Aimtis'ing the implementor, I had a mental image of this culture-shocked Medieval wizard being run down by a taxi. Although I did not envisage smog or muggers, I was delighted to see how closely my guess worked out.

3) For that matter, all the other aimtiz possibilities are elaborately worked out (including the trans on flying appearances! I really thought I'd find a loophole there!)

MISDEMEANOR

I just thought of this one, don't have time to try it out and get this off to you before the deadline. Can I vanish a troglodyte?

Anyway, that's it. I'm looking forward to the whitey cube-inscribed blocks. Good luck.

[redacted]

55 Wheeler St
02138

[redacted]

INFOCOM, Inc.
55 Wheeler Street
Cambridge, MA 02138

Dear Belboz;

You have a mighty fine game here! The code is very tight, and I was unable to find anything but minor bugs, none of which should prevent the game from going on the market. My bug reports are attached.

I do have one suggestion: reconsider the solution to the cannon scrolls. Logic is supposed to be the key to your games, but the guano connection is very weak at best. The only thing I could figure was that saltpeter (an ingredient in gunpowder) was once extracted from guano, but the other ingredients were missing. Consider changing it to fodder and adding a cow or horse to the meadow. Then there would be a "cannon fodder" connection. Or, consider adding the other gunpowder ingredients.

Otherwise, it's a great game, and a fine addition to your line. Thanks for letting me participate.

Thank you,

[redacted]

Gun Emplacement Score: 65 Moves: 55

>look in barrel
Lying at the bottom of the barrel is a pile of identical scrolls!

>examine scrolls
Every scroll is virtually identical.

>read scrolls
How can you read a pile of identical scrolls?

>read scroll
How can you read a pile of identical scrolls?

>take all
I don't see what you're referring to.

>take all from barrel
pile of identical scrolls: As you attempt to take the scrolls, something bites you painfully on the hand!

>again
But the frotz spell isn't in the cannon.

>

(2)

Park Entrance Score: 80 Moves: 54

Type backspace to abort
Position (0-9) (default = 7): 8
Disk drive (A-D) (default = B): B
Insert SAVE disk, hit a key to begin:
Ok.

>w.give coin to gnome.w.w.s.
You bounce off an invisible barrier. A moment later a gnome appears, dressed in a gaudy plaid outfit. "Admission to the park is only one zorkmid. What a bargain, chum, eh?"

>restore
Type backspace to abort
Position (0-9) (default = 8): 8
Disk drive (A-D) (default = B): B
Insert SAVE disk, hit a key to begin:
Ok.

>w.
You bounce off an invisible barrier. A moment later a gnome appears, dressed in a gaudy plaid outfit. "Admission to the park is only one zorkmid. What a bargain, chum, eh?"

>give coin to gnome

Note that everything after the "w." was ignored.

(3)

Park Entrance Score: 205 Moves: 220
flag of Quendor: Dropped.
indigo vial: Dropped.
amber vial: Dropped.
orange vial: Dropped.

>s.sw.w.give coin to gnome.w.w.s.open vial.take ball.drink potion.
Winding Tunnel
This is a meandering north-south tunnel. A side passage leads to the southwest.

Park Entrance
This looks like the entrance to an amusement park, once gaudy with lights and glitter, but now run down and abandoned. A sign above the entrance proclaims "Welcome to Bozbarland ... The Entertainment Capital of the Empire." The park lies to the west and a tunnel leads northeast.

You bounce off an invisible barrier. A moment later a gnome appears, dressed in a gaudy plaid outfit. "Admission to the park is only one zorkmid. What a bargain, chum, eh?"

>
I beg your pardon?

>

Slanted Room Score: 275 Moves: 322
Insert SAVE disk, hit a key to begin:
Ok.

>take scroll.golmac self.open lamp.take shimmering scroll
Taken.

As you cast the spell, the shimmering scroll vanishes!
You are surrounded by a puff of smoke, and feel disoriented for a moment. When the smoke clears, nothing seems to have changed, except that the kerosene lamp is now closed.

Opening the kerosene lamp reveals a smelly scroll.

Taken.
You feel the final effects of the vilstu potion vanish. Unfortunately, coal gas is a poor substitute for oxygen.

**** You have died ****

Unfortunately, you made no provisions for your untimely death.

Your score is 275 of a possible 400, in 322 moves. This puts you in the class of Expert Enchanter.
Would you like to start the game again? (Y is affirmative): >

Note that I should have taken the smelly scroll.
The shimmering scroll should no longer exist at this point.

Slanted Room Score: 275 Moves: 315

```
>restore
Type backspace to abort
Position    (0-9)  (default = 9): 9
Disk drive  (A-D)  (default = B): B
Insert SAVE disk, hit a key to begin:
OK.

>take scroll
Taken.

>golmac self
As you cast the spell, the shimmering scroll vanishes!
You are surrounded by a puff of smoke, and feel disoriented for a moment.
When the smoke clears, nothing seems to have changed, except that the
kerosene lamp is now closed.

>take all
shimmering scroll: Taken.

>i
You are carrying:
  a shimmering scroll

>
```

Slanted Room Score: 275 Moves: 322

>restore
Type backspace to abort
Position (0-9) (default = 7): 7
Disk drive (A-D) (default = B): B
Insert SAVE disk, hit a key to begin:
Ok.

>take all
shimmering scroll: Taken.

>golmac self
As you cast the spell, the shimmering scroll vanishes!
You are surrounded by a puff of smoke, and feel disoriented for a moment.
When the smoke clears, nothing seems to have changed, except that the
kerosene lamp is now closed.

>open compartment
Opening the kerosene lamp reveals a smelly scroll.

>examine scroll
Which scroll do you mean, the shimmering scroll or the smelly scroll?

>

(7)

Library Score: 5 Moves: 54

>look up griffspotter
Fort Griffspotter once guarded the lands near Egreth Castle from attack by sea.

>look up jeearr
There's a long write-up in the mythology section. The evil force called Jeearr once spread pestilence and terror across many lands. Only the combined magic of many kings and wizards stopped him, even as he was preparing his final assault. He was imprisoned in the void beyond our world, his jailors warning future generations that his exile might not be permanent.

>look up belboz
There is a small entry about Belboz, mentioning that he is the head of the Accardi Chapter of the Guild of Enchanters, and has served three terms as Kingdomwide Secretary of the Guild.

>look up krill
A long article tells that Krill was a powerful warlocks who plotted to overthrow the Circle of Enchanters and enslave this corner of the Kingdom. He almost achieved his goal, but was vanquished by a young Enchanter.

>

should be singular

Reviews, Articles, etc

FAIRGAME

Graphics: Nancy James

Do You Believe in Magic?

Sorcerer

By Steve Meretzky.

Most computers.

Sorcerer is the second part of Infocom's magical trilogy (no, not *Zork VI*). Much like the first program of the series, *Enchanter*, *Sorcerer* requires the player to become conversant in matters arcane. Magic is everywhere. Quick wits are rarely as useful as the casting of an appropriate spell. Before long, mere mortals are quite at ease blasting open doors with Rezrov spells, floating in the air courtesy of Izyuk, and eavesdropping on minds through Yomin. (After all, what kind of dreams do gnomes really have?) Even the future may be pierced via the Vezza oracle spell.

The plot: Guildmaster Belboz has been abducted by a powerful demon and must be rescued. The player must first determine how to magically leave the building within a certain time limit, or else suffer eternal torture at the hands of the demon.

The game is divided into a series of unconnected modules. Once you go from one setting to another, the doorway slams shut behind you forever. Save the game often, or you will be constantly restarting it to seek out something you did not find in a previous module and now need. Also, pay strict attention to subtleties of descriptions and events. Some puzzles are only solvable if these nuances are observed and their import correctly interpreted.

The world of the Sorcerer is rich in detail and wonderment. The magical experiences resemble the exotic adventures of Carlos Castaneda. Steve Meretzky, who also wrote the hilarious sci-fi adventure comedy, *Planetfall*, has crafted several diabolical traps and puzzles. Marvel at the three-dimensional, transparent, glass cube maze! Commit hara-kiri for points and profit! Make extra money parting the Red Sea and waxing floors! Speaking of red, red herrings abound in every puzzle. Often the false trails appear more logical than the actual solution path. Meretzky has really achieved considerable design subtlety.

One very clever new addition to the Infocom parser is the ability of the program to remember exactly the manner in which you performed an act. Later, the program will give you a replay of certain acts, but from a different perspective. This feat brings the concept of true interactive fiction one more step toward reality. "Interlogic Marches On!" intones the Movietone newsreel.

Plan on spending many delightful evenings and weekends playing *Sorcerer*. The final solution is like a delicate orchid achieving full bloom. Long after the game is over, the heady fragrance stays with you. RRA

Apple, Atari, Commodore 64, DEC, IBM, NEC, Osborne, TRS-80. $49.95 from Infocom, 55 Wheeler Street, Cambridge, MA 02138; (617) 492-1031.

Looting the Louvre

The Heist

By Mike Livesay and Mike Mooney.

Adam, Apple, Commodore 64.

Now wait a minute. Aren't games supposed to make us feel good? Aren't they supposed to provide a socially acceptable way to release pent-up tension? Aren't they supposed to let us heave a satisfying "Oh, yeah!" after we're done playing them? They are? Thought so.

If that's what games are supposed to be, then *The Heist* is the antithesis of what the game gods had in mind. *The Heist* is a fine game. Programmers Livesay and Mooney worked diligently on the game, and it shows. Animation is smooth; colors are as bright as they are plentiful; sound effects are kept to an undistracting minimum. In other words, everything works. Everything except for flow.

Graham Crackers is *The Heist*'s do-good hero. His job is to pick up every piece of artwork displayed in a museum, in a search for—are you ready?—a micro dot to save the world. Fortunately, the milquetoast plot isn't reflected in the game itself (thumbs down to the Micro Fun employee whose idea it was). The game was designed before the story was imposed, and it's more fun than the plot sounds.

The museum consists of three levels, each of which contains sixteen different screens, and each screen shows three rooms. Math whizzes will say the game has one hundred forty-four rooms, which it does, but some rooms are just slight variations of rooms on other levels. However, all sixteen screens are completely different. How can anyone complain about a game with "just" sixteen screens? There's no getting bored in *The Heist*.

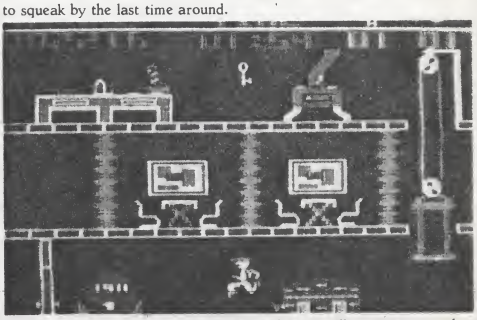
Livesay's last two works were the Apple and Coleco versions of the 1983 runaway hit, *Miner 2049er*. *The Heist* is different, but it's obvious that there's still a little *Miner* blood in Livesay's veins. It's a passive game; no one is chasing or attacking you. If Graham meets his demise, it will be his (the player's) own fault. Thematically, it's not too different from *Miner* (collect things, avoid things, and do it before time runs out), but they aren't by any means the same game.

The Heist is big. Three rooms take up the space where twelve would have fit in *Lode Runner* or *Hard Hat Mack* proportions. The plus is that conveyor belts, paintings, sculptures, plants, and dinette sets contain much more visual detail than would have been possible on a smaller scale. Paintings look just as weird as anything you'd find in a gallery of modern art. Even the furniture has that "museum" look.

The minus is that the game goes to the disk to change screens every time Graham Crackers gets to the end of a room, which takes about seven seconds from one side to the other.

Escalators, elevators, and gaps between floors are in strategic locations. To go from one room to the one above might require running several rooms across, two flights up, and one flight down. A map of the museum sure helps.

An aspect of *Miner* that had some players grumbling was that if they blew it they'd have to start the level over again, covering the same ground that had been covered before. *The Heist* doesn't do that; objects that have been collected don't have to be collected again after you lose a Graham. However, he does have to start over from the first room of the museum, which means he'll encounter the same hazards he managed to squeak by the last time around.



Components of the game are executed very well—animation, color, layout, and point schemes. What's missing from the game is a feeling of continuity. You *know* that the game takes place inside a museum consist-

Reviews

Unless otherwise noted, software can be assumed to run on any Apple II with 48K and one disk drive. Programs that meet these minimum requirements will usually run on the III.

The strange initials at the ends of reviews refer to the Softalk *staff listed on page 4. The guest reviewer for this issue is Cary Hara.*

Ever wonder what life would be like without software and peripherals? Pretty darn boring. And miserable. However, sometimes programs make life even more miserable when they don't live up to their expectations, as many computer owners can attest.

Since it's nearly impossible to test every piece of software you might be interested in, it's sometimes helpful to see what someone else thought of a program before laying down the cash. Which is why we have this reviews section—to help you decide whether something's worth its price tag or even worth the space it takes on a disk.

Sure, there are a lot of game reviews this month, and for good reason. It's summer! Well, almost. Actually, it's spring, but summer will be along shortly.

What follows is an early start on our annual summer reviews blowout. Usually, this reviews blowout begins in July, but the programs began piling up, complaining about the heat, getting grouchy, and becoming impatient.

So, here it is, the Fourth Annual Softalk *Summer Marketalk Reviews Bonanza Blowout!*

SORCERER. By Steve Meretzky. The strongest effect Infocom's sorcery weaves in the second of its Enchanter games is the outcome of a spell by which the enchanter can move forward in time—just a tad. But it's enough to precipitate an awesomely convoluted situation that, complex mental gymnastics mastered, is absolutely logical. The puzzle enmeshed in all this, along with its logistical substumpers, may well be the piece de resistance of all Infocom's brain twisters.

Enough said. You'll read no potential clues here that might dilute the delight of solving this one yourself.

Perhaps the most noticeable characteristic of *Sorcerer* overall is the variety of ambiances and tempos it encompasses. Underground and surface empires intertwine with each other and with bits and pieces of other worlds. Imagine Valley Forge on a cliff overlooking the Flathead Ocean, Johnson Wax on a turnpike guarded by gnomes, Coney Island in a giant cave.

In the last of these, Bozbarland, "a magical futuristic fantasy amuse-

ment park," resides an eloquent argument for the power of text in adventures: it's a roller coaster. Enter the car that temptingly waits on a nearby platform and the ride begins. Steve Meretzky's brief, simple, blow-by-blow account of the action is apt to have you clutching for the guardrail. In the game as in real life, the roller coaster is a diversion serving no real purpose; but it's well worth the ride.

All Bozbarland captures the honky-tonk flavor of the midway, with its atmosphere of elbow-bumping impatience, smoke-filled sleaze, and the fast breakaway speed of the rides. Yet the brush strokes are few and only detailed at their ends—the roller coaster, a flume ride, a haunted house, a carnival game complete with well-caricatured shill, and even a crooked casino slot machine. You can almost hear the tinny music.

Leave Bozbarland, and you're in a silent world of craters and chasms, where money grows on trees—until you pick it. Or tunnel up to the surface of the earth, where plagues of locusts distract from mine fields, where rustic bridges collapse in disrepair and riverbanks crumble in the sun.

Then there are the war memorials, with a different kind of silence—the turreted ruins of an old fort, parade grounds in dishabille with an ancient flag somehow flying still, an armory fallen victim to vandals and looters, a solitary cannon inhabited by forest critters. And deep in the bowels of the earth below, all that remains of the castle that predated the fort: its dungeon.

A coal mine is alive, its eternal night smacking of the nineteenth century, despite the faceless diligence of the Orwellian troglodytes that work its endless shafts.

Finally, a glass palace, Infocom's 1984 answer to the twisty little passages all alike of the original adventure. Like a labyrinth of mirrors in three dimensions, the crystal palace cannot be solved by dropping possessions. Indeed, the layout of the maze is far less complicated than that. It's just that with all the glass and the glare of brilliant light bouncing among walls and ceilings and floors, you can't distinguish anything; in essence, you can't see. It takes thinking outside this cube and clever use of resources to solve this one.

All these worlds are a long way from the monastic serenity of the Enchanter's Guild headquarters in which the game begins.

Then, when you've explored and restored a hundred places a hundred times and you finally reach the cool clean air of seashores and lazy lagoons, it's all for naught. Time, you discover, was of the essence. So it's back to the beginning, playing through with an economy of moves, to give yourself time to tackle the end game.

And what an end game it is. It gives no quarter; every move must count. Every part of the enchanter's being is besieged by needs and shortages, frustrations and threats. Somehow keeping it all together, you must solve a dozen puzzles that seem like a hundred, finally to earn the greatest possible reward as enchanter and a thoroughly satisfying intellectual reward as player.

You'll have worked hard for it. Throughout, *Sorcerer* is filled with puzzles that stop you but don't stump you; in almost every case, you'll feel like the answer is right there if you can just put the pieces together. The game stops you not in frustration mode, but in hard thinking mode. And that's great. That's what adventuring is all about.

And in a sense, 90 percent of this superior game is like a bonus; the altered-time puzzle is just about worth the price of admission all by itself. An inquiring mind could spend days after solving that puzzle just mulling over its implications, the possibilities it suggests.

As has become usual, Giardini/Russell's implementation of Infocom's documentation is superb. It's also essential. Not usual, but a first for Infocom on Apples, players with IIes and IIcs can opt to play in eighty-column mode with lower-case text.

Steve Meretzky's auspicious debut as a software author was made with *Planetfall*. *Planetfall* was good, but *Sorcerer* shows considerable development, tighter integration, and just plain polish. Keep it up, Steve, and we'll be looking for you to precipitate a Pulitzer Prize for interactive computer adventures.

Watch out for Berlyn, though. MCT

Sorcerer, by Steve Meretzky, Infocom (55 Wheeler Street, Cambridge, MA 02138; 617-492-1031). $49.95.

PRINT-IT! Perhaps the only thing more confusing than figuring out which graphics printer interface card to buy is figuring out how to operate a graphics card after you've bought it.

Graphics cards are usually command-driven; that is, in order to print a picture, you have to type commands at the keyboard to tell the card what to do. Command-driven cards are fine for experienced computerists, but a lot of the beginners (and programmers, for that matter) who buy these cards would be better off with something simple.

Up until now, the best alternative for these people has probably been to use a menu-driven graphics dump program and to forget about graphics printer cards altogether. But now there's a graphics card that combines the speed that experts like in a command-driven system with the simplicity that beginners need. It uses a push button. From outside the machine, the Print-It! card looks like nothing more than a bright red button (the button is actually connected to an interface card inside the Apple). When the button is pushed, the computer stops what it's doing and beeps. Pressing the return key at this time will print whatever is on the screen, be it forty-column or eighty-column text (with Videx or Apple IIe eighty-column cards), lo-res graphics, hi-res graphics, double lo-res or double hi-res, or any mixture of text and grahics.

That standard print command—the button followed by the return key—prints a centered image, in the smallest scale, with white screen dots appearing as black printed dots. The smallest scale is about four inches wide, a size that may vary from one printer to the next. For times when you want some variation in printouts (different scale, for example), there are several optional one-key commands that will do the trick.

Like other graphics interfaces, Print-it! receives commands from programs as well as from the keyboard. The manual includes instructions for including printer dump commands in Basic and Pascal programs and for advanced use of the card's capabilities through assembly language.

Installation of the Print it! card is easy. Because different printers accept different graphics commands and different interface standards, you have to tell it what printer you have by setting a bank of switches on the card. Among the printers supported are a few color printers and a few serial printers as well as most of the popular parallel black-ribbon models. Smart shoppers will find out before they buy whether their dot-matrix printer is among them. The card goes in slot one, a cable connects it to the printer, and the button can be mounted anywhere, provided its wire will reach the card.

The most serious drawback to Print-it! is the danger presented by a push button that will interrupt any computer operation. Most of the time, a computer's task can be stopped and then resumed without any serious consequences. When the disk drive is in operation, however, an interrupt, like a reset, can damage the information on the disk. The manual warns against such a hazard, but not stridently enough. A Print-it! button is not a good addition to a computer that's used frequently by small children.

Print-it! has a lower-priced sibling called Model 2, which has everything that Print-it! has minus the push-button feature. Except for the variety of serial and parallel printers that it's compatible with, the Model 2 is a pretty standard command-driven graphics interface card. DD

Print-it!, Texprint (8 Blanchard Road, Burlington, MA 01803; 617-273-3384). Print-it!, $199; Model 2, $149.

THE PRINT SHOP. By David Balsam and Martin Kahn. This is not a game. Repeat, this is *not* a game. Therefore, it shouldn't have everyone in the family lining up to play with it, it shouldn't draw crowds at gatherings, and it shouldn't be incredibly addicting. But it does, and it is.

It's also useful, productive, conducive to creativity, and maybe even money-saving.

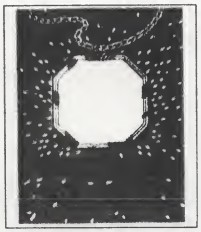
The Print Shop prints greeting cards, letterheads, signs, and banners. Ready-made setups for standard occasions ask for names and vital facts, and they're quick. With a built-in graphics editor, you can go to the other extreme and create your own graphics from scratch. But the most value, and lots of fun, comes in putting together your own designs and messages from the graphics and typefaces provided in *The Print Shop*.

By means of self-explanatory menus, you choose the elements of your creation. The program offers nine borders; ten background patterns; thirty pictures, from a birthday cake to a trumpet to a yin-yang symbol; and eight type fonts, each in large and small sizes, and in solid, outline, and three-dimensional form. The pictures come in three sizes and several layouts. When letters overlie graphics, the graphics are automatically erased where the letters go to help the type stand out. You can

A Game Of Spells And Puzzles

■ **SORCERER** *runs on Apple II; Atari; Commodore 64; CPM; DEC RT-11, Rainbow, DECmate; IBM Personal Computer, PCjr; NEC PC-8000, APC; TRS-80 Model I, III; TI Professional, 994A; Osborne; MS-DOS 2.0; Kaypro; $49.95; retail; Infocom, Inc., 55 Wheeler St., Cambridge, MA 02138; (617) 492-1038.*

Sorcerer, the latest recreational software package from Infocom, Inc., is the sequel to Enchanter, the interactive fiction game in which the player takes the part of a young adventurer who saves the Land of Frobozz from the evil warlock Krill and earns a seat on the Circle of Enchanters. When Sorcerer opens, you, the adventurer, have awakened from a foreboding dream to discover that Belboz, most powerful of the Enchanters, has vanished. Your mission in this game is to find and rescue Belboz, and in the process, save the world from evil.



The game's documentation takes the form of a "magazine" called *Popular Enchanter* which lists commands and instructions for playing the game, and the "Infotater," a sleeve containing a cardboard disk which, when lined up with particular names of characters, gives descriptions of characteristics and capabilities. For further background, about Frobozz and its inhabitants, you can enter the library at the beginning of the game and pore over the *Encyclopedia Frobozzica.*

Like Enchanter, Sorcerer is a game of puzzles. Playing it involves collecting objects and information and exploring until you think you've found a puzzle and a way to solve it. Incorrect solutions are not without their consequences, many of which can be both nasty and frustrating. If you fail to uncover and solve the first key puzzle, for example, you invariably experience the ultimate bad dream, the Chamber of Living Death, which goes something like this:

"The very walls of this room seem to soak up all light, so it seems as though you're floating in the center of an infinite void. Hideous parasites descend upon you and tear the flesh from your bones, gnaw your eyes from the sockets and feast upon your very brain tissue. Amazingly, you do not die, and your body regenerates itself as you await the next attack."

Sorcerer derives much of its entertainment value from its text-only format, which allows the player's imagination to run rampant, transforming, for example, The Chamber of Living Death into a personal nightmare that goes beyond anything that could be depicted by even the most sophisticated graphics. Any graphic approach to such rich imaginings would be necessarily limited, and the amount of computer resources needed to accomplish even limited graphics limit the number and complexity of puzzles to solve.

Infocom tries to strike a balance, of course, so the puzzles in Sorcerer are hard enough to be challenging yet not so hard you want to toss your diskette to the wind like a frisbee. Internal testers and adventure game experts as well as general consumers test the games before release to make sure they deliver the optimum degree of difficulty, which translates to a 30-hour playing time for a person of average intelligence and game-playing experience.

Part of the challenge is telling the game what you want to do. Although there is a certain amount of arcane lingo that you'll pick up during the game, you will enter most of your commands in plain English. That can be more difficult than it sounds, since the program's vocabulary is by necessity limited, making it important to hit the right combination of nouns and verbs to make the game progress. However, Infocom games in general, and Sorcerer in particular, do better than any other games we've seen in understanding our English. Whereas the very successful Zork and Enchanter games had vocabularies of 600 words, Sorcerer understands over 1000.

Nevertheless, it can be frustrating when you tell the game to do something and it fails to comprehend. When you cast the spell that allows you to see into the future, for example, and the screen describes some ancient runes on which words of wisdom are written, quite naturally you want to know what those words say. If you type "read words", however, the game responds with: "I don't understand the word 'words.'"

Often, as in the case of the above example, the lack of understanding is not due to a failure on the part of the program. Rather, you are simply trying to do something the game's author didn't want you to do. Your control over the flow of the action is limited to paths the author has sketched out for you. This need to find a "correct" path is alternately frustrating and challenging.

But there is an enormous amount of satisfaction in solving a tough puzzle, and that is what makes Sorcerer worthwhile. Some of the puzzles that await the adventurer who tackles Sorcerer are first-rate. Should enchanters in glass mazes throw stones? What does it mean when the magic amulet's lovely blue jewel glows? Is the dragon in the Hall of Carvings just a diversion, or should you spend a lot of time trying to learn something from it? Can you communicate with the ghosts in the haunted house? Why does the spell that is supposed to transport you to the location of a particular person take you to the same place whether you specify Belboz or Jeearr?

For anybody who likes to wrestle with puzzles, Sorcerer will be a delight.

(By the way, Infocom's technical support line doesn't usually provide clues for Sorcerer over the phone, but so many players have called asking for help to escape from the Chamber of Living Death that Infocom does offer this clue: Put together a code word in a journal and an object in the cellar with the Infotater information wheel and you'll never have to deal with those pesky and quickly boring brain-eating parasites.)

—Kevin Strehlo

For more information circle 115 on the reader's service card.

More Excitement For Thinking Adventurers

SOFTWARE EVALUATION

Monte Schulz

Fantasy/adventure is the single most popular genre in computer games. There are several reasons for this, but the most prominent is creative flexibility. In a fantasy context anything goes. When a new world is created for viewing on a CRT, its laws are subject only to the whims and desires of the writers programmers who have conceived it.

However, not all of these computer generated fantasy worlds are created equal. Some adventures violate the integrity of their own premise for cleverness sake (introducing, for example, "force fields" in a traditional Cold War spy thriller), while others choose simply to settle for a re-hash of someone else's game (find your way into the Great Caverns, map the maze, kill the 101 guardian monsters, steal the gold, and get out).

In some cases, the differences between good games and better ones lie in the programming. More often than not, however, the differences are simply the result of good writing versus bad, of a creative imagination versus an imitative one. Today, there are very few truly excellent fantasy/adventure games in the software marketplace, but the ones that do exist are so well conceived and so imaginative, that they tend to be engrossing in a way that almost transcends mere gaming. Perhaps not so coincidentally, the people at Infocom, authors of the fantasy trilogy *Zork*, have written roughly half of these wonderful programs.

Sorcerer, the second installment in the *Enchanter* trilogy, carries Infocom's Fantasy Series forward again with another well-conceived and executed storyline. Like the first *Enchanter*, *Sorcerer* turns on the idea of a quest. All that is known for certain this time is that Belboz, leader of the Circle of Enchanters, has disappeared and that event is linked somehow to a demonic presence called Jeearr.

The plot of *Sorcerer*, therefore, is more detective tale than mere adventure. It is a mystery in a fantasy setting that must be unraveled one small step at a time. Clues abound in the wilderness of the Great Underground Empire, but as in any good mystery, determining just how they fit the larger puzzle of the game remains one of the challenges.

Yet, the mystery element is only one of the things that makes this a special game. In many ways, *Sorcerer* is wilder and more

colorful than its predecessor. There are more rooms of a greater variety, and they are inhabited by a wonderful collection of fantastic and bizarre creatures each of which must be dealt with to survive the game.

Actually, *Sorcerer* provides so much to see and do that it seems less than half of the game is directly connected with the locating of Belboz. There is even an old amusement park tucked away in an obscure corner of the Empire. If that sounds a little too frivolous, there is always King Duncanthrax's Maze of Glass—a three dimensional 27-room cube of transparent walls constructed as a plaything in the early days of the Great Underground Empire to torture the unfortunate. An inattentive and unimaginative enchanter will be hard pressed to survive for very long in its interior, yet traversing its many passageways is mandatory to solving the game.

Sorcerer is a uniquely difficult game to play. Rather than providing the continuity of bafflement found in the first *Enchanter*, it turns on several extremely tough puzzles built into an otherwise (seemingly) simple game. In other words, you can play for hours just wandering around having a good time, only to stumble into a situation where you become stuck without a clue as to what should be done next. Remember: this is a game for the thinking person.

What is nicest to see is that Infocom believes in its own fantasy world. There is a consistency both in mood and detail allowing each game in the Fantasy Series to build on an already conceived and established groundwork. In *Sorcerer*, Steve Meretsky adds to the foundation laid by *Zork* and *Enchanter* authors Marc Blank and Dave Lebling by further expanding the geography and legend of the Great Underground Empire. Like an immense jigsaw puzzle of characters, places, and events, the pieces previously scattered about are now beginning to dovetail and the picture takes shape.

Infocom believes in its own fantasy world.

The writers at Infocom have made "real" their own realm of fantasy in fiction, and by doing so, are granting those of us who play these games a share in that creation. Who can say where it will all end? One thing is certain: years from now when critics of interactive computer literature discuss the origins of the genre, there will be little doubt that it had its most colorful and entertaining beginnings at Infocom. CC

CIRCLE 408 ON READER SERVICE CARD

SOFTWARE PROFILE

Name: Sorcerer

Type: Text adventure

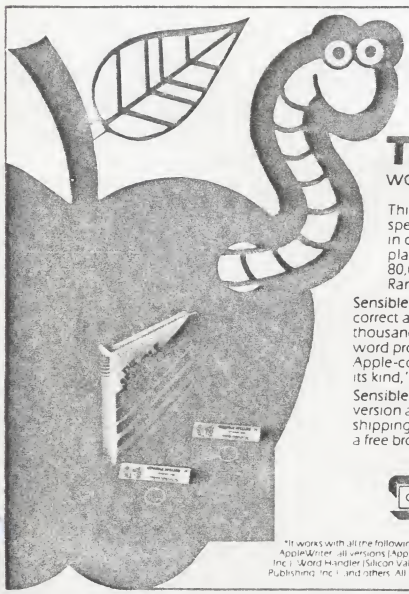
System: Apple, Atari, IBM PC, NEC PC-8000 and Advanced Personal Computer, TRS-80 Models I and III, Commodore 64, Osborne 1, TI Professional, and any CP/M-based system with 8" disk drive

Format: Disk

Summary: One of the finest fantasy/adventure programs available for the micro.

Price: $49.95; $59.95 for CP/M

Manufacturer:
Infocom Inc.
55 Wheeler St.
Cambridge, MA 02138
(617) 492-1031



Best protection from sneaky typos that worm their way into your Apple documents!

THE SENSIBLE SPELLER™

won't let misspellings get away!

This unique software program, a virtual electronic dictionary, catches spelling mistakes in your writings. It actually displays misspelled words in context, suggests the correct spelling, and allows immediate replacement of misspelled words with correct ones. It derives its huge, 80,000-word vocabulary...which is all on disk...directly from the official Random House Dictionary.

Sensible Speller is friendly and fast, taking only a minute or two to correct a ten-page document. It provides room on disk to add thousands of your own words. It is compatible with nearly all Apple word processor programs* and runs on all Apple //c, //e, II+, and Apple-compatible computers. Yes, Sensible Speller is the "best of its kind," as stated by Softalk Magazine in its March, 1984 issue.

Sensible Speller is available for $125 in either the "IV"* or ProDOS version at your dealer or you may order it direct, enclosing $1.25 for shipping. Visa/MasterCard/Check/COD welcome! And...send for a free brochure on all Sensible Software products.

Sensible Software, Inc.® 24011 Seneca, Oak Park, MI 48237 (313) 399-8877

*It works with all the following word processors, with owners of trademarks indicated in parentheses: DOS 3.2 & DOS 3.3: AppleWorks & AppleWriter (all versions) (Apple Computer, Inc.); Bank Street Writer, Format II (Broderbund); HomeWord and Screen Writer (Sierra On-Line Inc.); Word Handler (Silicon Valley Systems); CP/M: Wordstar (Digital Research Corp.; Micropro International); PFS: WRITE (Software Publishing, Inc.) and others. All features are not available with CP/M, PFS: WRITE and Word Handler.

CIRCLE 183 ON READER SERVICE CARD

Sorcerer

SCOTT MILLER

Requirements: IBM PC or PCjr with at least 64K RAM and a disk drive.

Steve Meretzky may be on his way to becoming the Steven Speilberg of adventure games. Infocom's *Planetfall*, his first game, has won several industry awards, including a few "Best Adventure Game" honors. One national publication even voted Meretzky Best Game Designer of 1983. All of this for his first effort!

So when his second game, *Sorcerer*, recently hit the market, there was considerable anticipation. Would it contain the same type of ingenious puzzles that riddled *Planetfall*? Would the story be as interesting? Would it be another hit?

The answers are yes, yes, and probably.

In Search Of Belboz

Sorcerer is the second chapter in the Enchanter trilogy from Infocom. The player wakes up in a classical setting of mystic lands, quests, and evil beings. It seems Belboz, the aged leader of the Guild of Enchanters, has disappeared. Of course, your task is to rescue this mentor and save the kingdom from the unspeakable evil that threatens it.

Throughout the game, you'll encounter seemingly unpassable problems or puzzles. It's up to your ingenuity and inventiveness to solve each puzzle. Once a puzzle has been beaten, though, the game usually rewards you with a valuable object or a string of new rooms to explore.

As with all adventure games, you should carefully explore each of the many locations, which Infocom calls "rooms." The entire layout of the game should be mapped out on a piece of graph paper. Each room can be drawn as a small box. You can draw lines between the rooms that connect so you'll always have a clear map showing the easiest route to any location.

Without a reference map, it's very easy to get lost in an adventure game— especially one like *Sorcerer* with more than 100 rooms, each with as many as ten possible exits (N, S, E, W, NE, NW, SE, SW, Up, and Down).

No Detail Is Trivial

Puzzles are the key to any well-written adventure game; *Sorcerer* overflows with excellent puzzles. A good puzzle is logical, yet not obvious. For instance, near the end of *Sorcerer* you'll come across an innocent clump of seaweed swaying to and fro in the ocean's current. If you're like me, you say to yourself, "How nice," and move on. Secretly, though, the clump of seaweed contains a subtle clue, and that clue must be recognized and deciphered to solve the game. Not only that, but if you missed a related puzzle earlier in the game, the seaweed puzzle becomes unsolvable. That's why the exploration phase is so crucial: Any clue or object missed early in the game may spell disaster later on.

Infocom claims the average player will require about 30 hours to solve *Sorcerer*. But 40 to 50 hours may be more realistic. Luckily, there's a save and restore feature that lets you take a snapshot of your present game location and status to resume playing at a later time. (This feature requires a separate blank diskette.)

Sorcerer marks a small advancement for Infocom. It's the company's first game with an expanded vocabulary. Previous Infocom games (all highly rated) understood about 600 words. *Sorcerer* recognizes more than 1000 words, more than any other game on the market.

Sorcerer also understands full-length English sentences thanks to its complicated word parser. In general, however, it accepts only imperative sentences (with a verb-noun syntax). While *Sorcerer* can understand "Look inside the orange vial," it rejects "Is the orange vial empty?" with the polite rejoinder "I can't find a verb in that sentence!"

Graphics In Your Mind

The all-text format of *Sorcerer* is consistent with Infocom's policy of leaving graphic depictions to the player's imagination. Infocom doesn't believe that today's home computer graphics can compete with the mental images you can conjure up yourself. Text-only descriptions let you form your own ideas about the appearance of a room. As Michael Berlyn, designer of another Infocom hit (*Suspended*) explains, "They [computer graphics] can't draw a scene as well as we can describe it in a paragraph."

There's another, perhaps equally important, reason for the

lack of high-resolution graphics. Any memory spent on graphics within the program would leave less for the game's puzzles and other sophisticated features. There are many graphics adventure games on the market, but nearly all are forced to cut corners here and there. In most cases, the vocabulary is limited and the parser is slighted, usually resulting in a simple two-word command system which forces you to converse with the computer in sentences like "Go east" "Throw axe," or "Read scroll." Complex English sentences like "Drop all but the axe then throw it at the troll" are out of the question.

Besides its lavish descriptions, *Sorcerer* is also brightened by a humorous thread that runs completely through the game. If you type the word "Scream," the program snaps back with a blaring "Aaaaarrrrgggg!" At one stage of the game, you can thwart a rather offensive creature by forcing it to run off a steep ledge. The program responds: "The creature begins to flap its arms wildly, but doesn't fly so much as plummet. Seconds later you hear a dull splat!"

Inside jokes are also common in *Sorcerer*. For instance, the "Yomin" spell, which enables you to read another person's mind, is actually borrowed from the *Star Trek* character Spock, portrayed in the TV series and movies by Leonard Nimoy. Yomin is Nimoy spelled backward.

Popular Enchanting, the instruction booklet that comes with *Sorcerer*, prepares you well for your mission. The booklet takes a humorous approach to the dos and don'ts of sorcery. It contains many helpful examples for both novices and expert players. The package also includes the Infotater, a cardboard sleeve with a revolving disc. By turning the disc to line up pictures of monsters with a slot, you can glean clues and other useful information.

If you've never played an adventure game, this one may be too difficult for a start. Otherwise, *Sorcerer* is a choice you won't regret.

Sorcerer
Infocom, Inc.
55 Wheeler Street
Cambridge, MA 02138
$49.95 □

for example), you'll quickly adapt to it. Even better, for the ultimate in high-tech chess, *Sargon* lets you move your pieces with a light pen. Just touch the square containing the piece you wish to move, and then touch the destination square.

You can set play at any of nine levels. The higher the level, the more half-moves ahead (plies) *Sargon* looks before deciding on a move. At level 1, the program takes about five seconds to make up its mind, while at level 8 it deliberates about ten minutes. To speed play, *Sargon* uses two tricks. Rather than thinking about every move, it relies on a library of preset opening moves (more than 68,000 of them) that follow well-accepted lines of play. Also, instead of contemplating its memory chips while you're thinking about your move, *Sargon* uses the time to consider possible responses. As a result, it plays a pretty mean game in a reasonable amount of time.

Sargon offers just about every option you can imagine. One of the most interesting is a special kibitz feature that will suggest a move for you. But don't make the mistake of thinking you can make *Sargon* beat itself; this program's no fool—it doesn't search as deeply for *your* best move as it does for its own. That means if you play nothing but the suggested moves, you'll probably lose.

Other options include watching *Sargon*'s search process as it decides on a move, changing the level of play during a game, taking back a move, changing sides with *Sargon* (a great ego saver), inverting the board so you can see things from *Sargon*'s point of view, setting up the board any way you want, and having *Sargon* play itself. You can also get a printout of moves and of the current board position, and you can save your game to disk. If you prefer playing a human opponent, *Sargon* will act as referee, making sure each move is legal.

In addition to the game disk, Hayden gives you a second floppy with 107 great games and a set of chess problems chosen by life master Boris Baczynskyj. Once you've watched the games and problems automatically played out on-screen, you'll wonder how you ever went through the tedium of making those moves yourself.

Unlike most other games, this one comes with a thorough manual—eighty-two pages' worth. In addition to quickstart and reference sections, it includes a set of chess rules and a discussion of strategy. You also get, at a reduced rate, a membership offer from the U.S. Chess Federation.

One minor criticism of *Sargon* is that it narcissistically reboots itself whenever you attempt to exit the program, unless you first remove the disk and replace it with another.

It's been a long wait for a chess game worthy of the PC; Dan and Kathe Spracklen have made the wait worthwhile.

—*Terry Tinsley Datz and F. Lloyd Datz*

Sargon III, by Dan and Kathe Spracklen, Hayden Software Company (600 Suffolk Street, Lowell, MA 01853; 800-343-1218). $49.95.

Sorcerer

Those insane geniuses at Infocom have done it again. Not content with *Enchanter*, they've released another text adventure as a sequel. This one is *Sorcerer*, and it has all the fanciful beasts, elaborate puzzles, and opportunities to get killed that made its predecessors famous.

Despite the flurry of interest in graphics adventures a year or so ago, Infocom has held fast to the concept of letting the player imagine his or her surroundings. This is much like the golden days of radio, when every listener could picture the rugged western terrain of the Lone Ranger or the city streets of the Thin Man. Like the special sounds of radio, the written descriptions in *Sorcerer* let each player visualize the environment. This appeal to the imagination, coupled with some excellent problems in logical reasoning, makes the game a good learning exercise for youngsters as well as a great diversion for adults.

Play begins with a description of the Twisted Forest, where you, the adventurer, are pursued by a savage Hellhound. If you manage to evade this beast (by typing in the direction in which you want to run), you will find yourself menaced by a giant snake, set upon by blood-drinking locusts, or blown up by a minefield. No matter what you do, the end is always the same. You meet a violent and gory death—only to awake, shaken, in your own quarters at the Enchanter's Guild. You are alone, and your task is to locate the missing head of the Guild, who has been spirited away by an evil force known only as Jeearr (lately of *Dallas*?).

Play revolves around magic spells, magic potions, and just plain whimsy. Each time you solve a puzzle, you're rewarded with a vial of magic potion or a magic scroll, which you can use in solving some later puzzle. Magic potions, identified by color, give you special powers that last for about a dozen moves. The amber Blort potion, for example, lets you see in the dark, while the aqua Fooble draught increases your hand-eye coordination. Another potion materializes a gnome with a hammer who whacks you on the head one thousand times and tells you you're having a good time.

Instead of the traditional adventurer's sword, you have a magic spell book, into which you can write the spells you find written on the scrolls. Once you've written a spell down (by using the magic word *gnusto*) you can learn it and use it in your adventures through abandoned Fort Griffspotter, the Amusement Park, and a host of other scenic attractions. One magic spell gives you glimpses of the future, which provide clues to solving some of the puzzles; another lets you fly through the air like a bird—for two moves.

One of the most interesting puzzles is the elaborate Glass Labyrinth, a maze in which the walls, ceilings, and floors are all invisible. Finding your way through it costs you a lot of painful knocks on the head and occasional plunges to a lower level. Another minor but nonetheless interesting problem involves the creature lurking in the bottom of an

ISAM ROUTINES **$69.95**

GET and PUT records to disk files by "KEY". Under 2 seconds.
Browse forward or backward in key sequence.
Update any part of the record including the key.
Automatic recovery of disk space occupied by deleted records.
Keys do not have to be unique and can be any length.
Routines accessed from any Basic application. 6K overhead.
FAST!! Sorts 5000 records in 12 seconds.
Supports Multiple Keys. Compilable.
"A Top Notch Subroutine Package" - Vol. 2.4 Personal Computer Age.

MULTI-JOB Run several jobs simultaneously **$159.95**
Concurrent Processing for DOS 1.1 and 2.0

ELECTRONIC DISK & SPOOLER **$49.95**
HP7470 10 Plotter Programs **$24.95**
FUN 10 Games Package **$29.95**
". . . without a doubt, the best game value on the market"
- Vol. 2.1 Personal Computer Age

FUZZY WORM "Like Centipede" **$29.95**
CHOMPS "Pacman Like Game" **$29.95**
CHURCH MEMBERSHIP **$69.95**
BOWLING LEAGUE SECRETARY **$99.95**
SMALL BUSINESS ACCOUNTING **$69.95**

WRITE FOR FREE CATALOG *DEALER INQUIRIES INVITED*

ENSIGN SOFTWARE
7337 NORTHVIEW
BOISE, IDAHO 83704 U.S.A.

Telephone Order Line
For Bank Card Sales
(208) 378-8086

VISA MasterCard

old cannon. Solving this puzzle depends on having your "infotator," which is a pictorial wheel included with the game. Revolving the wheel in its envelope lets you see the name, picture, and description of a ten loathsome beasts. Included with each description is a five-element color code. The descriptions provide valuable clues to dealing with the creatures, and the color codes are absolutely necessary for moving from the Enchanter's Guild section to the main body of the game, which has numerous sections and about one hundred rooms.

Yes, the zorkmid is still the official medium of exchange, and this realm supposedly was founded by a relative of Dimwit Flathead III, whom aficionados will remember as the ruler of Zork. Our old friend the grue is back, too, but this time he's been mutated and can't be warded off with a simple brass lantern. There's a lot in *Sorcerer* that's familiar, which makes the new puzzles all the more amusing.

A couple of minor bugs remain in *Sorcerer*; they don't affect play but can be distracting. If you're taken over by the evil spirit, you get a final game score of -100 (and the rating "Menace to Society"); that final zero in -100 remains on the score line unless you reboot the game. This means your score is always shown as an order of ten higher than it really is, 4,000 instead of 400, for example. The other bug involves a major puzzle that uses a time-travel spell. If you die during this puzzle and are resurrected, the game displays an extraneous message at the resurrection point. (This temporal puzzle, incidentally, is one of the most ingenious problems ever seen in a text adventure.)

There are also a lot of red herrings, which adventure enthusiasts may find annoying. Since there are locations that can't be fully explored and objects that are included only for the mystification of the player, completing the game with a perfect score somehow fails to generate that fine feeling of having all the pieces fall into place that characterized earlier Infocom games.

Like its predecessors, *Sorcerer* is well packaged, with the infotator game wheel; an issue of *Popular Enchanting* that explains how to play the game, and a copy of *Our Circuits, Ourselves*, a tongue-in-cheek explanation of why America plays adventure games.

Since you can't get through the game without the infotator, Infocom has seriously hampered software pirates. *Sorcerer*'s infotator is difficult to copy on an office copier, and the game instructions are printed on a mottled brown background that also is hard to reproduce. You *can* make one copy of the game disk for backup.

Sorcerer, which can be played on the PC*jr*, has a save capability, with up to ten save points, as well as the ability to request a resurrection back to a specific place in the game. It takes about twenty hours to complete, depending on your experience with this kind of game.

—Dian Crayne

Sorcerer, Infocom (55 Wheeler Street, Cambridge, MA 02138; 617-492-1031). $49.95.

Active Trace

"See inside your program as it's working. Just as important, see inside your program when it's not quite working." So invites the ad for *Active Trace*, software that lives up to its promises. When a BASIC program doesn't work the way you want it to, this package of three programs, Goref, Vref, and Scope, will help you track the problem down.

The disk supplied with *Active Trace* is unprotected and contains the aforementioned programs as .exe modules. For those who own the Basic Compiler, the disk also includes the same programs ready for use with a copy of Basrun.exe.

Goref and Vref are mapping programs that respectively show you lines referenced by *goto*s and *gosub*s and all variables used within a program. Both can send output to disk or printer. The printed output is formatted and paginated.

Scope is a tool for the beginning, advanced, or professional programmer, and it begins where the cross-reference maps leave off. Scope shows the activity of your program line by line, displaying variable names and their contents.

You can use Scope's menu screens for making your run selections, or you can set up a command file to use on the command line when the Scope batch file is invoked. It's also possible to specify which variables are to be analyzed, and this option is certainly helpful; as the user manual points out, asking for all the variables to be analyzed can result in a display that's a bit overwhelming. Which line numbers to include or exclude from the trace also can be specified. In the case of an exclude, Scope simply ignores those lines as far as its variable display is concerned; it does *not* remove them from the program.

Scope can send output to screen, printer, or disk, although this last option is recommended for use only by those who thoroughly understand how BASIC operates; some decisions must be made by the user, and the wrong choice could erase a file. The manual, to its credit, gives a firm, clear warning to this effect. Alternate reserved-word lists for the particular BASIC being used also can be specified with Scope (as well as with Goref and Vref).

Once you choose your options, you can store them as a command file or you can begin running Scope. If Scope detects missing or contradictory information, it displays the appropriate submenu to obtain the missing or erroneous information.

If you build a command file, you can avoid the menu screens entirely. If you don't build one, you still have the option of executing Scope without using the main menu. In this case, the Scope program will load and the only prompt you'll receive is an inquiry about what variables you want traced. Once you supply this information, Scope processes your BASIC program (which must have been saved in ASCII) and runs it automatically.

Let's look at a simple BASIC program and the output that Scope

Contemporary ComputerWear

DUST COVERS FOR THE IBM PC

Attire your IBM PC in style! **ComputerWear** is dust protection with class. Design features include select, woven fabric and embroidered emblem. Order now. Satisfaction guaranteed.

☐ **YES,** PROTECT MY PC IN STYLE! SEND ME: ☐ CHECK
____ Keyboard(s) $16 ____ Monitor(s) $18 ☐ VISA
____ Drive(s) $18 ____ Printer(s) $18 ☐ MC
____ 1pc Mon/Drive $36 Add $2.00 Shipping Total: $____
(CA Res add tax)

Print Name: _____
Address: _____
City/State: _____ Zip____
Credit Card #: _____ Exp.____
Signature: _____

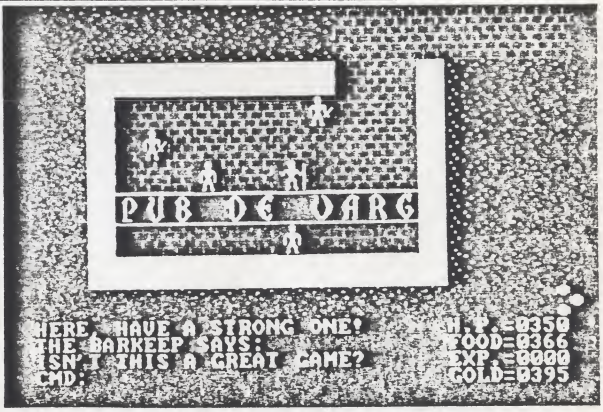
Contemporary ComputerWear Att: ST
1320 36th Ave./San Francisco, CA 94122 • 415/564-0506
IBM PC is a trademark of International Business Machines Inc.

Ultimate Sorcery

Sorcerer offers up heart-pounding text adventure with plenty of wit but no gore, while Ultima II features an animated role-playing fantasy spanning a great big, wonderful world.

The mystic art of sorcery has fascinated mankind for thousands of years. Most of us don't really believe in wizards casting spells over the powers of nature, but one look at the list of adventure/fantasy films and books of recent years will convince you that we're ready to be persuaded. The literature of computer games has embraced adventure and fantasy-role-playing themes with equal vigor. Among the best current examples of these genres are, respectively, the new *Sorcerer* and *Ultima II*, both sequels to previous escapades. But despite my enthusiasm for both of them and their common theme, the games are as different as night and day.

Ultima II is a great big wonderful world that will probably frustrate the hell out of you the first few months you spend exploring it. If you are not ready for the kind of mental gymnastics this game puts you through (which make learning to play chess look easy), you won't think it's such a great big wonderful world at all. In fact, you may call it a "stupid game" and put it on the top shelf. But if you hunger for an animated fantasy-role-playing game that lets you create an individual alter ego, and if you're ready to place the old brainpan on the front burner and bring those creative, puzzle-solving juices to a stiff boil, then *Ultima II* is your meat and potatoes.



Having a drink at the Pub de Varg in *Ultima II*. Tip the talkative barkeep and he may favor you with an important clue.

FACT FILE

ULTIMA II
Sierra On-Line, Inc.
Sierra On-Line Building
Coarsegold, CA 93614
(209) 683-6858
List Price: $59.95
Requires: 64K RAM (DOS 1.1) or 128K RAM (DOS 2.0), one disk drive, color/graphics adapter, color monitor.

CIRCLE 749 ON READER SERVICE CARD

One of the big attractions of fantasy role-playing games lies in being able to create your own character, and this is the first thing you do in *Ultima II*. The package consists of three disks: a program master disk containing the game rules, a galactic disk, and a player master disk containing the game character generator. After copying the player master to a blank disk, you are ready to assign your character point values for six traits: strength,

CIRCLE 296 ON READER SERVICE CARD

COMPLETE YOUR LIBRARY OF PC

Add to your PC collection today. Make your personal library complete and authoritative with any issues you may be missing.

Copies are available for issues published during the last twelve months—be sure to specify the issues you want. If a particular issue is out of stock, your payment will be refunded promptly.

Back issues of PC are priced at $6.00 each, postpaid. Outside USA, $7.00 each.

PC MCBI
CN 1914 Morristown, NJ 07960
Please send issues of PC listed below:

Issue	Qty.	Unit Price	Total Price
		Payment Enclosed	$

Mr./Mrs./Ms. _____ (print full name)
Address _____
City/State/Zip _____

agility, stamina, charisma, wisdom, and intelligence. You also choose your character's race (human, elven, dwarven, or hobbit), sex (male or female), and profession (fighter, thief, cleric, or wizard).

Ultima II's high-resolution graphics make it more than a text adventure. The map of the playing board, which is much larger than a single screen, depicts the four major continents of Earth surrounded by oceans, and the map scrolls as your character moves across various terrain. Be aware that *Ultima II* is played in real time, so you can't sit around pondering what to do next. If you don't make a move within 10 seconds, the computer will "pass" for you. Physical combat is also a large part of the game. Even if you're not the belligerent type, your character must be ready to defend himself.

A Purpose in Life

The object of *Ultima II* is to search out and destroy the evil sorceress Minax. You don't know where she is, what she looks like, or anything about her modus operandi. Your character will have to discover these things and more before learning what to do, much less how to do it. Consider yourself warned.

Your character begins with just a small food supply, some gold, and several hundred "hit points" (Some of which are used up each time he sustains a blow). When your alter ego runs out of food or hit points, the game ends.

All player commands are executed with single keystrokes, but in this limitation is not bothersome because there are 30 different actions you can execute. (Wizard and cleric characters each have access to one of two special submenus offering six additional commands that represent spells.) The arrow keys make up four of the standard commands; they are used for movement. The other 26 are mnemonic commands from A to Z. For example, E means Enter, O means Offer, and S means Steal. The T (for transact) command allows you to speak to the hundreds of game characters you'll meet and you should talk to everyone because you never know who might have valuable information. Of course, everything costs money and adventurers are not on anyone's payroll, so you have to continually replenish your character's gold supply by winning battles with the enemies and devils roaming the countryside.

Sounds like a lot of game, doesn't it? Well, get this: There are actually *five* maps of the world, each representing a different time period ranging from prehistoric times to 1990, and your characters can and must travel between them by slipping into time doors when they appear.

You can't solve *Ultima II* without visiting all five time periods, because each one holds items essential to the mission. For example, you can get a horse in the first time period, but not a ship, an airplane, or a rocket. A rocket? That's right—before you're through your character will have visited the nine planets of our solar system (and a few uncharted ones if you're really clever), all of which are contained on the galactic disk.

There is much, much more to *Ultima II*, but I want to leave some surprises for those of you with the mental guts to take on this "monster" game. On *PC*'s scale of one to six, *Ultima II* rates:

FUN:	5.5
CHALLENGE:	5.5
GRAPHICS/SOUND:	4.5
TOTAL SCORE:	15.5

Sorcerer
Infocom, Inc.
55 Wheeler St.
Cambridge, MA 02138
(617) 492-1031
List Price: $49.95
Requires: 64K RAM, one disk drive.

CIRCLE 748 ON READER SERVICE CARD

The folks at Infocom have a literary style that infuses their text adventures with a wonderful sense of humor, and *Sorcerer* is no exception. When I boot a game for the first time, for example, I expect to see

COMPUMAIL

IBM PC $1799
64K, two disk drives 360K each, Drive Controller and Keyboard

WE CUSTOMIZE IBM PC SYSTEMS

IBMPC w/10MB $2599
128K, one Floppy Drive, Keyboard
10 MB Hard Disk with Controller

PRICE WAR ★ CALL US LAST WITH YOUR BEST QUOTES

FLOPPY & HARD DRIVES

★ TEAC 55B-slimline DSDD $149
TANDON 100-2, full height, DSDD $199
CONTROL DATA - full height, DSDD $219
CONTROL DATA - half height, DSDD $179
MAYNARD Hard Disk System with Backup ..... CALL
EVEREX Hard Disk Systems with Backup ..... CALL
TALLGRASS TECH Hard Disk Systems to 70MB CALL

MONITORS

★ PGS HX-12 ..... $459 MAX-12 Amber $179
★ PGS SR-12 ..... $599
AMDEK 300 Green $129
300 Amber $139 310 Amber $159
SANTA CLARA SYSTEMS PCterminol ..... CALL

PRINTERS

★ EPSON FX-80 ..... $489 EPSON FX-100 ..... $599
OKIDATA 92 P $399 OKIDATA 93 P $649
OKIDATA 84 P $799 PACEMARK CALL
★ Abati LQ-20, Ltr. Quality Printer $349
NEC SPINWRITER 2050 ..... $888
3550 $1,666 7730 ..... $1,888
BROTHER HR-1 ... $489 HR-25 ... $689
IDS PRISM 132C Color Printer $1,499
SHEET FEEDERS & TRACTORS ..... CALL

MULTI FUNC./DISPLAY CARDS

★ NEW Quadboard 0-K (to 384K) $209
★ AST SIX PAK 64K (to 384K) $259
HERCULES Mono Graphics Card $329
HERCULES Color Graphics Card ..... CALL
QUAD COLOR I ....$199 COLOR II $209
★ EVEREX Graphics Edge $399
TECMAR Graphics Master $488
★ AST MonoGraphPlus with Clock & Printer Port . $369
PLANTRONICS ColorPlus $366
PARADISE Multidisplay Card $366
Tseng Labs Ultra PAK $499

MODEMS / MISC.

★ MICROCOM ERA 2 Int. Modem w/Software . $299
HAYES 1200 B... $399 HAYES 1200 ... $499
QUADMODEM Internal or External ..... CALL
★ KEYTRONICS Deluxe Keyboard KB5151 .... $199
ORCHID TECH PCnetPLUS ..... CALL
BACKUP POWER SUPPLY provides surge protection and up to 30 minutes of standby power $299
Computer Accessories Power Director $109
★ MAYNARD Floppy Drive Controller $159

64K RAM $45
Set of 9 chips

TEAC Disk Drive $149
FD55B, 360K slimline, PC Compatible

AST SIX PAK 64K $259

10MB HARD DISK $899
EVEREX OR MAYNARD
Backup also available

MAYNARD $159
Floppy Drive Controller

KEY TRONIC $199
Deluxe Keyboard KB5151

AST MonoGraphPlus $399
Includes Clock, Parallel Port and Serial Port

ERA 2 MODEM $299
PC Internal 1200 Baud with Software, 4 year warranty

QUADBOARD $209
New 9 function, expandable to 384K

Abati LQ-20 $349
Ltr. Quality Printer, 18 CPS, 13" wide, Uses Qume Print Wheels

EVEREX $399
GRAPHICS EDGE

PGS MAX-12 ..... $179
HX-12 ..... $459
SR-12 ..... $599

EPSON FX-80 ..... $489
FX-100 .... $599

Parallel Printer CABLE $20
Lifetime Warranty

IBM PC DOS 1.1 $25

WE SPECIALIZE IN IBM PC & PERIPHERALS

Ad. #788
Prepared 6/84 Please call for latest LOW prices.

COD NO SURCHARGE: VISA & MC 3%, AMEX 5%

COMPUMAIL 805-498-6635

2509 THOUSAND OAKS BLVD., THOUSAND OAKS, CA 91362 TELEX 888522

CIRCLE 234 ON READER SERVICE CARD

a traditional title and copyright screen. When I booted *Sorcerer*, however, the screen read: "You are on a path through a blighted forest. The trees are sickly, and there is no undergrowth at all. One tree here looks climbable. The path, which ends here, continues to the northeast. A hellhound is racing straight toward you, its open jaws displaying rows of razor-sharp teeth."

I hadn't done anything yet, but I was already in big trouble. I figured the hellhound would overtake me if I took the northeast path, so I typed in the command CLIMB THE TREE and hit the Enter key. The computer countered with "You are on a large gnarled branch of an old and twisted tree. A giant boa constrictor is slithering along the branch toward you! The hellhound leaps madly about the base of the tree, gnashing its jaws."

Gadzooks! Then a series of progressively more worrying sentences were followed by a lightning bolt striking my character's chest, causing him to wake up in a cold sweat and realize he had been dreaming! *Then* came the expected copyright screen. Before I had even entered the game, Infocom was controlling my heartbeat.

Enchanter series

Sorcerer is the second game in the Enchanter series. If you're familiar with the first, *Enchanter* itself, you'll feel right at home with the setting. In *Sorcerer*, Belboz, chief cheese of your Enchanter's Guild (who was always there to resurrect you in *Enchanter*), has been kidnapped. You don't know who did it or where Belboz is being held. It would be nice to have some help, but when you wake up in a cold sweat from your dream, you find a note from Frobar, another enchanter, which says he has taken everyone else into town to go shopping. There is no one in the eerie guild hall but yourself, and leaving is no easy task. Sorcery is a lonely business.

The world outside the Enchanter's Guild Hall is expansive, consisting of hun-

dreds of interesting, strange, and well-described places. You'll explore dungeons and torture chambers, read to your heart's delight in a seemingly endless encyclopedia, examine intricate wall carvings, paintings, and statues, cruise an underground highway, negotiate a three-dimensional maze of mirrors, and take the wildest roller coaster ride of your life in an amusement park that seems to have been created solely for *your* amusement.

Nonviolent

What really makes *Sorcerer* stand out from the crowd of text adventures is its predisposition against violence. You won't find any guns or knives or clubs with which to battle your enemies. Instead, your tools are scrolls that contain spells and vials that hold potions with which you can cast spells. You begin the game with three beginner's spells and a magic book into which each new spell must be written before it can be used.

There are three modes of play (or skill levels) in *Sorcerer:* superbrief, brief, and verbose. The game defaults to the brief mode, which gives you a full description of every scene the first time you visit it. On return to that scene you will only get a description of pertinent objects or things that have changed. The verbose mode gives full descriptions of all rooms every time you visit them. And superbrief is just what it sounds like; you get the name of the location only and must ask for fuller descriptions of any items in the room. These modes may be changed any time you feel you're getting too much or too little information.

Sorcerer often presents several ways to accomplish a task, and while one way might make your next task easier, another might make it more difficult or even impossible. So when you feel stuck, backtrack and try another approach, carefully noting any differences in the results. The puzzles of *Sorcerer* are quite difficult and intricately woven together, and no help is available without writing to Infocom. (The fictitious Bilk & Wheedle Fiduciary Insurance Company, set up by Infocom, will mail you clues for $3.)

PC's three-part, one-to-six rating scale is not quite fair to a text adventure game without graphics and sound, but *Sorcerer* conjures up impressive scores in the other two categories:

FUN:	5.5
CHALLENGE	5.5
GRAPHICS/SOUND:	Nonapplicable
TOTAL SCORE:	10.5

■

CALL TOLL FREE 1-800-528-1054

COMPUTER WAREHOUSE

PRINTERS
Brother HR-25 $719
DX-15 $369
C. Itoh
8510 Parallel (Prowriter) $319
8510 BPI $389
F-10 Parallel $915
55 CPS Parallel $1199
Comrex
CR II Parallel $439
CR-III Call
Computers International
Daisywriter 2000 w 48K $985
Diablo
620API $739
630 API $1699
630 ECS IBM $1995
Epson
All Printer Models Call
Inforunner
Riteman $249
Juki
6100 $425
NEC
2050 $789
3550 $1519
Okidata
All Printer Models Call
Panasonic
1090 Call
1091 Call
1092 Call

PRINTERS
Qume
Letter Pro 20 Parallel $629
t1 40 W IBM interface $1399
t1 55 W IBM interface $1569
Silver Reed
EXP400 Parallel $269
EXP500 Parallel $385
EXP550 Parallel $479
Exp 770 Parallel $825
Star Micronics
All Printer Models Call
Tally
Spirit 80 $275
160L W. Tractor $499
180L W. Tractors $779
Toshiba
P1340 Parallel $725
P1351 Parallel $1259
Transtar
120 Parallel $395
130 Parallel $549

SPECIAL OF THE MONTH
MAXELL
MD-2 (Qty 100) $225

QUADRAM
Quadlink $449
Quadboard 256K (Expands to 384K) $469
Quadboard II 256K (Expands to 384K) $469
MONITORS
Amdek
310 Amber $160
Princeton Graphic
HX-12 $469
DISKETTES
Elephant
5 ¼ DS/DD (Qty 100) $218
Maxell
MD-2 (Qty 100) See Special above
Scotch
5¼ DS/DD (Qty 100) $245

COMPUTERS
Eagle
PC + 2 W/ Eagle Adaptor & Monitor Call
Spirit 2 Call
Spirit XL Call
Sanyo
MBC-550 W/Printer $1199
MBC-555 W. Printer $1499
MBC-550-2 W. Printer $1399
MBC-555-2 W/Printer $1799
Zenith
All Z-150 & Z-160 Models Call
MODEMS
Hayes
Smart modem 1200B $430

COMPUTER WAREHOUSE
2222 E. Indian School Rd. • Phoenix, Arizona 85016
Order Line: 1-800-528-1054
Order Processing & Other Information: 602-954-6109

Store Hours: Mon-Fri 10-5:30 Saturday 9-1 Order Line Hours: Mon-Fri 10-5:30 Saturday 9-1
Prices reflect 3% to 5% cash discount. Product shipped in factory cartons with manufacturer's warranty. Please add $8.00 per order for UPS shipping. Prices & availability subject to change without notice. Send cashier's check or money order all other checks will delay shipping two weeks

CIRCLE 135 ON READER SERVICE CARD

ENCHANTER and SORCERER
INFOCOM, Inc.
55 Wheeler Street
Cambridge, MA 02138
32K Disk $49.95

by Matt Hillman

It must be the warlock Krill. The odd disappearances, the mysterious dissolution of regions sacred to the Circle, the lessening of the Powers—these could only be his handiwork. The Circle gathers, and the leader, the esteemed Belboz, reveals to them an ancient document which portends evil days much like our own.

"Krill's evil must be unmade," he begins, "but to send a powerful Enchanter is ill-omened. It would be ruinous to reveal oversoon our full powers." A ripple of concern spreads over the face of each Enchanter. Belboz pauses and collects his resolve. "Have hope! This has been written by a hand far wiser than mine!"

He recites a short spell, and you appear. Belboz approaches, transfixing you with his gaze, and hands you the document. The other Enchanters await his decree. "These words, written ages ago, can have only one meaning. You, a novice Enchanter with but a few, simple spells in your Book, must seek out Krill, explore the Castle he has overthrown and learn his secrets. Only then may his vast evil be lessened or, with good fortune, destroyed."

The Circle rises to intone a richly-woven spell whose textures imbue the small, darkened chamber with warmth and hope. There is a surge of power; you are Sent.

Thus begins **Enchanter**, the first adventure in a new three-part saga from Infocom. The games are set in a magical world on the shore of a great sea—across which lies the Great Underground Empire of **Zork**.

For those adventurers who have made their way through **Zork**, **Enchanter** is like an old friend. While it is not really a sequel to the **Zork** trilogy, there are some scenes and characters that are familiar. If you haven't played **Zork**, you won't lose much; you just won't see a few jokes that only **Zork** players would recognize.

As you explore the world of **Enchanter**, the methods of conquering Krill slowly become evident, and, eventually, you gain enough knowledge to assault Krill and win the game.

Many adventures, like **Enchanter**, have good plots. However, **Enchanter** is a notch or two above most of the competition. There are a number of factors that make this, like most of Infocom's games, one of the best adventures around.

What makes it good.

The first thing one notices about **Enchanter** is the superb documentation. It comes with a Guild Directory, which humorously explains the rules and gives playing hints. And there's a genuine, sealed "ancient

document," the one that Belboz refers to in the introduction. The documentation is interesting and funny, and adds some realism to the game.

The program itself is also a work of art. It can understand full sentences and over 600 nouns, verbs, adjectives, articles—and even some prepositions. With this huge vocabulary, it still can usually respond in a couple of seconds, accessing the disk only occasionally.

There are also numerous "extras" included here that many adventures don't have. You can print out a transcript of your quest (assuming, of course, that you've got a printer), allowing you to review your progress or peruse the transcript at a later time, possibly finding clues that were missed during the playing of the game. The major problem with this is that it uses lots of paper; however, you can turn the printer on or off at will, so you need only print the parts you want.

There are also commands to save a game and then recall it. You can save four game positions on a blank disk. It is often smart to save a game just before attempting something dangerous, or just to give yourself (and the computer) a rest.

More than technology is needed in a good adventure; the setting and characters of the game must be as developed as the program. **Enchanter** does this very well, making you feel as if you really are wandering through a world of strange creatures, magical spells and hostile forces.

Each location is described in detail. As you travel through the deserted village, you can *sense* the desolation. . .and, in Krill's castle, you can *feel* the evil. The locations even change over time; as Krill's power increases, the darkness and evil in the land grow more powerful.

Enchanter is filled with excellent puzzles, most of which involve magical spells. You begin with only four but can find more during the game. Some spells can only be used once, while others are reusable. In most puzzles, you must manipulate the spells in certain ways —and the correct way usually isn't obvious at first. Some spells can be used to solve more than one puzzle, which poses a problem if they can only be used once! You may get near the end of the game, only to find out that, to win, you need a spell you used up at the beginning. Most puzzles are complicated and difficult, but not to the point of frustration. Through creativity, logic and the use of imbedded clues, the puzzles *can* be overcome.

The world of **Enchanter** has more in it than the puzzles leading to its solution. Some adventures will accept the correct commands and respond, "You can't do that," for everything else; **Enchanter** does not. For example, the spells can be used in a variety of ways. One spell, Blorb, seals whatever you cast it on in a strongbox. You can cast it on anything you want, including yourself (not too healthy). There are also random events that are inconsequential to solving the puzzles but add realism to the game, making it more interesting.

Enchanter has some problems, though none really detracts from the game. At one point, a seemingly-simple action becomes complicated because of the way you have to word it; the synonym recognition of the program could be better here. Also, sometimes when you try to cast a spell on something (such as Blorbing a turtle), the computer doesn't respond with anything. It should at least say, "Nothing happens." One other problem is that you have to eat and drink; while this adds to the realism of the game, eventually it just becomes a pain in the neck.

When the warlock Krill is finally conquered—and you become a hero—you are ready for the next challenge. This is **Enchanter's** sequel, **Sorcerer**.

Onward to Sorcerer.

In **Sorcerer**, Belboz has been kidnapped. It is up to you to rescue him. You'll have to explore the Guild Hall, an ancient fort and castle, and an underground amusement park—finally gaining the ability to defeat the demon Jeearr, who holds Belboz prisoner.

Unlike many sequels, **Sorcerer** does live up to the precedent set for it by **Enchanter** and, in many respects, surpasses it. The documentation consists of an issue of *Popular Enchanting Magazine* (or rule book)

DISK WIZARD II
© 1984
THE MOST COMPLETE UTILITY PACKAGE FOR ATARI* COMPUTERS AT ANY PRICE
100 % MACHINE LANGUAGE • SINGLE LOAD • MENU DRIVEN
THIS USER FRIENDLY PACKAGE INCLUDES THE FOLLOWING POWERFUL PROGRAMS FOR THE ATARI* 400/800/XL SERIES COMPUTERS (40K REQUIRED)
DISK BACK-UP — SINGLE/DOUBLE DENSITY • SUPPORTS 1 OR 2 DRIVES • ALLOWS BACKUP OF DISKS PROTECTED BY BAD SECTORING • FAST COPY OPTION • SECTOR STATUS SUMMARY • OPTIONAL PRINTOUT OF SECTOR STATUS • DISK MAPPING
DISK EDIT — SINGLE/DOUBLE DENSITY • DISPLAY/MODIFY/PRINT ANY SECTOR • SECTOR DISPLAYED IN HEX ASCII/ATASCII • WORKS WITH ANY FORMAT • SCAN SECTORS FOR A SERIES OF BYTES OR A STRING • DISPLAY/PRINT DIRECTORY • TRACE/REPAIR FILE LINKS • RECOVER AND AUTOMATICALLY VERIFY DELETED FILES • FORMAT DISKS WITH AUTOMATIC LOCK OUT OF BAD SECTORS • DECIMAL/HEX NUMBER CONVERSION
DISASSEMBLER — SINGLE/DOUBLE DENSITY • DISASSEMBLE FROM DISK BY SECTOR NUMBERS • DISASSEMBLE COMPOUND BINARY FILES BY FILE NAME • OUTPUT TO SCREEN OR PRINTER • SELECTABLE MNEMONIC DISASSEMBLY WITH OVER 400 STANDARD ATARI MEMORY LOCATION NAMES
DISK SPEED — VERIFIES/ALLOWS ADJUSTMENT OF DISK SPEED • BAD SECTORING (810 ONLY)
INCLUDES COMPREHENSIVE MANUAL WITH MANY USAGE EXAMPLES
ORDERING INFORMATION
For fast delivery, send certified check or money order
MASTERCARD & VISA accepted
(N.Y. Residents add 7% sales tax)
Phone orders accepted on C.O.D. and charges
$29.95
SHIPPING & HANDLING INCLUDED
C.A.P. SOFTWARE, INC.
100 QUARTZ WAY
SYRACUSE, N.Y. 13219
ORDERS TOLL FREE
1-800-732-0320
Info. and N.Y. Residents
1-315-488-0485
*ATARI is a registered Trademark of Atari, Inc
CIRCLE #119 ON READER SERVICE CARD

and a rotating cardboard Infotater, which gives information about the many creatures of the land, like Brogmoids and Dorns.

Game play is essentially the same as **Enchanter**'s. **Sorcerer** has all the special commands and features of its predecessor, with a much larger vocabulary (consisting of over 1000 words). There seems to be a drawback, however, in that—occasionally—the computer will spend a long time interpreting your sentence (possibly because it's searching through its vocabulary).

One small improvement is in the routine after the player's death. In previous Infocom games, in order to use a saved game after a death, you had to restart the game (which takes a little while) and then restore your old game. In **Sorcerer**, you have the option to restore a game right after your death. This can save a lot of time if you are in a place where you are continually dying.

The best improvement is in the game world itself, its setting and puzzles. **Sorcerer**'s very well developed. As you play the game, the history and geography of the land becomes evident. There is even an encyclopedia which contains entries about the history and culture of **Sorcerer**'s world. The scenario is realistic, not only because of its detailed description, but also because of its depth; there's more to this game than puzzles. Even after the game has been solved, there are many interesting things that can be done.

The puzzles *are* still the heart of the game, and **Sorcerer**'s are excellent. In general, they're not *too* difficult (**Enchanter**'s are harder) but are very interesting and, in a few cases, very complicated. Some puzzles, especially one quite complex puzzle toward the end, seem difficult at first but never reach the point of impossibility. There's always something else to try.

Like **Enchanter**, most **Sorcerer** puzzles are dependent on magical spells. Some are new, while others were used in the previous game. There are also potions, which affect the drinker in various ways. Magic works much the same way it did in **Enchanter**.

The problems in **Sorcerer** are few. One could complain that it is too easy, but that's really dependent on the player's tastes and abilities. The program seems to take a long time between commands, as mentioned earlier. The problem of food and water is taken care of early; in **Sorcerer** you don't have to carry it around with you. All in all, **Sorcerer** is one of the best adventures to be found.

Once **Sorcerer** is solved, aspiring **Enchanter**s will have to wait until later this year to continue questing. **Sorcerer** drops a few hints about its sequel, but the plot remains a mystery. One can only wait. □

DISK RIOT

BONUS: Purchase 5 or more boxes of disks and get a FREE head cleaning kit

5¼" DISKETTES

CERTRON SS/DD 13.99/10
BONUS: FREE Certron Plastic Case w/Each 10 Certron disks ordered

MAXELL MD1 17.99/10
VERBATIM (DATALIFE) SS/DD 21.99/10
VERBATIM (VEREX) SS/DD 19.99/10
DYSAN SS/DD 24.99/10
XIDEX SS/DD 19.99/10
IRISH SS/DD 14.99/10
NASHUA SS/DD 16.99/10
ELEPHANT SS/DD 15.99/10
3M SS/DD 16.99/10

5¼" BULK DISKETTES
With Hub Rings & Envelopes
Certified Error-Free
SS/DD $65./50 $120./100

Disk File for 50 5¼" Diskettes 12.99
Disk File for 75 5¼" Diskettes 15.99
Flip & File/50 with lock 27.99
E-Z Filer for 150 5¼" Diskettes 19.99
Library Case for 5¼" Diskettes 1.99
Available in Beige Grey, Black, Red or Blue
3M Head Cleaner for 5¼" Drives 24.99
Verbatim Head Cleaner for 5¼" Disk Drives 8.99

SPECIAL OF THE MONTH
INDUS DISK DRIVE
With BONUS SOFTWARE
Word Processing, Spread Sheet, Data Base, & Carrying Case
NOW $299.99

ATARI
Koala Pad 69.99
Atari 1050 w/DD DOS 3.3 299.99
CALL FOR LOW PRICES ON ALL ATARI & 3rd PARTY HARDWARE

JOYSTICKS & ACCESSORIES
WICO Command Control . 21.99/ea
WICO 3-Way . 22.99/ea
Power Grip . 21.99/ea
The Boss . 17.99/ea
Kraft Joystick . 12.99/ea
Trak Ball . 34.99/ea
T.G. Joystick . 24.99/ea
Atari Joystick (Original) . 7.99/ea
Atari Paddles (Original) . 12.49/set

Call for our Best Prices on Computers, Printers, Monitors, Software and complete line of accessories for Atari Computers, IBM, Apple and others. Write for our FREE CATALOG. Prices and 5% for UPS ground shipping & handling (Minimum $4.00). Includes street address as UPS does not deliver to P.O. Boxes. $10 UPS Blue Label Airport 2 Porter Rate by Parcel Post only (Add 10% of order. Minimum $7.00). No C.O.D. or unlicensed dealers. Add proper sales tax. Prices quoted include 4 day phone order processing. We accept Master Card, Visa or American Express. Due to the fluctuations of the world of prices are subject to change without notice. Allow 2 weeks for delivery.

CALL OUR ORDER DESK TOLL-FREE
1-800-255-5905
For information or to order from NY Alaska Hawaii call 212-219-2333

BROADWAY COMPUTER CORPORATION
423 Broadway, New York, NY 10013

CIRCLE #121 ON READER SERVICE CARD

CIRCLE #120 ON READER SERVICE CARD

ATARI HARDWARE!!

810 Disk Drives $265
810 Drive Kits $240
810 Analog Upgrade, easy kit.s $37
810 Happy $185
850 Interface $180
800 Computer Kits, 48K electronics $100
400 Computer Kit $47
48K Expansion $87
800 Motherboard $37
400 Motherboard $15
ROM 'B' boards $17
'GTIA' CPU board $18
Power Adapters $15
16K Memory board $19
Microsoft Basic II $27
Conv. Spanish $12.50
Atari Pilot $20
Basic cart kit $15
Assembler kit $15

We have many parts and IC chips!!
MUCH, MUCH MORE!!
FREE CATALOG!!

CENTURIAN ENTERPRISES
P.O. BOX 3233
SAN LUIS OBISPO, CA 93403-3233
(805) 544-6616
VISA & MC
Office Hrs: Mon-Thurs. 10-5

CIRCLE #122 ON READER SERVICE CARD

DALLAS, TX.
NEWS
D. 328,400 — S. 406,900
DALLAS-FT. WORTH METROPOLITAN AREA

DEC 3 1984

The year's Top 10 hits

SCOTT MILLER
COMPUTER FUN

There's a section inside Electronic Arts' Product Catalog that entices freelance game designers to submit their newest game program to Electronic Arts, with the possibility that the company might decide to market it. One line advises: "Make It Simple, Hot and Deep," meaning easy to understand, fully utilizing the computer's technology and continually challenging the player.

With that thought in mind, here are my choices for the 10 most outstanding games of 1984, listed alphabetically.

■ Cutthroats may be Infocom's best adventure game to date. The plot is hatched when a roughneck band of local salts gets wind of a shipwreck laden with sunken treasure somewhere in the surrounding waters. They offer you, a down-on-your-luck scuba diver, a piece of the action in exchange for your diving skills and your knowledge of local geography.

A medium-level adventure, Cutthroats is an ideal primer for anyone new to interactive fiction. ($39.95)

■ King's Quest, by Sierra, is the first hybrid mixing arcade game and adventure game styles. The resulting game allows players to guide an animated adventurer through dozens of painted scenes via joystick, while entering text commands through the keyboard. Because the program needs 128K memory, it is available only for the IBM PC and PCjr. ($49.95)

■ Reston Software's MovieMaker was the first of several new programs that let the user create an animated sequence, like a cartoon, with relative ease. With MovieMaker, the user composes scenes using the built-in shape file, which includes a dog, an alien and numerous people all in different stances (running, turning, bending). The program offers a range of choices and commands, plus demonstrations. ($59.95)

■ Mr. Robot and His Robot Factory, by Datamost, gives players two ways to enjoy the game. First, the player can play any one of the game's 22 screens. Each presents a challenge to climb, jump, fall and scurry over all of the trap-riddled, maze-type construction. Once all of the levels have been mastered, the player can use the "factory" mode to build his own screen, up to 26 per user-provided disk. This extra feature is itself worth the price of the game. ($29.95)

■ Electronic Arts' One-On-One stars two of basketball's greatest players, Julius Erving and Larry Bird, in a computerized matchup. The strengths and weaknesses of both players have been programmed into the game. Bird can shoot from the outside and rebound well, while Dr. J can blow past Bird with his speed and inside moves. One or two players can play the computer or each other. This game provides more head-to-head fun than any other sports contest on the market. ($39.95)

■ Pogo Joe looks a lot like the arcade hit Q*bert, but Screenplay's version is anything but a arcade-to-home copy. Pogo Joe has 64 screens in which the player must guide a character on a pogo stick onto each cylinder and changing its color, all the while avoiding hordes of nasty creatures. Every character rotates in a 3-D fashion, and each screen opens with its own special melody. ($34.95)

■ In Infocom's text adventure Sorcerer, the player assumes the role of a luckless sorcerer, whose mentor, Belboz, has just been abducted by an unknown person. The player explores more than 100 locations in the game, finding helpful objects and searching for clues in order to save Belboz. Sorcerer is the second of a trilogy of fantasy games (the first was Enchanter) and the first Infocom game with a 1,000-plus word vocabulary. ($39.95)

■ Spelunker, from Broderbund, was originally marketed by MicroGraphicImage, a Dallas company. The game's 30 screens of scrolling underground caverns are some of the most imaginative ever devised. Players explore the tunnels, caves and shafts of an abandoned mine, which is haunted by unsuccessful spelunkers of the past. Armed with sticks of dynamite and flares, players must descend to the lowest level to discover the treasure that awaits. ($34.95)

■ Epyx's Summer Games, which was released just in time for the Olympics, lets up to four players to test their skills in eight events. The game gives the players a great amount of control during each event, be it track, swimming, diving, gymnastics and shooting. For examples, to succeed at the pole vault, the player must pick a pole grip, begin running, place the pole in the hole, kick upwards, release the pole and arc over the bar. ($29.95)

■ The enormous size and depth of Origin System's Ultima III: Exodus gives the game an epic feeling. The game simulates the land of Sosaria, a medieval-like world ruled by less-than-friendly types. The player's quest is to travel the countryside, earning experience and discovering precious tools, which will be used to conquer Exodus in a final battle. ($49.95)

Scott Miller, of Garland, is author of Shoot-Out!, *a video-game strategy book.*

Winning Isn't Everything: What To Do After A Successful Quest

By CHARLES ARDAI

So you finally did it. It was no easy task, to be sure — gathering those first twenty treasures was simple enough, but fighting the Wizard of Frobozz nearly got you killed. And that final faceoff against the Dungeon Master was enough to test anyone's mettle. But you persevered; you hung in there through thick and thin, facing danger at every turn until at last you emerged victorious. You conquered the famous **Zork** trilogy.

And so it goes with all adventure games. Big or small, hard or easy, text or graphics, all adventures have one thing in common: when they're over, they're over. It may take weeks or months to finish such a game, and some have even been known to last for years. In fact, one of the measures of an adventure's quality is how long it can hold a player's interest. (That is not to say that an adventure is good if it keeps the player puzzling over a single conundrum for days on end; on the contrary, a good adventure absorbs the player into an environment in which there is always something new to see or do, some new puzzle always just around the corner.) Still, regardless of which category an adventure

THE ZORK TRILOGY (INFOCOM)

game falls into, once one has solved all that there is to solve, that's it. The game is over. And no matter how satisfying the ending is, most (if not all) gamers wish that there was something, anything, left to do with completed adventures besides relegating them to a dusty pile on the closet shelf.

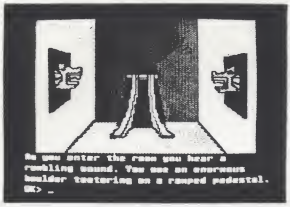
And there is.

First of all, even when an adventure is finished, there's usually a great deal left to see that the average player might have missed. In Broderbund's **Mask of the Sun,** the entire pyramid complex to the east is, for the most part, entirely incidental to the game. In fact, since it's an arduous (and, quite frankly, dull) jeep ride away, most gamers bypass this section completely. Then too, there is the time limit, which makes excess travel inadvisable. This is unfortunate, since the eastern pyramid holds some of the game's best graphics. It's certainly worth a side trip once the game itself has been mastered.

Many adventures have similar "extra" sections, often for no other reason than to mislead a player into thinking that a worthless bit of information is actually crucial to the completion of the quest. For instance, Infocom's **Sorcerer** has Bozbarland, a midway known to the public as "Zorky Park", complete with a roller coaster, flume and haunted house, all of which can be used by the gamer, but none of which have the least bit of bearing on the mission at hand. However, in the same game there's a pile of bat guano hidden unobtrusively in a damp cave (as if anyone would want a pile of bat guano in the first place), without which even the best player will end up caught in a no-win situation little more than halfway through the game. Appearances can be deceiving, you see.

Still, all of the rides and attractions are fully programmed into the game.

Adventure Games: Is There Life After 'Game Over'?



MASK OF THE SUN (BRODERBUND)

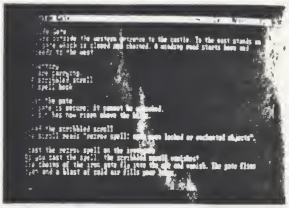
Get on a ride and be prepared to spend the next few turns reading intently as the computer describes the course of the ride in detail, from the loops and turns of roller coaster to the cold spray of the flume. Wander around the haunted house and the computer responds with chilling messages. There is even a workable slot machine which the player can gamble with, though hit three pots of gold and beware — winning *too much* gold can be hazardous to your health! Although this section of the game can waste precious time when the safety of the civilized world is at stake, nonessential side trips are fun to play around with when time is no longer an issue.

When someone plays an adventure game for points, or to solve it, he or she has to consider the consequences of any actions to be undertaken. Once the game is over, players aren't so restricted. Go ahead, experiment! If you use up a magic potion that can only be used once, so what? There's no way to ruin an adventure once it's been solved.

Long-time adventurer Robert Schoenberg experimented a little with the Vezza spell in *Sorcerer* and discovered something very interesting. (The Vezza spells allows its caster to have a momentary glimpse of the near future.) Robert found that, by casting the spell at the very end of the game, the player receives some visions of events that never occur during the course of the game. According to Infocom's Dave Anderson, these visions represent events from the not-yet-released third installment in the **Enchanter** trilogy.

Recently, programmers have begun to make a game out of putting humor into adventures, humor that the player never sees — unless he or she does something that makes no sense in the

DARK CRYSTAL (SIERRA)



ENCHANTER (INFOCOM)

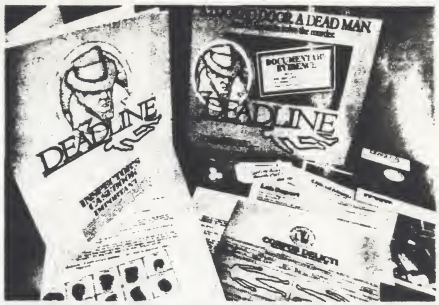
context of the game, or even something plainly idiotic. After the game has been solved and no harm can be done is the perfect time to do things that are irrational. A good example of this is Sierra On-Line's **Dark Crystal**, which is full of witty one-liners and puns like the groaner that results when the gamer instructs the character Jen to cut down one of the many vines in the game: "Jen can cut no vine before its time." (Ohhhhhhh. . .)

Searching out all the puns is a game in itself, and it lends some spice to an otherwise commonplace adventure. Other games have hidden humor too, and it sometimes takes the form of an in-joke which only a certain group of people will appreciate. For instance, reading the towel in Infocom's **Planetfall** produces the following response:

"S.S. Feinstein Escape Pod #42. DON'T PANIC!"

Only readers of Douglas Adams' "Hitchhiker's Guide to the Galaxy"

PLANETFALL (INFOCOM)



DEADLINE (INFOCOM)

ADVENTURE GAMES

will find the above even vaguely funny, or for that matter, understand its humor at all. But since both are science-fiction comedies, including the joke was not really much of a gamble on the part of the programmers.

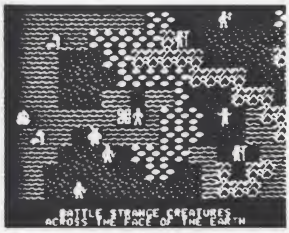
Nearly all new adventures have bits of humor hidden away somewhere, just waiting to be ferreted out by some ingenious adventurer. In fact, sad comment though it may be, finding them sometimes takes more ingenuity than solving the game itself.

Each publisher deals with adventure game humor in a different fashion. Infocom, for example, does so by integrating its humor into the storylines of its games. Even its hard-edged mystery series (consisting of **Deadline** and **The Witness**) is packed with humorous responses to the player's commands to do such things as take certain drugs, pilfer the hostess' silverware or follow a corpse ("Is this what they call a death wish?", asks the computer).

Infocom also tries occasionally to poke fun at itself with gags like the authors of *Enchanter* (Mark Blanc and Dave Lebling) making a cameo appearance in their own game. Similarly, *Sorcerer* introduces the player to the Vezza spell, named after Al Vezza, Infocom's Chief Executive Officer, and the Dorn Beast, a vicious monster, seemingly named after the head of the Invisiclues department, Mike Dornbrook.

Of course, there are other things that a gamer can do with a finished adventure besides searching for sometimes-obscure jokes and puns. Those who are artistically inclined can do a text adventure justice by making it into a drawing or a model. It really does add new life to an all-text game to see its locales depicted, especially in three dimensions. Just try making a model of a favorite adventure, using whatever materials are at hand. It's not as simple as it appears at first, as even the smallest of adventures cover a lot of ground.

Another aspect of this is simply trying to make a map of an *entire* game. Mapping the worlds of, say, **Ultima II** (Sierra) may even end up more difficult than the game itself. When playing the game to win, an adventurer would cover only as much territory as is necessary to obtain the magical equipment and the power to defeat Minax the Enchantress. However, mapping the whole game would entail traveling across the numerous continents, not only on the Earth, but also on all of the other planets of the solar system. And what's more, all of this travel would have to be repeated in each of five time periods, ranging from the Era of Legends to the world after a nuclear holocaust (known as the Era of the Aftermath).



ULTIMA II (SIERRA)

No, it's not impossible. Only very nearly so. And it's an ideal challenge for the master gamer that managed to defeat Minax.

In a great many adventure games like the **Wizardry** series or *Ultima III*, part of the challenge is in coordinating the actions of a group of characters on the way to a common goal. On the other hand, some games are made with one player in mind, and these challenge the player to coordinate various forms of input in order to efficiently control the actions of a single figure. Switching these around presents a lot of interesting possibilities for an adventure game that's been completed.

The Return of Heracles (Quality Software) puts the player in legendary Greece with an awesome task ahead: To complete the Twelve Labors of Heracles. In order to reach this end, the player is allowed to enlist the aid of as many mythical heros as possible, and then lead them about to perform the various tasks. If all of the tasks are performed correctly, Zeus is pleased and the game has been solved.

Once the player has learned all of the strictures of each task, completing them is not too difficult; certainly it's not too tough with a virtual pantheon of fabled Greek heroes and demi-gods at the gamer's beck and call. But what if one were to play the game with but a

single character to command? If nothing else, it would spice up the gameplay, not to mention the fact that it would require the player to plan strategy much more carefully.

On the flip side, there are games like **Gateway to Apshai** and **Beyond Castle Wolfenstein** which require the player to use a joystick for motion and combat and keyboard controls for everything else from spell casting to lock-picking. Playing the game with two players (with one manning the joystick and one the keyboard) may seem to be a logical solution to make the game simpler, but it doesn't work that way. Two players controlling the same character requires the development of some new skills which wouldn't surface in regular play. Honest cooperation, for starters, and of course, intense trust in one's partner (after all, when a zombie is charging and one player shouts, "Ready the Confuse spell!" there's no time for the other player to reply, "Why?").

Yet another enjoyable pastime is to try to find all of an adventure's possible endings. Not all adventures have more than one ending — actually, most don't. But for those that do, finding all the possibilities is a worthy challenge.

Mystery games are notorious for having multiple endings; in that sort of game the ending changes according to how much evidence the detective has procured and whether motives have been established and alibis broken. Infocom's *Deadline* has a total of ten separate endings, of which only one ends with the guilty parties locked up.

Actually, *Deadline* is not typical of all multiple ending adventures. Many have numerous endings, which are all positive. A good example is *Planetfall,* which has two equally good endings. Which is better: being stranded on an alien planet but becoming its supreme ruler and receiving an unlimited bank account, or getting rescued by the Galactic Navy, becoming a hero and having your arch-nemesis reassigned as your personal toilet attendant?

Games with many solutions can be played over and over again for the obvious reason that each replaying can have an entirely new outcome. In a similar vein are games that don't have multiple endings but have several solutions to certain problems.

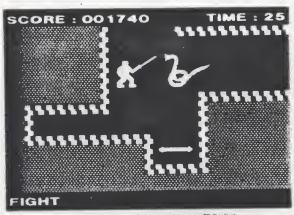
Sierra's **King's Quest** represents a quantum leap forward in this respect. Not only is it unique in that the player can manipulate an on-screen character, Sir Graham, through various action sequences with a joystick, but each problem that he faces has two possible solutions, a relatively obvious, low-scoring one and a less obvious, higher-scoring one. For instance, when Sir Graham comes up against a troll that blocks his passage over a bridge, he has two choices. He can bribe the troll with one of his precious treasures, or he can use a carrot to entice a nearby goat to butt the troll off the bridge.

Sierra's Larry Archer says, "The first time I played I got a really low score because I had given all my treasures away. At the end of the game I had almost nothing left. The next time I played, my score nearly doubled." And by the time *all* of the possibilities have been exhausted players can look forward to **King's Quest II,** which is scheduled for release in mid-1985. The only bad news is that both programs take up 128K and at present only run on the IBM PC and PCjr.

One of the more underrated things that one can do with finished adventures is try to beat them. Not try to beat them in the sense of a high number of points or a low number of moves, but beat them by outsmarting the program, by using bugs and odd quirks in the program to do things that the programmer hadn't intended.

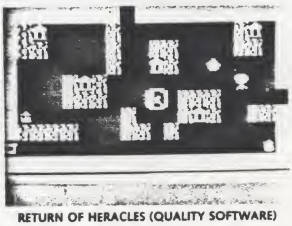
One such circumstance occurs in *Zork III,* in which the player can summon the Dungeon Master simply by typing, "Dungeon Master, come here." However, by some fault of the program, the player can also drag the Dungeon Master through the whole game by typing, "Dungeon Master, follow me." In this manner, the Dungeon Master can be led anywhere, including the Telportation Chamber (where if the player plays his cards right, the Dungeon Master can end up stuck in the worlds of *Zork I* or *Enchanter!*).

One of the common compliments heaped on adventure games is that they encourage use of the imagination, and this is doubly true when, after the games have been solved, one gets a chance to explore all of the possibilities of the adventure realm. True, even this won't last forever, but how many other forms of computer entertainment can hold your interest for so long? So take heart. Completed adventures don't have to become hand-me-downs or, even worse, something to be stuck under the wiggly leg of a table. The game may be over, but, to paraphrase Captain Kirk and company, the computer adventure is just beginning.



GATEWAY TO APSHAI (EPYX)

WIZARDRY III (SIR-TECH)


RETURN OF HERACLES (QUALITY SOFTWARE)

KING'S QUEST (SIERRA)

ADVENTURE LINE

Edited by Vern Cherwinski

SORCERER- Infocom

This is the second of the ENCHANTER trilogy of adventures from INFOCOM, in which you continue the adventures of the young enchanter who slew the evil warlock Krill, and as a result was elevated to membership in the circle of enchanters. In this part your mentor, the powerful enchanter BELBOZ, has disappeared leaving only a few clues to where he has gone. You must uncover these clues, then gather the required supplies and follow Belboz. This must be done quickly as the demon Jeser is closing in on you.

You are transported once again into a fantasy world complete with strange creatures, ancient forts, dungeons and deadly danger. You will even come face to face with yourself. It will be a truly rare adventurer who finishes this game without being resurrected from death a few times, don't leave home without that GASPAR spell. It is also very helpful to read up on the local denizens in your Infotater (see encyclopedia). They have a variety of quirks that can make your mission easier, and even save your life.

You start out with a few spells in your spell book that are left over from the last adventure against Krill, as well as one or two that you can borrow from your fellow circle members if you are clever enough to search them out. You also can find a few vials around the guild house that contain various potions that will provide you with certain useful abilities for limited periods of time. One of your most important tasks along the path in rescuing Belboz is to search out other spells in the form of scrolls that can be written into your spell book, as well as other useful potions.

On the road to Belboz you will see dungeons, a vast underground highway, a disappearing money tree, a deserted fort and much more. There are several very fascinating puzzles along the way including a three dimensional crystal maze that is a worthy replacement for the usual twisting passages. There is also a small twisty passage type maze but it is very small and is part of one of the most innovative puzzles that I have ever played. I won't say more about it so that would spoil it.

The first part of the Enchanter trilogy was written by Blank and Lebling the original authors of the ZORK trilogy, and as such, had much of the flavor of that earlier series. This second installment was written by Steve Meretky, the author of PLANETFALL, a delightful beginners adventure also released by INFOCOM. While this is his second effort, and it is a truly impressive second effort, I found this adventure to be considerably simpler than ENCHANTER. While there are several well crafted puzzles and a truly fascinating fantasy world as a background, ENCHANTER's truly difficult puzzles were more numerous and required more analytical thought.

Once again the packaging of the game is exciting and useful, with its copy of popular enchanging and that useful treasure house of information the Infotater. This is part of INFOCOM's strategy to reduce piracy. By requiring game boards, pictures and other un-zeroxable media, it becomes more difficult to copy. This seems to me to be a much better approach than massive copy protection.

This game is an intermediate level adventure game, and the trilogy segments need not be played in order. While I felt that the level of difficulty for this game was inconsistant with ENCHANTER, I found it highly enjoyable. Beginning to intermediate adventure gamers will find this game challenging, advanced players will went to play it for the fun of it but may find it too short to justify its cost. SORCERER, list price $49.95.

*** Jim Hopper (07/84) ***

========== End Adventure Line ==========

LISTEN to
"The Voice of Experience"

SynPhonix™

Electronic Speech Articulator for the Apple!

Hear at last, hardware synthesis at software prices. SynPhonix™ produces unparalleled voice quality using the ***all new SSI263*** phoneme synthesizer with 64 phonemes, 100's of allophones, plus software controlled pitch, amplitude, rate and filter. The SONIX™65© Speech Operating System puts you in control of it all. SynPhonix™ is brought to you by professionals with more than a decade of experience in speech synthesis products. Applications are abundant. SynPhonix™ features include:

- SSI263 Phoneme Synthesizer
- Unlimited vocabulary
- High Quality Phonetic Voice
- Low Data Rate
- Singing/Sound Effects
- Comprehensive User's Manual
- Demo Software Included
- Free Spelling Program
- Transparent to User's Software
- SONIX™65
  - Speech Operating System
  - Speech Editor
  - Preprogrammed Vocabulary
  - Vocabulary File Manager
  - EASY TO USE
- 90 Day Limited Warranty
- Suggested Retail $125.00

Artic Technologies
"The Voice of Experience"

Dealer inquiries welcome!

2234 Star Ct.-1G (313) 852-8344
Auburn Heights, Michigan 48057

Apple is a Trademark of Apple Computer Inc.

SORCERER

As told by Scorpia

Good to see you again! Step right in; I've been expecting you, and your usual chair is waiting. What's that? Oh, the dwarf behind the bar? Fred is off this week; he's attending the National Grue Convention being held in Colossal Cave (they've reserved the Dark Room, of course!). Seems they're trying to get up a petition to ban electric lights this year. Ah, but that's not what you're here for, is it? Settle in, and we'll talk about the trials and tribulations awaiting you as a **Sorcerer**.

Now, the first thing is, don't panic! Just because you see a nasty, drooling, deadly hellhound coming right at you, is no need to be worried. This time, it's only a dream (lucky you!). When you wake up, however, it will be a different matter: you're in the dark. But, if you've already been through *Enchanter*, you should know how to shed a little light on the subject.

So, now that you can see what you're doing, it's time to get up and look around the place. You'll soon notice you're quite alone here, and you won't be able to leave; at least, not by the front door. But we'll come to that in a little while. In the meantime, do some snooping in the various rooms. You'll find a few helpful spells, and a few other interesting items, as well.

For instance, Belboz's room is worth looking into. While you're doing that, listen to the birdie, and make sure you check out *everything*! When you leave, you should have Belboz's journal. If you don't, you missed something, and you'll never get out of the Guild Hall.

Another place you don't want to miss is the storeroom. Pay special attention to that matchbook, and what's written on it. The ochre vial is also important, so make sure you hang on to that, too (the calendar? Well, you can't eat the dates, hehehe, so you can leave it if you like). And that receptacle in the lobby, now what could that be? ("Letters, I get letters. . .")

Once you've found everything there is to find on this level, and the mail has arrived, it's time to go look in the cellar. Aha! There's a mysterious trunk here, with some buttons on it. I'll bet if you pushed the right buttons, the trunk would open up (and I'll bet if you push the wrong ones, you'll never get it open!). So, how do we get it to open?

Well, notice the colors of the buttons? Do they remind you of anything? No? Better look over all the goodies that came with the game, very carefully! (You might find yourself going in circles here). Once you realize what the colors relate to, and which colors are important today, you should have the trunk open in no time.

And what's inside? Looks like a scroll to me. One of those un-Gnusto-able scrolls, in fact. Read it carefully before using it; you only get one chance, and you don't want to blow it (of course, you saved the game first anyway, right?). There really is only one logical choice, so take some time to think about it.

Ok, so now you're out of the Guild Hall.... and standing in the forest, just like in the dream. And sure enough, there's the hellhound bearing down on you! Better get a move on (no, don't climb the tree!), it's for real this time! Once you get to the forest edge, you'll be safe.

From here, you have quite a few places to explore and things to do. There's no way past the magic minefield, so don't even bother trying; instead, try climbing down the snake hole (the snakes are hiding today), and making your way to the Chasm Edge. There seems to be something on the other side, but the chasm is a bit too wide to jump. However, there is a way across, and it shouldn't take you too long to figure out how (review your spells, if necessary).

Well, will you look at that? A tree full of Zorkmids! Or.... is it? Surprise! It's just an illusion, and all you end up with is, sigh, one grubby little coin. But, it's better than nothing, and you certainly will be needing it! In fact, you'll be needing it twice, but we'll talk about that a little later.

By the way, throughout the game, there will be times when you start to feel sleepy. Don't worry about that; most anyplace is safe enough for you to stretch out and nap awhile. However, I would not suggest using either the riverbank or the drawbridge for a bed!

Speaking of the riverbank, let's trot on over there now. Just looking at it, you'll probably get the idea that swimming isn't the best thing to do here. You'd be right. Time to check your list of spells, and see which one might do some good. Just remember to move fast (hopefully, you'll go in the right direction); nothing lasts forever!

The fort is another interesting place to visit. There are two items in this area that you'll be needing later, so take a good look around. The cannon, of course, is an obvious hiding place. However, getting to the scrolls in the barrel seems impossible (hope you have some bandaids handy!). What can be done? Perhaps a look at your handy Infotater might help. Especially when you think about what you found in the vicinity of the river!

The other item is a little less obvious. But, since there aren't many rooms or other objects in the fort, you shouldn't have too much trouble finding what you need. Just be careful not to overlook (or underlook!) anything.

Now it's time to go underground. Of course, you've been making a map as you go along (haven't you?), and you've probably spent some time down below already. If you haven't, just poke around down there till you come to the Toll Gate. Here you give up your Zorkmid to get by, and, continuing further on after that, you'll come to the infamous Glass Maze.

Actually, the maze is not all that hard, although trying to get through it could drive you batty. When you make it out the exit to the Hollow, you'll find a scroll there. However, NOW you have a problem. Two, in fact. For one thing, you can't take the scroll back with you through the maze. For another, the maze will change as soon as you pick up the scroll (oops!).

Now what? Well, first, the answer to the scroll problem is really pretty simple. The

Computer Gaming World
Aug. '84

solution is right there in the Hollow, practically staring you in the face. Think about it. The maze is another matter. There are, in fact, two ways out. One is quick and dirty, the other long and hard. The hard one is finding your way out through the new maze, which can be done, but it will take awhile (if you do this, you'll have to learn a certain spell several times before you enter the maze).

The other way requires using one of the spells you found in the Guild Hall. If you've played around with that one at all, you know that it will always take you back to the place where you cast it, so if you're going to use it here, best cast the spell before entering the maze.

Ok, so now you're out of the Maze, and you have the scroll. But, you need a Zorkmid, so you can enter the Amusement Park (don't ask me what an Amusement Park is doing down here!). The tree is gone, so you can't go there for one. However, don't despair! There is a solution.... it just requires a larcenous turn of mind, and quick fingers.

Once you have the coin, it's time to visit that strange Amusement Park. Give your Zorkmid to the gnome and enter. You'll find some rides here, as well as a Haunted House. What you really want, though, is that arcade at the far end. If you could just hit one of those cute little bunnies, I'll bet you could win a prize. You can't do that on your own, but you should have something with you that will help.

When you get your prize, take a look in the Carving Room (no, it's no? the place to cut up turkeys!). One carving in particular stands out. Look over your spells; you will need TWO of them here. When you've used the right ones properly, you will be able to progress into the Sooty Room.

Now, you are about to embark on the strangest part of this adventure. The Sooty Room leads to the Coal Bin Room, and here you will find breathing to be rather difficult. You'll need a potion here; I sure hope you did the right thing with the matchbook!

But the real surprise is when you meet.... yourself! Your Older Self, in fact, sliding into the room from a chute above. Listen carefully to what your twin tells you, you'll need that information. Also, remember that you're dealing with yourself here, so act accordingly (remember the Golden Rule?).

After your twin dives down the lower chute, you can proceed on to the Dial Room. Opening the door in here should be no problem, and you will soon find yourself in the Shaft Bottom. The rope is important, so take that before you climb up to the mine.

The mine is a small (really small) maze of sorts; what would an Infocom be without one? It shouldn't take you long to map it out (it better not; your potion won't last forever!). Along the way, you'll find a timber; take it with you, because you'll need it soon.

Eventually, you'll come to the chute top. This is the one your Older Self came down a little while ago. However, before you can slide down yourself, you must find the way to the Slanted Room. You have the rope and the timber, which is all you need. All you have to do is figure out how to use them, so experiment a little there (it's a good idea to save the game, since it's likely you won't get the solution the first time).

In the Slanted Room, you'll find a scroll with a rather odd spell. It's meant to be used right there. Read room descriptions carefully before and after you cast the spell. You shouldn't leave empty-handed.

When you do come down the chute, you'll be back in the Coal Bin Room, and here you will see your Younger Self (I said this was the strangest part of the game!). This is a critical moment. If you don't do exactly the right thing here, you will cease to exist. Think back to what happened when you first entered this room, and do likewise.

Now it's time to go down the lower chute, before you choke. Ah, air again! You've made your way to a lagoon. In fact, you're probably pretty dirty from all that messing around in the mine, so why not take a swim and wash up? You might even find something of interest!

Ok, you're just about ready to face Jeearr. He's close by, as a matter of fact. You just have to get past the nasty-looking vines (should be easy), and into the cave. Ummm, well, there's those grues, too. You'll have to have a way of dealing with them. And in this case, light won't work (uh oh!).

Once you pass the grues, you will come to three doors. Two of them lead to very unpleasant consequences; the third will bring you to what you've been looking for: your showdown with the demon. So, before you open that door, you had best be prepared. You will need to protect yourself first; do that before you open the door. When you see what's on the other side, you'll know what other spell you need. Don't waste time, do what you must, and quickly! Congratulations, Sorcerer, you are now the leader of the Circle!

□ □ □

Whew! That's enough of magic for now. Next time, we'll come back to more mundane matters (so to speak!), when we take a look at solving a murder in *Deadline*. Until then, happy adventuring!

For those of you who need some extra help, there are 3 ways to get in touch with me:

By mail: send a self-addressed, stamped envelope, along with your questions, to: Scorpia, P.O. Box 338, Gracie Station, NY NY 10028.

On the Source: SMAIL to ST1030.

On CompuServe: GO GAM-310.

This column is copyrighted 1984 by Scorpia. All rights reserved.

BROOKHURST hobbies

"IMPORTED MODEL PRODUCTS FROM AROUND THE WORLD"

- AIRCRAFT
- WARGAMES
- MINITATURE SHIPS / ARMOR
- ARMOR
- BOOKS
- SHIPS
- MAGAZINES
- MINIATURE FIGURES
- STRATEGY AND FANTASY COMPUTER GAMES

MAIL ORDER SERVICE WORLD WIDE
MAIL ORDER CATALOG $2.50

12741 BROOKHURST WAY
GARDEN GROVE, CA 92641
(714) 636-3580

Dick and Donna Harrold

Sorcerer

By Susan Thompson

If you have never played a computerized mind game before, and you have about a week that you can devote uninterrupted to a fairly trivial pursuit, you might consider purchasing or borrowing Sorcerer, and spending that time in hypnotic frustration.

I heard that Sorcerer, made by Infocom, Inc., is typical of electronic riddles, but it was my first experience with them. It has a fantasy setting in which you star as the inexperienced enchanter given the mission of locating and rescuing your mentor from an unknown but powerful evil force. Resources—at first only a book of spells you have mastered—can be acquired throughout the course of your play, which should help to keep you alive.

I found that I had to play the game for about five hours and die approximately 12 times (thus forced to start over 12 times) before I had a minimal understanding of the rules, the things I was able to do as a player, and how to communicate with the Sorcerer program—what it could and couldn't understand in terms of vocabulary, phrasing and cause-effect relationships.

Indeed, the complete novice begins the game about as capable of playing it as a newborn baby is of holding down a 40-hour a week job or running for President. What directions there are read cleverly as a briefs section in a magazine, giving only glimpses of insight that really don't register until several perplexed hours into the game.

After those first painful hours, I am happy to say, however, that I graduated to the status of a "parlor magician," which means that I made it to the point in the game where I was no longer victim to Sorcerer's dictum that I die of thirst and hunger. This seemingly small breakthrough was such an emotional victory for me, that I decided to take advantage of the SAVE command, which is supposed to allow the player to head blindly on through the adventures of the game until inevitable death strikes, and then to RESTORE the game at the point at which it was SAVED—alive again, and infinitely wiser.

Here emerged one of the greatest weaknesses of Sorcerer—the SAVE command works only about half the time, a shortcoming you do not discover until you realize upon your death that you must return to the beginning of the game yet another time, despite your farsightedness. This faulty command becomes one of the biggest gambles of the game, and may eventually drive even the obsessed player to surrender.

A second Sorcerer characteristic that makes the game inhibiting is its very limited one-way vocabulary. For example, about half of your play goes something like this:

Sorcerer: Before you there is an ancient cannon sitting atop an opening to the ocean. The cannon has a wide, shallow barrel. At the bottom of the barrel lies a pile of identical scrolls.

You: (After breaking a date with your spouse for your 25th wedding anniversary so you could stay home and figure this out, you have discovered that scrolls have spells on them, and that you want all the spells you can get):
Take the pile of scrolls.

Sorcerer: How in the world can you take a pile of identical scrolls?
(Jerk is implied here)

You: Take one scroll from the pile.

Sorcerer: I don't understand the word "one" here. (Even if it did, it would suddenly forget the word "pile.")

(A few minutes later, during the same argument)

You: _____ on you!

Sorcerer: I do not see a noun in this sentence.

You immediately find the first soggy riverbank and go to sleep on it, knowing that you will be washed away in the night and that the RESTORE command will surely tell you that you made a fatal error when you SAVED—start again or quit.

If, on the other hand, you get lucky and find the magical combination of words that Sorcerer understands, you will discover that what you see as an obvious cause-effect relationship often

continued on page 53

Sorcerer. . .

continued from page 50

gives the program reason to all but outright call you an ass. Indeed, a majority of the game is spent figuring out what relationships between objects and events have been written into the Sorcerer program—an understandable if frustrating limitation of the game.

You also spend a lot of the play isolated from all other living things. Even though the directions tell you to talk to any characters you come across, on the rare occasion that you do, they are usually unable to understand anything you say, or they have been directed not to stop and chat. The danger of ignoring them is that one or two of them, if asked just the right question with the winning word order, will undoubtedly tell or give you something you must have to win the game.

All this might sound dreadful, but Sorcerer is intoxicating. And I'm sure that actually concluding the game would be cause for a good party—if only the doctors would let me out of my little padded cell.

Sorcerer is a product of Infocom, Inc. It's suggested retail price is $49.95.

nice publicity, Steve

Software Review

Infocom's Sorcerer adventure gam

Sorcerer. Infocom. 55 Wheeler St., Cambridge, MA 02138. (617) 576-3190. $49.95. Available for most popular personal computers.

Trapped in the Chamber of Living Death, you feel as if you're floating in the center of an infinite void. Hideous parasites are tearing at your flesh. Amazingly, you don't die.

Neither did we and thus can tell you about Sorcerer, an Infocom adventure game that has caused us equal amounts of amusement and aggravation.

The beauty of Sorcerer, and other Infocom games, is that they allow you to interact with your computer by typing in what feels like complete sentences. Much of the time the Infocom game "parser" will correctly interpret what you are saying, or if it doesn't understand will respond unpredictably. (This can be amusing.)

We don't want to give away too many of the details of Sorcerer. Besides, we might mislead you since we haven't gotten beyond the Chamber of Living Death, which admittedly isn't very far.

A brief message from Karza of Thriff (we never found out what a Karza is supposed to be) on the first page of the "Popular Enchanting" document enclosed with the game explains that the adventure is based on the saga of the young Enchanter.

The Circle of Enchanters has dispatched a "fledg-

John Markoff & Paul Freiberger

John Markoff and Paul Freiberger are technology writers for McGraw-Hill publications.

ling Enchanter" concludes, "In th tection that only

In this Infocom Enchanter who h defeating the evi out new evils and begins.

It's not easy. Y the Guild of Ench typing instructio

We did manag cerer, in which y devoured by a he

We sauntered ness into Frobar's here.

The folks at Inf you'll discover wh the most powerfu ished.

His disappearan the Circle. Perhap clues to his disapp

"Squawk! You s mindshield, you d Now where can I

As you move th to make good use

nice publicity,
Steve

venture game leaves you spellbound

Freiberger are technol-Hill publications.

mber of Living Death,
r.
a of Thriff (we never
posed to be) on the first
ing" document enclosed
ne adventure is based on
er.
as dispatched a "fledg-

ling Enchanter" against unknown evils. The Karza concludes, "In this time of crisis do we have the protection that only a Sorcerer can provide?"

In this Infocom adventure, you are the young Enchanter who has achieved fame in the Circle by defeating the evil warlock Krill. Now you must seek out new evils and destroy them. Thus, the game begins.

It's not easy. You move through rooms in the Hall of the Guild of Enchanters and through a fantasy land by typing instructions.

We did manage to get past the first section of Sorcerer, in which you are either struck by lightning or devoured by a hellhound.

We sauntered down the hallway through the darkness into Frobar's headquarters. Hmmm. No clues here.

The folks at Infocom have a sense of humor as you'll discover when you enter the quarters of Belboz, the most powerful of all Enchanters, who has vanished.

His disappearance is what makes you the hope of the Circle. Perhaps Belboz's parrot can offer some clues to his disappearance and the pending evil:

"Squawk! You should never have let down your mindshield, you doddering old Enchanter. Squawk! Now where can I hide this key?"

As you move through the game, you'll have to learn to make good use of your magic spell book. And don't try to be to clever and think you can solve this adventure without pencil and paper. Begin work on your map immediately.

One of the joys of Infocom games is the attention to detail they offer. In one room we found an old matchbook cover that offered a special spell that could be ordered by mail.

In a brass container in the lobby of the Guild Hall we found a copy of "Popular Enchanting" magazine that contained stories on the explosion of the spell scroll manufacturers and the coming shakeout in the magic potion industry.

What's the future of adventure games? Some time ago Infocom ran a catchy advertising campaign based on the slogan "all the graphics are in your head."

This was a reference to the fact that, unlike many other game companies, Infocom has so far bucked the trend toward mindboggling graphic displays on personal computers.

We hope that they continue to focus their attention on the insides rather than the appearance of their games. Adventure games that offer you a graphic display of each sequence as you move from room to room or place to place miss the point.

The pleasure of an adventure game is that it can potentially free your imagination in much the same way as reading a novel. It is easy to lose yourself in a well written adventure game.

Thoughtware Is The Future.

It's a new way to learn, a logical and innovative approach to management training. It will revolutionize management training now, and in the future. Thoughtware utilizes the latest research in management development from leaders in the field, and has been tested nationally.

For individuals, and their organizations, the educational, economic and operational benefits of Thoughtware's computer-based learning programs are enormous. But Thoughtware isn't just the future.

Thoughtware Is The Present.

Some of the largest and most prestigious corporations and organizations in the world have purchased Thoughtware's assessing Personal Management Skills Program.

American Express	Ingersoll-Rand
American Mgt. Assoc.	IRS
Apple Computer	Johns Hopkins Univ.
AT&T	Levi Strauss
Avon	Marriott
Bankers Life	Marsh & McLennan
Blue Cross & Blue Shield	Mass. Mutual
Bank of Boston	McGraw-Hill
Bureau of the Census	MCI
Chevron USA	U.S. Navy
Ciba-Geigy	NCR
Citibank	NYU
City of Dallas	Owens-Illinois
Crown Zellerbach	Owens-Corning Fiberglas
Dow Jones	Royal Cup Coffee
Dun & Bradstreet	Sentry Insurance
DuPont	Singapore Embassy
Ernst & Whinney	Stone & Webster
Exxon	St. Regis Paper
Federal Reserve Bank	Tampax
Fireman's Fund	The Nestle Co.
General Electric	The Rouse Co.
General Foods	3M Corporation
Georgia-Pacific	TRW
Gov't of Canada	Univ. of Illinois
Gulf Oil Corporation	United Parcel Service
Hewlett Packard	United Way
Horn & Hardart	Univ. of Mass.
Hughes Aircraft Co.	Westmoreland Coal
Husky Oil	Westinghouse Corp.
IBM	Xerox

And hundreds more. What they've learned, you can now discover.

You can reap the benefits of Thoughtware by visiting your local computer dealer, or call us at our toll-free number 1-800-THT-WARE, or write: Thoughtware Inc. Suite C, 2699 So. Bayshore Dr. Coconut Grove, Florida 33133.

Thoughtware Programs include:
11 Assessing Personal Management Skills ($350)
23 Defining Goals And Objectives ($450)
26 Managing Time Effectively ($450)

CIRCLE 185

(800) 828-6573
retail

Success With Math Series
These comprehensive, self-paced math tutorials are designed for use by primary and secondary school students for basic skill reinforcement and remedial learning. All programs in the series emphasize problem solving with positive reinforcement of mathematical skills and concepts.
For Apple II series; Commodore 64; all Atari models
$24.94 each
CBS Software
One Fawcett Pl.
Greenwich, CT 06836
(203) 622-2525
retail or direct order

Teacher PCjr
A computer training program for IBM PCjr users, The Teacher PCjr works with the manuals and programs included with the machine to teach computer operation, PC-DOS 2.1 and BASIC.
For IBM PCjr with 128k
$89.95
CMA Micro Computer
55722 Santa Fe Trail
Yucca Valley, CA 92284
(619) 365-9718
retail or direct order

What I Usually Eat
Aimed at allowing teachers to determine if youngsters' food choices add up to a balanced diet, What I Usually Eat is for use with children in grades 3 through 6. The program asks kids what they usually eat for breakfast, lunch, supper and snacks. Their responses are compared to the recommended number of servings from each of the basic food groups.
For Apple II Plus, IIe
$30
National Dairy Council
6300 N. River Rd.
Rosemont, IL 60018
(312) 696-1020
direct order

Writing a Character Sketch
Writing a Character Sketch is a structured exploration of the elements students must consider in writing about a historical or fictional character. Individual sets of student notes can be saved on a data disk to facilitate printing.
For Apple II series
$43
Minnesota Educational Computing Consortium
3490 Lexington Ave. North
St. Paul, MN 55112
(612) 481-3520
direct order

HOME

SORCERER

Belboz the Necromancer—your friend, mentor and most powerful of all Enchanters—has vanished, and there are signs that he is in the thrall of evil sorcery. The freedom of the land, and the very existence of the Circle of Enchanters, could be in jeopardy. As a full-fledged member of the Circle, you must rescue the kingdom and locate your mentor in the treacherous mists of time.

Confused enough? You won't be once you begin playing Sorcerer, the second release in Infocom's Enchanter series of adventures in the mystic arts. Sorcerer is a follow-up to the first interactive fiction adventure, Enchanter, where (if you've played) you had defeated the evil warlock Krill and earned a seat on the Circle of Enchanters.

The key element in both Enchanter and Sorcerer, says Infocom Product Manager Michael Dornbrook, is magic. "With its focus on magic, the Enchanter series has really given players a new type of challenge," he explains. "In Enchanter, and now Sorcerer, players advance toward their goal through the use of magical powers they acquire along the way."

Dornbrook adds that Sorcerer can understand a vocabulary of more than 1000 words—almost 50 percent more than other interactive fiction games. "That capability allows Sorcerer to add substance to the Zork-Enchanter universe by supplying it with a richly detailed history and geography," Dornbrook says.

Sorcerer, written by the author of

Planetfall, includes Popular Enchanting Magazine (the manual), Creatures of Frobozz Infotater (a rotating data wheel), and a holding pouch. The program runs on many personal computers, including the Apple II series, all Atari models, Commodore 64, IBM Personal Computer and PCjr, TRS-80 Models I and III, TI 99/4A and CP/M-based systems.

Sorcerer retails for $49.95 and up, depending upon the system.
FOR MORE INFORMATION: INFOCOM, INC., 55 Wheeler St., Cambridge, MA 02138; (617) 492-1031.

Aegean Voyage
In Aegean Voyage, you are the captain of a Greek sailing vessel in search of the treasures of the gods hidden on islands scattered throughout the waters of the Aegean Sea. Each time you sail into a rocky harbor, the Oracle will give you a clue.
For Commodore 64
$39.95
Spinnaker Software
215 First St.
Cambridge, MA 02142
(617) 868-4700
retail

Fleet Feet
This "foot race" presents players with their choice of 16 different feet, each with its own characteristics. By choosing the right feet and avoiding obstacles along the track, players avoid "defeat." The game is designed to teach children age 8 and up cooperation, planning and problem solving skills.
For Commodore 64
$39.95
CBS Software
One Fawcett Pl.
Greenwich, CT 06836
retail or direct order

The Home Organizer
Tailored for record-keeping in the home, The Home Organizer is a series of programs that lets you sort through files, search specific items and even produce statistical calculations. The series includes modules for stamps, recipes, addresses, mailing lists, personal banking, music and book libraries, home photo and movie collections and household inventory.
For Commodore 64
$39.95 each
Batteries Included
186 Queen St. West
Toronto, Ont., Canada M5V 1Z1
(416) 596-1405
direct order

Mr. Dig
In this arcade game, you help the little wizard harvest his cherry crop by guiding him through the orchard and away from the evil hunters.
For TRS-80 Color Computer
$30.95
Computerware
Box 668
4403 Manchester Ave.
Suite 102
Encinitas, CA 92024
(619) 436-3512
retail or direct order

Nomination
Nomination is a contest of political strategy that pits you against actual presidential candidates.
For IBM Personal Computer
$29.95
The Brady Co.
Routes 450 and 197
Bowie, MD 20715
(800) 638-0220
retail

Ranch
Ranch is a graphics program that lets 5- to 10-year olds create and animate western adventures. Once a picture has been composed, a simple joystick maneuver animates the scene.
For Commodore 64
$39.95
Spinnaker Software
215 First St.
Cambridge, MA 02142
(617) 868-4700
retail

Sorcerer of Claymorgue Castle
Following a medieval magic theme, Sorcerer of Claymorgue Castle encourages you to become Beanwick—faithful apprentice of Solon the Master Wizard—in search of the 13 "stars of power."
For Apple II series; all Atari models; Commodore 64; TRS-80 Color Computer
$24.95
Adventure International
Scott Adams, Inc.
Box 3435
155 Sabal Palm Dr.
Longwood, FL 32750
(305) 862-6917
retail or direct order

Spud
An arcade-style game, Spud has two players matching wits as each tries to weaken the opposition's protective shields with an exploding spud, eventually destroying the opponent's fort and winning the game. The Spud package also includes another "fort" game called Mug Shot.
For Apple II series
$29.95
Howard W. Sams & Co., Inc.
4300 W. 62nd St.
Indianapolis, IN 46268
(317) 298-5400
retail

Weather Tamers
Designed to encourage scientific thinking, experimentation and cooperation, Weather Tamers presents a computerized map of North America divided into regions. Players try to manipulate meteorological elements to create the weather appropriate for the region.
For Commodore 64
$39.95
CBS Software
One Fawcett Pl.
Greenwich, CT 06836
(203) 622-2525
retail or direct order

Webster: The Word Game
This game helps children recognize and spell familiar words. Multiple skill levels start them off at simple one-syllable words, and gradually progress to more complex terms.
For Apple II series; IBM Personal Computer, PCjr; Commodore 64
$29.95
CBS Software
One Fawcett Pl.
Greenwich, CT 06836
(203) 622-2525
retail or direct order

admission requirements, admissions policies, and application deadlines.

Each category has a list of characteristics. For example, under "campus setting" students can choose a major metropolitan area, a small town, a small- to medium-size city, or a rural area. Under the "sports" category, College Selection Service lets students pick as many sports as they want from a list of 29. "Majors," perhaps the key category for most students, has a list of about 350 majors, including some unusual programs such as Sports Medicine and Ceramics Engineering.

As the student chooses characteristics from each category, colleges that don't have those characteristics drop out of the pool. During this process of elimination through each of the 17 categories, the student can find out at any time how many colleges are left in the data base. A nice feature of the program is that should the student change his mind about a requirement he may have in selecting a school, review and revision of specifications chosen is always possible.

Once the list of 1700 is whittled down to a maximum of 40, the student can get a printout. Forty was a limit chosen by the program designers to prevent students from getting too broad in their search. The printout gives the names of the schools, the addresses, and page references to *Peterson's Guide to Four-Year Colleges 1984*. The Guide, which comes with the program, contains detailed statistical data and illustrated descriptions of schools.

College Selection Service has menus to lead users through the program step-by-step, and one keystroke will call up Help or Information. A Help screen gives procedural information about the program—what commands to use, how to type a selection, etc. An Information screen will give users a definition for a particular criterion, and explain how criteria and ratings are decided. For example, there are five levels of college entrance difficulty. The information screen for the difficulty criteria will explain how these difficulty ratings are determined.

With many of the more routine tasks involved in selecting schools eliminated by the computerized process, a student can devote more time to in-depth research on a short list of suitable colleges. Information for the program's files comes directly from the same data base used for *Peterson's Guide to Four-Year Colleges*. Peterson's updates its information every year with data provided by the colleges.

Peter W. Hegner, publisher of Peterson's Guides, says, "We believe College Selection Service fills a variety of needs. It is so much fun to use that students become much more involved in the college selection process, and take more responsibility for choosing a list of colleges with the characteristics they want. It also frees busy guidance counselors from routine tasks, provides the most up-to-date college data available, and makes crystal clear the large number of options open to college-bound students."

Members of the National Association of College Admissions Counselors, a professional, nationwide organization of high school guidance counselors and college admissions officers who work at getting college candidates appropriately placed by looking for ways to help students make the critical choice, saw the package at their annual conference in San Antonio last October.

According to Peterson's Shepard, high school guidance counselors at the conference found College Selection Service easy to use. As far as accuracy of data on colleges was concerned, Shepard says the counselors had confidence in the Peterson's name because "they recognized Peterson's as the best source, and know we have good data."

Shepard says the counselors also liked the fact that students would get only a list of school names and addresses when they finished with the program, requiring them to research each school further in the Peterson's manual and in other books in the school library. "The counselors are hesistant to give students the impression that the computer will give them all the answers," explains Shepard.

The complete package, including disks, the *Guide to Four-Year Colleges 1984*, a Counselor/Student Manual to help interpret data, and a user information card, retails for $135. The package is now available for the Apple II Plus and IIe, as well as the TRS-80 Models II and 12. Versions for the IBM Personal Computer and the Wang Professional Computer are due in the spring.

FOR MORE INFORMATION:
Peterson's Guides
P.O. Box 2123
Princeton, NJ 08540
(609) 924-5338

ENTERTAINMENT

SORCERER

Belboz the Necromancer—your friend, mentor, and most powerful of all Enchanters—has vanished, and there are signs that he is in the thrall of evil sorcery. The freedom of the land, and the very existence of the Circle of Enchanters, could be in jeopardy. As a full-fledged member of the Circle, you must rescue the kingdom and locate your mentor in the treacherous mists of time.

Confused enough? You won't be once you begin playing Sorcerer, the second release in Infocom's Enchanter series of adventures in the mystic arts. Sorcerer is a follow-up to the first interactive fiction adventure, Enchanter, where (if you've played) you had defeated the evil warlock Krill and earned a seat on the Circle of Enchanters.

The key element in both Enchanter and Sorcerer, says

Infocom product manager Michael Dornbrook, is magic. "With its focus on magic, the Enchanter series has really given players a new type of challenge," he explains. "In Enchanter, and now Sorcerer, players advance toward their goal through the use of magical powers they acquire along the way."

Dornbrook adds that Sorcerer can understand a vocabulary of more then 1000 words—almost 50 percent more than other interactive fiction games. "That capability allows Sorcerer to add substance to the Zork-Enchanter universe by supplying it with a richly detailed history and geography," Dornbrook says.

"Two other factors help make Sorcerer an even greater challenge than Enchanter," he continues. "First, players are able to learn more magic spells, and secondly they'll have a number of magic potions at their disposal."

Sorcerer, written by the author of Planetfall, includes Popular Enchanting Magazine (the manual), Creatures of Frobozz Infotater (a rotating data wheel), and a holding pouch. The program runs on many personal computers, including the Apple II series, all Atari models, Commodore 64, IBM Personal Computer and PCjr, TRS-80 Models I and III, TI 99/4A, and CP/M-based systems.

Sorcerer retails for $49.95.

FOR MORE INFORMATION:
Infocom, Inc.
55 Wheeler St.
Cambridge, MA 02138
(617) 492-1031

PERSONAL PERFORMANCE

IMAGINATOR

Imaginator, from Townsend Microware, will let you create, edit, manipulate, and display three-dimensional graphics images. The program's graphics editor is aimed at taking the drudgery out of creating three-dimensional objects on the screen.

Once created, objects can be manipulated and displayed in a variety of ways using Imaginator's set of interactive commands. Images can be displayed on a high-resolution screen, dumped to a printer, or saved on disk as binary picture files.

Imaginator is divided into a number of parts, called program modules, that are set up for editing, manipulating, and displaying three-dimensional data. The principal operating modules, Points, Lines, and Objects, can be selected from the main menu.

Point and line data are entered into a table using a technique similar to entering data into VisiCalc. You simply move the cursor to the location in the table where the data is to be entered (or edited), and type in the desired value.

The Points editor allows you to input all point data (in the form of X, Y, Z coordinates) directly from the keyboard. You need only enter the values for X, Y, and Z that are different from the values of the previous point, since the program assumes the default values of X, Y, and Z to be equal to those immediately preceeding them.

The Lines editor lets you specify the beginning and ending point ID numbers for each line. Default values are also used with the Lines editor, unless you specify otherwise, to avoid any tedious keyboard chores. In order to then define an object, you determine which point data file is to be used with which line data file.

When an object is first created, Imaginator automatically calculates view parameters such that a complete image of the object is generated in the middle of the high-resolution screen. Once this is done, you can view the object from any point around or within the object. Views of the object can be changed by specifying parameters like eye point, view point, distance, and type of projection.

Views can also be adjusted by making an incremental change using the program's interactive display commands to move the image up, down, left, right, forward, back, clockwise, or counterclockwise. These commands can be entered in three ways: as orbital commands, allowing you to fly around the object while looking toward a fixed view point; as panning commands, allowing you to fly by the object while maintaining a fixed line of sight; or as aiming commands, letting you look around while being given a fixed eye point.

Once the image has been displayed on the screen, you have the option of dumping the screen image to a graphics printer or saving it to disk. Dumping the image to a graphics printer requires only a single keystroke if a graphics interface card is in place, but a screen dump utility program can also be used if you don't have the interface card.

Imaginator, which runs on the Apple II series and the Apple III in emulation mode, comes in two versions: Imaginator and Imaginator 2. The second version, Imaginator 2, is an enhancement of the original program which allows for the display of multiple objects on the screen at the same time, the use of a color monitor, and the drawing of an object with a constant line ink plotter. The image drawn on the plotter is taken directly from a special picture data file created by the program, thereby allowing the picture to be drawn with the increased resolution of the plotter.

Imaginator requires 48k (Imaginator 2 needs 64k) and comes with a manual containing a tutorial section on the program itself and an introduction to the subject of three-dimensional computer graphics. The package retails for $129 (Imaginator 2 for $179) and is available through dealers or directly from the company.

FOR MORE INFORMATION:
Townsend Microware
931 Washington St.
P.O. Box 1200
Port Townsend, WA 98368
(206) 385-4080

IBM PCjr SOFTWARE

Ready to run disks of all-new practical, efficient, useful, entertaining, indispensable programs, written for the PCjr.

Charts & Graphs for IBM PCjr

Our disk is an indispensable tool kit, loaded with pie charts, bar graphs, line diagrams to display trends, comparisons on your color screen. Applicable to money, finance, business, interest, loans, mortgages, household expenses, time management, cash flow, budget analysis, statistics, these charts and graphs will brighten your computing. Each program is unlocked, copyable. Add to other software. Modify as you like. Runs on all IBM PCs and DOS 2.1 compatibles. One 5¼" disk, **$69**

Games for IBM PCjr

Adventure, space, number, memory, two-dozen easy games for hours of fun. Fight off alien hordes, killer sharks. Find hidden Easter egg. Birdwatching. Black Pearl of Orient. Imagine you are Hercule Poirot. Unwind a tangled web of death in a drama of old-English maids, butlers, nannies in a Christie-style manor. Many, many more exciting games. Stimulating and highly entertaining, in unlocked Cartridge BASIC or BASICA for all IBM PCs and DOS 2.1 compatibles. Modify any way you like. One 5¼" disk. **$39**

Music Programs for IBM PCjr

Three dozen all-new, highly entertaining favorite songs on one disk. A warm friendly way to bring the family together through shared enjoyment of treasures especially arranged for the IBM. High tech at its best. Ideal way for IBM users to give family a larger part in enjoyment of the computer. A large collection of best-known, beloved musical selections scored by a master musician for the IBM. Includes pop, classical, folk, seasonal tunes. Gather friends for an old-fashioned singalong. Runs on all IBM PC's. One unlocked copyable 5¼" disk, **$49**

101 Programs for IBM PCjr

Our disk is loaded with 101 all-new ready-to-run practical, entertaining, indispensable programs, first time on one PCjr disk. The extensive library on this disk includes software for home, office, classroom, professional, hobbyist. Each program stands alone, is complete, easy to use, copyable. One 5¼" disk, **$99**

Buy any three disks and take a 20% discount from the total. We pay postage and handling to all USA addresses. No extra or hidden costs. Customers ordering from outside the USA, please include US$25 extra for postage and pay in USA dollars.

Order direct from this ad. We accept checks, money orders, cash, VISA or Mastercard. Sorry no CODs. Disks shipped by US mail, usually within two business days.

Our disks can be backed-up as many times as you need, including to a hard disk. We use top quality disks which we guarantee 30 days from ship date against shipping damage, physical defects, reproduction damage. We can't guarantee software for any particular application.

ARCsoft Publishers
Post Office Box 132D
Woodsboro, Maryland 21798

Sorcerer

Infocom
55 Wheeler St.
Cambridge, MA 02138
(617) 492-1031
List price: $49.95
Requires: Enhanced PCjr with 128K and disk drive, or equivalent

CIRCLE 417 ON READER SERVICE CARD

Spellbinder The first game was Infocom's *Sorcerer*, a text-only game from the people who have tormented everyone with the *Zork* series, *Enchanter*, and *Planetfall*.

Having dabbled in most of their other games, I worked my way pretty quickly through the early levels of the world of sorcery and magic conjured up by this program. Before long, I was riding roller coasters in an amusement park staffed by trolls, casting spells to turn myself into a bat, and all sorts of other fun stuff.

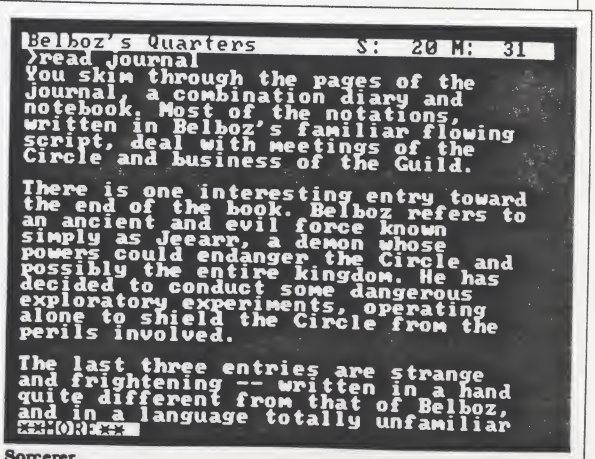
It struck me as I wandered around this cockeyed world in search of the demon Jeearr that once you've played a bunch of Infocom games, you have to be addiction-prone in order to play another one. It also struck me that I was in a lot of trouble if I couldn't figure out how to get through the mine field without blowing myself into Infocom heaven.

I had a spell that let me float in the air. So I gave it a shot—made myself into a flying sorcerer, you might say. The result was as bad as the pun. Fortunately, you never really bite the dust with these games. You can save a game at a point where you're safe and return there when you do something dumb. In *Sorcerer* you even have a spell you can cast at yourself to resurrect your bones after a wide variety of excruciating deaths.

All this is nice and makes for a fun game. The prose is interesting, and there is a sense of humor underlying this game that is welcome. Of course, like all cut-ups, the gang at Infocom goes a little too far when it gets you in that cave. But enough of the details. I wasn't playing *Sorcerer* to have fun. I needed to solve it, to confront Jeearr and knock his socks off.

The only sensible way to play these interactive games is to stop when you're stumped and return with a clear head and a fresh perspective. Being only sensible, I quit *Sorcerer* and decided to try my hand at one of the other disks. Hoping for the best, I booted up *Demon's Forge* from Boone Corporation.

Getting the Picture This is a "hi-res" adventure game, one where pictures on the screen become as important as the text underneath them. I've never been a big fan of these hi-res games, preferring the intricate fantasies and purple prose of the Infocom style of game. *Demon's Forge*, however,



Sorcerer

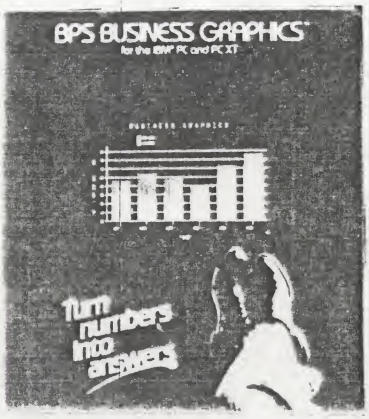
Home Cataloger jr	$49.95	**$30**
F C M jr	$74.95	**$45**
Ultra File jr	$99.95	**$60**

Business & Professional Software

Business & Professional Software introduces Business Graphics, a flexible and easy-to-use graphics package which enables users to create many different graph types with English commands. Users may extract data directly from 1-2-3, Multiplan, Visicalc, dBase II, PFS File, Easy Writer II and other popular programs.

Business Graphics requires 128K memory and IBM PC, PC-XT, Compaq, Columbia, Seequa or TI Professional. A color graphics adaptor and color monitor are recommended.

Suggested Retail Price is $350, **Dealer Cost $210.**



Suggested Retail Price is $265, **Dealer Cost $177.**

Microrim introduces CLOUT, a conversational language option for use with R:base 2000 or R:base 4000, which enables users to make natural conversational requests in plain English. CLOUT has a two-hundred word vocabulary, to which users may add up to five-hundred words and phrases.

CLOUT is available for MS DOS and PC DOS. A CP/M 80 version will be released soon.

Suggested Retail Price is $195, **Dealer Cost $117.**

Infocom

You're even more of a stud than I thought.

Infocom has released a new adventure game called Sorcerer, the second release in the Enchanter series of adventures in the mystic arts. The Sorcerer program is capable of understanding a vocabulary of over 10,000 words. This capability adds detailed history and geography to the adventure game. When using Sorcerer, players advance toward their goal using mystical powers they acquire along the way. Sorcerer is an even greater challenge than Enchanter because players are able to learn more magic spells, and use a number of magic potions.

Sorcerer is available for IBM PC, PCjr and Apple II for a List Price of $49.95, **Dealer Cost $29.97.** Also available for CP/M, DEC Rainbow, MS DOS 2.0, NEC APC and TI Professional for a List Price of $59.95, **Dealer Cost $35.97.**

GYRUSS A-

While Parker Brothers chose graphics over play action on their *Star Wars* cartridge, they put play action first in this case. It pays off. This game, which looks something like *Galaga*-in-the-round, feels a lot like the arcade original. Satellites, meteors and enemy planes swirl frantically around the screen to the tune of Bach's *Toccata and Fugue in D Minor*. You move in a wide circle around the playfield picking them off, and you can get double fire-power if you hit the middle molecule. When you reach a planet, you get a Chance Round in which you can waste an army of satellites without having to worry about them firing back. But the real goal is to reach Earth, and you've got to pass Neptune, Uranus, Saturn, Jupiter and Mars before arriving there. While the game doesn't have a lot of depth, it will appeal to all of us who never tire of shooting things. And these creeps never stop coming at you! The enemies shoot at you more than they did in the arcade game. One or two players.

Parker, for Atari computers. Also available for 5200, Adam/ColecoVision, C-64

SORCERER A+

Belboz, leader of the Enchanters' Guild, has vanished. He's evidently under the spell of an evil demon, Jeearr, and it's up to you and your Spell Book to rescue him. Exploring the Guild Hall turns up a few scrolls with more spells, and a copy of the Encyclopedia Frobizzica sheds new light on the mythology of the Great Underground Empire, its curious history, oddball kings and other characters. The first real problem involves leaving the Hall to look for Belboz—a "warning nymph" refuses to let you exit through the only door.

Outside, a world of weirdness awaits beyond the Twisted Forest. The terrain is a combination of above-ground and subterranean locations, including snake-filled pits, caves, a castle, an amusement park and Fort Griffspotter. Magic remains the key to solving most puzzles, as in *Enchanter*, but some new spells come in handy: "izyuk" allows you to fly, and "meef" will turn a Caesar salad into dust. The former is essential when you reach the Glass Maze, whose clear walls, ceilings and floors can lead to sudden death if you stride boldly into a room that has no floor. Magic potions are handy in other tight spots.

It's a vast world, full of puzzles that are more difficult than those in *Planetfall* and *Enchanter*—but nowhere as tough as *Zork* or *Infidel*. The new 1,000-word vocabulary, made possible by breakthroughs in programming techniques, will serve you well. Meretzky's inimitable sense of humor romps throughout the story, and his flair for conjuring up a convincing alternative universe is unparalleled.

Infocom, for most computers

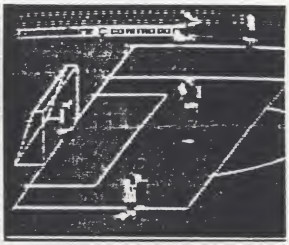
SPACE TAXI A

Some games give you free reign to recklessly roam the screen, bouncing off the walls if you like. Others demand slow, intense precision to stick to a safe path. *Space Taxi* is the latter. You've got to maneuver your taxi with short horizontal and vertical thrusts to pick up passengers and deliver them to landing pads across the playfield. You have no enemies and you don't shoot anything, but magnets, shooting stars, narrow passages and black holes make the driving very difficult. Your score is registered by the money you earn in fares and tips.

If that were all, *Space Taxi* would still be an excellent game. But it's also a breakthrough game—the first Commodore 64 game with clearly intelligible voice synthesis right on the disk. Passengers shout "Hey Taxi!," "Pad 5 please" and other phrases when you pick them up or drop them off. While the voices are not necessary (the words are also written on the screen), they add a nice touch. There are few other sounds in the game. The graphics are better than average.

This is not a game for the hyperactive. You've got to be extremely cool, exacting and patient. There are 24 completely different screens to get through. The first is ridiculously easy, but you'll be sweating by screen six. Recommended for experts *and* beginners.

Muse, for C-64



INTERNATIONAL SOCCER B

After noting that *International Soccer* is a state of the art sports simulation with realistically animated players and outstanding graphics, let us quickly add that the state of the art for computer sports games is still in the Mesozoic Period. While recent games like Gamestar's *Star League Baseball* and Electronic Arts' *One-on-One* are spectacular, they still don't come close to duplicating real-life games.

For example, here are some of the built-in limitations of *International Soccer*: you can only control one of your six players at a time—the one closest to the ball. When you kick the ball, it always travels the same distance, and only goes in the direction you're facing. Players can run through other players as if they were ghosts. You can't control where your goalie dives, only *when*.

Nevertheless, *International Soccer* is fun to play, especially against a human

ADVENTURE

INFIDEL

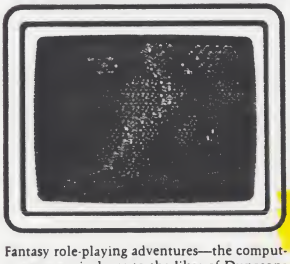
The Arab workers have poisoned your kumiss and abandoned you in the desert because you asked them to work on a high holy day. The "navigation box" hasn't arrived from the States yet. And it isn't even noon. What a way to start the day. Yet that's how it does start in Infidel, the first in the new "Adventure" series of games from Infocom.

You play an ambitious, unscrupulous archaeologist. The very fact that you're here in the desert searching for a lost pyramid is the result of having cheated your fine upstanding partner. Now you're alone. Using a map and the navigation box (when it finally arrives), you must find, in the endless, shifting desert dunes, the location of the pyramid. Once you find it and go inside, there are hieroglyphics to decipher, hidden traps to avoid, and treasures to collect—provided you explore slowly and carefully.

Infidel is purposely simpler to solve than most of Infocom's fine line of witty, all-text games, since it was written as an introduction to the genre for novice adventurers. But it's still a challenge. Sharp thinking is required to solve the puzzles it poses, and the thrill of successfully deducing the meaning of the jewel clusters or correctly reading the hieroglyphics without the aid of a Rosetta Stone is no less exhilarating than the rewards of more taxing adventures. (Aug. 84) —Randi Hacker

Infocom; AP, AT, C64, IBM, MAC (D); $45.

XYPHUS



Fantasy role-playing adventures—the computer game equivalents to the likes of Dungeons & Dragons—are a delightful source of challenge, but they have one drawback: They require weeks or months to play. The designers of Xyphus must have sensed some players' frustration at slow progress, and have created the first adventure-game equivalent of *One Minute Manager*.

Xyphus is divided into six separate modules, which must be played in order. Each is a complete adventure, solvable in about one to 12 hours, depending on the skill of the player. The modules get progressively harder, and the final one should satisfy even the most jaded expert player.

As many as four characters may be separately controlled on the screen at the same time—a feature unique to this game. Make sure your party includes at least one of each of the three races (Elf, Dwarf, and Human), as powers special to each race are needed at different times. Characters can cast three types of magic spells (attack, hindrance, and healing). As characters gain levels of experience (good players should be able to develop level-four characters, while a really lucky Indiana Jones type adventurer might make the fifth level), they earn more powerful spells.

Since multiple monsters of different types may appear together, the game has some elements of classical strategic planning, as the player organizes his forces in a battle front to best fight the approaching enemy.

New players will find this very original game an excellent introduction to the genre, while experienced players will appreciate the game's brevity as well as its detail.

—Roe R. Adams, III

Penguin, by Dave Albert and Robert Waller, AP, C64 (D), $35.

THE COVETED MIRROR

This game offers not only a first-rate puzzle, but also interesting graphics that include a detail of animation in most scenes. At the start, you've been imprisoned by the evil King Voar, whose hold over the kingdom can be broken only by finding a piece of a magical mirror. You can escape from your cell and explore the castle or even wander into town, but from time to time you'll be recaptured by the guards. The geography of the game has all the classic elements, from confusing Twisty Passages to secret passageways that are useful shortcuts. Most of the objects you find must be traded for other objects (try talking to the townspeople, who may offer hints). There are also unusual touches like fishing and jousting contests that test your reflexes. This is an excellent game for all levels of adventurers. (May 84) —R. W. S.

Penguin, by Eagle Berns and Holly Thomason; AP (D), $35.

SORCERER

You meet a lot of intriguing characters in this all-text sequel to Enchanter (Feb. 84), including a mysterious Adventurer whose identity will surprise you. Once again you're the young wizard you were in Enchanter, but this time you're more respected and have more spells. Your mentor, Belboz, has been carried off by a demon named Jeearr, who has also taken over Belboz's mind and is now living there rent free. Your job is to evict him. But first you've got to get out of the Enchanters' Guild without using the door. If you don't get out by bedtime, your dreams will take you to the House of Eternal Pain, where your agony will be so profound you won't be able to move or think—or escape. Try to avoid this.

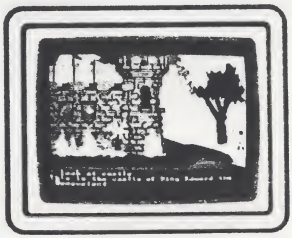
Your explorations will take you through the Underground Empire first visited in the Zork trilogy (Dec. 83) and later encountered indirectly in Enchanter. If you find the admission fee, you can spend a little R&R time in the best amusement park ever. Don't miss the arcade area, where the prizes for beaning bunnies with metal balls are even better than kewpie dolls. You'll meet gnomes, learn that crime does in fact pay, and discover that bat guano is not just something to avoid stepping in. Magic scrolls are littered all over the place, and the spells they contain will make your mouth water. Making a map of the game's landscape is necessary, as is finding a friend to play with who understands mirror mazes and reverse mirror mazes—and don't underestimate the usefulness of the Infotater, the information wheel that comes with the game.

The story line is brilliantly conceived. As in other Infocom games, the program understands full English sentences and is a witty smart aleck. For example, should you find a flag and type in the command WEAR FLAG, the computer's response might be "Who do you think you are, Abby Hoffman?"

—Randi Hacker

Infocom, AP, AT, C64, IBM, MAC (D); $45.

KING'S QUEST



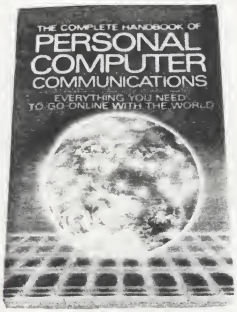
In this animated adventure, you use a joystick or the keyboard to move your character through each scene and make him walk, climb, swim, etc., while other characters and animals are also moving. Instead of entering directions on the keyboard (NORTH, SOUTH, etc.), moving your character to the edge of the screen automatically brings him to the adjacent area. And to further reduce the amount of typing you have to do, single keystrokes can be used for certain commands. The graphics are the sunniest and most charmingly detailed we've seen, and make the game a real pleasure to play. The object is to collect three magical objects and bring them to the king. Solving the puzzles you encounter along the way isn't easy, but once you see how they're all related (we won't spoil it for you), you'll find them uniquely logical. —R. H.

IBM, by Sierra On-Line, IBM (D), $60.

Coming Attractions
(Products Submitted to TI Professional Computing)

AutoCAD-86. Two-dimensional computer aided drafting and design system that runs on low-cost microcomputers, and which brings the benefits of a high performance drafting facility within range of even the smallest drawing office. $1,000. Autodesk, Inc. (415) 331-0356.

Btrieve. Record mangement system that provides application developers both random and sequential keyed access to records in a data base from programs written in BASIC, Pascal, COBOL and C. $145. Softcraft Inc., P.O. Box 9802 #590, Austin, TX 78766. (512) 346-8380.

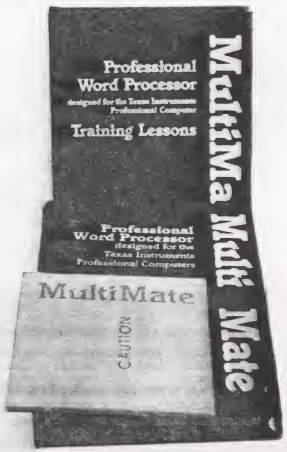


The Complete Handbook of Personal Computer Communications. ***Everything You Need to Go Online with the World.*** Book by Alfred Glossbrenner. The title says it all. Paperback. $14.95. St. Martin's Press, 175 Fifth Ave., New York, NY 10010.

Dow Jones Market Analyzer. Accesses same data base as News/Retrieval service, but provides automatic collection and storing of information for selected stocks, bonds, etc. Prepares individual and comparative charts. Analayses includes simple, weighted, exponential moving averages, least squares fit, many others. $350 plus connect charges. Dow Jones Company P.O. Box 300, Princeton, NJ 05840. (609) 452-2000.

Dow Jones News/Retrieval. Interactive information service with more than 120,000 users. Topics include news, text searches of articles, market quotes and averages. $75 password fee plus $.90-$1.20/min. ($300 baud, day), $.20-.90/min. ($300 baud, other). TI's TTY Emulator, and similar software, can be used for access. Dow Jones Company, P.O. Box 300, Princeton, NJ 05840. (609) 452-2000.

MS-BASIC Compiler. Improves the performance of a BASIC as much as 130 times with little or no program modification. End user does not need to pay a royalty to distribute the run-time module. $250. TI. (800) 527-3500.



MultiMate Version 3.20, a TI-distributed word processor, by Sofword Systems, that lets you write simple documents such as letters and memos or complex documents such as books or reports with footnotes, and annual reports with the ease of a dedicated word processor. $495. For more information, call TI. (800) 527-3500.

SORCERER. "Belboz, the most powerful of all enchanters has vanished, and a new evil threatens the kingdom. Gaze now into the amulet of Aggortha and let be revealed the one valorous enough to rescue the land and earn the title, 'Sorcerer.'" Second in the non-graphic ENCHANTER series, with a vocabulary of more than 10,000 words. $49.95. Infocom, CS620, Garden City, NY 11530.

TI Speech Command Software Development Kit. Tools that allow the software developer to incorporate speech into existing or new applications packages. Includes run-time libraries for MS-BASIC, MS-Pascal, and Lattice C. $8,000. TI. (800) 527-3500.

This is a list of the products that have been submitted to TI Professional Computing for our review. Items are not meant to be full descriptions, nor are they comments about quality or utility.

It is intended as an acknowledgement of products submitted and to the companies that sent them. We consider all software as on-loan, and will return it to the manufacturer after a period of time. Unfortunately, we cannot review every submission.

Submitted packages should include suggested list prices.

THE MIAMI HERALD 6/2/84

Games

The word is mightier

Sorcerer

Infocom/Apple and most home computers, $50

Sorcerer is the further adventures of a young wizard from Enchanter, a game of equal quality from Infocom. The premise to this very well written interactive story is that Belboz, the big cheese of your Enchanter's Guild, has been kidnapped. You alone must find and bring him back by trying to figure out what words (not graphics) the computer will understand. (The system has a vocabulary of 1,000 words.) You can look at, around, behind, or under objects that are described. You can pick them up and carry them around or drop them elsewhere. But the interesting action surrounds your spell book and the spell scrolls you find and, with enough cleverness, how you can learn to use them to perform incredible feats of magic. And when you come up with bizzare commands, the game often responds with humorous comments. **Rating** ★★★★

The Seven Cities of Gold

Electronic Arts/Atari computers, $40

Let me begin by saying I have never had more fun playing a game of any kind than Seven Cities. It is a game of discovery, of exploration, of conquest, that spans the period from 1492 to 1540. If you and your party survive, those 48 years translate into at least 24 hours of real game time. You will buy goods, food, men, and ships at home in Spain, then set sail west for the New World — North and South America — in search of fame and fortune. Of course, you have no maps, only latitude markers (stars) and dead reckoning to guide you across the ocean. But within a few minutes you will likely hit islands or a coastline, and the computer will begin building maps. This is the interesting and intriguing aspect of the game: as you explore new territory with a landing party, your progress is charted on maps that can be called up.

It's surprisingly easy to become lost and panic sets in rapidly as your food dwindles. **Rating:** ★★★★

— PHIL WISWELL

COMPUTER GAMES
NEW YORK, N.Y.
B.M. 135,000

FEB 1985

ENCHANTER **A+**

This is a strange tale of a novice Wizard, played by you, who must enter the castle of the evil warlock Krill and learn his secret in order to defeat him. You start off with a spell book and some basic spells, finding others along the way. There's one that opens doors and another for undoing damage you may have done by misusing some other spell. There's even one for turning anything—even yourself—into a newt! In *Enchanter*, you actually encounter a wandering adventurer who's apparently lost his way while exploring a cave in the underground caverns of *Zork*.

Infocom, for all home computers

COMPUTER GAMES
NEW YORK, N.Y.
B.M. 135,000

FEB 1985

SORCERER **A+**

Belboz, leader of the Sorcerer's Guild, is missing. Apparently he's been snatched by an evil spirit called Jeeaar. An Enchanter, you can earn your wings as a Sorcerer or even become head of the Guild by finding him. You've got plenty of new spells and more interesting places to visit than in the previous game, *Enchanter*. The Twisted Forest, Fort Griffspotter, and the subterranean world where you will find entrances to some of the places in *Zork I* are only a few such locations. Written by Steve Meretzky, it's one of Infocom's best adventures. The maze is a gem.

Infocom, for all home computers

INCIDER
PETERBOROUGH, N.H.
M. 125,000

DEC 1984

Infocom's Cutthroats

Infocom brings you some shady characters in a new text adventure, **Cutthroats**. Become a daring deep-sea diver on a backwater island in this third Tale of Adventure game. Interaction among the characters is vital to solving the mystery. You need courage and $39.95 according to Infocom, 55 Wheeler Street, Cambridge, MA 02138. Mark number 471 on Reader Service card.

COMPUTER GAMES
NEW YORK, N.Y.
B.M. 135,000

FEB 1985

PLANETFALL

As a lowly Ensign 7th Class onboard a Stellar Patrol ship, all you have to do is scrub the deck—until disaster strikes and you're marooned on an uncharted planet. Mapping the pair of scientific complexes there isn't as hard as in many of Infocom's all-text adventures, and some problems are easier. A warped sense of humor prevails. Hawaiian music "oozes" from the elevator, and Floyd, a laugh-a-minute robot, follows you around like a puppy. You'll sober up quickly, though, as the story unfolds and you realize what an interstellar jam you've stumbled into this time.

Infocom, for all home computers

INCIDER
PETERBOROUGH, N.H.
M. 125,000

DEC 1984

Planetfall

★ ★

Infocom, Inc., 55 Wheeler Street, Cambridge, MA 02138

Adventure game, August '84. With Floyd as your boon companion, you'll set out to unravel the mysteries of the lost civilization. Success depends upon your wits and imagination. $49.95.

Reader Replay

HELICOPTER HUNTER

Is it possible on the **Spy Hunter** coin-op for the *Spy Hunter* car to turn into a helicopter?

Tom Starnes
Carson City, NV

Ed: Sorry, no helicopter, but you can turn the car into a boat. As you know, you shoot at helicopters in **Spy Hunter**. *But maybe you'll get your wish — Future Spy, the sequel, should be in the arcades soon. Check it out for your car-to-'copter conversion.*

THE SORCERER'S APPRENTICE

When I play Infocom's **Sorcerer**, around the 100th move I start getting tired. Before I know it, I fall asleep and end up in the "Chamber of Living Death." How do I keep from doing this? Is there any way to get out of the chamber? Also, how do you get past the "Warning Nymph" that never lets you go south from the lobby?

Jim Schuler
Irvine, CA

Ed: First of all, get out of the Guild House by finding the spell that will let you bypass the nymph. Be sure to look downstairs — and don't forget to use your Infotater. Once you do all that, you'll sleep more peacefully. By the way, hint books for all of Infocom's games can be purchased for $7.95 each by calling toll-free 1-800-262-6868.

KOOL MAN

In the "Tops 'N Flops of 1984" article (January issue) it said under the heading, "The Whatever-Happened-to? Medal" that **Mr. Kool-Aid** never came out as a game. News to the contrary: **Kool-Aid Man** (aka, *Mr. Kool-Aid*) came out for both the 2600 and Intellivision.

I have collected almost all of the games for the 2600 (Atari VCS). I even have **Tooth Protectors** by Johnson & Johnson and **Chase the Chuckwagon** by Ralston-Purina. If you have any questions about VCS games, don't hesitate to ask.

Douglas L. Smith
Fairfax, VA

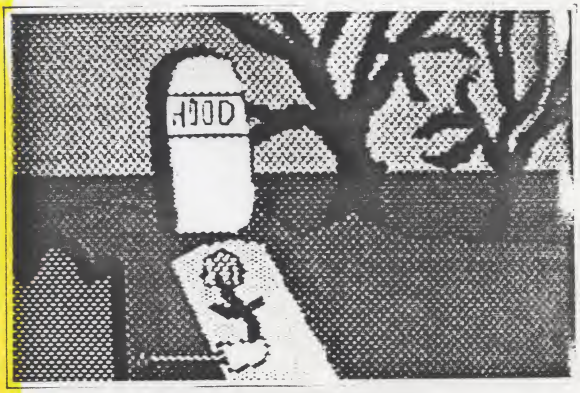
Ed: You asked for it. What are the names of the nine original carts made for the VCS? As for Mr. Kool-Aid or whatever his name is now, we stand corrected.

TAKE ME TO THE RIVER

I own a Commodore 64 and have recently bought **Death in the Caribbean**. I've yet to figure out how cross the river on the west side of the island. I have tried every command I can think of, but none seem to work. Can you please tell me how to cross the river?

Jim Castelano
Waterbury, CT

Ed: OK, just this once. Before you even think of crossing the river, first locate the magical ring. Now, find the lifebelt and put it on, go north just above the cannon, and use the command: CROSS RIVER. Remember, you can only give two word commands. If you're still having trouble after you cross the river, ask Microfun for the answers. Write: Microlab, Inc., 2699 Skokie Valley Rd., Highland Park, IL 60035.



DEATH IN THE CARIBBEAN (MICROFUN)

PICKY, PICKY

I like everything about EG ex-
one thing: "EG Readers Pick
Favorite Games." What I can
derstand is why you have such old
games on it — like Buck Rogers in the **21st Century** and **Q*bert** — that nobody plays anymore. And **Dragon's Lair**! Let's face it folks — you don't see people rushing out to play *Dragon's Lair* any longer. These games are has-beens. Could you please clear this up for me?

Jason Davis
Concord, CA

Ed: We've decided to deal with the problem as directly as possible. We're eliminating the Reader Poll altogether. Tell us if you miss it.

We're always interested in what our readers have to say, even though every letter can't make it to print. So please keep writing whenever you have questions, comments, criticism, or a pat on the back.

HOBBY AND INDUSTRY NEWS

Davka Corporation, the Chicago-based producer of bible and religious software, announced the **BIBLE ACTION SERIES**. Two new games, SAMSON AND DELILAH and JERICHO, are the first products in the line. They bring familiar arcade action to the world of the Bible. A dozen games in all are planned, with titles such as FORTY DAYS AND FORTY NIGHTS, MOSES AND THE MOUNTAIN, and DAVID AND GOLIATH.

Avalon Hill is releasing a four disk space fantasy adventure entitled **JUPITER MISSION 1999**. It will run on Atari home computer systems. The advanced look we had at the Hobby Show in Anaheim was impressive. No price listed.

Strategic Simulations will be releasing **50 MISSION CRUSH**, a B-17 role-playing game, for the Apple, Atari, and C-64 in May ($39.95). The monster game **WAR IN RUSSIA** (Apple and Atari) will be released in May with a whooping $79.95 price tag. **RAILS WEST** (Apple & Atari) will be out by the time you read this. C-64 conversions (all now available): Germany 85, RDF, Fortress, Cosmic Balance. Atari conversions for Epidemic and Broadsides are now available.

SORCERER, the second release in Infocom's ENCHANTER series of adventures in the mystic arts, should be on dealer shelves by the time you read this. SORCERER is written by Steven Meretzky, the author of the popular game PLANETFALL.

Infocom also announced that their Techno-Hotline was now in service. The number—617-576-3190—will provide dealers and customers quick answers to problems of a technical nature, though not, they emphasised, for hints or orders.

ZORK IN PRINT....Tor Books of New York are publishing a trilogy of decision–making books based on the ZORK theme. Authored by Infocom's S. Eric Meretzky, the titles are ZORK: The Forces of Krill; ZORK: The Malifestro Quest; and ZORK: The Cavern of Doom. Although the books will feature some of the characters in the ZORK interactive adventures, plots will differ.

Activision, Inc. and **Atari, Inc.**, announced that they have agreed in principle to form a **joint venture company to distribute software electronically** to the home. The venture company's service would use broadcast technology to transmit software to a home receiver that plugs into video computer systems. This service would be extended later for use with home computers. The proposed electronic distribution service would license software from a wide variety of suppliers, including Activision and Atari.

Online database revenues will climb over the **$10 billion** mark in 1994, according to International Resource Development Inc.

It has been said that if automobile technology had advanced at the rate of computer technology over the last 30 years, a Rolls Royce would cost $2.50 and get two million miles to the gallon. True, unless the particular technology one had in mind were that of the GE Fluid Computer, which attempted to use water instead of electrons for switching circuits....or, the Interplex round teleprinter computer that could multiply 12 × 12 and never get anything but 143 ... or, the RCA BIZMAC, a vacuum tube dinosaur that took so long to build it was obsolete before it was done (it was so big that its operators wore roller skates.) These bits of **trivia and other arcame facts** about computerdom are the subject of a new book entitled **THE NAKED COMPUTER**, available now in bookstores. Some samples:

• The first computer "bug" was actually a moth that met its demise in a relay of the Mark I analyzer at Harvard. The carcass is still taped to a page in a log book at the Navy museum in Virginia.

• "Our products now are known/In every zone"....is just one li n e from the official IBM song, "Ever Onward," not published by the company in 25 years but reprinted in its entirety in the book.

• The most well–traveled Dungeons and Dragons player: Han Shan S. Scott, an 18–year–old student at San Jose State College, who racked up 45,000 minutes of unauthorized computer and telephone time playing games on computers as far away as Taiwan and Sweden. He was arrested in May 1981 playing Canyon Bomber.

• A scientist at Hughes once inscribed 100,000 angels on the head of a pin; he says that now he could inscribe over 500 million. The original 100,000 were lost when the pin rolled into a crack in the floorboards.

• The most famous artificial intelligence program, ELIZA, was written by an M.I.T. professor to prove how difficult meaningful communication between humans and machines would be to achieve. He had ELIZA mimic the responses of a psychiatrist to show how ludicrous such conversation could get. Instead, the program was lauded by the psychiatric community as a boon to therapy. The M.I.T. professor was so disenchanted he became a severe critic of both the psychiatric community and the computer business.

The hardcover book, 335 pages, is broken into 20 chapters with subject matter ranging from industry personalities and computer firsts to robotics, artificial intelligence, and computer art. An extensive index is included. It is available in hardcover only, for $15.95.

More than 170 software publishers expect 1984 to bring good to excellent profits in software, according to a survey of 215 publishers by TALMIS, Inc. Forty–four percent of respondents stated that unit sales increased by 100% or more during the previous twelve months. Fourteen percent stated that unit sales increased by more than 150%! And not one publisher reported decreasing sales.

International Grandmaster and U.S. Chess Champion Larry Chritiansen, 28, has concluded an endorsement agreement with CYBER Enterprises, manufacturer and distributor of CYBERCHESS, chess improvement system compatible with most personal computers. CYBERCHESS is available for the IBM PC,

The Best For Less

INDUS GT

$349.95

Single Density-Double Density-Dual Density

Price includes: Disk Drive, 3 Programs (Word Processor, Spreadsheet, Data Base), and custom carrying case that doubles as a storage case.

—GUARANTEED LOWEST PRICES—
CALL OR WRITE

Also Available:

ULTIMA III $39.95
FLIGHT SIMULATOR II $39.95
CHATTERBEE (Atari only) $34.95

Please add $2.50 shipping ($4.50 outside USA) California residents add 6%

Send Stamped Self Addressed Envelope for FREE CATALOG

COMPUTER GAMES +

Box 6144
ORANGE CA 92667
(714) 639-8189

VISA

READER INPUT DEVICE

Computer Gaming World Aug. '84

R.I.D. was prepared with the help of SPEED STAT by SoftCorp International, Westerville, OH 800-543-1350

See page 46 for details on the Reader Input Device

Game Ratings

7.78	**M.U.L.E.**	**Electronic Arts**
7.64	**Seven Cities of Gold**	**Electronic Arts**
7.59	**UltimaIII**	**Origin**
7.53	**Wizardry**	**Sir-tech**
7.32	**Flight Simulator II**	**SubLogic**
7.31	**Sorcerer**	**Infocom**
7.27	**One On One**	**Electronic Arts**
7.18	**Archon**	**Electronic Arts**
7.13	**Legacy of Llygamyn**	**Sir-tech**
7.09	**Questron**	**SSI**
7.07	**Knight of Diamonds**	**Sir-tech**
7.07	Lode Runner	Broderbund
7.05	The Cosmic Balance	SSI
7.04	Blue Max	Synapse
7.04	Pinball Construction	Electronic Arts
7.03	Choplifter!	Broderbund
7.01	**Carrier Force**	**SSI**
7.00	Guadalcanal Campaign	SSI
7.00	Music Construction	Electronic Arts
7.00	North Atlantic 1986	SSI
7.00	Operation Whirlwind	Broderbund
6.98	Southern Command	SSI
6.97	Olympic Decathlon	Microsoft
6.96	Geopolitique	SSI
6.94	Shattered Alliance	SSI
6.93	Combat Leader	SSI
6.93	Galactic Gladiators	SSI
6.92	Infidel	Infocom
6.92	Starcross	Infocom
6.92	The Quest	Penguin
6.91	Castle Wolfenstein	Muse
6.91	Deadline	Infocom
6.88	Cartels & Cutthroats	SSI
6.87	Planetfall	Infocom
6.87	**Computer Baseball**	**SSI**
6.86	Pursuit of Graf Spee	SSI
6.85	Excalibur	Atari
6.84	Battle for Normandy	SSI
6.82	Computer Ambush	SSI
6.82	Cytron Masters	SSI
6.82	Germany 1985	SSI
6.81	Championship Golf	Hayden
6.81	Chess 7.0	Odesta
6.81	Fighter Command	SSI
6.81	Ultima II	Sierra On-Line
6.77	Galactic Adventures	SSI
6.75	Reach for the Stars	SSG
6.75	President Elect	SSI
6.73	Star Maze	Sir-tech
6.71	**Broadsides**	**SSI**
6.70	**Knights of the Desert**	**SSI**
6.66	Astro Chase	First Star
6.66	Napoleon's Campaigns	SSI
6.66	Eastern Front (2nd ed.)	Atari
6.65	Murder on the Zinderneuf	Electronic Arts
6.61	Witness	Infocom
6.59	Robotwar	Muse
6.58	Suspended	Infocom
6.56	David's Midnight Magic	Broderbund
6.54	Bomb Alley	SSI
6.54	Ultima I	Cal Pacific
6.50	Jumpman	Epyx
6.47	Epidemic	SSI
6.46	Ringside Seat	SSI
6.45	Soloflight	Microprose
6.44	Legionnaire	Avalon Hill
6.43	Under Southern Skies	Avalon Hill
6.41	Mig Alley Ace	Microprose
6.33	Starbowl Football	Gamestar
6.29	Paris In Danger	Avalon Hill
6.28	Temple of Apshai	Epyx
6.27	Mask of Sun	Ultra Soft
6.21	Crush, Crumble, Chomp	Epyx
6.20	Zaxxon	Datasoft
6.19	NATO Commander	Microprose
6.17	Fortress	SSI
6.17	Frogger	Sierra On-Line
6.07	Old Ironsides	Xerox
6.02	Way Out	Sirius
6.00	Cosmic Balance II	SSI
6.00	Empire of Overmind	Avalon Hill
6.00	Tactical Armor Command	Avalon Hill
6.00	Rainbow Walker	Synapse
5.99	Swordthrust Series	CE Software
5.92	Time Zone	Sierra On-Line
5.84	Close Assault	Avalon Hill
5.77	Torpedo Fire	SSI

WEEK OF 5/21

SOFTSEL

This Week	Last Week	Weeks on Chart	RECREATION
1	1	73	**Flight Simulator II** · Sublogic · AP, AT, C64
2	2	72	**Flight Simulator** · Microsoft · IBM
3	3	28	**Ultima III** · Origin Systems · AP, AT, C64
4	8	6	**Sorcerer** · Infocom · AP, AT, IBM, C64
5	5	89	**Zork I** · Infocom · AP, AT, CP/M, IBM, DEC, TIP
6	9	89	**Wizardry** · Sir-Tech · AP, IBM
7	4	42	**Lode Runner** · Broderbund · AP, VIC, AT, IBM, C64
8	10	31	**Millionaire** · Bluechip · AP, AT, IBM, C64, DEC, TIP
9	12	62	**Zaxxon** · Datasoft · AP, AT, APc
10	18	9	**Popeye** · Parker Brothers · AT, C64
11	13	26	**Sargon III** · Hayden · AP, IBM
12	6	6	**Zaxxon** · Synapse · C64
13	20	86	**Sargon II** · Hayden · AP, AT, C64
14	17	87	**Deadline** · Infocom · AP, TRS, AT, CP/M, IBM, C64, DEC, TIP
15	16	24	**Donkey Kong** · Atarisoft · AP, AT, IBM, C64
16	23	2	**Summer Games** · Epyx · C64
17	14	27	**Enchanter** · Infocom · AP, AT, IBM, C64, DEC, TIP
18	15	58	**Pac Man** · Atarisoft · AP, AT, IBM, C64
19	11	85	**Temple of Apshai** · Epyx · AP, VIC, AT, IBM, C64
20		1	**Geopolitique 1990** · Strategic Simulations · AP, C64
21	7	85	**Zork II** · Infocom · AP, AT, CP/M, IBM, DEC, TIP
22		14	**Star League Baseball** · Gamestar · AT, C64
23		69	**"Night Mission" Pinball** · Sublogic · AP, AT, IBM, C64
24	19	61	**Ultima II** · Sierra On-Line · AP, AT, IBM, C64, PCjr
25	21	6	**Drelbs** · Synapse · C64
26	22	29	**Telengard** · Avalon Hill · AP, TRS, AT, C64
27		73	**Snooper Troops #1** · Spinnaker · AP, AT, IBM, C64
28		9	**Congo Bongo** · Sega · AP, VIC, AT, C64
29	26	53	**Centipede** · Atarisoft · AP, AT, IBM, C64
30		5	**Zork I** · Commodore · C64

Week of October 8

SOFTSEL

This Week	Last Week	Weeks on Chart	RECREATION
1	1	93	**Flight Simulator II** • Sublogic • AT, C64, AP
2	8	45	**Sargon III** • Hayden Software • AP, C64, IBM, MAC
3	2	89	**Flight Simulator** • Microsoft • IBM
4	7	109	**Zork I** • Infocom • CP/M, AP, DEC, IBM, AT, MAC, TIP, C64
5	6	46	**Ultima III** • Origin Systems • AP, AT, IBM, C64
6	4	22	**Summer Games** • Epyx • AP, C64, AT
7	5	51	**Millionaire** • Bluechip Software • MAC, AP, C64, IBM, AT
8	16	105	**Zork II** • Infocom • TRS, DEC, IBM, AP, AT, CP/M, TIP, MAC
9	9	26	**Sorcerer** • Infocom • C64, MAC, TRS, AT, IBM, AP
10	11	20	**Transylvania** • Penguin Software • AP, C64, MAC
11	10	109	**Wizardry** • Sir-Tech Software • IBM, AP
12	17	6	**Bruce Lee** • Datasoft • C64, AP, AT
13	14	62	**Lode Runner** • Broderbund • AT, C64, IBM, AP
14	3	9	**Murder by the Dozen** • CBS Software • C64, MAC, IBM, AP
15	13	94	**Frogger** • Sierra On-Line • IBM, AT, AP, C64, VIC, MAC
16	12	15	**Seastalker** • Infocom • MAC, C64, IBM, AP, AT
17	21	87	**Zork III** • Infocom • IBM, AP, TRS, MAC, AT, CP/M, TIP, C64
18	—	1	**Trivia Fever** • Professional Software • AP, C64, IBM
19	15	107	**Deadline** • Infocom • DEC, IBM, TRS, AT, C64, CP/M, TIP, MAC, AP
20	19	4	**Championship Lode Runner** • Broderbund • AP, C64
21	26	31	**Planetfall** • Infocom • MAC, TIP, IBM, CP/M, AP, TRS, DEC, AT, C64
22	18	3	**Trivia** • Mirage Concepts • MAC
23	22	46	**Suspended** • Infocom • DEC, TIP, AP, IBM, C64, MAC, AT
24	24	42	**Witness** • Infocom • AT, DEC, C64, AP, MAC, IBM, TIP, TRS
25	20	47	**Enchanter** • Infocom • MAC, TRS, TIP, AT, IBM, DEC, AP, C64
26	—	65	**Starcross** • Infocom • C64, TRS, AT, CP/M, AP, TIP, MAC, IBM
27	25	2	**Macmanager** • Harvard Associates • MAC
28	23	18	**Beyond Castle Wolfenstein** • Muse Company • C64, AP
29	28	65	**Pac Man** • Atarisoft • AT, C64, IBM, AP
30	—	14	**Infidel** • Infocom • TIP, MAC, IBM, TRS, C64, AP, AT

about as surprising as hearing that Mondale's out kissing unusual is that *AppleWorks* seems to be affecting a r its parallel program—*1-2-3*—in the IBM market. *1-2-3* put a crimp in spreadsheet programs but has made little dent in database, filing, or word processing sales. *AppleWorks* seems to be impacting across genre lines. Two other Apple Computer products, *Apple Writer IIe* and *Quick File IIe*, are among the programs losing sales to *AppleWorks*. The count on spreadsheets is also lower—for *Multiplan* and both versions of *VisiCalc*. Even *PFS:File* sales appear down, though the program rose in the Top Thirty.

Last month's leader, *Flight Simulator II*, dropped to second, but analysis shows that to be no significant weakening. *Flight Simulator II* more than doubled the sales of third-place *Bank Street Writer*. *Apple-*

Home Education 10

This Month	Last Month	
1.	1.	**MasterType**, Bruce Zweig, Scarborough Systems
2.	2.	**Typing Tutor**, Dick Ainsworth, Al Baker, and Image Producers, Microsoft
3.	3.	**Apple Logo**, Logo Computer Systems, Apple Computer
4.	18.	**Algebra 1**, EduWare, MSA
5.	10.	**Barron's SAT**, Barron's
6.	4.	**Early Games for Young Children**, John Paulson, Counterpoint Software
7.	6.	**Computer SAT**, Harcourt Brace Jovanovich
8.	5.	**Facemaker**, DesignWare, Spinnaker Software
9.	7.	**Kindercomp**, Doug Davis, Spinnaker Software
10.	—	**Alphabet Zoo**, Dale Disharoon, Spinnaker Software

Adventure 5

This Month	Last Month	
1.	1.	**Zork I**, Infocom
2.	3.	**Zork II**, Infocom
3.	5.	**Sorcerer**, Steve Meretzky, Infocom
4.	4.	**Zork III**, Infocom
5.	2.	**Death in the Caribbean**, Philip and Bob Hess, Micro Fun

Strategy 5

This Month	Last Month	
1.	1.	**Flight Simulator II**, Bruce Artwick, SubLogic
2.	—	**Beyond Castle Wolfenstein**, Silas Warner, Muse
3.	2.	**Sargon III**, Dan and Kathe Spracklen, Hayden
4.	3.	**Castle Wolfenstein**, Silas Warner, Muse
5.	5.	**Bermuda Race**, John Biddle and Gordon Mattox, Howard W. Sams and Company

Fantasy 5

This Month	Last Month	
1.	1.	**Wizardry**, Andrew Greenberg and Robert Woodhead, Sir-tech
2.	2.	**Exodus: Ultima III**, Lord British, Origin Systems
3.	4.	**Knight of Diamonds**, Andrew Greenberg and Robert Woodhead, Sir-tech
4.	3.	**Legacy of Llylgamyn**, Andrew Greenberg and Robert Woodhead, Sir-tech
5.	—	**Ultima II**, Lord British, Sierra On-Line

YOU DON'T HAVE CPM FOR YOUR APPLE, TURBO PASCAL IS REASON ENOUGH TO BUY IT.

Cary Hara, Softalk Apple, May 1984

Version 2.0

$49.95

NOW . . . WE'VE ADDED:

- **AUTOMATIC OVERLAYS**
- **FULL HEAP MANAGEMENT**

. . . via dispose procedure.

YES, EXTENDED PASCAL FOR YOUR APPLE CP/M (with Z-80 card) INCLUDES:

- Full screen interactive editor providing a complete menu driven program development environment
- 11 significant digits in floating point arithmetic
- Dynamic strings with full set of string handling functions
- Full support of operating system facilities
- Random access data files
- Program chaining with common variables
- Compiler and editor resident in memory when compiling
- Build-in transcendental functions
- Automatic Overlays — no addresses or memory space to calculate
- Full Heap Management — via dispose procedure
- And much more

Here's What Other Reviewers Have Said:

It is simply put the best software deal to come along in a long time. If you have the slightest interest in Pascal . . . buy it!
Bruce Webster
Softalk IBM
March 1984

The Perfect Pascal.
Alan R. Miller
Interface Age
January 1984

Turbo Pascal is a giant step in the right direction.
Jerry Pournelle
Byte, April 1984

TURBO PASCAL includes a 300 page bound manual with extensive explanations and many illustrative examples.

ORDER YOUR COPY OF TURBO PASCAL TODAY

For Visa and MasterCard orders only call toll free

1-800-227-2400 X 968 IN CA: 1-800-772-2666 X 968

(Order lines open 24 hours a day, 7 days a week)

Dealer & Distributor inquiries welcome. (408) 438-8400

Turbo Pascal $49.95 + $5.00 shipping per copy.
Check ___ Money Order ___
VISA_____MasterCard_____
Card #: _____
Exp date:____ Shipped UPS

Yes, please Rush me a copy of Turbo Pascal for my Apple CP/M (with Z-80 card).

NAME:_____
ADDRESS: _____
CITY/STATE/ZIP:_____
TELEPHONE: _____

BORLAND INTERNATIONAL
Borland International
4113 Scotts Valley Drive
Scotts Valley, CA 95066
Telex 172373

California residents add 6% sales tax. Outside U.S.A. add $15.00. (If outside of U.S.A. payment must be by bank draft payable in the U.S. and in U.S. dollars.) Sorry, no C.O.D. or Purchase Orders. C1

fied the last two weeks of the month.

Highest placed among the newcomers was *Barron's SAT*, in sixteenth. It had been a strong contender on the Education 10 list for months before cracking the Top Thirty. *FlashCalc* came in at eighteenth in its first month of distribution. Rejoining the list at nineteenth was *Legacy of Llylgamyn*, third in the Wizardry series.

Print Shop, a new entry from Broderbund Software, nailed down the

Home Education 10

This Month	Last Month	
1.	1.	**MasterType**, Bruce Zweig, Scarborough Systems
2.	2.	**Typing Tutor**, Dick Ainsworth, Al Baker, and Image Producers, Microsoft
3.	5.	**Barron's SAT**, Barron's
4.	7.	**Computer SAT**, Harcourt Brace Jovanovich
5.	4.	**Algebra 1**, EduWare, MSA
6.	—	**Early Games: Piece of Cake**, Bob Eyestone, Springboard Software
7.	—	**Math Blaster**, Janice Davidson and Richard Eckert, Davidson & Associates
8.	—	**Win with Words I**, Vicki Willoughby and Christine Bridges Clark, Advanced Ideas
9.	—	**Type Attack**, Jim Hauser and Ernie Brock, Sirius Software
10.	6.	**Early Games for Young Children**, John Paulson, Springboard Software

Adventure 5

This Month	Last Month	
1.	1.	**Zork I**, Infocom
2.	5.	**Death in the Caribbean**, Philip and Bob Hess, Micro Fun
3.	—	**Enchanter**, Marc Blank and Dave Lebling, Infocom
4.	3.	**Sorcerer**, Steve Meretzky, Infocom
5.	—	**Deadline**, Infocom

Strategy 5

This Month	Last Month	
1.	1.	**Flight Simulator II**, Bruce Artwick, SubLogic
2.	2.	**Beyond Castle Wolfenstein**, Silas Warner, Muse
3.	4.	**Castle Wolfenstein**, Silas Warner, Muse
4.	3.	**Sargon III**, Dan and Kathe Spracklen, Hayden
5.	—	**Millionaire**, Jim Zuber, Blue Chip Software

Fantasy 5

This Month	Last Month	
1.	4.	**Legacy of Llylgamyn**, Andrew Greenberg and Robert Woodhead, Sir-tech
2.	1.	**Wizardry**, Andrew Greenberg and Robert Woodhead, Sir-tech
3.	2.	**Exodus: Ultima III**, Lord British, Origin Systems
4.	3.	**Knight of Diamonds**, Andrew Greenberg and Robert Woodhead, Sir-tech
5.	5.	**Ultima II**, Lord British, Sierra

IF YOU DON'T HAVE CPM FOR YOUR APPLE, TURBO PASCAL IS REASON ENOUGH TO BUY IT.
Cary Hara, Softalk Apple, May 1984

YES, EXTENDED PASCAL FOR YOUR APPLE CP/M (with Z-80 card) INCLUDES:

- Full screen interactive editor providing a complete menu driven program development environment
- 11 significant digits in floating point arithmetic
- Dynamic strings with full set of string handling functions
- Full support of operating system facilities
- Random access data files
- Program chaining with common variables
- Compiler and editor resident in memory when compiling
- Build-in transcendental functions
- Automatic Overlays — no addresses or memory space to calculate
- Full Heap Management — via dispose procedure
- And much more

Here's What Other Reviewers Have Said:

It is simply put the best software deal to come along in a long time. If you have the slightest interest in Pascal . . . buy it!
Bruce Webster
Softalk IBM
March 1984

The Perfect Pascal.
Alan R. Miller
Interface Age
January 1984

Turbo Pascal is a giant step in the right direction.
Jerry Pournelle
Byte, April 1984

TURBO PASCAL includes a 300 page bound manual with extensive explanations and many illustrative examples.

ORDER YOUR COPY OF TURBO PASCAL TODAY
For Visa and MasterCard orders only call toll free
1-800-227-2400 X 968 IN CA: 1-800-772-2666 X 968
(Order lines open 24 hours a day, 7 days a week)
Dealer & Distributor Inquiries welcome. (408) 438-8400

Turbo Pascal $49.95 + $5.00 shipping per copy.
Check ___ Money Order ___
VISA ___ MasterCard ___
Card # ___
Exp date ___ Shipped UPS

Yes, please Rush me a copy of Turbo Pascal for my Apple CP/M (with Z-80 card).

NAME: ___
ADDRESS: ___
CITY/STATE/ZIP: ___
TELEPHONE: ___

BORLAND INTERNATIONAL
Borland International
4113 Scotts Valley Drive
Scotts Valley, CA 95066
Telex 172373

California residents add 6% sales tax. Outside U.S.A. add $15.00. If outside of U.S.A. payment must be by bank draft payable in the U.S. and in U.S. dollars. Sorry, no C.O.D. or Purchase Orders. D1

BEST SELLERS

ENTERTAINMENT

This Month	Last Month	Mos. on Chart	Title - Manufacturer	Systems: Apple	Atari	Commodore	IBM PC/PCjr	Tandy Radio Shack	Texas Instruments	Other
1	1	4	**FLIGHT SIMULATOR** - Sublogic	●		●		●		
2	7	4	**ONE-ON-ONE** - Electronic Arts	●		●				
3	2	2	**BEACH-HEAD** - Access			●				
4	4	9	**LODE RUNNER** - Broderbund	●	●	●	●			
5	6	8	**ULTIMA III** - Origin Systems	●	●	●				
6	5	17	**ZORK I** - Infocom	●	●	●	●	●	●	●
7	NEW		**SORCERER** - Infocom	●	●	●	●	●	●	●
8	8	29	**WIZARDRY** - Sir-Tech	●			●			
9	9	8	**PINBALL CONSTRUCTION SET** - Electronic Arts	●	●	●				
10	3	5	**ARCHON** - Electronic Arts		●	●				
11	15	4	**SARGON III** - Hayden	●			●			
12	18	14	**FLIGHT SIMULATOR** - Microsoft				●			
13	14	9	**ULTIMA II** - Sierra On-Line	●	●	●	●			
14	12	12	**ZORK II** - Infocom	●	●	●	●	●	●	●
15	11	18	**DEADLINE** - Infocom	●	●	●	●	●	●	●
16	13	5	**BLUE MAX** - Synapse		●	●				
17	NEW		**ZAXXON** - Synapse			●				
18	19	2	**M.U.L.E.** - Electronic Arts	●	●	●				
19	NEW		**THE SEVEN CITIES OF GOLD** - Electronic Arts		●					
20	16	27	**CASTLE WOLFENSTEIN** - Muse	●	●	●				

Best-selling software programs across the country based on retail sales volume as surveyed by Eastman Publishing.

CIRCLE #126 ON READER SERVICE CARD ⟶

BEST SELLERS

ENTERTAINMENT

This Month	Last Month	Mos. on Chart	Title - Manufacturer	Systems: Apple	Atari	Commodore	IBM PC/PCjr	Tandy Radio Shack	Texas Instruments	Other
1	1	5	**FLIGHT SIMULATOR II** - Sublogic	●		●		●		
2	5	9	**ULTIMA III** - Origin Systems	●	●	●	●			
3	2	5	**ONE-ON-ONE** - Electronic Arts	●	●	●				
4	7	2	**SORCERER** - Infocom	●	●	●	●	●	●	●
5	6	18	**ZORK I** - Infocom	●	●	●	●	●	●	●
6	8	30	**WIZARDRY** - Sir-Tech	●			●			
7	9	9	**PINBALL CONSTRUCTION SET** - Electronic Arts	●	●	●				
8	11	5	**SARGON III** - Hayden	●			●			
9	19	2	**THE SEVEN CITIES OF GOLD** - Electronic Arts		●					
10	10	6	**ARCHON** - Electronic Arts		●	●				
11	NEW		**SUMMER GAMES** - Epyx	●	●	●	●			
12	14	13	**ZORK II** - Infocom	●	●	●	●	●	●	●
13	3	3	**BEACH-HEAD** - Access			●				
14	4	10	**LODE RUNNER** - Broderbund	●	●	●	●			
15	–	13	**ZORK III** - Infocom	●	●	●	●	●	●	●
16	13	10	**ULTIMA II** - Sierra On-Line	●	●	●	●			
17	17	2	**ZAXXON** - Synapse			●				
18	12	15	**FLIGHT SIMULATOR** - Microsoft				●			
19	NEW		**MURDER BY THE DOZEN** - CBS	●		●	●			
20	20	28	**CASTLE WOLFENSTEIN** - Muse	●	●	●				

Best-selling software programs across the country based on retail sales volume as surveyed by Eastman Publishing

E·A·S·T·M·A·N·'S SOFTWARE BESTSELLERS

SOFTWARE MERCHANDISING JULY – 1984

This Month	HOME MANAGEMENT / PRODUCTIVITY	Apple	Atari	Commodore	IBM PC/PCjr.	TRS	Texas Ins't.	Other
1	**BANK STREET WRITER** – Broderbund	•	•	•	•			•
2	**DOLLARS & $ENSE** – Monogram	•			•			•
3	**PAPERCLIP** – Batteries Included			•				
4	**PFS:FILE** – Software Publishing	•			•	•	•	•
5	**MULTIPLAN** – Hesware			•				
6	**SENSIBLE SPELLER** – Sensible	•						
7	**PFS:WRITE** – Software Publishing	•			•	•		
8	**HOMEWORD** – Sierra On-Line	•	•	•				
9	**ATARIWRITER** – Atari		•					
10	**HOME ACCOUNTANT** – Arrays/Continental	•	•	•	•	•	•	•
	HOME EDUCATION							
1	**MASTERTYPE** – Scarborough	•	•	•	•			
2	**MUSIC CONSTRUCTION SET** – Electronic Arts	•	•	•				
3	**STICKYBEAR NUMBERS** – Xerox	•						
4	**MATH BLASTER** – Davidson & Associates	•		•	•			
5	**KINDERCOMP** – Spinnaker	•	•	•	•			
6	**EARLY GAMES** – Counterpoint	•	•	•	•	•		•
7	**COMPUTER SAT** – Harcourt, Brace & Jovanovich	•	•	•	•	•		•
8	**STICKYBEAR ABC** – Xerox	•						
9	**KIDS ON KEYS** – Spinnaker	•	•	•				
10	**KIDWRITER** – Spinnaker	•	•	•	•			
	ENTERTAINMENT							
1	**FLIGHT SIMULATOR II** – Sublogic	•		•		•		
2	**ULTIMA III** – Origin Systems	•	•	•	•			
3	**ONE-ON-ONE** – Electronic Arts	•	•	•				
4	**SORCERER** – Infocom	•	•	•	•	•	•	•
5	**ZORK I** – Infocom	•	•	•	•	•	•	•
6	**WIZARDRY** – Sir-Tech	•			•			
7	**PINBALL CONSTRUCTION SET** – Electronic Arts	•	•	•				
8	**SARGON III** – Hayden	•			•			
9	**THE SEVEN CITIES OF GOLD** – Electronic Arts		•					
10	**ARCHON** – Electronic Arts		•	•				
	BOOKS							
1	**THE APPLE MACINTOSH BOOK** – Mic[illegible]							
	[illegible] **PROGRAMMER'S REFERENCE GUIDE** – [illegible]							

PERIPHERALS

by Ron Scibilia

■ Lotus Development, publisher of bestselling 1-2-3 integrated software program, launching ambitious multimillion-dollar national television ad campaign to run through summer. Campaign promotes both 1-2-3 and recently bowed Symphony programs. Broad-based print campaign in major national consumer, business, trade publications supports TV spots. Ad push intended, in part, to counter launch—also via TV ads—of rival Ashton-Tate's new multi-function software package, Framework. Both campaigns estimated by industry observers in $8 million-and-up range. Leading Edge Products is yet another supplier planning TV exposure this summer, using both local and cable spots initially, then network ads to promote its software packages and personal computer entry....Sears, Roebuck has agreed to carry Apple Computer's Macintosh and Lisa 2 microcomputers in its 60 nationwide Sears Business Systems Centers. Apple previously inked similar deal with Businessland chain....

Phoenix Software Associates releasing what it claims is first IBM PC-compatible Basic Input/Output software permitting OEMs to manufacture systems fully compatible with IBM micro without infringing on IBM's ROM BIOS copyright. Company says insurer Hartford Group issuing $2 million policy against any possible copyright infringement suit....Apple Computer says it's seeking Japanese software houses to produce Japanese-language programs for Mac, Lisa 2 computer family with idea of expanding Japan market presence. Mac, Lisa software currently available in French, German, Italian; in development: Spanish and Arabic software. Apple Computer in Tokyo will work with Japanese software writers....

Star Manufacturing, parent company of Star Micronics, entering agreement with ComputerLand to supply huge retail chain with proprietary version of four Star printers. Star will provide three dot-matrix printers (in both 80- and 132-column versions), one daisy-wheel letter-quality printer. Dot Matrix models carry "Plus" suffix to distinguish them from regular line....Sunnyvale, CA-headquartered Creative Software plans to support new Mindset microcomputer, producing original programs to take advantage of unit's powerful Intel 80186 microprocessor, enhanced graphics, sound capabilities. New software should appear by early '85, according to marketing VP Elliott Dahan....

Kaypro and Greyhound Computer, unit of Greyhound Corp., creating program whereby prospective Kaypro computer purchasers can try unit on rental basis before buying. Greyhound paying Kaypro dealers full retail price for computers offered through rental plan....National Semiconductor joining forces with Texas Instruments to refine National's previously intro'd 32-bit microprocessor, exchange technology to co-develop related chips in future. Mass production of new chip expected later this year. TI allowed to manufacture microprocessor, though firms will market it separately....

The Lite-Pen Company, Los Angeles-based, has introduced first lightpen to function on both IBM monochromatic, color display screens. Unit, called the Lite-Pen, functions on all IBM units, most compatibles. Company furnishing eight software programs to accompany hardware, plus overlay programs designed to enhance current popular software like WordStar, Lotus 1-2-3. Price for pen, eight software packages: $295....U.S. Senate passes bill extending copyright protection under U.S. Copyright Act of 1976 for microchip makers. Under law chip designers would get 10 years of exclusive rights....

Studio City, CA-headquartered EnTech Software introducing "real human voice" voice-synthesis capability in current line of Commodore 64 software. Company offering talking versions of educational game, music program, business management program, plans new line of talking educational programs. EnTech distributing talking demo disk for dealers....Softsel, Inglewood, CA-based distributor, giving international flavor to its third Softeach software training forum program. Besides New York, Dallas, Chicago, Los Angeles, Softeach fall schedule now includes London, according to exec VP David Blumstein. Vendor seminar program is free for retailers; non-Softsel dealers welcome on space-available basis. □

TOP 10 COMPUTER SOFTWARE

Top 10 Games

This Month		Last Month
1	**Flight Simulator II** (AP, AT, C64, TRS) Sublogic	1
2	**Flight Simulator** (IBM) Microsoft	—
3	**Zork I** (AP, AT, C64, IBM, TRS) Infocom	2
4	**Lode Runner** (AP, AT, C64, IBM, VIC) Broderbund	4
5	**Sorcerer** (AP, AT, C64, IBM, TRS) Infocom	8
6	**Exodus: Ultima III** (AP, AT) Origin Systems	9
7	**Wizardry** (AP, IBM) Sir-Tech	10
8	**Popeye** (AT, C64) Parker Brothers	—
9	**Sargon III** (AP, IBM) Hayden	—
10	**Summer Games** (AP, AT, C64, IBM) Epyx	—

Top 5 Educational

This Month		Last Month
1	**Study Program for the SAT** (AP, C64, IBM) Barron's	—
2	**S.A.T.: CBS** (AP, C64) CBS Software	—
3	**Master Type** (AP, AT, C64, IBM) Scarborough	1
4	**Facemaker** (AP, AT, C64, IBM) Spinnaker	—
5	**Typing Tutor II** (AP) Microsoft	—

Top 5 Home Management

This Month		Last Month
1	**Homeword** (AP, C64) Sierra On-Line	5
2	**Bank Street Writer** (AP, AT, IBM, TRS) Broderbund	2
3	**The Home Accountant** (AP, AT, C64, IBM, TRS) Continental	1
4	**PFS: File** (AP, IBM, TI-99/4A) Software Publishing	3
5	**Dollars and Sense** (AP, IBM) Monogram	4

AP = Apple (II/IIe); AT = Atari 400/800 1200XL; C64 = Commodore 64; IBM = IBM PC; VIC = VIC-20 TRS = TRS-80 II/III & Color Computer

Michael Dornbrook
Executive Vice President, Chief Operating Officer
mike@harmonixmusic.com

HARMONIX™

May 11, 2001

Steve Meretzky
41 Brooks Rd
Lincoln MA 01773

Dear Steve,

I opened this today and thought, "I have to send this to Steve – a company that makes nothing but Infotaters!"

Cheers,

-Mike

What is a Slide-Chart?

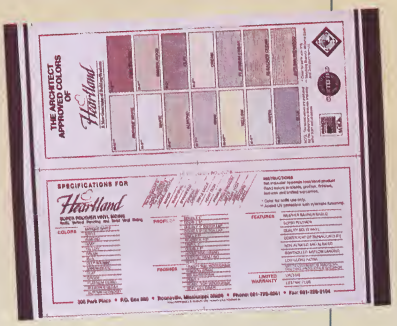
A simple device designed to put essential facts about your product at the buyer's fingertips. Just turn a disc or pull a slide to tell a sales story, select the right size or style, show how equipment operates, or solve an engineering problem. Slide-charts build sales and cut costs by making your product easier to sell and easier to buy.

Perrygraf has designed and manufactured slide-charts exclusively since 1934. This great accumulation of know-how is put to work for you when you bring your business to Perrygraf. We will make your slide-chart simpler, easier to use, and more economical than you might imagine.

Starting is as Easy as ...1...2...3

1 Give us a written description of the job your slide-chart is to perform. Give us the necessary data sheets or catalog pages if that's convenient. Tell us who will be using the slide-chart and what quantities you might need.

No obligation, of course.



2 We'll tell you promptly how your slide-chart can be made, what it will do for you, and what it will do for the user. We'll show you a **FREE** color sketch proposal for your consideration. We'll show you comparable Perrygraf slide-charts, and give you a firm quotation.

Still no obligation to you.

Let Us Design One For You

CALL
1-800-423-5329
TOLL-FREE

Please complete the inquiry form in the back of this catalog and return it to us with your material.

3 With your approval of our design and pricing, we will proceed with the final preparation of your slide-chart. In most cases, you can expect your working model and color breakdown in 2-3 weeks.

Call, write, or Fax us today.
Your letter may start development of one of the best ideas you have ever had - to build a future for your company and for you.

PERRYGRAF

What is a Slide-Chart?

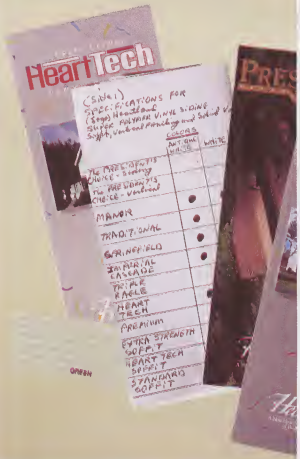
A simple device designed to put essential facts about your product at the buyer's fingertips. Just turn a disc or pull a slide to tell a sales story, select the right size or style, show how equipment operates, or solve an engineering problem. Slide-charts build sales and cut costs by making your product easier to sell and easier to buy.

Perrygraf has designed and manufactured slide-charts exclusively since 1934. This great accumulation o know-how is put to work for you whe you bring your business to Perrygraf. We will make your slide-chart simpler easier to use, and more economical tha you might imagine.

Starting is as Easy as ...1...2...3

1 Give us a written description of the job your slide-chart is to perform. Give us the necessary data sheets or catalog pages if that's convenient. Tell us who will be using the slide-chart and what quantities you might need.

No obligation, of course.



"The slide-charts have been given to our sales representatives to use as a handout. They have been used as an incentive to get people who replied to one of our publication ads to supply more information about themselves and their requirements, and they have been offered free of charge on cards in postcard decks.

One attractive feature of this type of incentive is that, by its nature, it only appeals to those prospects who are interested in our type of product."

L.A. International Power Machines

"You have succeeded in overcoming the difficulties of last minute changes and time restraints. The professionalism of Perrygraf employees is apparent to all who utilize the Code Summary Guide.

We highly recommend Perrygraf to other departments where similar tasks of this nature are being considered."

E.T. Ford Motor Company, Powertrain Engineering

"The slide rule provides a great deal of information in a concise, easy to use format. The ease of use decreases diagnosis and repair time. The compact size allows everyone to keep a slide rule handy.

Thank you for your responsiveness, high quality service and your commitment to producing high quality products."

P.A.B. Ford Motor Company, Self Test Strategy

"The slide-chart concept lets us repackage our message in such a way that the items are used and reused. Slide-charts are big enough to include a huge amount of information, and small enough to carry in a purse, pocket, or glove compartment, and they're fun to use!"

R.L. Center for Science in the Public Interest

"I would like to thank you for the excellent job you've done on our English/Metric slide-chart. I've had nothing but positive comments. I'm much appreciative of your efforts in producing this slide-chart within the required tight deadlines."

P.M.M. PORSCHE Cars North America

PERRYGRAF

Describe Features & Benefits

Make your sales presentations easier to understand and remember.

SINCE 1934
PERRYGRAF®

Hello,

One of today's greatest business problems...and greatest business opportunities...can be stated in two words: **EFFECTIVE SELLING**.

Sales must go up, and sales costs must be controlled, if profit margins are to stay strong. Marketers who can make these things happen guarantee their company's future, and their own.

Successful sales and advertising executives are attacking this problem with slide-charts.

A well designed slide-chart can be used effectively year after year, helping you control promotional costs.

Spend a few minutes reading this brochure. It will give you some of the best ideas you have ever had...new ideas that can put new life in your sales calls, direct mail programs, and advertising campaigns.

Then take advantage of our **FREE OFFER**. We will give you at no cost and with no obligation a color presentation showing how professionally designed slide-charts can work for you and your company. You will discover that a PERRYGRAF slide-chart is a powerful tool for profitable selling...an exciting way to do your job better.

Sincerely,

PERRYGRAF

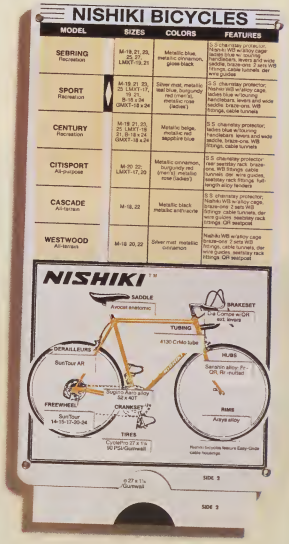
C.M. Smith
Director of Marketing

SLIDE-CHARTS • WHEEL-CHARTS • POP-UPS

19365 BUSINESS CENTER DRIVE
NORTHRIDGE, CA 91324-3552
FAX: (818) 993-7572 (24 HRS.)
(818) 993-1000 • (800) 423-5329

They enable a prospect to ask the specific questions in his mind and get a direct answer.

They can condense numerous charts and tables into one simple operation.



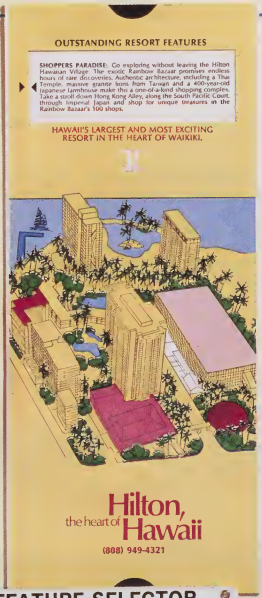
Tell your story quickly and forcefully with slide-charts.

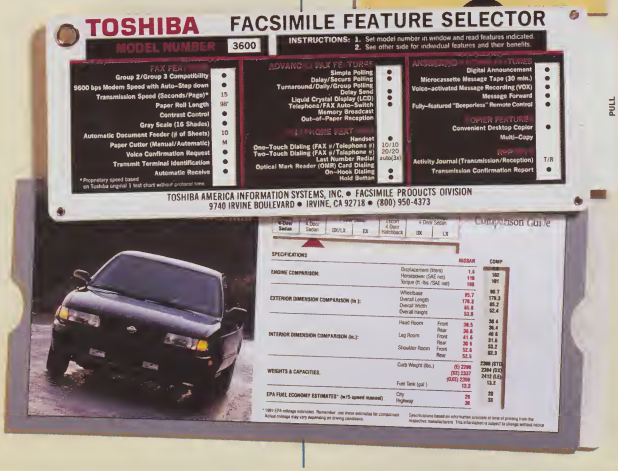
Questions?
FAX US
1-818-993-7572
24 Hrs.

Describe Features & Benefits

Make your sales presentations easier to understand and remember.

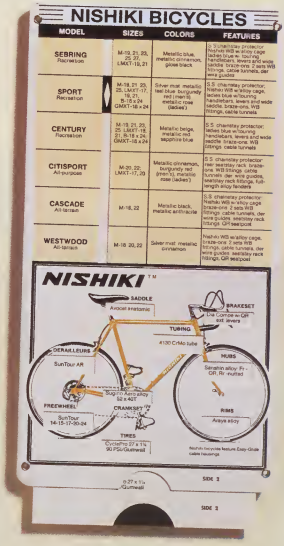
Sales come faster and more often when the sales message is easy to understand and remember. Slide-charts have advantages over other literature for putting a story across.





They enable a prospect to ask the specific questions in his mind and get a direct answer.

They can condense numerous charts and tables into one simple operation.



Tell your story quickly and forcefully with slide-charts.

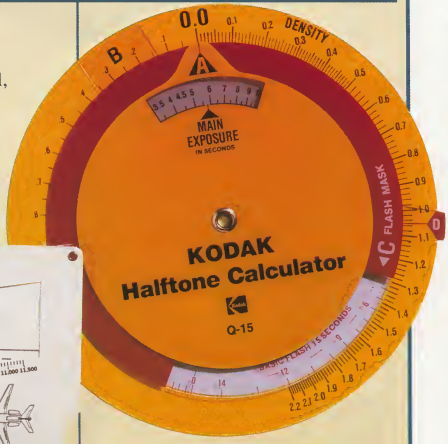
Questions?
FAX US
1-818-993-7572
24 Hrs.

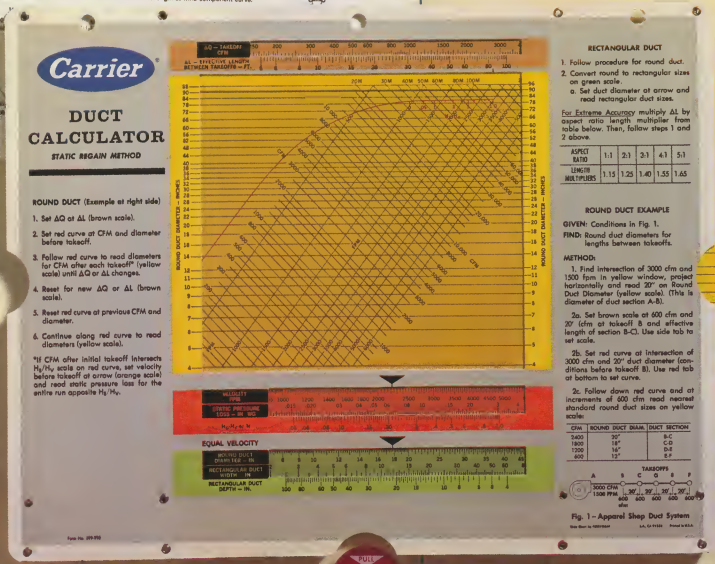
Perform Complex Calculations

Putting answers at salespeoples' fingertips.

Two to four hours a day is all the average salesperson spends talking with customers. Their effective time might be increased 50% - 100% if they do not have to wade through catalogs and handbooks, make complex calculations and check for errors before they answer a question.

One quick move of a slide or a single turn of a wheel, will combine variables and give answers with irrelevant data already screened out.



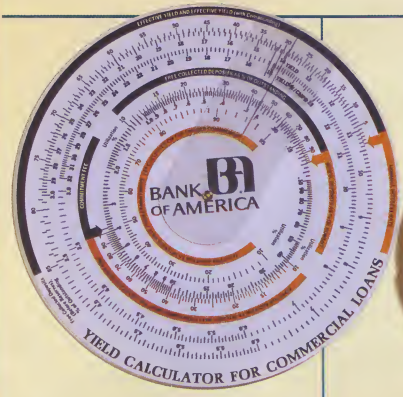


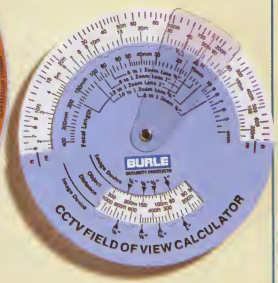
Slide-charts select the right equipment, solve engineering problems, show how equipment works, or compare one product with another. Salespeople answer customers' questions almost instantly, inspire confidence, and get orders before the competition even develops.

Questions?

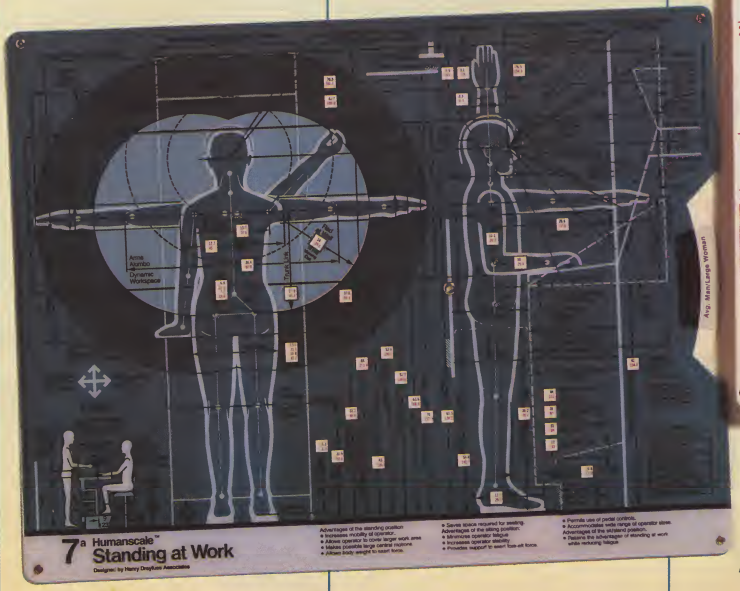
FAX US
1-818-993-7572
24 Hrs.

A custom designed slide-chart will make your products the first choice of dealers and distributors. A slide-chart provides concise, authoritative information which gives dealers confidence and expertise.





Saving salespeople time for selling is one of the best ways to get more orders. Why not substitute Perrygraf slide-charts for the truly detailed work?



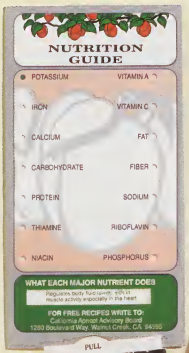
Let Us Design One For You
CALL
1-800-423-5329
TOLL-FREE

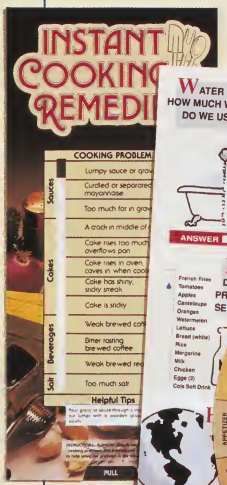
Educate and Persuade

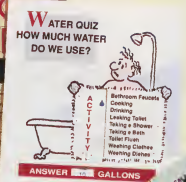
Information in an instant.

Slide-charts represent your sales story in the simplest, most direct form. They educate in a novel way, appealing to men, women and children. They are not discarded but kept, shared and passed along to other potential customers.

Questions?
FAX US
1-818-993-7572
24 Hrs.



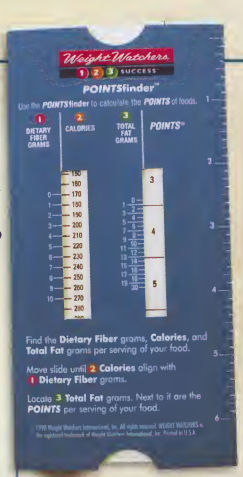


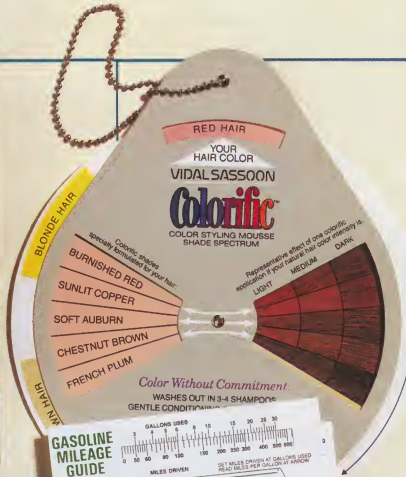


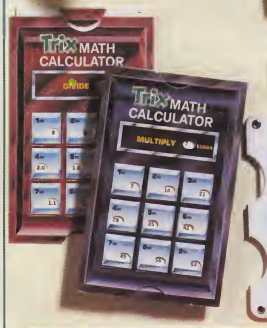
Place at the consumers' fingertips instant answers to questions covering a truly endless variety of subjects.

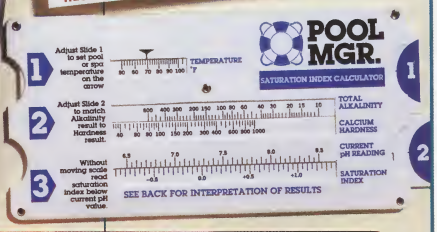
Used as the driving force in advertising programs, slide-charts will produce prime prospects...the beginning of a valuable database. A slide-chart can be designed to target only the people who would buy your product, and to have no appeal for non-prospects.

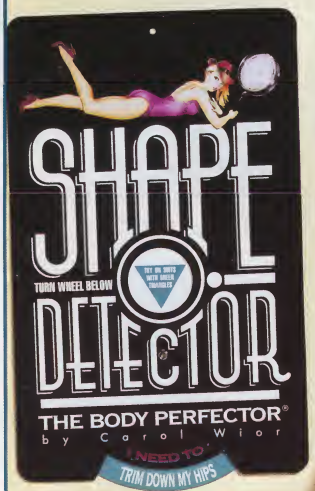
If educating consumers will get you more orders, investigate adding slide-charts to your program.

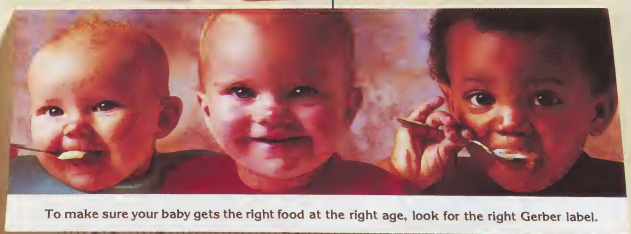










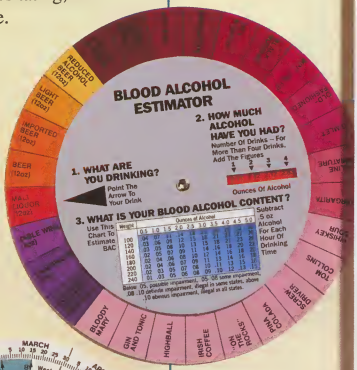


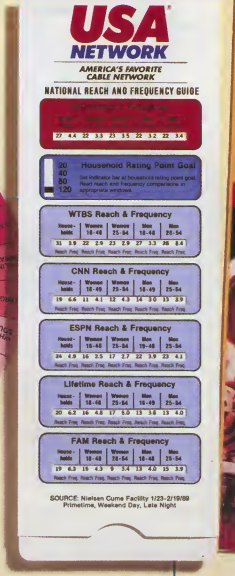
Let Us Design One For You
CALL
1-800-423-5329
TOLL-FREE

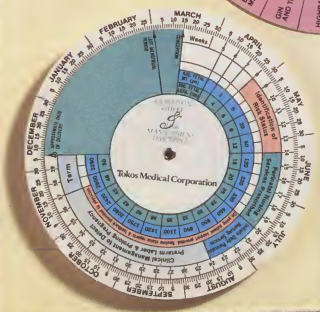
Simplify Detailed Information

Inspire customer confidence.

When your sales force can answer questions about a product, without hesitating, that inspires confidence. Slide-charts that simplify detailed information can assist in making any sale.



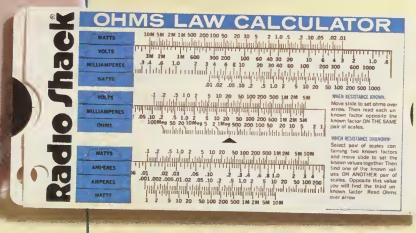




Questions?

FAX US
1-818-993-7572
24 Hrs.

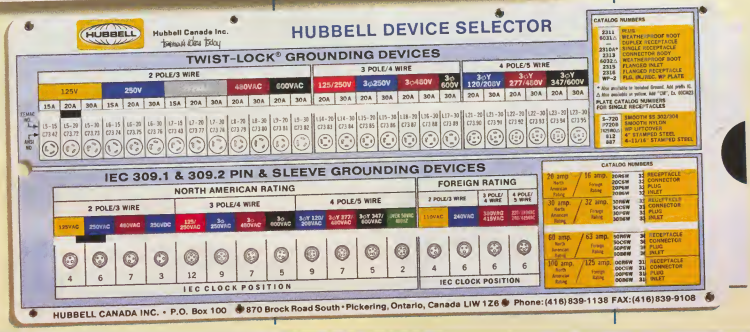
Slide-charts can solve the most complex engineering problems, select the correct equipment, show you how products operate, and tell your sales story.



With a Perrygraf slide-chart, there is no uncertainty, no need to phone the office to get the answer, no revising the answer later, no delay while competition develops. Facts needed for ordering are furnished immediately and with confidence.

Let Us Design One For You
CALL
1-800-423-5329
TOLL-FREE

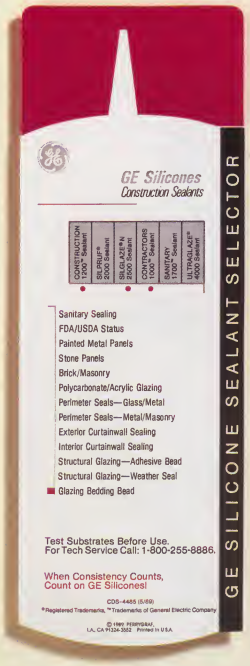
If you have a complicated sales story to tell, let a Perrygraf slide-chart help you tell it.



Select Correct Products

When your product is easy to select, you have a powerful competitive advantage.

Sales are given a vigorous boost when your product is made easy to specify. Your sales force can make immediate recommendations while talking with prospects - often closing the sale without competition.



Don't overlook this important way for you to build sales for your product.

Questions?
FAX US
1-818-993-7572
24 Hrs.

PERRYGRAF

Select Correct Products

When your product is easy to select, you have a powerful competitive advantage.

I ACCEPT YOUR FREE OFFER

Help me create an effective slide-chart marketing program.
I understand you will provide me with a FREE concept sketch of my slide-chart along with a cost estimate. Please contact me if any additional information is required.
There will be no cost or obligation on my part.

1 **I want my slide-chart to:**

- ☐ Describe Features & Benefits
- ☐ Perform Complex Calculations
- ☐ Educate and Persuade
- ☐ Simplify Detailed Information
- ☐ Select Correct Products
- ☐ Demonstrate Visually
- ☐ Other _____

2 **How my slide-chart will be distributed:**

- ☐ Direct Mail
- ☐ Salespeople
- ☐ Point of Purchase Displays
- ☐ In-pack or On-pack Promotions
- ☐ Trade Shows or Seminars
- ☐ Media Advertising Offer
- ☐ Other _____

3 **The information I've enclosed includes:**

- ☐ Formulae
- ☐ Literature
- ☐ Catalog(s)
- ☐ Tables or Nomographs
- ☐ My existing Slide-Chart

4 **Please quote on the following quantities:**

- ☐ 1,000-5,000
- ☐ 5,000-25,000
- ☐ 25,000-50,000
- ☐ 50,000-100,000
- ☐ 100,000+

5 **Additional comments:**

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

6 **Needed by:**

_____

Name _____ **Title** _____
Company _____ **Nature of Business** _____
Address _____
City _____ **Phone** _____ **Ext.** _____
State _____ **Zip** _____ **Fax** _____

Please return this form and your material to:

SINCE 1934
PERRYGRAF®

19365 BUSINESS CENTER DRIVE • NORTHRIDGE, CA 91324-3552
(818) 993-1000 • (800) 423-5329 • FAX: (818) 993-7572 (24 hrs.)

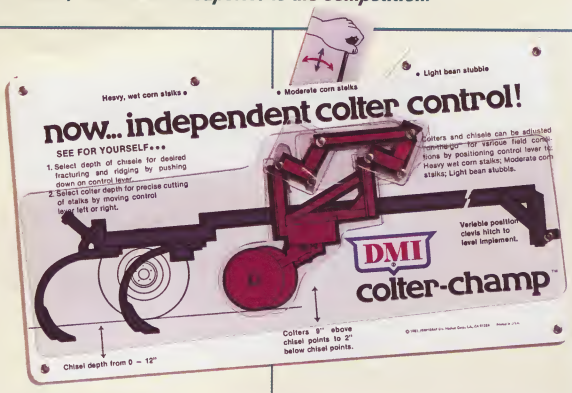
To Remove, Please Cut Along Dotted Line

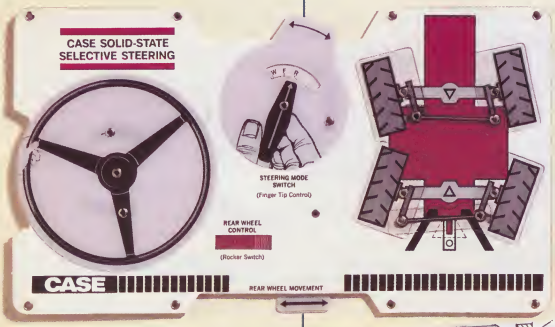
Demonstrate Visually

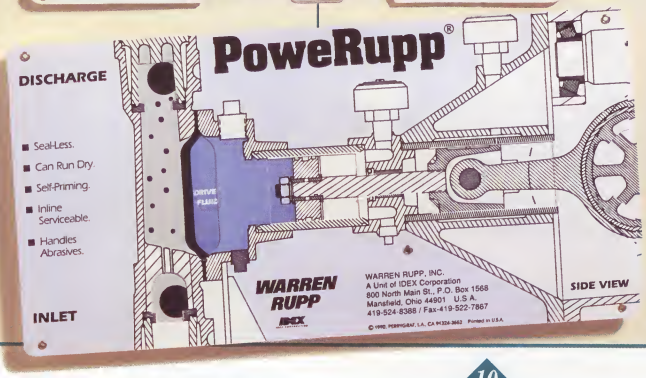
Perrygraf slide-charts can be motion pictures. They can show graphically how equipment operates, what it does, and how it is superior to the competition.

When your sales message is presented visually, it is grasped quickly, and remembered longer. Less time is needed to drive home the message that sells your product, and your sales force gets more orders in less time.

In each case the message is delivered instantly, at first glance. The user turns a wheel or pulls a slide and a story is told without the expense and equipment needed for a video presentation.







Is your sales story better when told with more visual impact? A simple cost effective Perrygraf slide-chart can do the work of a thousand words.

Let Us Design One For You
CALL
1-800-423-5329
TOLL-FREE

PERRYGRAF

How Industries Use Slide-Charts

Agriculture
Spray Application Guides • Seeding Planners • Yield Calculators

Banking/Insurance
Mortgage Calculators • IRA/ Investment Comparators • Tax Savings Guides

Chemical
Formulation Guides • Material Safety Guides • Interaction Comparators

Construction/Building
Material Estimators • Fitting & Sizing Calculators • Paint Color Coordinators

Food Services
Serving Cost/Profit Guides • Product Nutrition Comparators • Wine Selectors

Health/Nutrition
Calorie/Fat Gram Counters • Vitamin/Mineral Usage • Infant Feeding Guides

Manufacturing
Quality Control Guides • Features/Benefits Guides • Product Usage Guides

Medical/Pharmaceutical
Dosage Calculators • Gestation Wheels • Drug Interaction Guides

Petroleum
Fuel Efficiency Calculators • Flow Rate Calculator • Pump Selectors

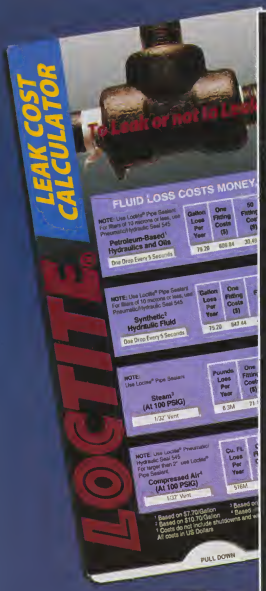
Retail
Shelf Space Calculators • Profit Calculators Cost/Selling Price Estimators

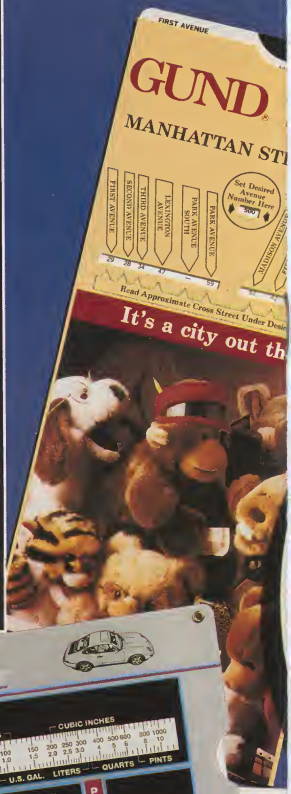
Technology
Software Training • Long Distance Rate Charts • System Configurations

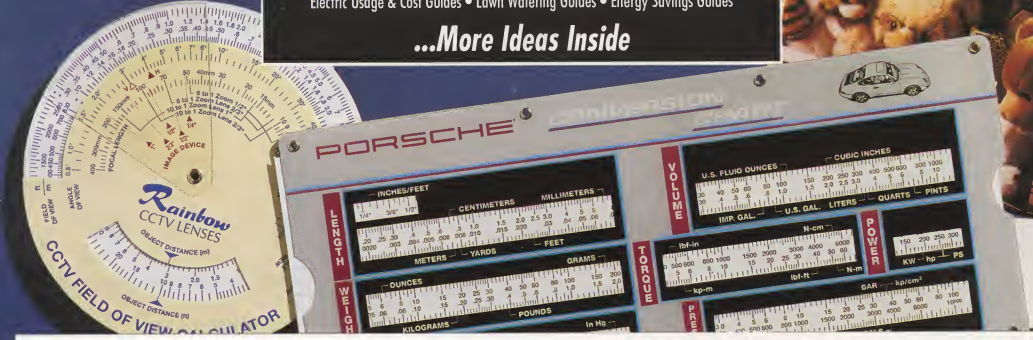
Transportation
Auto Feature Guides • Mileage Calculators • Cargo Load Planners

Utilities
Electric Usage & Cost Guides • Lawn Watering Guides • Energy Savings Guides

...More Ideas Inside





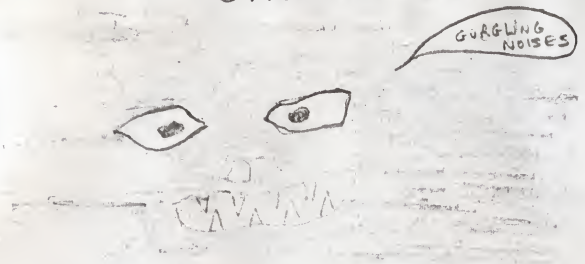


SINCE 1934
PERRYGRAF
19365 BUSINESS CENTER DRIVE
NORTHRIDGE, CA 91324-3552
(818) 993-1000 • (800) 423-5329
FAX (818) 993-7572 (24 HRS.)

© PERRYGRAF, L.A., CA 91324-3552

Code Book of Belboz

GRUE

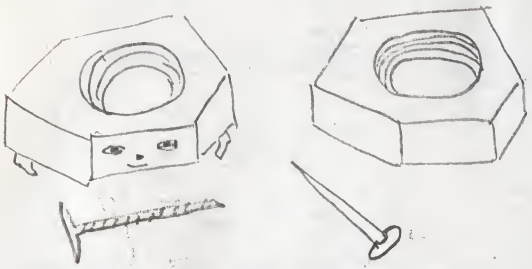


The grue is a sinister, lurking presence in the dark places of the earth. Its favorite diet is enchanters, but its insatiable appetite is tempered by its fear of light. No grue has ever been seen by the light of day, and few have survived its fearsome jaws to tell the tale. Grues are probably black and black and red and black and purple.

HELLHOUND

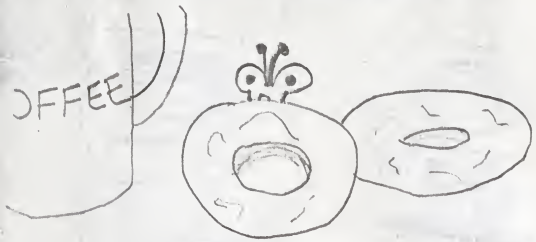
The best thing to do when you see a hellhound is to run as fast as possible in the other direction. Hellhounds are fast, ferocious, merciless, and capable of devouring a human 12 times its size in six seconds. They normally live in burned-out or enchanted woods. Hellhounds are, most commonly, purple and gray and red and gray.

YIPPLE



The yipple is a pleasant creature and a master of disguise. As a chameleon is to color, so is a yipple to shape. They make great pets, but should never be allowed to rest in the cookie jar if guests are expected. A yipple, if placed on a plain white tablecloth, is gray and purple and purple and black.

ROT GRUB



The rotgrub is less than an inch-long, and lies waiting in food. Once ingested, the rotgrub heads straight to the brain & begins feeding.

Rotgrub death is excrutiatingly painful & can last years. Worse yet, they are totally impervious to magic, and smell like very old cheeses. A common house rotgrub is gray and red and gray and purple and red.

DORN

Dorn beasts are very deadly & should be avoided at all costs. They generally live in crags & shadows near cliff bases. The dorn beast can paralyze its victim with a mere glare from its powerful eyes. A dorn beast stare has a range of about 3 feet in a young dorn beastling up to 20 feet in a full grown dorn. Although the dorn beast can change its color at will, its natural coloration is gray and purple and black and gray.

DRYAD

Dryads, also known as tree sprites, are beautiful and shy. They can frequently live their entire lives without stepping out of the shade of the tree they were born under. Dryads, if coaxed, can reveal the location of forest treasures. Dryads are only dangerous in large numbers, & then only if attacked. In these circumstances they have been known to crush attackers under tons & tons of rose petals. Dryads, when awake, are black and gray and red and red.

BLOODWORM

Bloodworms Live in shallow underground pools of water, often appearing as mossy boulders to an unwary observer. Their pointy retractable fangs can extend up to 32 inches when attacking a victim. Most bloodworms are repelled by the taste and smell of boiled chives -- always carry some if you plan on venturing near known bloodworm spawning grounds. Bloodworms are usually gray and black and red and gray.

BROGMOID

Brogmoids are squat creatures, who can acheive the intelligence of a 3-year old human in some cases. If raised from birth in a domestic setting, a brogmoid will be quite tame and can usually be taught to perform simple tasks. In the wild, though, Brogmoids are quite ferocious, especially when hungry. They can pull a human apart with their bare hands. Brogmoids are generally red and purple and red and black and purple.

ORC

Once a fearsome race of warriors, the orcs were tamed by their love of computerized adventure games. Although a small segment, known as the Hi-Res Orcs, like graphic adventures, most prefer text games. These are known as the Orcs of Zork. [redacted] In the reflected light of a CRT they appear to be red and gray and purple and gray and red.

SURMAN

From their malodorous breath to their lice-ridden red fur, Surmans are utterly repulsive creatures. If they can get close enough to their victim, they can bore him to death by reciting New Jersey State Penal Codes. A newly-shaven surman is black and black and purple and red and purple.

KOBOLD

Kobolds, who live in small tribes in caverns or very dark forests, are extremely capable fighters. If attacked they will fight back. If not attacked, they will fight back anyway. Kobolds can be identified immediately by their middle toe on the left foot, which is always shorter than the toes that flank it. Kobolds are red and purple and black ' purple and red.

NAB 12.

Nabiz are mostly mouth, and that mouth is mostly teeth. Nabiz always know exactly what their enemies weakest point is, and attack there. They cannot fly but they can jump tremendous distances. They're repulsed by the color blue, which explains the popularity of this color among adventurers garb. Nabiz are purple and black and black and black and red.

Current code:

_____

Here's why Michigan Apples are known as "the apple pie apples."
Being #1 is no pie-in-the-sky claim. More processors get their apple slices from Michigan than from any other state. Must be because the best-tasting apples make the best-selling pies.
Our Specialties
The Industry Leader
Who to Call
More than Apples
Perfectly Located
Sliced at Their Peak
Custom Packing
Consistent Supply
Best Pie Varieties
Processors' Choice

Where to get your fill of "the apple pie apples."
Pie filling
Burnette Foods, Inc.
Hartford, MI
(616) 621-3181
Cherry Central Cooperative, Inc.
Traverse City, MI
(616) 946-1860
Cherry Growers, Inc.
Traverse City, MI
(616) 946-1860
Coloma Frozen Foods
Coloma, MI
(616) 849-0500
Curtice Burns Foods
Benton Harbor, MI
(716) 383-1070
Knouse Foods Cooperative, Inc.
Paw Paw, MI
(717) 677-8181
Mason County Fruit Packers Co-Op
Ludington, MI
(616) 946-1860
National Fruit Product Company
Kent City, MI
(540) 6623401
New Era Canning Company
New Era, MI
(616) 861-2151
Northern Michigan Fruit
Omena, MI
(616) 386-5143
Peterson Farms, Inc.
St. Joseph, MI
(616) 428-2312
Sill Farms Market, Inc.
Lawrence, MI
(616) 674-3755
Smeltzer Orchard Company
Frankfort, MI
(616) 882-4421

MOCKING COPY

POPULAR ENCHANTING

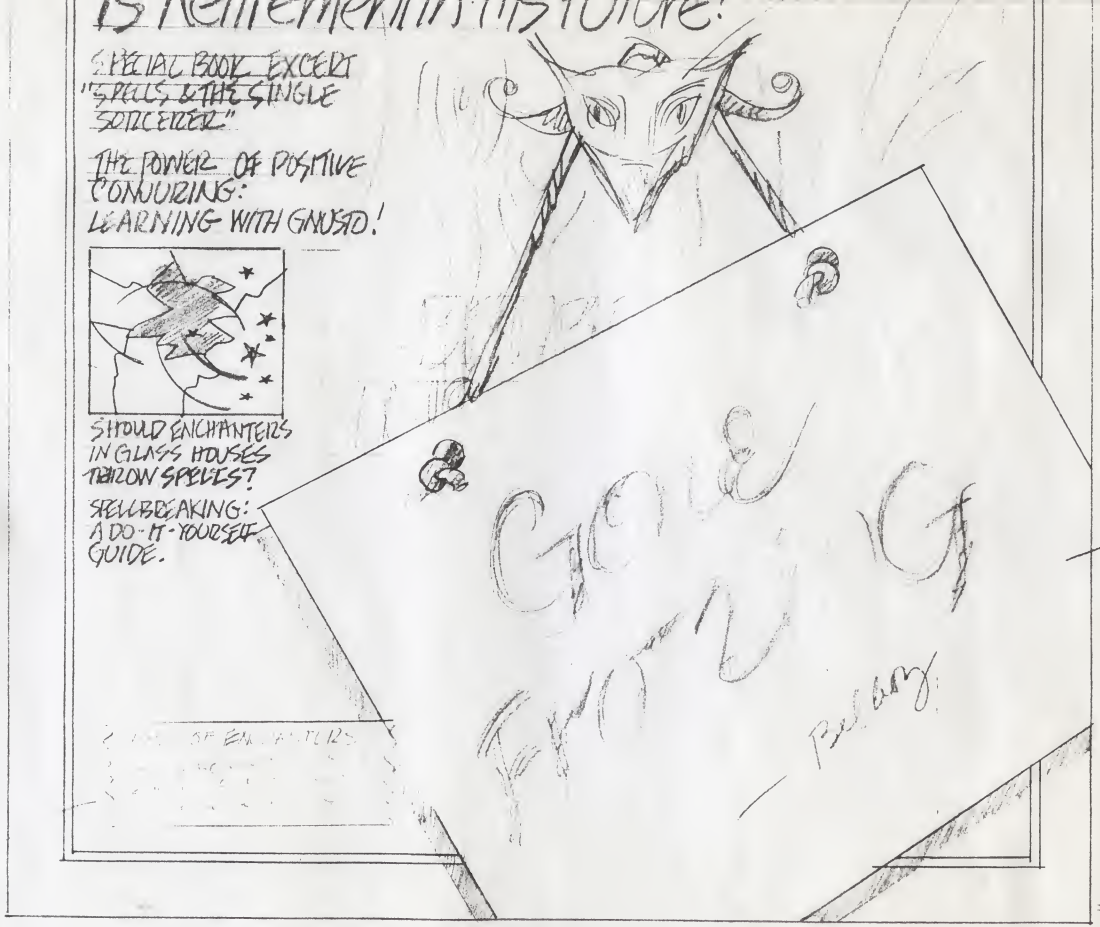
VOZORKMIDS (OUTSIDE FROBOZZ 73 ZORKMIDS)

TIME PARADOXES Are they a waste?

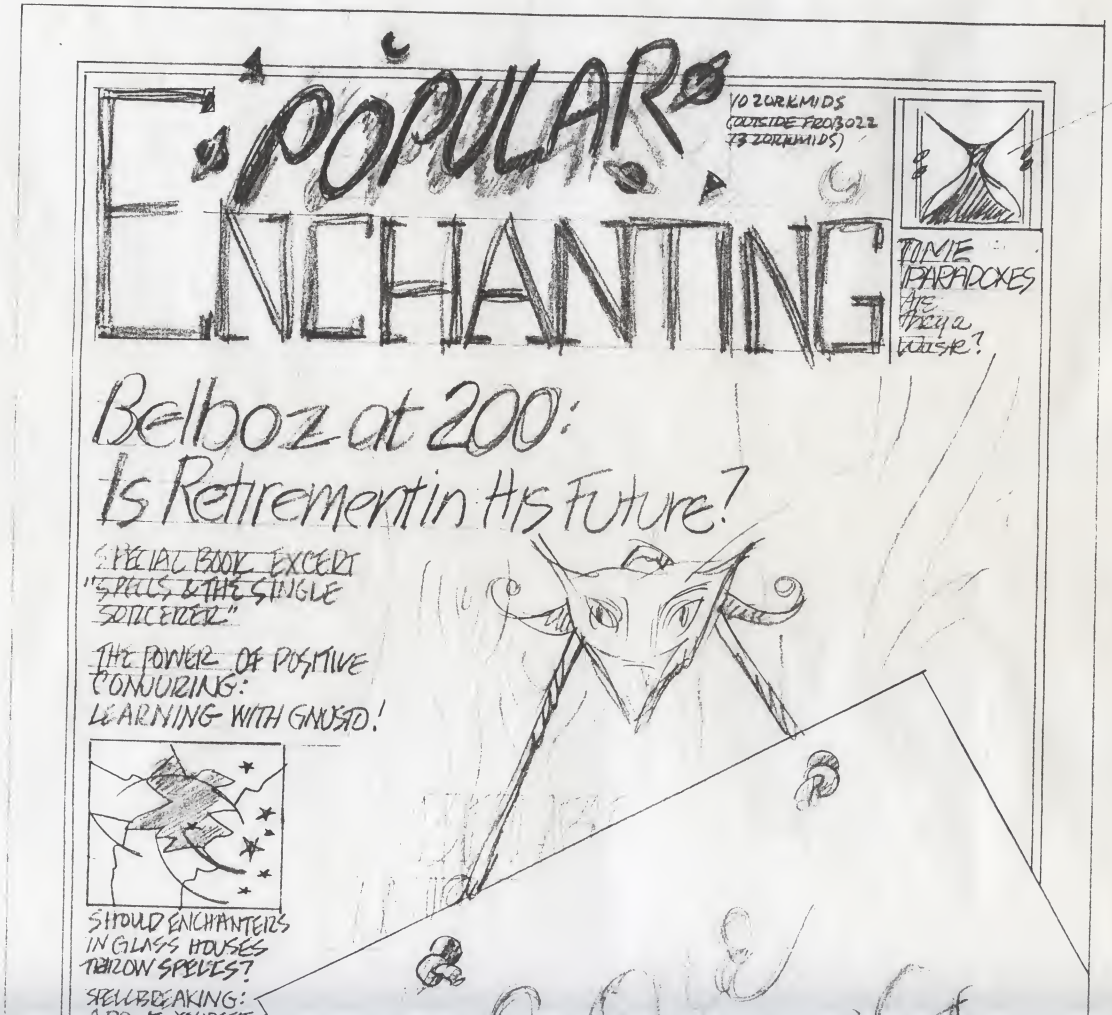
hour glass

Belboz at 200:

Is Retirement in His Future?


IS REMEMBERING HISTORY!
SPECIAL BOOK EXCERPT "SPELLS & THE SINGLE SORCERER"
THE POWER OF POSITIVE CONJURING: LEARNING WITH GNUSTO!
SHOULD ENCHANTERS IN GLASS HOUSES THROW SPELLS?
SPELLBREAKING: A DO-IT-YOURSELF GUIDE.

Front cover


POPULAR
ENCHANTING
YOZORKMIDS
(OUTSIDE FROBOZZ
73 ZORKMIDS)
TIME PARADOXES
Are they a waste?
Belboz at 200:
Is Retirement in His Future?
SPECIAL BOOK EXCERT
"SPELLS & THE SINGLE
SORCERER"
THE POWER OF POSITIVE
CONJURING:
LEARNING WITH GNUSTO!
SHOULD ENCHANTERS
IN GLASS HOUSES
THROW SPELLS?
SPELLBREAKING:

hour glass

SUGGESTIONS FOR THE FIRST-TIME VISITOR

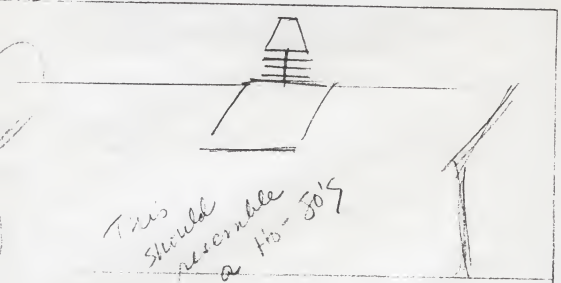
Characteristics

CUISINE

f The Month

The Editor

ng Traumaturgist



SUGGESTIONS FOR THE FIRST-TIME VISITOR

CUISINE

SUGGESTIONS FOR THE FIRST-TIME VISITOR

IT

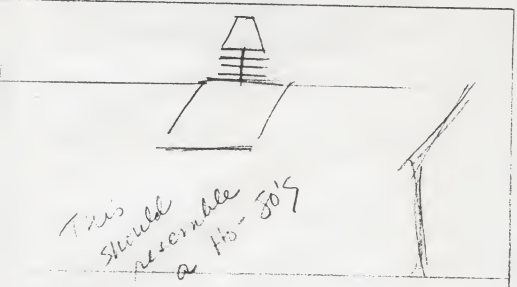
Characters

CUISINE

The Month

The Editor

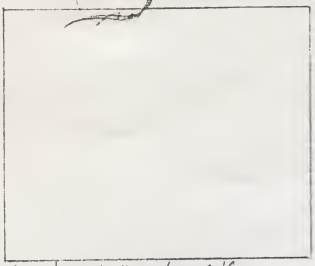
Traumaturgist



Suggestions for the First-Time Visitor

CUISINE

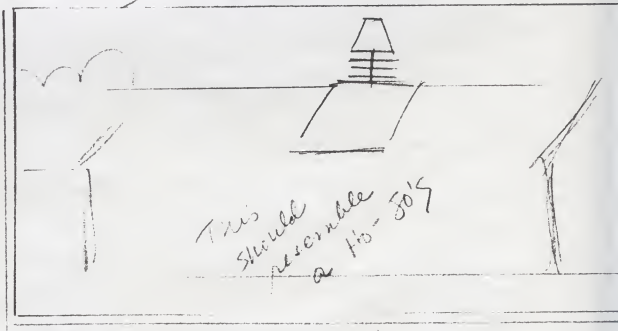
Magician of The Month



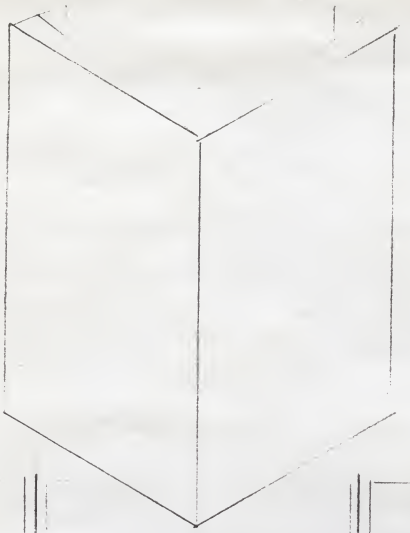
Seen here making himself invisible.

The Editor

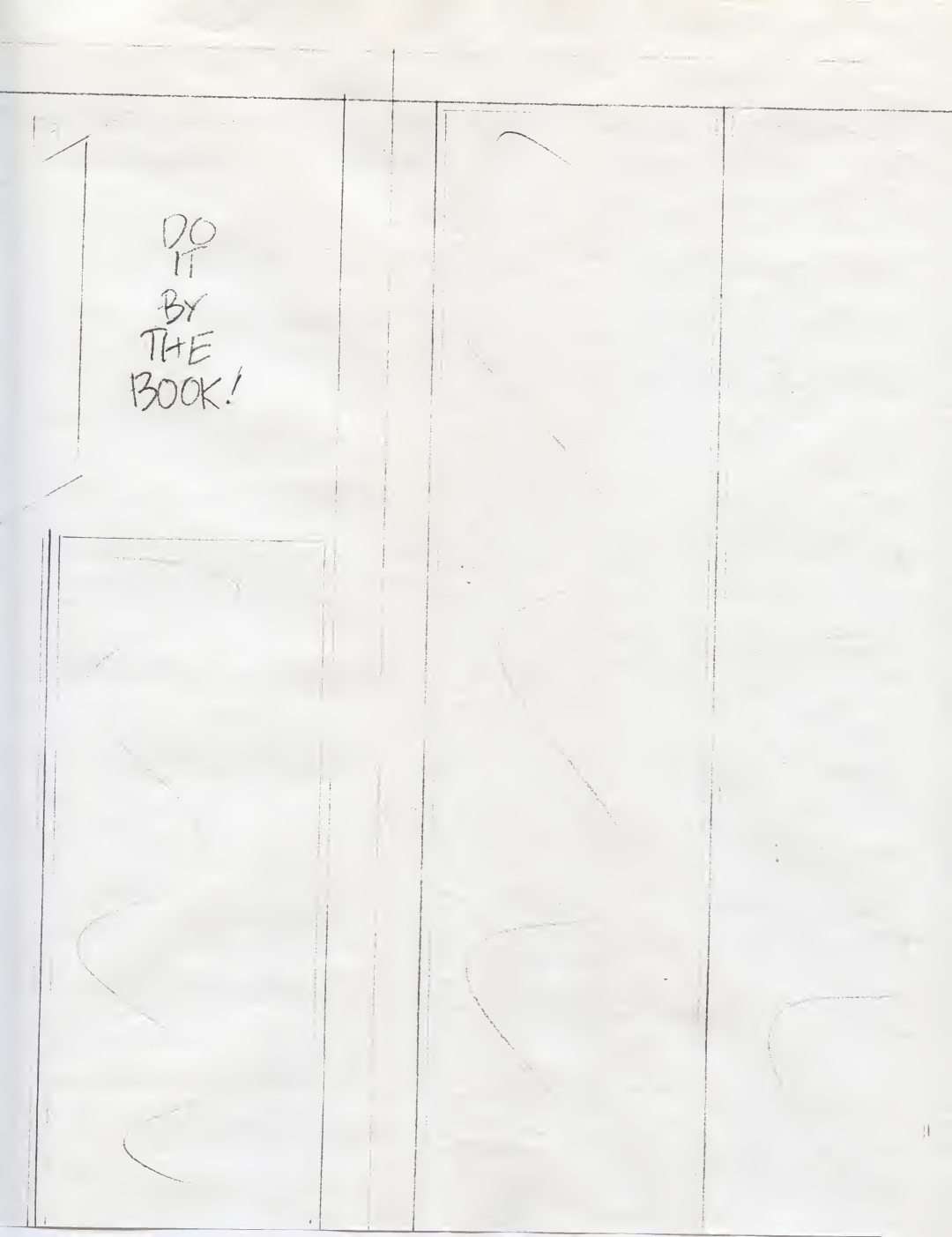
The Travelling Traumaturgist

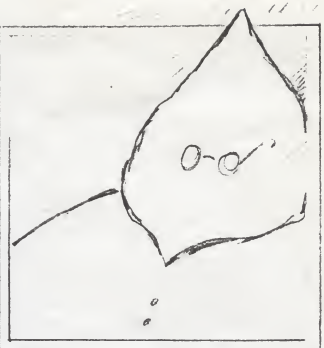


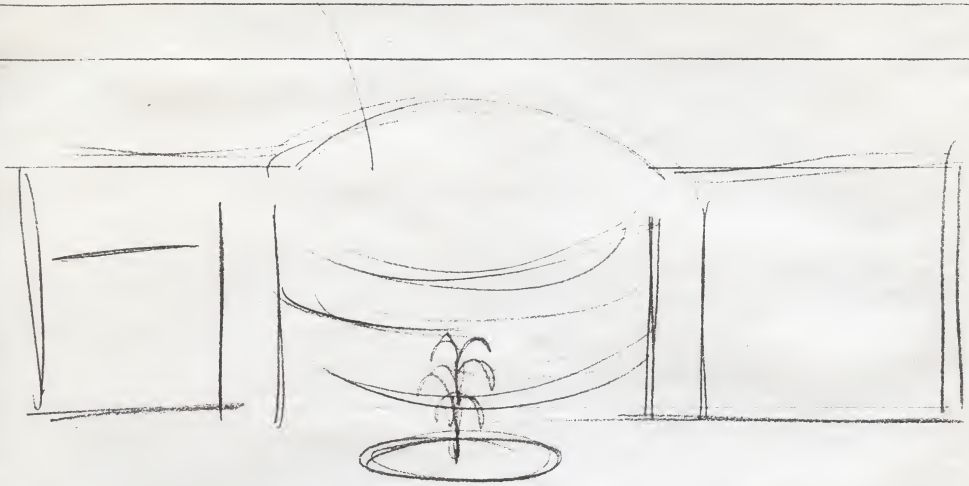
THE SECRET OF SUCCESSFUL SPELL CASTING?



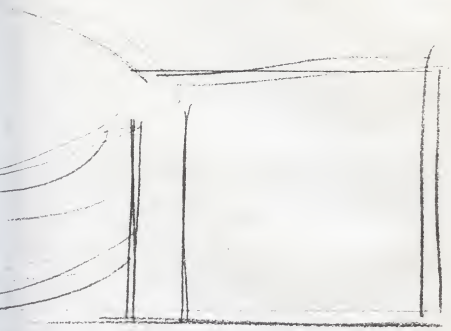
DO IT BY THE BOOK!


DO
IT
BY
THE
BOOK!

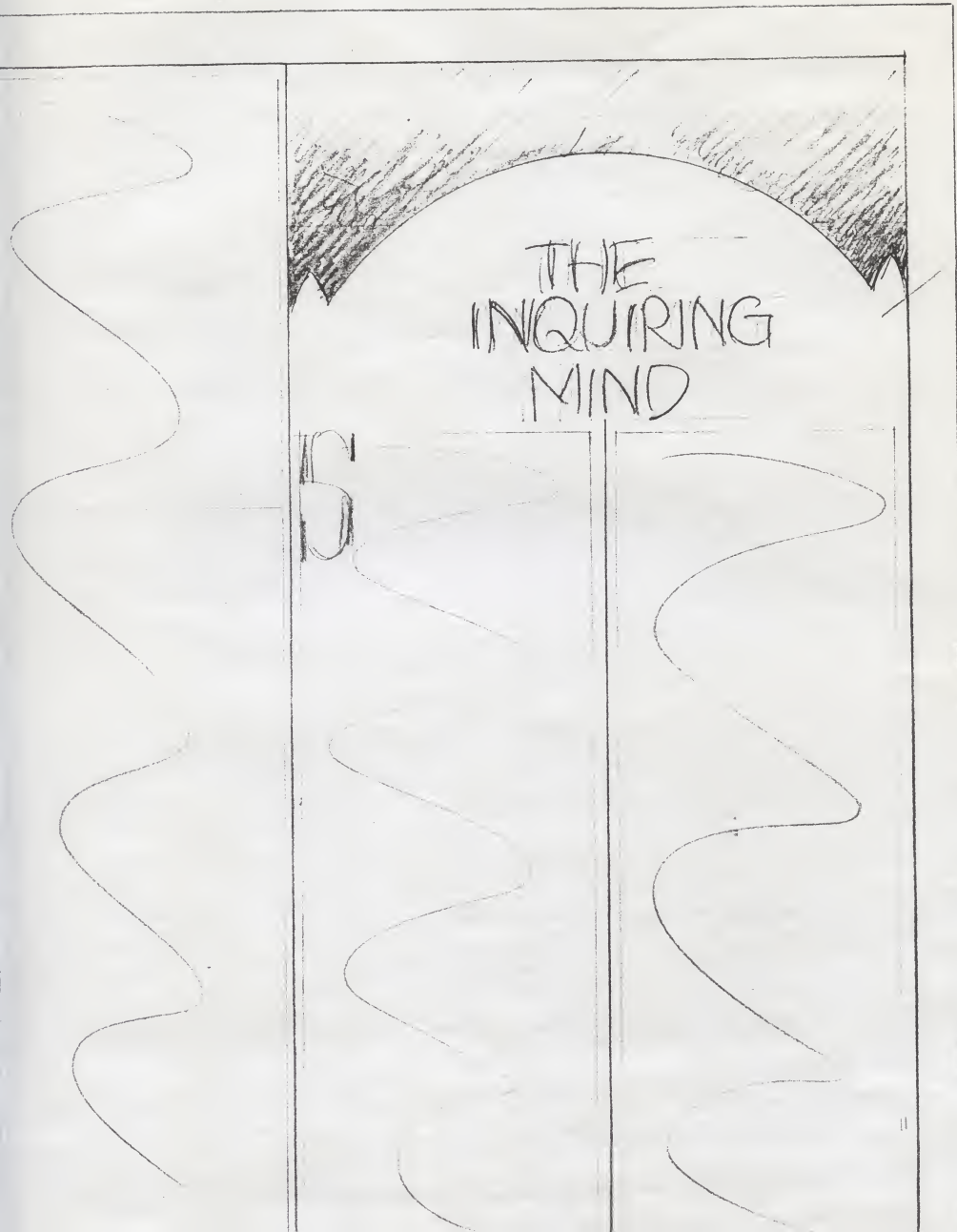

O-O



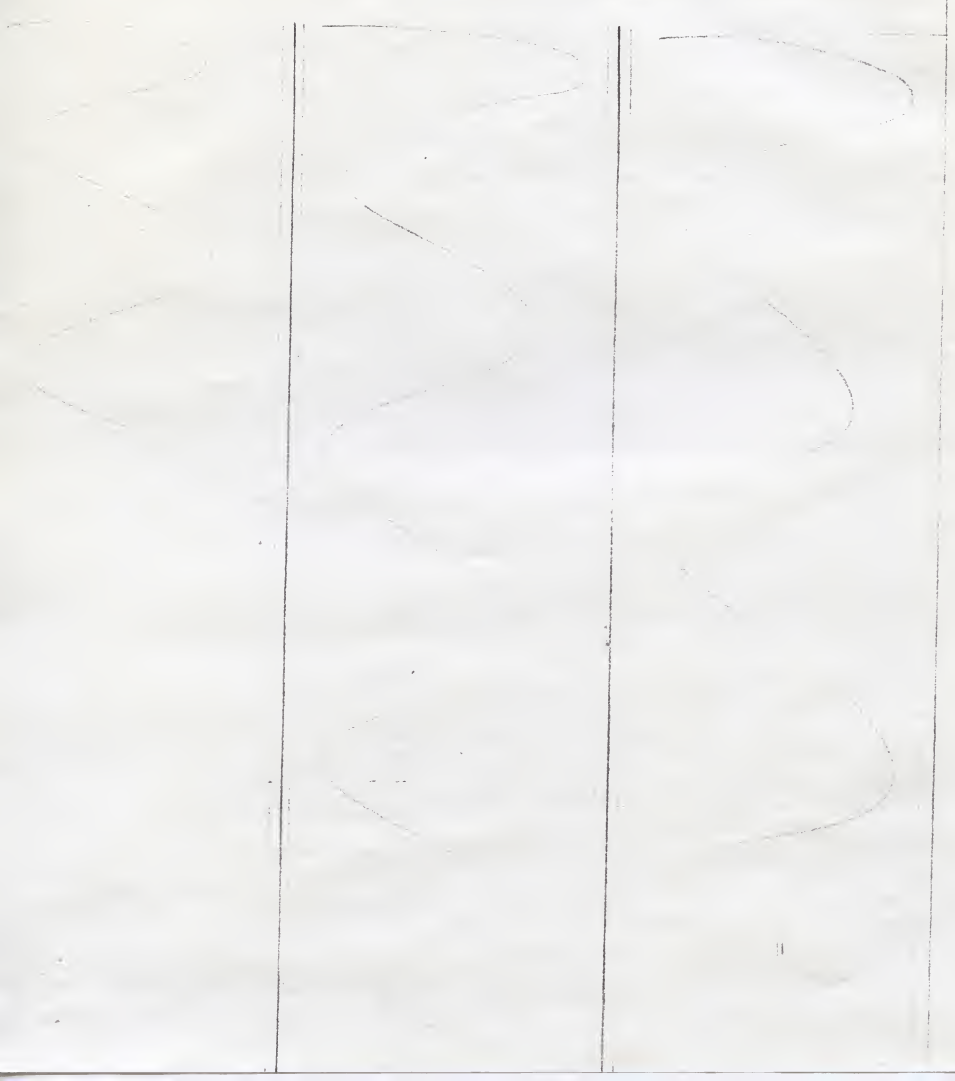
The Complexities of Being in Command

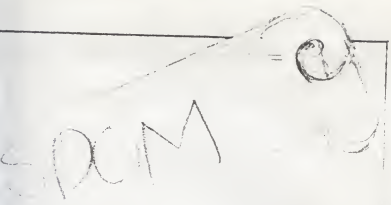


ing in Command


THE
INQUIRING
MIND

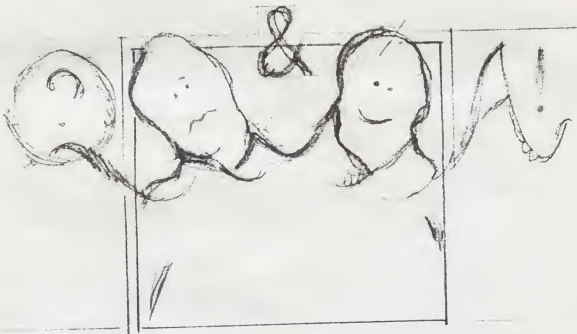
WORD OF WISDOM



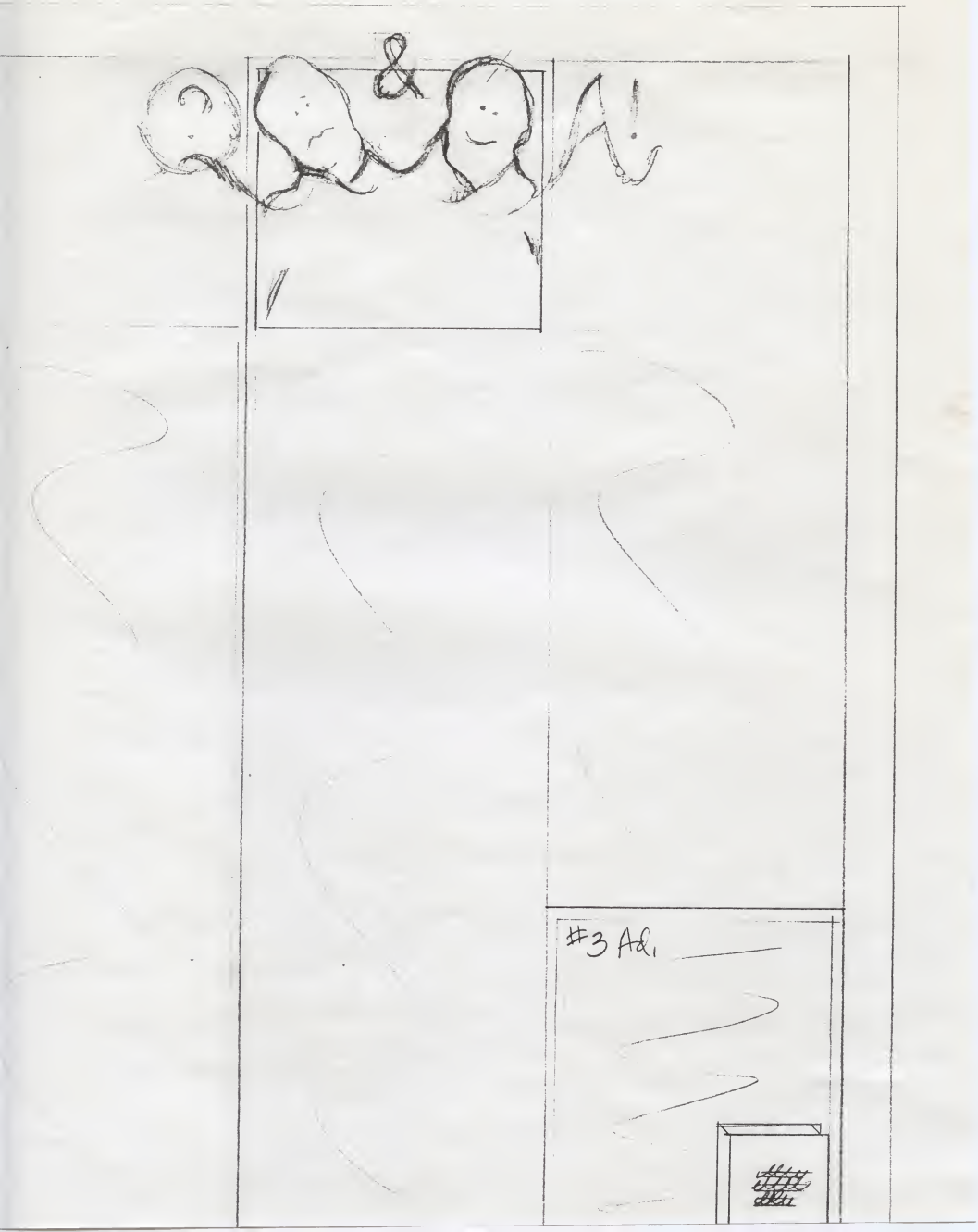


G

A



#3 Ad1

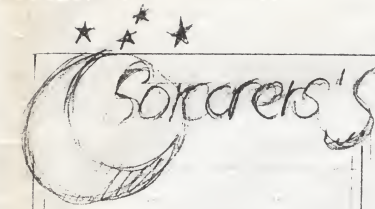

&
#3 Ad.

Training Ahead

SPECIFIC CLASSIFIEDS

COMMUNICATING WITH THE UNKNOWN

COMMUNICATING WITH THE UNKNOWN



Sorcerers' Social N

SPELLS & T

SPELLS BREAKING A SORCERERS GUIDE

Sorcerers' Social Notes

SPELLS & THE SINGLE SORCERER

- WAYS TO WIZARDLY WORD POWER

NATE'S
COUNT SCROLL HOUSE

PAY MORE?

NATE'S	POTIONS	LIST	NATE'S
zm8	BERZIO	zm4	zm2
zm9	IGNATZ	zm4	zm3
zm12	VILSTU	zm4	zm3
zm14	ONBIT	zm4	zm3
zm15	KWIN	zm4	zm3
zm20	WALDOE	zm4	zm3
zm22	KNALB	zm6	zm4
zm31	BLORT	zm12	zm10
zm36			
zm74			

NATE'S	OTHER	LIST	NATE'S
	MORTAR (pestle included)		
zm99	•small	zm1	zm1/2
zm80	•medium	zm1	zm1/2
zm61	•large	zm2	zm1
zm12	TONGUE OF OWL	zm1/2	zm1/4
zm4	JAR OF NEWT EYES	zm2	zm1
zm6			
zm2	JAR OF GROUND MORGIA	zm2	zm1
	BAT WINGS (pair)	zm4	zm3
	TOAD WARTS (doz.)	zm4	zm2
	DRAGON SCALES (ea.)	zm10	zm8

308 BESNAP ROAD, BORPHEE

price: 3 zorkmids ?
I LIKE IT THIS WAY.

LOOKS LIKE A "P" NOT A "B"

I agree. This should look more like a modern address label. Number at top is a good idea, also. Use "Z5 ACCAR256 4-964"

NATE'S
DISCOUNT SCROLL HOUSE

WHY PAY MORE?

SCROLLS	LIST	NATE'S
FROTZ	zm12	zm8
REZROV	zm12	zm9
BLORB	zm16	zm12
NITFOL	zm16	zm14
QUELBO	zm19	zm15
GRIGPO	zm26	zm20
YOMIN	zm28	zm22
ONKIK	zm38	zm31
YIMFIL	zm46	zm36
VEZZA	zm90	zm74

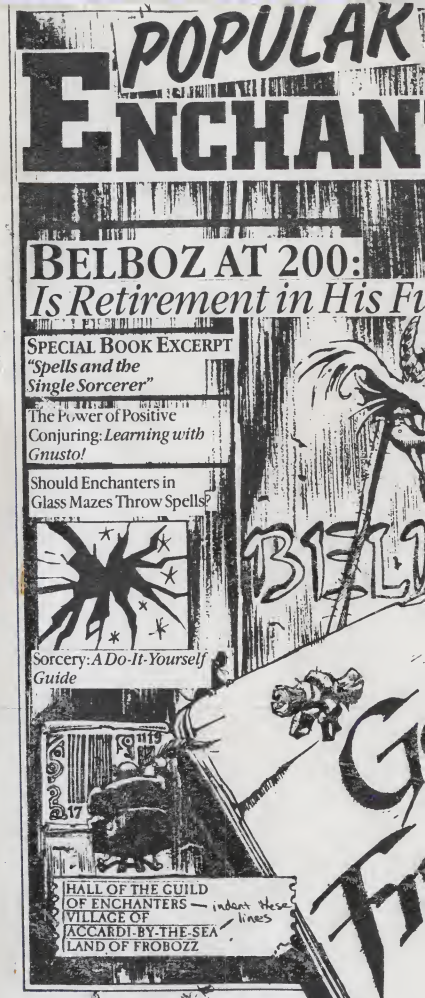
POTIONS	LIST	NATE'S
BERZIO	zm4	zm2
IGNATZ	zm4	zm3
VILSTU	zm4	zm3
ONBIT	zm4	zm3
KWIN	zm4	zm3
WALDOE	zm4	zm3
KNALB	zm6	zm4
BLORT	zm12	zm10

is this has a zoomstake?

SPECIALS	LIST	NATE'S
MAGIC AMULETS	zm120	zm99
WANDS: •BII	zm88	zm80
•UT	zm72	zm61
•SS	zm29	zm12
SCROLL ~~RACK~~ RACK •72	zm12	zm4
•144	zm18	zm6
WAND ~~RACK~~ RACK •6	zm12	zm2

OTHER	LIST	NATE'S
MORTAR (pestle included)		
•small	zm1	zm½
•medium	zm1	zm½
•large	zm2	zm1
TONGUE OF OWL	zm½	zm¼
JAR OF NEWT EYES	zm2	zm1
JAR OF GROUND MORGIA	zm2	zm1
BAT WINGS (pair)	zm4	zm3
TOAD WARTS (doz.)	zm4	zm2
DRAGON SCALES (ea.)	zm10	zm8

308 BESNAP ROAD, BORPHEE



I agree. This should look more like a modern address label. Number at top is good idea, also. Use "ZS ACCARZ

Few stories have captured the popular imagination as that of the young Enchanter. For those few unfamiliar with the saga, the Enchanter's adventure is the quest of a novice from the Accardi Chapter of the Guild of Enchanters. Our land had been threatened with generations of brutal subjugation by the evil warlock Krill. The Circle of Enchanters, our last hope of defense, felt that none of their number could escape detection long enough to locate and destroy Krill. With some trepidation, the wise conjurers of the Circle followed an ancient prophecy and dispatched a fledgling Enchanter against Krill. The outcome of the harrowing confrontation is well known, and the apprentice was rewarded with a seat in the Circle.

Popular Enchanting has learned that this promising Enchanter has since become a favorite pupil of the master necromancer Belboz. With rumors of Belboz's retirement rife throughout the land (see this month's cover story), and augures & warnings that a new evil looms on the horizon, our eyes turn to this young Enchanter. The question we ask, gazing into the orb, is: In this time of crisis do we have the protection that only a Sorcerer can provide?

Karza of Thriff
Publisher

THE TRAVELING THAUMATURGIST

Some wizards have the power to transport themselves with a mere twitch of their smallest toes. Most, alas, must walk. The best way to move from place to place is to type your desired direction. You can use all eight compass directions (which you can abbreviate to N, E, S, W, NE, SE, NW, and SW) as well as UP and DOWN (which may be abbreviated to U and D). IN and OUT (or ENTER and EXIT) may also work in certain places.

As you explore your surroundings in the game, read each description carefully. In bygone days, Enchanters could recall even the tiniest events in their lives and project them upon the clouds to the great amusement of the populace. Since you do not currently possess that skill, it's a good idea to make a map. A helpful map

will note each of the locations you visit, directions to adjoining locations, and list all of the interesting objects in each location.

Do not concern yourself about time: It passes only in response to your input. Nothing happens while you are pondering your next move, so you can proceed at your own pace. SORCERER™ also keeps a record of your score as a guide to measure your progress in the game.

SUGGESTIONS FOR THE FIRST-TIME VISITOR

When you enter a location for the first time, SORCERER normally displays the name of the location, its description, and descriptions of any interesting objects present. When you return to a location, only the name of the location and the names of the objects present are normally displayed. Walking around a location is unnecessary; anything there is always within reach, unless you are sitting or lying down.

The VERBOSE command tells SORCERER to display the full description of every room and every object each time you see them, not just the first time. Using the SUPERBRIEF command, you'll be shown only the name of the location, even the first time you enter it, and no mention of the objects present. (You can still get a description of the location and objects by typing LOOK or L.) Also, blank lines will not appear between each of your moves while you are in SUPERBRIEF. This mode is recommended for Enchanters who already know their way around. The BRIEF command tells SORCERER to return to the initial mode, in which you receive descriptions only on your first visit to a location.

The essence of Interlogic™ games like SORCERER is problem solving. Solving the problems that you encounter in SORCERER will frequently involve casting the proper spell or bringing a certain item with you, then using it in the proper way. Keep an open mind: Some ways that objects and creatures behave are important, yet may not be immediately obvious.

A sampling of local delicacies.

PERS GRO

INDULGING

Containers

Containers can hold other objects. can be opened and closed; others always open. Some are transparen ers opaque. Some can be carried, cannot be moved. Similarly, some have surfaces upon which other ob can be placed. Most containers hav limited capacity, and all objects have sizes.

Here is an example from the game of what you can do with a container:

>OPEN THE TINY BOX
Opening the tiny box reveals a magic amulet.

>PUT THE DIARY IN THE TINY BOX
There's no room.

>TAKE AMULET
You are now wearing the magic amulet.

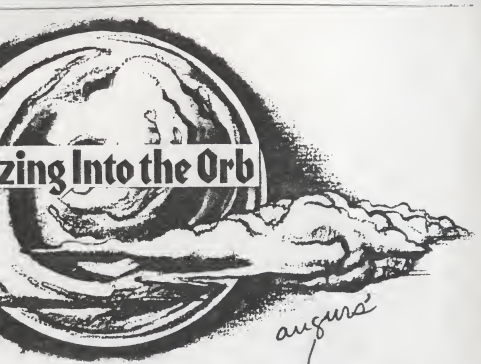
>LOOK IN THE BOX
It's empty.

Characters

Feel free to talk with any of the characters you meet during the game. Characters sometimes will fight back when attacked, and some may att without provocation. You may fin ductive to negotiate with other be exchanging gifts and favors. Here example, taken from ENCHANTE Crawling slowly along the beach is an mous turtle, his enameled shell shinin the colors of the rainbow.

>TURTLE, HELLO
"It's nice to find a human being who t turtle. Not many do, you know. Mo

Feel fr any of you m game. someti back w and so you wi tion. Y produ tiate beings gifts a



ome trepidation, the wise conjurers of
ne Circle followed an ancient prophecy
nd dispatched a fledgling Enchanter
gainst Krill. The outcome of the harrow-
ng confrontation is well known, and the
pprentice was rewarded with a seat in
he Circle.

Popular Enchanting has learned that
his promising Enchanter has since
ecome a favorite pupil of the master
ecromancer Belboz. With rumors of
Belboz's retirement rife throughout the land (see this month's cover story), and augured warnings that a new evil looms on the horizon, our eyes turn to this young Enchanter. The question we ask, gazing into the orb, is: In this time of crisis do we have the protection that only a Sorcerer can provide?

Karza of Thriff
Publisher

LING THAUMATURGIST

will note each of the locations you visit, directions to adjoining locations, and list all of the interesting objects in each location.

Do not concern yourself about time. It passes only in response to your input. Nothing happens while you are pondering your next move, so you can proceed at your own pace. SORCERER™ also keeps a record of your score as a guide to measure your progress in the game.

Suggestions for the First-Time Visitor

When you enter a location for the first time, SORCERER normally displays the name of the location, its description, and descriptions of any interesting objects present. When you return to a location, only the name of the location and the names of the objects present are normally displayed. Walking around a location is unnecessary; anything there is always within reach, unless you are sitting or lying down.

The VERBOSE command tells SORCERER to display the full description of every room and every object each time you see them, not just the first time. Using the SUPERBRIEF command, you'll be shown only the name of the location, even the first time you enter it, and no mention of the objects present. (You can still get a description of the location and objects by typing LOOK or L.) Also, blank lines will not appear between each of your moves while you are in SUPERBRIEF. This mode is recommended for Enchanters who already know their way around. The BRIEF command tells SORCERER to return to the initial mode, in which you receive descriptions only on your first visit to a location.

The essence of Interlogic™ games like SORCERER is problem solving. Solving the problems that you encounter in SORCERER will frequently involve casting the proper spell or bringing a certain item with you, then using it in the proper way. Keep an open mind: Some ways that objects and creatures behave are important, yet may not be immediately obvious.

A sampling of local delicacies

PERSONAL GROWTH:

INDULGING YOUR CURIOSITY

Containers

Containers can hold other objects. Some can be opened and closed; others are always open. Some are transparent, others opaque. Some can be carried, others cannot be moved. Similarly, some objects have surfaces upon which other objects can be placed. Most containers have a limited capacity, and all objects have sizes. Here is an example from the game of what you can do with a container:

>OPEN THE TINY BOX
Opening the tiny box reveals a magic amulet.

>PUT THE ~~DIARY~~ IN THE TINY BOX
There's no room.

>TAKE AMULET
You are now wearing the magic amulet.

>LOOK IN THE BOX
It's empty.

Characters

Feel free to talk with any of the characters you meet during the game. Characters sometimes will fight back when attacked, and some may attack you without provocation. You may find it productive to negotiate with other beings—exchanging gifts and favors. Here is an example, taken from ~~ENCHANTER~~ SORCERER. Crawling slowly along the beach is an enormous turtle, his enameled shell shining with all the colors of the rainbow.

>TURTLE, HELLO
"It's nice to find a human being who talks to turtles. Not many do, you know. Most people think turtles are boring, just because we talk slowly."

>TURTLE, FOLLOW ME
The turtle hisses, "I will follow you."

>~~NE~~ NW
Meadow
The turtle, at his own leisurely pace, follows you.

Feel free to talk with any of the characters you meet during the game. Characters sometimes will fight back when attacked, and some may attack you without provocation. You may find it productive to negotiate with other beings—exchanging gifts and favors.

Vehicles

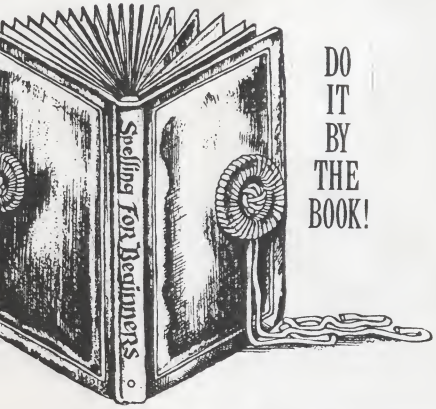
There are objects in SORCERER that can transport you to regions inaccessible by foot. Pieces of furniture, such as beds, act much like stationary vehicles. Here is an example from SORCERER:

Flume
You are at the boarding platform of a fast-moving flume, flowing off beyond your view. A midway is visible to the north. A log boat sits at the platform, beckoning you to enter.

>GET IN THE LOG BOAT
As you enter the log boat, it lurches away from the platform and is carried swiftly away by the current of the flume. An amusement park nymph appears for a moment, warning you not to leave the log boat during the course of the ride.

>LOOK
Flume
~~(You are in the log boat)~~
The flume is wide here and straight as an arrow. The ride is quite relaxing.

>WEST
You're not going anywhere until you get out of the log boat! You enter a stretch of sharp, winding curves! Spray dashes your face as you are tossed about the log boat!



DO IT BY THE BOOK!

(and the spell) permanently. It is usually much wiser to write the spell into your Spell Book, allowing you to use it repeatedly.

Learning with Gnusto!

Newly found spells are written into your Spell Book using the GNUSTO spell (literally: "Write Magic"), the first spell most magicians master. Certain spells are too powerful to be written by a magician of your limited experience. They may be cast directly from scrolls, but the spell will be gone after it is used. Once a spell is written in your Spell Book with GNUSTO, though, it can be used whenever necessary. (READing your Spell Book lists the spells you have available, along with their meanings.)

Before a spell in your Spell Book can be used, you must memorize it, using the LEARN command. (You can memorize only a limited number of spells at one time.) The effort of casting a spell drains it from your memory, and you must relearn it to use it again. The SPELLS command tells you which spells you have memorized and how many times each one has been memorized. (This is helpful because a spell memorized twice can be used twice before being forgotten.)

Casting Spells and Aspersions

You can use spells either by typing CAST (the spell's name) AT/ON (something) or, more simply, by typing (spell name) (something). Some spells are so general in application that they require no object; just typing the spell name is sufficient.

For example, suppose there were a spell named BOZBAR that you had written in your Spell Book:

>LEARN BOZBAR

or

>MEMORIZE BOZBAR

would make the spell available for immediate use.

If you have BOZBAR memorized, or are holding a scroll containing the BOZBAR spell:

>BOZBAR HORSE

>CAST BOZBAR AT HORSE

>CAST THE BOZBAR SPELL ON THE HORSE

would all have the same result: to BOZBAR the poor horse.

In today's advanced society, magic takes many forms besides classic spell-casting. Magic Potions, usually found in vials, work their magic when ingested. Many items throughout the land are imbued with magical qualities that can be revealed to the brave and inquisitive wizard.

THE COMPLEXITIES OF BEING IN COMMAND

SORCERER understands a wide range of instructions. Here are some examples, using many objects and situations which don't actually occur in the game:

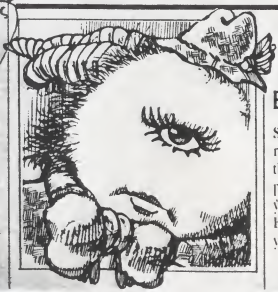
TAKE THE SCROLL
TAKE ALL THE SCROLLS
PUT ON THE ROBE
PICK UP THE BROKEN WAND
DROP IT
GO OUT
DROP THE NEWT IN THE POT
WALK NORTH
WEST
SW
DOWN
D
EXAMINE THE LARGE RED DEMON
POINT THE MAGIC WAND AT THE DEMON
PUSH THE GREEN BUTTON
DRINK THE EVIL POTION
LOOK AT THE VIAL
LOOK AT ALL THE VIALS
LOOK UNDER THE WORKBENCH
LOOK BEHIND THE CANVAS
TAKE ALL
LEARN THE BOZBAR SPELL
DROP ALL BUT THE SPELL BOOK
TAKE ALL FROM BIRDBATH
THROW DAGGER AT DEMON
PUT ALL THE BOOKS IN THE BIRDBATH

In addition, you can use multiple objects with certain verbs. To do this, make sure you separate those multiple objects by the word AND or by a comma, as in these examples:

DROP THE SWORD AND THE MAGIC KNIFE
TAKE THE LILY PAD, THE REED, AND THE SPOTTED FROG
PUT THE NEWT AND THE MERCURY IN THE MORTAR
TAKE ALL BUT DAGGER, SLIMY VIAL, RUBY
THROW SPELL BOOK AND CANDLESTICK INTO CHASM

You can include several sentences on one input line if you separate them by the word THEN or by a period. No period is necessary at the end of the input line. For example, the following commands could all be typed before hitting RETURN or ENTER:

READ THE SCROLL THEN DROP IT. N. OPEN DOOR. U. BOZBAR THE HORSE



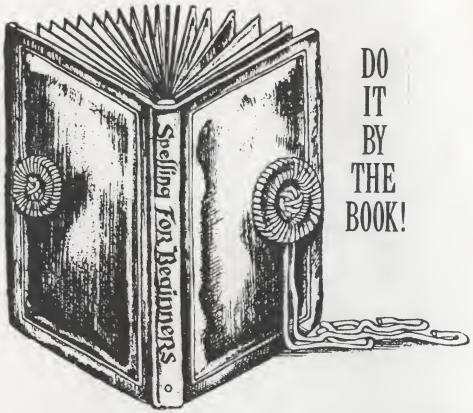
SPELLING IN PLAIN ENGLISH

SORCERER, like all Interlogic games, responds to commands in plain English that you enter each time you see the prompt (>). When you have completed your command, press the RETURN or ENTER key, and the game will process your request.

You can pretend that all your sentences begin with "I want to...", although you shouldn't type those words explicitly. SORCERER will digest your request and tell you whether your command is possible in that situation, as well as anything interesting that happens as a result of your action.

All words are distinguished by their first six letters (all subsequent letters are ignored). Therefore, ENCHANter, ENCHANting, and ENCHANtment all look like the same word to SORCERER.

THE SECRET OF SUCCESSFUL SPELL CASTING?



DO IT BY THE BOOK!

Even the most powerful conjurers can occasionally find themselves at a momentary loss for a needed spell. It's no reflection on a magician's status or skill to reinforce the first thing we all are taught: Magic can be effective only if all its steps and conventions are scrupulously honored. In that spirit, then, we present this review of basic spell-casting techniques.

Magic is performed by invoking spells. Every spell is known by a one-word name. Magic spells usually have a duration, and sometimes a period of time must pass before they can be used again.

Spells can be dangerous – particularly to wizards. Our heightened abilities in this craft carry the penalty of heightened sensitivity to spells cast by others. Sometimes a spell which a normal person would not even notice can have a profound effect upon you. Be wary!

Your most important tool is your Spell Book, which is the written repository of all the spells you are capable of using. As SORCERER begins, you already have several spells at your disposal; others may be added during the course of the game. Spell scrolls may be found almost anywhere in your travels. They are extremely valuable. A scroll may be used to directly cast a spell, but doing so uses up the scroll (and the spell) permanently. It is usually much wiser to write the spell into your Spell Book, allowing you to use it repeatedly.

Learning with Gnusto!

Newly found spells are written into your Spell Book using the GNUSTO spell (literally: "Write Magic"), the first spell most magicians master. Certain spells are too powerful to be written by a magician of your limited experience. They may be cast directly from scrolls, but the spell will be gone after it is used. Once a spell is written in your Spell Book with GNUSTO, though, it can be used whenever necessary. (READing your Spell Book lists the spells you have available, along with their meanings.)

Before a spell in your Spell Book can be used, you must memorize it, using the LEARN command. (You can memorize only a limited number of spells at one time.) The effort of casting a spell drains it from your memory, and you must relearn it to use it again. The SPELLS command tells you which spells you have memorized and how many times each one has been memorized. (This is helpful because a spell memorized twice can be used twice before being forgotten.)

Casting Spells and Aspersions

You can use spells either by typing CAST (the spell's name) AT/ON (something) or, more simply, by typing (spell name) (something). Some spells are so general in application that they require no object; just typing the spell name is sufficient.

For example, suppose there were a spell named BOZBAR that you had written in your Spell Book:

>LEARN BOZBAR

or

>MEMORIZE BOZBAR

would make the spell available for immediate use.

If you have BOZBAR memorized, or are holding a scroll containing the BOZBAR spell:

>BOZBAR HORSE

>CAST BOZBAR AT HORSE

>CAST THE BOZBAR SPELL ON THE HORSE

would all have the same result: to BOZBAR the poor horse.

In today's advanced society, magic takes many forms besides classic spell-casting. Magic Potions, usually found in vials, work their magic when ingested. Many items throughout the land are imbued with magical qualities that can be revealed to the brave and inquisitive wizard.

THE COMPLEXITIES OF BE

SORCERER understands a wide range of instructions. Here are some examples, using many objects and situations which don't actually occur in the game:

TAKE THE SCROLL
TAKE ALL THE SCROLLS
PUT ON THE ROBE
PICK UP THE BROKEN WAND
DROP IT
GO OUT
DROP THE NEWT IN THE POT
WALK NORTH
WEST
SW
DOWN
D
EXAMINE THE LARGE RED DEMON
POINT THE MAGIC WAND AT THE DEMON
PUSH THE GREEN BUTTON
DRINK THE EVIL POTION
LOOK AT THE VIAL
LOOK AT ALL THE VIALS
LOOK UNDER THE WORKBENC
LOOK BEHIND THE CANVAS
TAKE ALL
LEARN THE BOZBAR SPELL
DROP ALL BUT THE SPELL BOO
TAKE ALL FROM BIRDBATH
THROW DAGGER AT DEMON
PUT ALL THE BOOKS IN THE BIR

In addition, you can use multiple with certain verbs. To do this, mak you separate those multiple obje the word AND or by a comma, as examples:

DROP THE SWORD AND THE M
KNIFE

SPELLING IN PLAIN ENGLISH

SORCERER, like all Interlogic ga responds to commands in plain that you enter each time you see prompt (>). When you have com your command, press the RETU ENTER key, and the game will pro your request.

SORCERER uses many more words than it will accept in your inputs. Still, it recognizes over 1000 words – nearly all the words that you are likely to use when conversing with the game. If you find that SORCERER does not recognize a word you wish to use or its likely synonyms – even if the game has that word in a description – you are almost certainly on the wrong track.

Completely mystifying sentences will cause SORCERER to complain in one way or another. (See "Communicating with the Unknown," page ( ), for an explanation of these complaints.) After making the complaint, SORCERER will ignore the rest of the input line. Unusual events, such as being attacked, will also make SORCERER ignore the rest of the sentences you typed, since the event may have changed your situation dramatically.

An Illustrative Story

The following transcript is not from SORCERER, but it does show most of the common interactions that you will use while playing. It contains several simple problems and their solutions, and it should give the novice player a good idea of how an interactive prose adventure game works.

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 north. A drunk is sitting at a table, watching you through half-closed eyes.

>INVENTORY
You are carrying:
a spell book
a silver coin
a pouch
The drunk stands and lurches over to you. "Spare a coin for a hungry man?" he asks, his ale-laden breath fouling the air around you.

>GIVE 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.

>READ IT
The scroll reads "bozbar spell: cause an animal to sprout wings." "Another pint of ale!" cries the drunk, flipping the silver coin to the bartender.

>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 east. At least, that's what I've heard." He looks about furtively, a great fear blazing in his eyes.

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

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

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

>LOOK
Road Outside Tavern, on the horse
(You are on the horse.)
The road winds here, leading northeast and northwest. A seedy tavern lies to the south. There is a pile of oats here.

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

>STEER HORSE EAST
Using the reins, you bring the horse about to face the east.

>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.

>STEER HORSE NORTHEAST
Using the reins, you bring the horse about to face the northeast.

>KICK HOSE
You can't see any hose here.

>KICK HORS
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
(You are on the horse.)
The road crosses the top of a ridge here, sloping downwards to the east and the southwest.

>STEER HORSE EAST
The horse turns eastward, still traveling at a brisk trot. A new section of road comes into view...

Edge of Chasm, on the horse
(You are on the horse.)
The road ends suddenly at a wide chasm. The road leads upward to the west, and you can see it continuing on the eastern 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
frotz spell: cause an object to give off light
urbzig spell: turn a dangerous object into a harmless one
lobal spell: sharpen hearing
bozbar spell: cause an animal to sprout wings

>SPELLS
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.
"Hssssss!!!" The snake coils tighter, as though preparing to strike the horse.

>CAST THE URBZIG SPELL ON THE SNAKE
The snake is replaced by a clump of daffodils.

>BOZBAR THE HORSE
A pair of handsome 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 on the horse.)
You are at the eastern edge of a wide chasm. A road leads eastward toward a castle of black stone.

>WAIT
Time passes...
The horse continues trotting briskly along the road...

Edge of Moat, on the horse
(You are on the horse.)
The black castle looms on the other side of the moat. The 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.

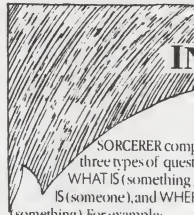
>READ POUCH
The pouch reads "magic dust: world's most potent fertilizer."

>EXAMINE PLANT
Which plant do you mean, the green plant or the red plant?

>GREEN
It looks like a barnibus vitus, a simple, harmless vine. It appears to be newly sprouted.

>SPRINKLE MAGIC DUST ON GREEN PLANT
The green plant begins growing at a tremendous rate, shooting long grasping tendrils across the moat, and growing right up to the side of the black castle. The plant has quickly become a living bridge, which you can use to cross the moat.

>EXAMINE THE RED PLANT



SORCERER comp
three types of quest
WHAT IS (someone),
IS (someone), and WHE
(something). For example:
WHERE IS HELISTAR?
WHO IS FROBAR?
WHAT IS A GRUE?

You'll meet many other creatu
you play SORCERER – some hun
some not. You can talk to a charac
typing its name, followed by a co
followed by what you want to say
example:
IMP, WHERE IS MY SPELL BOOK?
HENCHMAN, FOLLOW ME.
ADVENTURER, KILL THE MONST
SQUIRE, GIVE ME MY WAND TH
CLEAN MY SANDALS
FROBAR, WAIT HERE.

SORCERER tries to be clever a
what you really mean when you
give complete information. If you
do something, but you don't spec
to do it with or to, SORCERER wi
times decide that there was only

"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.

>READ IT
The scroll reads "bozbar spell: cause an animal to sprout wings." "Another pint of ale!" cries the drunk, flipping the silver coin to the bartender.

>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 east. At least, that's what I've heard." He looks about furtively, a great fear blazing in his eyes.

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

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

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

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

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

>STEER HORSE EAST
Using the reins, you bring the horse about to face the east.

>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.

>STEER HORSE NORTHEAST
Using the reins, you bring the horse about to face the northeast.

>KICK HOSE
You can't see any hose here.

>KICK HORS
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
~~(You are on the horse.)~~
The road crosses the top of a ridge here, sloping downwards to the east and the southwest.

>STEER HORSE EAST
The horse turns eastward, still traveling at a brisk trot. A new section of road comes into view...

Edge of Chasm, on the horse
~~(You are on the horse.)~~
The road ends suddenly at a wide chasm. The road leads upward to the west, and you can see it continuing on the eastern 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
frotz spell: cause an object to give off light
urbzig spell: turn a dangerous object into a harmless one
lobal spell: sharpen hearing
bozbar spell: cause an animal to sprout wings
>SPELLS
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.
"Hssssss!!!" The snake coils tighter, as though preparing to strike the horse.

>CAST THE URBZIG SPELL ON THE SNAKE
The snake is replaced by a clump of daffodils.

>BOZBAR THE HORSE
A pair of handsome 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 on the horse.)~~
You are at the eastern edge of a wide chasm. A road leads eastward toward a castle of black stone.

>WAIT
Time passes...
The horse continues trotting briskly along the road...

Edge of Moat, on the horse
~~(You are on the horse.)~~
The black castle looms on the other side of the moat. The 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 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 viltus, a simple and harmless vine. It appears to be newly sprouted.

>SPRINKLE MAGIC DUST ON GREEN PLANT
The green plant begins growing at a tremendous rate, shooting long grasping tendrils across the moat, and growing right up the side of the black castle. The plant has now become a living bridge, which you can climb up to cross the moat.

>EXAMINE THE RED PLANT
It looks like a specimen of flombus digestus, the dangerous man-eating plant. Fortunately, this is a very tiny specimen.

>SPRINKLE MAGIC DUST ON RED PLANT
The red 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 Haffibar, 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 wake you are outdoors...

Beginning of Road

>SOUTHEAST
Road Outside Tavern
There is a pile of oats here.
A drunk is sleeping at the edge of the road.

THE INQUIRING MIND

SORCERER comprehends three types of questions: WHAT IS (something), WHO IS (someone), and WHERE IS (something). For example:
WHERE IS HELISTAR?
WHO IS FROBAR?
WHAT IS A GRUE?

You'll meet many other creatures as you play SORCERER – some human and some not. You can talk to a character by typing its name, followed by a comma, followed by what you want to say. For example:
IMP, WHERE IS MY SPELL BOOK?
HENCHMAN, FOLLOW ME.
ADVENTURER, KILL THE MONSTER.
SQUIRE, GIVE ME MY WAND THEN CLEAN MY SANDALS.
FROBAR, WAIT HERE.

SORCERER tries to be clever about what you really mean when you don't give complete information. If you want to do something, but you don't specify what to do it with or to, SORCERER will sometimes decide that there was only one possible object you could have meant. When it does this, it will tell you parenthetically. For example:
>UNLOCK THE DOOR
(with the key)
The door is now unlocked.
>KILL THE BROGMOID
(with the sword)
A good blow, but the brogmoid dodges.

If your sentence is ambiguous, SORCERER will ask you what you really meant. You can answer most such questions briefly by supplying the missing information. For example:
>SLICE THE SCROLL
What do you want to slice the scroll with?
>THE SCIMITAR
The scroll is reduced to paper dolls.
>TAKE THE SCROLL
Which scroll do you mean, the evil enchanted scroll or the lovely vellum scroll?
>ENCHANTED
The evil in the scroll flows inexorably up your arm. It seems to be seeking out your heart!

LING UNCERTAINTY
E FOR FLEDGLING ENCHANTERS

tered the spells dealing with clairvoyance and the prediction of the future, you might find it easier to play SORCERER with another person. Oftentimes, one person's skills and strengths complement the other's.

Q. What is the most common mistake we novices make?

A. Deciding that you don't have to bother making a map. As you go along, make sure to mark and detail all locations and objects. Remember, there are 10 possible directions, plus IN and OUT.

ASK THE ELDERS

Here at the Cambridge-By-The-Sea chapter of the Infocom Game Writers Guild, we take great pride in the quality of our work. Even after they're "out the door," we're constantly improving, honing, and perfecting. If you find a bug, feel a certain problem was too easy or too hard, have a suggestion for additional sentence syntaxes, or would just like to tell us what you thought of SORCERER, drop us a line! Write to:

Infocom, Inc.
55 Wheeler Street
Cambridge, MA 02138
Attn: Belboz

indent?

You can call the Infocom Technical Support Team to report bugs and technical problems by dialing (617) 576-3190. If you develop a problem with your diskette within 90 days after purchase, we will replace your diskette at no charge. Otherwise, there is a replacement fee of $5. Please return your registration card if you'd like to be on our mailing list and receive our customer newsletter.

LOOKING AHEAD...

Guarding Against Loss: Resurrections and Advice for Quitters

Should you wish to stop playing but resume from the same position at a later time, use the SAVE command at the prompt then follow the instructions on your Reference Card. (Read the Reference Card carefully – some systems will overwrite data already on the disk, so only a blank disk should be used for a SAVE disk.) Because it takes many hours to complete a game of SORCERER, this command allows you to pursue your quest over several sessions. Also, the cautious or prudent player can use SAVE as a protection before attempting a dangerous or irreversible move. Then, even if you are "killed," you can return to the SAVEd point. To resume playing after you have made a SAVE, type RESTORE at the prompt and follow the Reference Card instructions. You will then continue playing from the RESTORED position. To be safe, take a LOOK around to reorient yourself.

To start over from the beginning, type RESTART. SORCERER will ask you if that is really the action you wish to take. If so, type Y for YES.

If you want to stop playing altogether, type QUIT. Once again, SORCERER will ask you to confirm your decision.

SPELLCASTERS' CLASSIFIEDS

All commands can be used repeatedly as needed. Some will constitute a move, and time will elapse; others will not affect time within the game play. They can be used whenever the prompt (>) appears.

AGAIN – Asks SORCERER to respond as if you had repeated your previous sentence (unless you are talking to a character). You may abbreviate AGAIN to G.

BRIEF – Commands SORCERER to describe in full only newly encountered locations and objects. Locations already visited and objects already seen will be described by displaying the location name and the object names only. BRIEF is the initial mode of the game. (See SUPERBRIEF and VERBOSE).

DIAGNOSE – Tells you about your physical condition: if you are tired, thirsty, hungry, or injured.

INVENTORY – Lists all of the items that you are carrying. You may abbreviate INVENTORY to I.

LOOK – Describes your surroundings in detail. You may abbreviate LOOK to L.

QUIT – Ends the game session. You have the option to SAVE your position first. You may abbreviate QUIT to Q. Requires confirmation.

RESTART – Starts the game over from the beginning. Requires confirmation.

RESTORE – Restores a game position made using the SAVE command.

SAVE – Saves a game's position onto a storage diskette.

SCORE – Gives you your current score and a ranking based on that score.

SCRIPT – Commands your printer to start making a transcript of the game as you play. (This feature is not available on every system.)

SPELLS – Lists the spells you currently have memorized from your Spell Book and how many times you have memorized each one.

SUPERBRIEF – Tells SORCERER to provide only the name of a location, even when you enter it for the first time. (See BRIEF and VERBOSE.)

TIME – Gives the current time of day in the game. You may abbreviate TIME to T.

UNSCRIPT – Commands your printer to cease making a transcript.

VERBOSE – Tells SORCERER to provide a full description of all locations and all objects every time you encounter them. (See BRIEF and SUPERBRIEF.)

VERSION – Provides the release number and the serial number of your version of SORCERER.

WAIT – Causes time in the game to pass. Normally, no time passes between moves. WAIT is used to make time pass in the game without doing anything. It might be useful if you are waiting for a specific time, waiting for a character to arrive, waiting for an event to happen, etc. You can abbreviate WAIT to Z.

delete

I question whether any of the verbs use multiple indirect objects, as TAKE, DROP, PUT, and EXAMINE don't use indirect objects at all.

How about deleting (IN)

While certain verbs take more than one direct object, a valid sentence has, at most, one noun phrase followed by the direct object (

For better or worse, we've always referred to these prepositional phrases as "indirect objects", and this is the first time that I know of anybody complaining. Further, I don't think the game can come up with a better error message. So sorry, but it stays.

I DON'T KNOW THE WORD (your word). The word you typed is not in SORCERER'S vocabulary. Try a synonym or rephrasing. If neither works, the concept is probably not essential to the game play.

I CAN'T USE THE WORD (your word) HERE. SORCERER knows the word, but not in that context. Most commonly, this is because it recognizes the word as a different part of speech. For example, if you typed PRESS THE LOWER BUTTON, it might recognize LOWER only as a verb, not as an adjective, as you used it.

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.

THERE SEEMS TO BE A NOUN MISSING IN THAT SENTENCE! This usually means that you've typed an incomplete sentence. For example: PUT THE LAMP IN THE.

I FOUND TOO MANY NOUNS IN THAT SENTENCE. An example is PUT THE SOUP IN THE BOWL WITH THE LADLE. A valid sentence has, at most, two noun phrases – a direct object clause and an indirect object clause.

I BEG YOUR PARDON? You did not type anything after the prompt (>) and before hitting the RETURN or ENTER key.

worse, we've referred to these ional phrases as "indirect and this is the first time know of anybody com-

present or not accessible to you. (For example, it may be present but in a closed container.)

THE OTHER OBJECT(S) THAT YOU MENTIONED ISN'T (AREN'T) HERE. You referred to one or more objects in the same sentence, some of which aren't present or accessible.

YOU CAN'T GO THAT WAY. There is no passage or exit in the direction you want to move.

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) only with certain verbs. Among the more useful are TAKE, DROP, PUT, and EXAMINE. This restriction also applies to the use of ALL, as in DROP ALL. An example of a verb that will not work with multiple objects is ATTACK. You cannot say ATTACK ALL or ATTACK THE WARLOCK AND THE ENCHANTER.

I DON'T UNDERSTAND THAT SENTENCE. Your command may have been gibberish (GIVE THE TROLL WITH SWORD) or a reasonable sentence written in a syntax that SORCERER does not understand (SMELL UNDER THE ROC). In either case, try rephrasing your sentence.

STET

Dispelling Uncertainty

Sage Advice for Fledgling Enchanters

Q. How can I perform heroic deeds when I'm surrounded by mundane creatures and objects?

A. The wise Enchanter notices everything, for everything you encounter may play a significant role. Exhibit patience and examine all that comes your way.

Q. Sometimes I tremble in the face of the unknown. What should I do?

A. Even life-threatening actions may lead to new insights. If you are truly wary of a situation, SAVE your position first. Being adventurous can often give you a valuable clue. Consider this fabricated example:
>GIVE THE MAGIC GERANIUM TO THE WOLF
The wolf considers, for a moment, eating the geranium instead of you. Then he decides the better of it and advances toward you.

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

Q. My mentor always insists on his way. With all due respect, is he being shortsighted?

A. There are many possible routes to the successful completion of SORCERER. Some problems that you may encounter have more than one solution; others may not need to be solved at all. Sometimes using one way to solve a problem will make it harder (or impossible) to solve another, and sometimes it will make it exhilaratingly easy.

Q. Is it honorable to combine my skills with another in the defense of our land from evil?

A. Not only honorable, but sometimes sensible. Until you have completely mastered the spells dealing with clairvoyance and the prediction of the future, you might find it easier to play SORCERER with another person. Oftentimes, one person's skills and strengths complement the other's.

Q. What is the most common mistake we novices make?

A. Deciding that you don't have to bother making a map. As you go along, make sure to mark and detail all locations and objects. Remember, there are 10 possible directions, plus IN and OUT.

Ask the Elders

Here at the Cambridge-By-The-Sea chapter of the Infocom Game Writers Guild, we take great pride in the quality of our work. Even after they're "out the door," we're constantly improving, honing, and perfecting. If you find a bug, feel a certain problem was too easy or too hard, have a suggestion for additional sentence syntaxes, or would just like to tell us what you thought of SORCERER, drop us a line! Write to:

Infocom, Inc.
55 Wheeler Street
Cambridge, MA 02138
Attn: Belboz

indent?

You can call the Infocom Technical Support Team to report bugs and technical problems by dialing (617) 576-3190. If you develop a problem with your diskette within 90 days after purchase, we will replace your diskette at no charge. Otherwise, there is a replacement fee of $5. Please return your registration card if you'd like to be on our mailing list and receive our customer newsletter.

LOOKING AHEAD...

Guarding Against Loss: Resurrections and Advice for Quitters

Should you wish to stop playing but resume from the same position at a later time, use the SAVE command at the prompt then follow the instructions on your Reference Card. (Read the Reference Card carefully – some systems will overwrite data already on the disk, so only a blank disk should be used for a SAVE disk.) Because it takes many hours to complete a game of SORCERER, this command allows you to pursue your quest over several sessions. Also, the cautious or prudent player can use SAVE as a protection before attempting a dangerous or irreversible move. Then, even if you are "killed," you can return to the SAVEd point. To resume playing after you have made a SAVE, type RESTORE at the prompt and follow the Reference Card instructions. You will then continue playing from the RESTOREd position. To be safe, take a LOOK around to reorient yourself.

To start over from the beginning, type RESTART. SORCERER will ask you if that is really the action you wish to take. If so, type Y for YES.

If you want to stop playing altogether, type QUIT. Once again, SORCERER will ask you to confirm your decision.

SPELLCASTERS' CLASSIFIEDS

All commands can be used repeatedly as needed. Some will constitute a move, and time will elapse; others will not affect time within the game play. They can be used whenever the prompt (>) appears.

AGAIN – Asks SORCERER to respond as if you had repeated your previous sentence (unless you are talking to a character). You may abbreviate AGAIN to G.

BRIEF – Commands SORCERER to describe in full **only** newly encountered locations and objects. Locations already visited and objects already seen will be described by displaying the location name and the object names only. BRIEF is the initial mode of the game. (See SUPERBRIEF and VERBOSE).

DIAGNOSE – Tells you about your physical condition: if you are tired, thirsty, hungry, or injured.

INVENTORY – Lists all of the items that you are carrying. You may abbreviate INVENTORY to I.

LOOK – Describes your surroundings in detail. You may abbreviate LOOK to L.

QUIT – Ends the game session. You have the option to SAVE your position first. You may abbreviate QUIT to Q. Requires confirmation.

RESTART – Starts the game over from the beginning. Requires confirmation.

RESTORE – Restores a game position made using the SAVE command.

SAVE – Saves a game's position onto a storage diskette.

SCORE – Gives you your current score and a ranking based on that score.

SCRIPT – Commands your printer to start making a transcript of the game as you play. (This feature is not available on every system.)

SPELLS – Lists the spells you currently have memorized from your Spell Book and how many times you have memorized each one.

SUPERBRIEF – Tells SORCERER to provide only the name of a location, even when you enter it for the first time. (See BRIEF and VERBOSE.)

TIME – Gives the current time of day in the game. You may abbreviate TIME to T.

UNSCRIPT – Commands your printer to cease making a transcript.

VERBOSE – Tells SORCERER to provide a full description of all locations and all objects every time you encounter them. (See BRIEF and SUPERBRIEF.)

VERSION – Provides the release number and the serial number of your version of SORCERER.

WAIT – Causes time in the game to pass. Normally, no time passes between moves. WAIT is used to make time pass in the game without doing anything. It might be useful if you are waiting for a specific time, waiting for a character to arrive, waiting for an event to happen, etc. You can abbreviate WAIT to Z.

delete

LING UNCERTAINTY
FOR FLEDGLING ENCHANTERS

tered the spells dealing with clairvoyance and the prediction of the future, you might find it easier to play SORCERER with another person. Oftentimes, one person's skills and strengths complement the other's.

Q. What is the most common mistake we novices make?

A. Deciding that you don't have to bother making a map. As you go along, make sure to mark and detail all locations and objects. Remember, there are 10 possible directions, plus IN and OUT.

ASK THE ELDERS

Here at the Cambridge-By-The-Sea chapter of the Infocom Game Writers Guild, we take great pride in the quality of our work. Even after they're "out the door," we're constantly improving, honing, and perfecting. If you find a bug, feel a certain problem was too easy or too hard, have a suggestion for additional sentence syntaxes, or would just like to tell us what you thought of SORCERER, drop us a line! Write to:

Infocom, Inc.
55 Wheeler Street
Cambridge, MA 02138
Attn: Belboz

indent?

You can call the Infocom Technical Support Team to report bugs and technical problems by dialing (617) 576-3190. If you develop a problem with your diskette within 90 days after purchase, we will replace your diskette at no charge. Otherwise, there is a replacement fee of $5. Please return your registration card if you'd like to be on our mailing list and receive our customer newsletter.

LOOKING AHEAD...
Guarding Against Loss: Resurrections and Advice for Quitters

Should you wish to stop playing but resume from the same position at a later time, use the SAVE command at the prompt then follow the instructions on your Reference Card. (Read the Reference Card carefully – some systems will overwrite data already on the disk, so only a blank disk should be used for a SAVE disk.) Because it takes many hours to complete a game of SORCERER, this command allows you to pursue your quest over several sessions. Also, the cautious or prudent player can use SAVE as a protection before attempting a dangerous or irreversible move. Then, even if you are "killed," you can return to the SAVEd point. To resume playing after you have made a SAVE, type RESTORE at the prompt and follow the Reference Card instructions. You will then continue playing from the RESTOREd position. To be safe, take a LOOK around to reorient yourself.

To start over from the beginning, type RESTART. SORCERER will ask you if that is really the action you wish to take. If so, type Y for YES.

If you want to stop playing altogether, type QUIT. Once again, SORCERER will ask you to confirm your decision.

SPELLCASTERS' CLASSIFIEDS

All commands can be used repeatedly as needed. Some will constitute a move, and time will elapse; others will not affect time within the game play. They can be used whenever the prompt (>) appears.

AGAIN – Asks SORCERER to respond as if you had repeated your previous sentence (unless you are talking to a character). You may abbreviate AGAIN to G.

BRIEF – Commands SORCERER to describe in full only newly encountered locations and objects. Locations already visited and objects already seen will be described by displaying the location name and the object names only. BRIEF is the initial mode of the game. (See SUPERBRIEF and VERBOSE).

DIAGNOSE – Tells you about your physical condition: if you are tired, thirsty, hungry, or injured.

INVENTORY – Lists all of the items that you are carrying. You may abbreviate INVENTORY to I.

LOOK – Describes your surroundings in detail. You may abbreviate LOOK to L.

QUIT – Ends the game session. You have the option to SAVE your position first. You may abbreviate QUIT to Q. Requires confirmation.

RESTART – Starts the game over from the beginning. Requires confirmation.

RESTORE – Restores a game position made using the SAVE command.

SAVE – Saves a game's position onto a storage diskette.

SCORE – Gives you your current score and a ranking based on that score.

SCRIPT – Commands your printer to start making a transcript of the game as you play. (This feature is not available on every system.)

SPELLS – Lists the spells you currently have memorized from your Spell Book and how many times you have memorized each one.

SUPERBRIEF – Tells SORCERER to provide only the name of a location, even when you enter it for the first time. (See BRIEF and VERBOSE.)

TIME – Gives the current time of day in the game. You may abbreviate TIME to T.

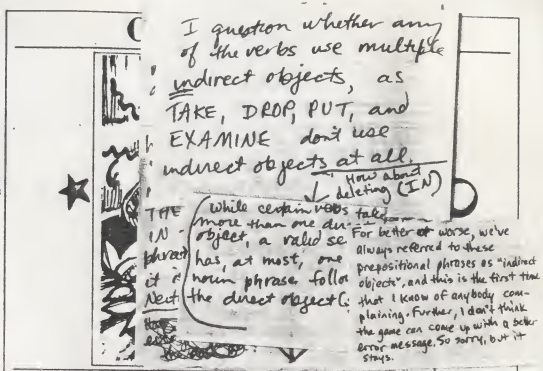
UNSCRIPT – Commands your printer to cease making a transcript.

VERBOSE – Tells SORCERER to provide a full description of all locations and all objects every time you encounter them. (See BRIEF and SUPERBRIEF.)

VERSION – Provides you with the release number and the serial number of your version of SORCERER.

WAIT – Causes time in the game to pass. Normally, no time passes between moves. WAIT is used to make time pass in the game without doing anything. It might be useful if you are waiting for a specific time, waiting for a character to arrive, waiting for an event to happen, etc. You can abbreviate WAIT to Z.

delete



I question whether any of the verbs use multiple indirect objects, as TAKE, DROP, PUT, and EXAMINE don't use indirect objects at all. How about deleting (IN)

THE IN- phrase it Next

while certain verbs take more than one direct object, a valid se has, at most, one noun phrase follo the direct object(s

For better or worse, we've always referred to these prepositional phrases as "indirect objects", and this is the first time that I know of anybody complaining. Further, I don't think the game can come up with a better error message. So sorry, but it stays.

WITH THE UNKNOWN!

Occasionally, even a careful wizard unleashes a command that SORCERER cannot execute. In those cases, you'll be asked to clarify your wishes in one of the following ways:

I DON'T KNOW THE WORD (your word). The word you typed is not in SORCERER'S vocabulary. Try a synonym or rephrasing. If neither works, the concept is probably not essential to the game play.

I CAN'T USE THE WORD (your word) HERE. SORCERER knows the word, but not in that context. Most commonly, this is because it recognizes the word as a different part of speech. For example, if you typed PRESS THE LOWER BUTTON, it might recognize LOWER only as a verb, not as an adjective, as you used it.

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.

THERE SEEMS TO BE A NOUN MISSING IN THAT SENTENCE! This usually means that you've typed an incomplete sentence. For example: PUT THE LAMP IN THE.

I FOUND TOO MANY NOUNS IN THAT SENTENCE. An example is PUT THE SOUP IN THE BOWL WITH THE LADLE. A valid sentence has, at most, two noun ~~clauses~~ phrases: a direct object ~~clause~~ and an indirect object ~~clause~~.

I BEG YOUR PARDON? You did not type anything after the prompt (>) and before hitting the RETURN or ENTER key.

IT'S TOO DARK TO SEE! In the story, there is not enough light for you to perform your action.

I CAN'T SEE ANY (object) HERE! The object you indicated was either not present or not accessible to you. (For example, it may be present but in a closed container.)

THE OTHER OBJECT(S) THAT YOU MENTIONED ISN'T (AREN'T) HERE. You referred to one or more objects in the same sentence, some of which aren't present or accessible.

YOU CAN'T GO THAT WAY. There is no passage or exit in the direction you want to move.

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) only with certain verbs. Among the more useful are TAKE, DROP, PUT, and EXAMINE. This restriction also applies to the use of ALL, as in DROP ALL. An example of a verb that will not work with multiple objects is ATTACK. You cannot say ATTACK ALL or ATTACK THE WARLOCK AND THE ENCHANTER.

STET

I DON'T UNDERSTAND THAT SENTENCE. Your command may have been gibberish (GIVE THE TROLL WITH SWORD) or a reasonable sentence written in a syntax that SORCERER does not understand (SMELL UNDER THE ROCK). In either case, try rephrasing your sentence.

While certain verbs take more than one direct object, a valid sentence has, at most, one noun phrase following the direct object(s).

I question whether any of the verbs use multiple indirect objects, as TAKE, DROP, PUT, and EXAMINE don't use indirect objects at all.
How about deleting (IN)

Who changed this?
The word "clause" is misused. A clause has a subject and a predicate.
There are other problems here, too — the use of "indirect object." There is no indirect object in PUT THE SOUP IN THE BOWL. IN THE BOWL is of prepositional phrase used as an adverb; it is not an indirect object. Neither is WITH THE LADLE.
How about deleting EXAMINE from the task?

For better or worse, we've always referred to these prepositional phrases as "indirect objects", and this is the first time that I know of anybody complaining. Further, I don't think the game can come up with a better error message. So sorry, but it stays.

SORCERERS' SOCIAL NOTES

Always remember.
Every sentence you type must contain a verb or a command. Separate multiple objects of the verb by AND or a comma.

You may type several sentences at one time, providing that they are separated by a period or the word THEN. A period is not required at the end of a line of input.

A, B, C, Write, and WHAT are the only types of questions you are allowed to ask.

For those in a rush, you can abbreviate compass directions to N, E, S, W, NE, NW, SE, SW. UP and DOWN may be entered as U and D, respectively.

Other helpful abbreviations include L for LOOK, G for AGAIN, and Z for WAIT.

SORCERY: A DO-IT-YOURSELF GUIDE

Now that you are familiar with your powers and limitations, it's time to try loading the program from your disk. Follow the instructions on your Reference Card (included in the game package).

An introductory sentence should appear, followed by a description of the game's starting location. Finally, the prompt (>) will appear, indicating that SORCERER is waiting for your first command. But beware! Only the most foolhardy and headstrong Enchanter would embark on the game's quest before thoroughly reading this manual!

Here's a quick exercise to help you get used to interacting with SORCERER. Load the game according to the instructions on your Reference Card. Read the opening description. When the prompt (>) appears, try typing the following:
>NORTHEAST

When you press the RETURN or ENTER key, the game will respond with a description of your new location:
Forest Edge
You are at the edge of a blighted woods which stretches out of sight. A path to the west enters the woods. A signpost stands next to a path leading north, and a fence to the east seems climbable. At the base of the fence is a slimy hole leading down. The hellhound stops at the edge of the forest and bellows. After a moment, it turns and slinks into the trees.

You respond:
>READ THE SIGN
And press RETURN or ENTER.
SORCERER replies:
****!!! > > WARNING < < !!****
This path is protected by a
Magic Mine Field, installed by the
Frobozz Magic Mine Field Company

Spells and the Single Sorcerer

During most of the SORCERER adventure, you will be alone in your quest. It will be helpful to be familiar with possible choices of action. The following list includes some of the many verbs that SORCERER understands. Keep in mind that these verbs can be combined with a variety of prepositions. For example: LOOK can become LOOK INSIDE, LOOK BEHIND, LOOK UNDER, LOOK THROUGH, LOOK AT, and so on.

ASK	DESTROY	EXTINGUISH
ATTACK	DIG	FILL
BOARD	DISEMBARK	FIND
BURN	DRINK	FLY
CLIMB	DROP	FOLLOW
CLOSE	EAT	GIVE
COUNT	ENTER	HELLO
CROSS	EXAMINE	JUMP
CUT	EXIT	KICK
KILL		
KISS		
KNOCK		
LAUNCH		
LIE		
LIGHT		
LISTEN		
LOCK		
LOOK		
LOWER	SEARCH	
MOVE	SHAKE	TELL
OPEN	SHOOT	THROW
POINT	SHOW	TIE
POUR	SLEEP	TOUCH
PULL	SLIDE	TURN
PUSH	SMELL	UNLOCK
PUT	SPRAY	UNTIE
RAISE	STAND	WAKE
REACH	SWIM	WALK
READ	TAKE	WAVE

18 ways to wizardly word power

AGAIN (or G)	RESTART	SUPERBRIEF
BRIEF	RESTORE	TIME (or T)
DIAGNOSE	SAVE	UNSCRIPT
INVENTORY (or I)	SCORE	VERBOSE
LOOK (or L)	SCRIPT	VERSION
QUIT (or Q)	SPELLS	WAIT (or Z)

Limited Warranty

This software product and the attached instructional materials are SOLD "AS IS," without warranty as to their performance. The entire risk as to the quality and performance of the computer software program is assumed by the user.

However, if the original purchaser of a disk prepared by Infocom and carrying the Infocom label on the disk, packet, Infocom, Inc. warrants the medium on which the program is recorded to be free from defects in materials and faults in workmanship under normal use and service for a period of ninety (90) days from the date of purchase. If during this period a defect on the medium should occur the medium may be returned to Infocom, Inc. or to an authorized Infocom, Inc. dealer, and Infocom, Inc. will replace the medium without charge to you. Your sole and exclusive remedy in the event of a defect is expressly limited to replacement of the medium as provided above.

If the failure of the medium, in the judgment of Infocom, Inc. resulted from accident, abuse, or misapplication of the medium, then Infocom, Inc. shall have no responsibility to replace the medium under the terms of this warranty.

THE ABOVE WARRANTIES FOR GOODS ARE IN LIEU OF ALL WARRANTIES, EXPRESS, IMPLIED, OR STATUTORY, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND OF ANY OTHER WARRANTY OBLIGATION ON THE PART OF INFOCOM, INC. IN NO EVENT SHALL INFOCOM, INC. OR ANYONE ELSE WHO HAS BEEN INVOLVED IN THE CREATION AND PRODUCTION OF THIS COMPUTER SOFTWARE PROGRAM BE LIABLE FOR INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES, SUCH AS, BUT NOT LIMITED TO, LOSS OF ANTICIPATED PROFITS OR BENEFITS RESULTING FROM THE USE OF THIS PROGRAM, OR ARISING OUT OF ANY BREACH OF THIS WARRANTY. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU.

N.B. After the warranty period, a defective disk may be returned to Infocom, Inc. with a check or money order for $5.00 for replacement.

Copyright

This software product is copyrighted and all rights are reserved by Infocom, Inc. It is published exclusively by Infocom, Inc. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system(s) specified. Lawful users of this program are hereby licensed only to read the program from its medium into memory of a computer solely for the purpose of executing the program. Copying, duplicating, selling, or otherwise distributing this product is a violation of the law.

This manual is copyrighted and all rights are reserved by Infocom, Inc. This document may not, in whole or part, be copied, photocopied, reproduced, translated or reduced to any electronic medium or machine-readable form without prior consent, in writing, from Infocom, Inc.

Willful violations of the Copyright Law of the United States can result in civil damages of up to $50,000 in addition to actual damages, plus criminal penalties of up to one year imprisonment and/or $10,000 fine.

SORCERER and INFOCOM are trademarks of Infocom, Inc.

© 1983 Infocom, Inc.

Printed in U.S.A.

NOW! A RESURRECTION SPELL FOR EVEN THE MOST INEXPERIENCED MAGICASTER!

→ GASPAR™

From the company that developed BLORB and QUELBO comes the world's first gnustouble resurrection spell.* A breakthrough in magic technology so impressive that only the wizards at United Thaumaturgy could have done it. Look for Gaspar soon at spell scroll distributors in your town.

"Spells...and a whole lot more."

*OZMOO, by merely circumventing death, is not considered to be a true resurrection spell.

MAKE REALLY BIG ZORKMIDS! LEARN MAGIC IN JUST 12 WEEKS!

Our proven "Learn-at-Home" course lets you study at your own pace. Why spend your life as a woodcutter when magic can open doors for you? Over 70% of our graduates find careers in magic-related guilds. Write: GUE TECH, Borphee, Land of Frobozz for full-color catalog.

Orkan the Enchanter, Mentor of the Thrift Chapter, says: "I wouldn't go anywhere without my CHEVAUX!" There are Spell Books—then there are CHEVAUX! Only the finest Mithican leather binding...ample pages of gnustoreceptive paper...able to withstand long study and heated battles. PLUS, the renowned CHEVAUX personalized monogram—the symbol of the discriminating Enchanter.

Order from: Priggin, Master Bookbinder and authorized CHEVAUX dealer, Mlynia.

ERERS' SOCIAL NOTES

Always remember:
Every sentence you type must contain a verb or a command. Separate multiple objects of the verb by AND or a comma.

You may type several sentences at one time, providing that they are separated by a period or the word THEN. A period is not required at the end of a line of input.

'WHAT', 'WHERE' and 'WHY' are the only types of questions you are allowed to ask.

For those in a rush, you can abbreviate compass directions to N, E, S, W, NE, NW, SE, SW UP and DOWN may be entered as U and D, respectively.

Other helpful abbreviations include L for LOOK, G for AGAIN, and Z for WAIT.

ELF GUIDE

When you press the RETURN or ENTER key, the game will respond with a description of your new location:

Forest Edge
You are at the edge of a blighted woods which stretches out of sight. A path to the west enters the woods. A signpost stands next to a path leading north and a fence to the east seems climbable. At the base of the fence is a slimy hole leading down. The hellhound stops at the edge of the forest and bellows. After a moment, it turns and slinks into the trees.

see attached replacement

You respond:
>READ THE SIGN

serif

And press RETURN or ENTER.

SORCERER replies:

>>>WARNING<<<

saves serif

This path is protected by a Magic Mine Field, installed by the Frobozz Magic Mine Field Company.

2 lines broken here

spaces here

Single Sorcerer

KILL		
KISS		
KNOCK		
LAUNCH		
LIE		
LIGHT		
LISTEN		
LOCK		
LOOK		
LOWER	SEARCH	
MOVE	SHAKE	TELL
OPEN	SHOOT	THROW
POINT	SHOW	TIE
POUR	SLEEP	TOUCH
PULL	SLIDE	TURN
PUSH	SMELL	UNLOCK
PUT	SPRAY	UNTIE
RAISE	STAND	WAKE
REACH	SWIM	WALK
READ	TAKE	WAVE

18 ways to wizardly word power

AGAIN (or G)	RESTART	SUPERBRIEF
BRIEF	RESTORE	TIME (or T)
DIAGNOSE	SAVE	UNSCRIPT
INVENTORY (or I)	SCORE	VERBOSE
LOOK (or L)	SCRIPT	VERSION
QUIT (or Q)	SPELLS	WAIT (or Z)

FOR AN EXPLANATION OF THESE COMMANDS SEE THE SPELLCASTERS CLASSIFIEDS ON PAGE 9.

Limited Warranty

This software product and the attached instructional materials are sold "AS IS," without warranty as to their performance. The entire risk as to the quality and performance of the computer software programs is assumed by the user.

However, to the original purchaser of a disk prepared by Infocom and carrying the Infocom label on the disk packet, Infocom, Inc. warrants the medium on which the program is recorded to be free from defects in materials and faults in workmanship under normal use and service for a period of ninety (90) days from the date of purchase. If during this period a defect on the medium should occur, the medium may be returned to Infocom, Inc. or to an authorized Infocom, Inc. dealer, and Infocom, Inc. will replace the medium without charge to the User sole and exclusive remedy in the event of a defect is expressly limited to replacement of the medium as provided above.

If the failure of the medium, in the judgment of Infocom, Inc. resulted from accident, abuse, or misapplication of the medium, then Infocom, Inc. shall have no responsibility to replace the medium under the terms of this warranty.

THE ABOVE WARRANTIES FOR GOODS ARE IN LIEU OF ALL WARRANTIES EXPRESS, IMPLIED, OR STATUTORY, INCLUDING BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND OF ANY OTHER WARRANTY OBLIGATION ON THE PART OF INFOCOM, INC. IN NO EVENT SHALL INFOCOM, INC. OR ANYONE ELSE WHO HAS BEEN INVOLVED IN THE CREATION AND PRODUCTION OF THIS COMPUTER SOFTWARE PROGRAM BE LIABLE FOR INDIRECT, SPECIAL OR CONSEQUENTIAL DAMAGES, INCLUDING BUT NOT LIMITED TO LOSS OF ANTICIPATED PROFITS OR BENEFITS RESULTING FROM THE USE OF THIS PROGRAM, OR ARISING OUT OF ANY BREACH OF THIS WARRANTY. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU.

N.B. After the warranty period, a defective disk may be returned to Infocom, Inc. with a check or money order for $5.00 for replacement.

Copyright
This software product is copyrighted and all rights are reserved by Infocom, Inc. It is published exclusively by Infocom, Inc. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Lawful users of this program are hereby licensed only to read the program from its medium into memory of a computer solely for the purpose of executing the program. Copying, duplicating, selling or otherwise distributing this product is a violation of the law.

This manual is copyrighted and all rights are reserved by Infocom, Inc. This document may not, in whole or part, be copied, photocopied, reproduced, translated or reduced to any electronic medium or machine readable form without prior consent, in writing, from Infocom, Inc.

Willful violations of the Copyright Law of the United States can result in civil damages of up to $50,000 in addition to actual damages, plus criminal penalties of up to one year imprisonment and/or $10,000 fine.

SORCERER and INTERLOGIC are trademarks of Infocom, Inc.

© 1984 Infocom, Inc.

Printed in U.S.A.

NOW! A RESURRECTION SPELL FOR EVEN THE MOST INEXPERIENCED MAGICASTER!

→ GASPAR™

From the company that developed BLORB and QUELBO comes the world's first gnustodale resurrection spell.* A breakthrough in magic technology so impressive that only the wizards at United Thaumaturgy could have done it. Look for Gaspar soon at spell scroll distributors in your town.

"Spells...and a whole lot more."

***OZMOO, by merely circumventing death, is not considered to be a true resurrection spell.**

MAKE REALLY BIG ZORKMIDS! LEARN MAGIC IN JUST 12 WEEKS!

Our proven "Learn-at-Home" course lets you study at your own pace. Why spend your life as a woodcutter when magic can open doors for you? Over 70% of our graduates find careers in magic-related guilds. Write: GUE TECH, Borphee, Land of Frobozz for full-color catalog.

Orkan the Enchanter, Mentor of the Thrift Chapter, says: "I wouldn't go anywhere without my CHEVAUX!". There are Spell Books—then there are CHEVAUX! Only the finest Mithican leather binding...ample pages of gnustoreceptive paper...able to withstand long study and heated battles. PLUS, the renowned CHEVAUX personalized monogram—the symbol of the discriminating Enchanter.

Order from: Priggin, Master Bookbinder and authorized CHEVAUX dealer, Misnia.

ENCHANTING
CMLXIII
EXPO

The known world's premier exhibition of magic, wizardry, and the occult will be bigger and more exciting this year than ever before!

*

Honored Guest Speakers:
BARBEL of GURTH
BELBOZ of ACCARDI
ORKAN of THRIFF

*

SEMINARS on the latest in spell-casting techniques, Spell Book preservation, potion protection, and conjuring conservation.

*

EXHIBITS by the leading chapters of the Enchanters Guild, independent wizards, and thaumaturgical suppliers.

*

ATTENDEES Already Include:
FrobozzCo
Fibbsbozza
Spellshack
Frotz Users Group
SpellBound
Infocom, Inc.
International Business Magic
Smoothscroll Draughtsmen
Magicland
Spells R Us
Conjurer's Corner
United Thaumaturgy
SoftSpel
Borphee Infotaters, Inc.

Contact your local Guild Master for registration and transportation details

SORCERY: A DO-IT YOURSELF GUIDE (Pg. 10)
red = san serif blue = serif

Forest Edge
To the west, a path enters the blighted woods, which stretch out of sight. A signpost stands beside another path leading north, and to the east is a wide meadow. At the base of the signpost is a slimy hole leading down.
The hellhound stops at the edge of the forest and bellows. After a moment, it turns and slinks into the trees.

You respond:

>READ THE SIGN

And press RETURN or ENTER. Sorcerer replies:

" *** !!! >>> WARNING <<< !!! ***
this path is protected by a
Magic Mine Field
installed by the
Frobozz Magic Mine Field Company. "

Ads, pg. 11 & 12

Major problem is that the ads are indistinguishable from the articles except under close inspection. In fact, several of the articles look more like ads than the ads do!

1) Since all the ads are on the last two pages, put a banner on top of pages 11 and 12 that says

ADVERTISING SECTION

2) Set the GVE TECH and ENCHANTING EXPO ads in faces that are different (and preferably very dissimilar) to the face that the articles are set in.

3) A much heavier border around each ad. See the lower left corner of page 11 on the mocking copy.

Also, note the problems with relative sizes on the GASPAR ad, and the readability of the CHEVAUX ad.