TAKE THEIR WORDS FOR IT!

"Excellent, excellent, excellent, excellent, excellent, excellent."
Bob, 39
Lyndhurst, Ohio

"I like this new style of game—who needs graphics?"
Rachel, 13
Arlington, Texas

"Your games really get you to use your thinking cap."
Larry, 12
Freehold, New Jersey

"I hate to turn the computer off."
Shirley, 34
Baltimore, Maryland

"If I go crazy or become a bum, it's all your fault. I hope you're happy. (P.S. It's great.)"
Stu, 49
Lockport, New York

"Unlike the arcade games that litter the market, there are few copiers of Infocom's interactive fiction. Can it be done? Probably. Can it be done as well as Infocom does it, or better? Unlikely. With each new game, Infocom is further entrenched in their position as manufacturer of the most unique, highest-quality software available on the market today."
ANALOG COMPUTING magazine

"It ruined my party! Everyone was upstairs playing! (i.e., GREAT!!)"
Walter, 25
Wichita, Kansas

"We have said it again and again: Infocom can't be beat. For richness of description, unfolding of storyline, sharpness of wit, and challenge of puzzles, Infocom has no equal in the software business."
CREATIVE COMPUTING magazine

"Stop reading this and deliver that envelope!"
"Corky" Crisp, Postmaster
Festeron, Antharia

LOCAL HISTORY SERIES
No. 4

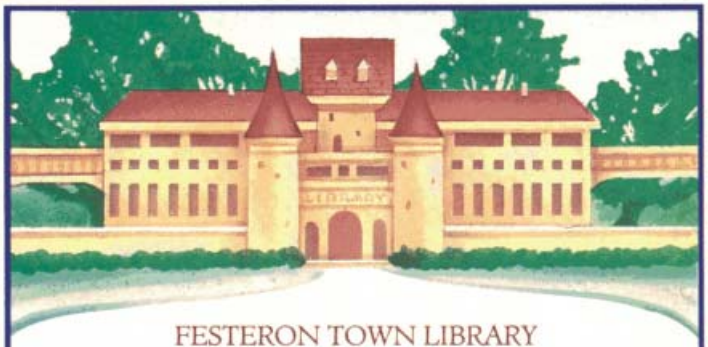


THE LEGEND OF WISHBRINGER



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Violet Voss, Curator



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Please take care of me . . .
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LOCAL HISTORY SERIES
No. 4

A Moral History, in Verse,
of the

MAGICK DREAM-STONE

recently unearthed by the
Society of Thaumaturgic Archaeology,
and commonly known as

WISHBRINGER

including a substantial body
of hitherto unpublished discoveries
regarding the mystical properties
of said Artifact.



CHAPTER THE FIRST

Of Morning-Star's birth and great beauty,
and how she was abducted by the envious Queen Alexis.



It happened in the reign of mighty Anatinus, King of Misty Island, that there was born into a peasant home a daughter, blessed with rare and perfect Beauty. Morning-Star they named her; and the legend of her beauty spread through all the kingdom, even to the court of Anatinus.

There beside the throne sat Queen Alexis, heavy-hearted. For her newborn daughter, cursed by fate and prophecy, was sightless. Loth the Queen to look upon her blind child's face! And how the baby Morning-Star, more beautiful and perfect, made her jealous!

Envy breedeth Evil: Queen Alexis caused the simple peasant home of Morning-Star to burn. The sleeping family perished, all but Morning-Star, who, being rescued by the Queen's design, became her daughter, sight restored by Prayer.

(The one true Princess,
left behind to fill the vacant cradle,
perished too, and never saw her mother.)

CHAPTER THE SECOND

Of Morning-Star's coming of age, and of the many knights who sought her fair hand in Marriage.

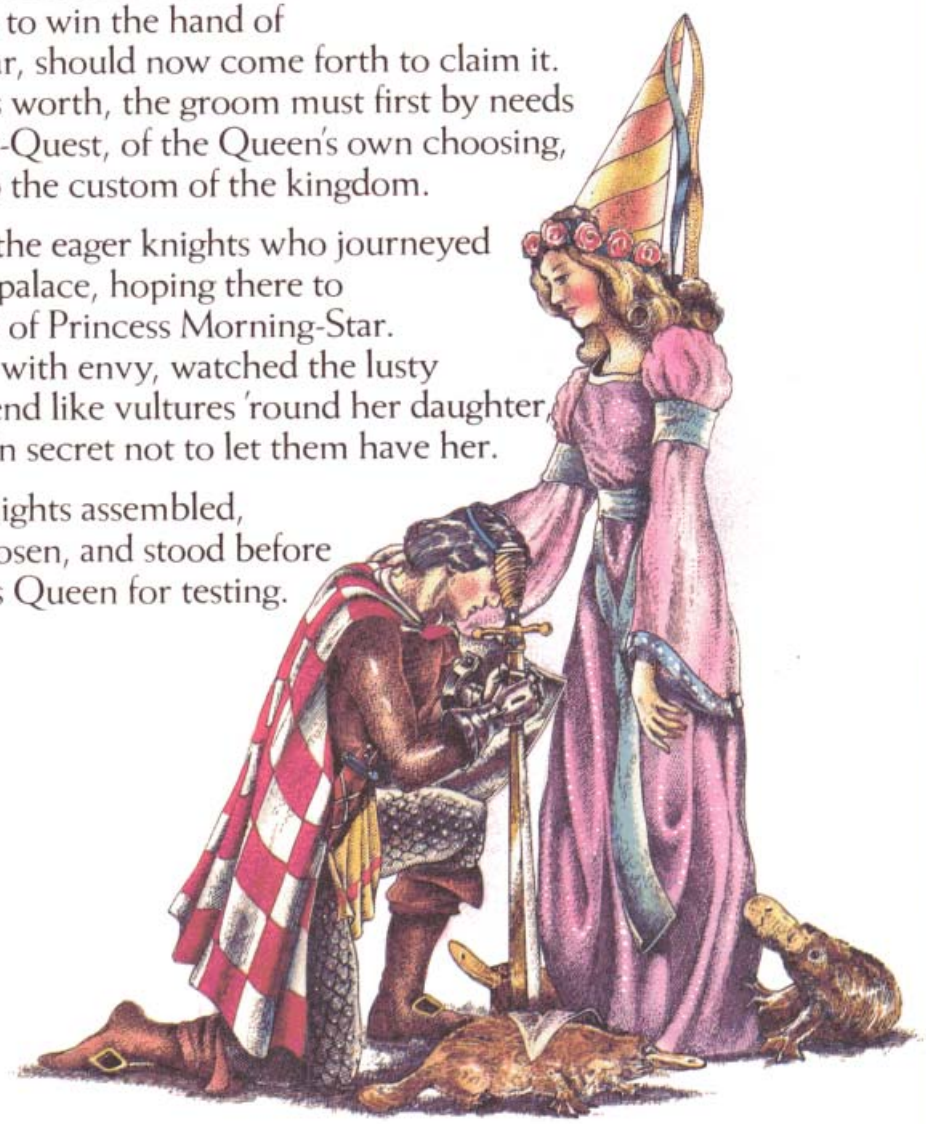


The years were kind to Morning-Star. Her beauty blossomed like the fragrant water-lily into full, abundant maidenhood. Anon befell her ten-and-seventh birthday.

Anatinus made it known that whosoever might desire to win the hand of Morning-Star, should now come forth to claim it. To prove his worth, the groom must first by needs fulfill a Love-Quest, of the Queen's own choosing, according to the custom of the kingdom.

Many were the eager knights who journeyed to the royal palace, hoping there to win the love of Princess Morning-Star. Alexis, dark with envy, watched the lusty swains descend like vultures 'round her daughter, and vowed in secret not to let them have her.

From the knights assembled, Six were chosen, and stood before the heartless Queen for testing.



CHAPTER THE THIRD

Of the impossible Love-Quests devised by the crafty Queen Alexis,
and how the six knights fared by them.



One brave knight, a lad
but one-and-twenty, was sent
across the sea to beg
Lord Nimbus, God of Rain,
to quench the thirsting fields
of Frotzen. But the God,
not sympathetic, smote his vessel with
a bolt of lightning.

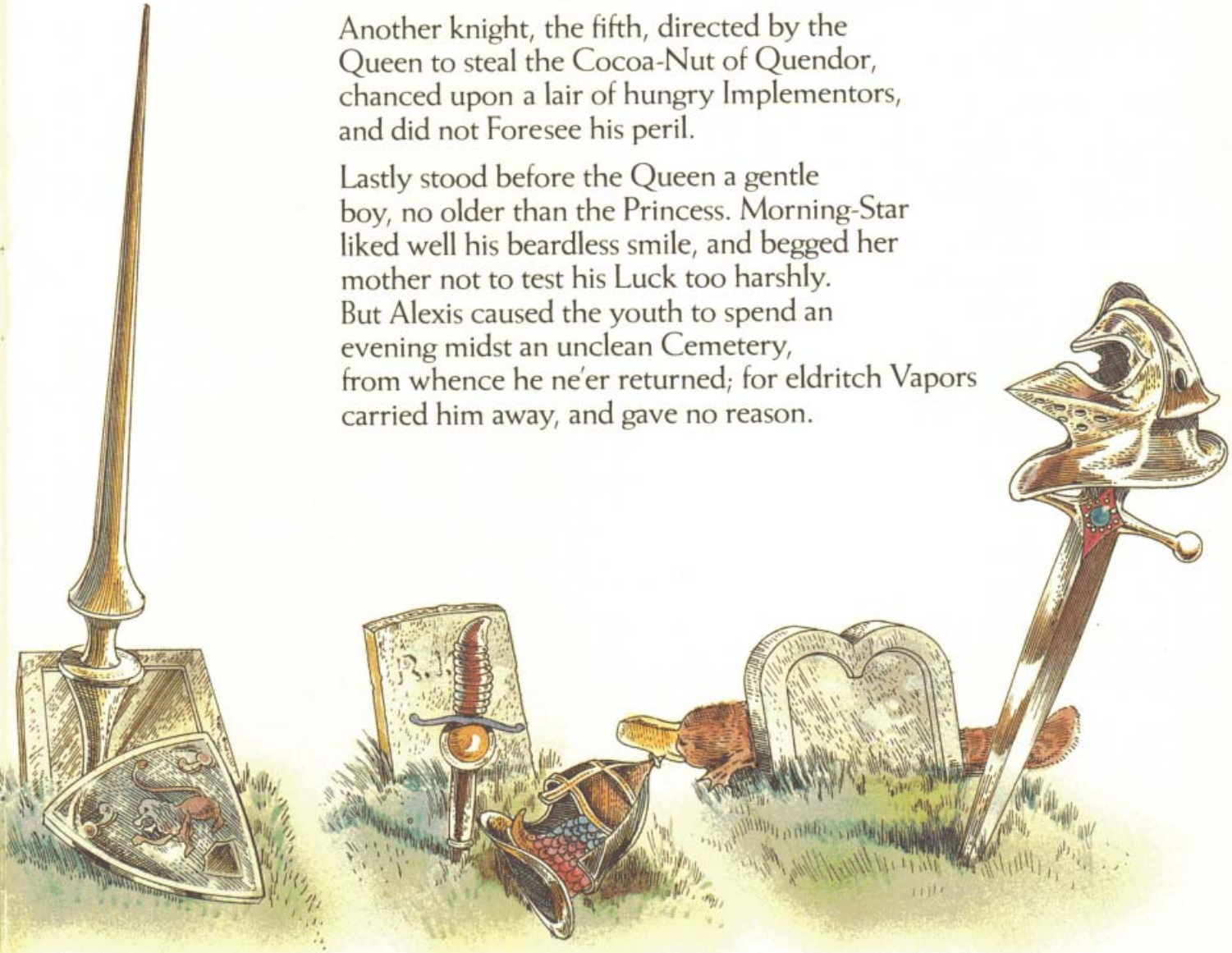
The second knight, a weapons-bearer, strong
of limb and spirit, scaled the mountain peak of
Matter-Horn, to seek Advice from spirits.
The hopes of Princess Morning-Star fell with him.

A third knight ventured forth to try the fabled
Wings of Icarus, and learn the secret
method of their Flight, to please Alexis.
But alas! the joyful knight, whilst soaring
home to claim the Princess, flew into
the open maw of Thermofax, a Dragon.

Alexis sent the fourth knight deep into the
Mines of Mendon, there to slay a Grue,
and drag the carcass up where all might see it.
But Darkness overcame the hapless knight, who,
lost without a lamp, was soon Devoured.

Another knight, the fifth, directed by the
Queen to steal the Cocoa-Nut of Quendor,
chanced upon a lair of hungry Implementors,
and did not Foresee his peril.

Lastly stood before the Queen a gentle
boy, no older than the Princess. Morning-Star
liked well his beardless smile, and begged her
mother not to test his Luck too harshly.
But Alexis caused the youth to spend an
evening midst an unclean Cemetery,
from whence he ne'er returned; for eldritch Vapors
carried him away, and gave no reason.



CHAPTER THE FOURTH

Of the Edict of Alexis, the demise of Morning-Star, and the discovery, many years after, of a Magick Stone, called Wishbringer.



ueen Alexis cried, "Is no man in the kingdom fit to wed my only daughter? Methinks she must remain unmarried, then, and Virgin all her days." So was it Written.

Morning-Star hoped death might grant her Freedom from the Edict of Alexis, by her mother's timely passing. But the Reaper (busy elsewhere with a Plague) heard not her praying; so Alexis lived, and laughed, and watched her daughter's beauty fade away, and all her Wishes dwindle in her bosom.

Many kingdoms after, when the reign of Anatinus was forgotten, and the names of Morning-Star and Queen Alexis lost in Time, there came unto the Misty Isle a Scholar, who, amid the crumbling tombs of monarchs, chanced upon the mortal relic of the Princess. All was Dust, except her Heart, which, hard and shrunken to a pebble in the grave, was shining brightly with the stifled Wishes of her lifetime.

Thus, the Magick Stone of Dreams discovered.

CHAPTER THE FIFTH

Of the Seven Wishes,
and what ye must know to invoke them.



even is the number of the Wishes bound into the Stone; and if ye speak a Wish, that wish is Spent, and lost forever. Also know, that ye must hold the Wishing-Stone within thy hands to wield its Magick. Look ye, then, upon the Seven Wishes:

RAIN falls only for the bearer of the Stone who standeth under an Umbrella.

ADVICE may bring wise counsel to the bearer of the Stone who listeneth to Sea-Shells.

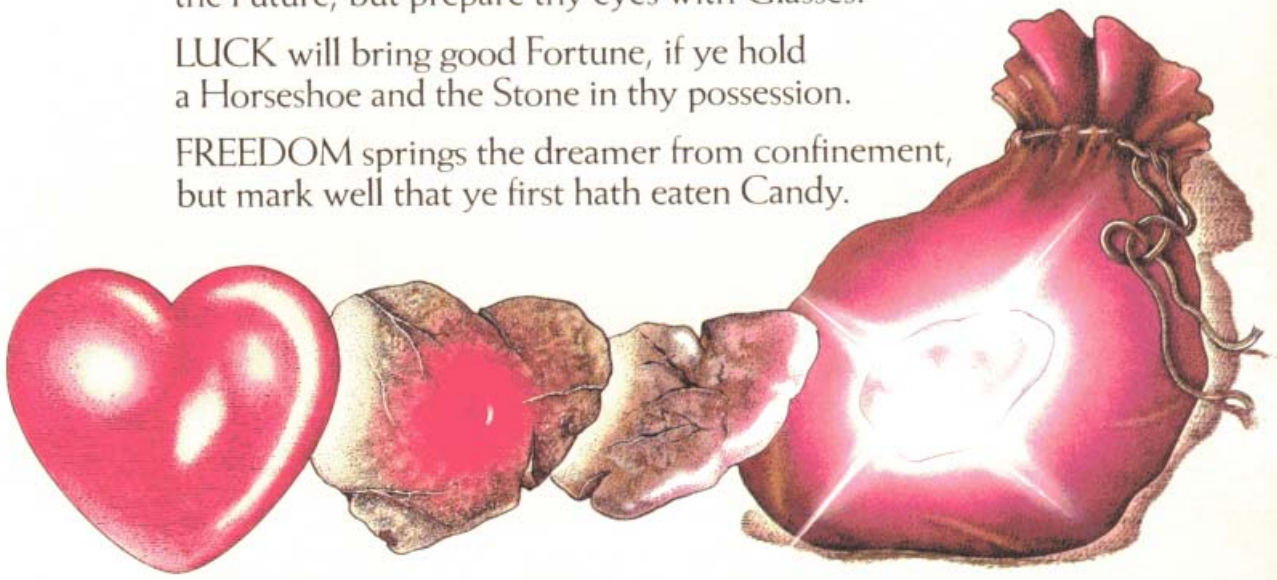
FLIGHT shall bear the Magick-wielder swiftly home, if ye be sitting on a Broom-Stick.

DARKNESS, blacker than the Night, shall fall across the land if Milk of Grue thou drinkest.

FORESIGHT lifts the veil of Time, and shows the Future, but prepare thy eyes with Glasses.

LUCK will bring good Fortune, if ye hold a Horseshoe and the Stone in thy possession.

FREEDOM springs the dreamer from confinement, but mark well that ye first hath eaten Candy.



EPILOGUE

Now ye know the Origins
and Magick
of the Wishing-Stone.
But know ye also,
bold Adventurer,
that every problem
ye encounter in thy travels
may be also bested
by the spell of Logick.
Exercise thy Brain,
and work thy Wits!
Forget ye not that Morning-Star,
a Princess,
who threw away her Youth
in easy Wishing,
died in vain.
Let her fate be thy Warning.

Mutato nomine, de te fabula narratur.

Instruction Manual for *Wishbringer*™

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

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

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

If you're experienced with Infocom's interactive fiction, you may not feel like reading this entire manual. However, you should at least read about wishing for magic (on page 16). Also look at the appendix of recognized verbs (on page 19); some of them can be used in all Infocom stories, but others are special for *Wishbringer*. If you study the postal map (included in your package), you will know where you are and where you can go. That will make it easier to decide what to do next.

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Appendix I: Quick Reference Guide 25
This briefly describes the most important things to know about interactive fiction. It is *vital* that you know all these things before you begin your adventure.

An Overview

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

Each of Infocom's interactive stories, such as *Wishbringer*, tells you about a series of places, items, characters, and events. You can interact with these in many ways.

To move from place to place, type the direction you want to go. When you go into a new place, read about it carefully. There may be something interesting or useful (or dangerous) there! You will find it helpful to make a map of the geography as you move around.

An important part of interactive fiction is solving puzzles. If you find a locked door or a ferocious beast in the story, don't think of it as an obstacle; it's just a puzzle to be tackled. Sometimes the best way to solve a puzzle is to find something in the story, then take it with you and use it in the right way.

When you play *Wishbringer*, the story goes on only from the time you press the RETURN (or ENTER) key until you see the prompt (>). You could imagine a clock that ticks once for each sentence you type, and the story continues only at each tick. Nothing happens until you type a sentence and press the RETURN (or ENTER) key, so you can think and plan your turns as slowly and carefully as you want.

Wishbringer keeps track of your score and gives you points when it thinks you have done something "right." You may get points for solving puzzles, doing certain things, or visiting certain places. You can try to get a perfect score if you want, but you can also try to guide the story to an ending that you like and to have fun along the way.

Tips for Novices

1. Draw a map. It should include each location, the directions connecting it to other locations, and any interesting objects there. (See the small sample map that goes along with the sample transcript on page 21.) Note that there are 6 possible directions (NORTH, EAST, SOUTH, WEST, UP, and DOWN) plus IN and OUT.

2. Many things that you'll discover in *Wishbringer* are important because they give you clues about the puzzles you want to solve. So examine anything and everything that you come across. Most of the objects that you can pick up in the story are useful for solving one or more of the puzzles.

3. Save your place often. That way, if you mess up or get "killed," you won't have to start over from the beginning. See page 17 for instructions.

4. Read the story carefully. Often there are clues in the descriptions of places and objects, as well as in signs, messages, and so on. You should examine or read anything that might be important. Even a silly or dangerous action may give you a clue, and it might even be fun! You can always save your place first if you want. Here's a silly example:

>GIVE THE ROLLER SKATES TO THE VULTURE
The vulture attempts to eat the roller skates, but eventually gives up. It continues to peck you on the head.

Here you have learned that this vulture doesn't like to eat roller skates, and you have a clue that maybe giving something else to the vulture (some raw meat?) would be better.

5. Unlike other "adventure games" that you may have played, there are many ways to get to the end of *Wishbringer*. Some puzzles that you find along the way may have more than one solution; and you may not need to solve others at all. Sometimes solving a puzzle one way will make it harder to solve another, and sometimes it will make it easier.

6. You'll like playing *Wishbringer* with a friend, because different people may find different puzzles easy or hard. So two or more players can often have more fun, and do better, than one player alone.

7. If you really have trouble, you can order a hint booklet from Infocom by filling out and mailing the order form in your package. You don't *need* this booklet to enjoy the story, but it will make solving the puzzles easier.

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

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

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

In fact, if the hammer is the only object there that you can take, just typing TAKE would be enough. But more about that in the next section . . .

Communicating with *Wishbringer*

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

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

Wishbringer looks only at the first six letters of your words, and it ignores any letters after the sixth. So LIBRARy, LIBRARies, and LIBRARian would look like the same word to *Wishbringer*.

To move around, just type the compass direction in which you want to go. You can use four compass directions: NORTH, EAST, SOUTH, and WEST. Or you can use these abbreviations: N, E, S, and W. You can also use UP (or U), DOWN (or D), IN, and OUT. You don't need to walk around or turn around in a place; anything that you can see there is within your reach.

Wishbringer understands many different kinds of sentences. Here are some examples. You may not actually use these commands in *Wishbringer,* but you'll centainly use commands like them in the story.

```
>WALK NORTH
>DOWN
>GO UP
>TAKE THE FOUR-LEAF CLOVER
>PUT ON THE HAT
>WISH FOR RAIN
>LOOK UNDER THE GLASS CASE
>DROP THE ENVELOPE ONTO THE COUNTER
>EXAMINE THE PELICAN
>PUSH THE RED BUTTON
>LOOK AT THE TREE
>WALK INTO THE POLICE STATION
>GO IN THE POST OFFICE
>GIVE THE BOOK TO THE LIBRARIAN
```

If you want to TAKE or DROP more than one object, you can do it in one command by separating the objects with a comma or the word AND. Here are some examples:

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

You can type several sentences on one line if you separate them by the word THEN or by a period. (Each sentence will still count as a turn.) You don't need a period at the end of the line. If *Wishbringer* doesn't understand one of the sentences, or if something unusual happens, it will ignore the rest of your input line (see "*Wishbringer* Complaints" on page 20). For example, you could type all of these sentences at once, before pressing the RETURN (or ENTER) key:

```
>OPEN THE MAILBOX THEN PUT THE LETTER IN IT.
    CLOSE THE MAILBOX THEN GO SOUTH THEN
    TAKE THE GLASS OF WATER THEN GO NORTH.
    DRINK THE WATER
```

The words IT, HIM, and HER can be very useful. For example:

```
>TAKE THE BOX. OPEN IT. PUT IT ON THE TABLE
>CLOSE THE HEAVY METAL DOOR. LOCK IT
>KNOCK ON THE LIBRARY DOOR THEN OPEN IT
>GIVE THE LETTER TO THE WOMAN THEN ASK
    HER FOR A BOOK
```

You'll meet many people and creatures in *Wishbringer*. You can ask them questions or talk to them like this:

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

But remember: Most people in the story don't have time for idle chatter. Your deeds will speak louder than your words.

Wishbringer tries to guess what you really mean if you don't give enough information. For example, if you type that you want to do something, but not what you want to do it to or with, *Wishbringer* may decide that there is only one possible thing that you could mean. When it does this, it will tell you. For example:

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

If your sentence is not clear enough, *Wishbringer* will ask what you really mean. You can answer by typing just the missing information, not the whole sentence again. You can do this only at the very next prompt. For example:

```
>OPEN THE DOOR
(Which door do you mean, the sliding door or the stor-
age room door?)
>SLIDING
The sliding door is now open.
```

Wishbringer uses many words in its descriptions that it will not recognize in your sentences. For example, you might read, "Sunlight shimmers across the dusty cobwebs." However, if *Wishbringer* doesn't recognize the words SUNLIGHT or COBWEBS when you type them, then you know that you don't need them to finish the story; they just give you a more vivid description of where you are or what is going on. *Wishbringer* recognizes over 1000 words, nearly all that you are likely to use in your sentences. If *Wishbringer* doesn't know a word you used, or any word that means the same, you are almost certainly trying to do something that you don't need to do.

Wishing for Magic

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

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

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

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

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

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

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

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

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

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

Starting and Stopping

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

First the program will display the title of the story, followed by the first bit of action and a description of the place where the story begins. (Your Reference Card tells what to do when a full screen of lines rolls by and the program waits until you're ready to go on.) Then the prompt (>) will appear. The prompt (>) means that *Wishbringer* is ready for your command.

Each time you finish typing a command, press the RETURN (or ENTER) key. The program will carry out your command(s), and another prompt will appear.

Here is a quick exercise to help you get used to *Wishbringer*. For your first command after the story begins, type in next to the prompt (>):

GO WEST

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

Outside Cemetery
You're standing next to an open iron gate that leads west into the Festeron Cemetery. A road runs east to the top of Post Office Hill.
What next?

Maybe you'd like to try climbing the gate, so at the next prompt (>) type:

CLIMB THE GATE

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

The iron gate is much too high!

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

To save your place in the story, type SAVE at the prompt (>), and then press the RETURN (or ENTER) key. Then follow the instructions for saving and restoring on your Reference Card. *Most computers need a blank disk, already initialized and formatted, for snapshots. If you use a disk with data on it (not counting other* Wishbringer *snapshots), that data may be destroyed.*

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

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

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

Remember when you RESTART or QUIT: if you want to be able to return to this point later, you must first use the SAVE command.

Appendix A
Important Commands

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

AGAIN—*Wishbringer* will usually respond as if you had repeated your previous sentence. (You can use the abbreviation G instead.)

BRIEF—This tells *Wishbringer* to tell you all about a place or thing only the first time you see it. If you see it again later, *Wishbringer* will tell you only its name. This is the normal way that *Wishbringer* will act, unless you use the VERBOSE or SUPERBRIEF commands.

INVENTORY—*Wishbringer* will list what you are carrying. (You can use the abbreviation I instead.)

LOOK—This tells *Wishbringer* to describe the place you are in. (You can use the abbreviation L instead.)

QUIT—This lets you stop. If you want to save your place before quitting, follow the instructions in the "Starting and Stopping" section on page 17. (You can use the abbreviation Q instead of QUIT.)

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

RESTORE—This lets you continue from any point where you used the SAVE command. See "Starting and Stopping" on page 17 for details.

SAVE—This puts a "snapshot" of your place in the story onto your storage disk. You can continue from the same place in the future by using the RESTORE command. See "Starting and Stopping" on page 17 for details.

SCORE—*Wishbringer* will show you your current score and the number of turns you have taken.

SCRIPT—This command tells your printer to begin making a transcript of the story as you play. A transcript may help you remember, but you don't need it to play. It will work only on certain computers; read your Reference Card for details.

SUPERBRIEF—This commands *Wishbringer* to tell you only the name of a place you have entered, even the first time you see it. Also, *Wishbringer* will not tell you what things are there. Of course, you can always get a description of a place, and the items there, by typing LOOK. In SUPERBRIEF mode, there is no blank line between turns. This mode is meant for players who are already very familiar with the geography. Also see VERBOSE and BRIEF.

TIME—This tells you the current time of day in the story. (You can use the abbreviation T instead.)

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

VERBOSE—This tells *Wishbringer* to tell you all about a place or thing every time you see it. Also see BRIEF and SUPERBRIEF.

VERSION—This will show you the release number and the serial number of your copy of the story. Please send us this information if you ever report a "bug" in *Wishbringer*.

WAIT—This will cause time to pass in the story. Normally, between turns, nothing happens in the story. You could leave your computer, take a nap, and return to the story to find that nothing has changed. You can type WAIT to make time pass in the story without doing anything. (You can use the abbreviation Z instead of WAIT.)

Appendix B
Some Recognized Verbs

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

ATTACK	ENTER	LISTEN	SHOW
BLOW	EXAMINE	LOOK	SIT
BREAK	EXIT	MOVE	TAKE
CLIMB	FIND	OPEN	TELL
CLOSE	FOLLOW	PULL	THROW
DESTROY	GIVE	PUSH	UNLOCK
DIVE	KICK	PUT	WAIT
DRINK	KILL	RAISE	WALK
DROP	KISS	READ	YELL
EAT	KNOCK	SEARCH	

Appendix C
Wishbringer Complaints

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

SORRY, BUT THIS STORY DOESN'T RECOGNIZE THE WORD "[your word]." The word you typed is not in the program's list of words. Sometimes you can use another word that means the same thing. If not, *Wishbringer* probably can't understand what you were trying to do.

SORRY, BUT THIS STORY CAN'T UNDERSTAND THE WORD "[your word]" WHEN YOU USE IT THAT WAY. *Wishbringer* knows the word you typed, but it couldn't understand it in that sense. Usually this is because *Wishbringer* knows the word as a different part of speech. For example, if you typed PRESS THE LOWER BUTTON, you are using LOWER as an adjective, but *Wishbringer* might know LOWER only as a verb, as in LOWER THE ROPE.

THERE DOESN'T SEEM TO BE A VERB IN THAT SENTENCE! Unless you are answering a question, each sentence must have a verb (or a command) in it somewhere.

THERE AREN'T ENOUGH NOUNS IN THAT SENTENCE! This usually means that your sentence was incomplete, such as PUT THE BOOK IN THE.

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

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

YOU CAN'T SEE ANY [thing] HERE! The thing in your sentence was not visible. It may be somewhere else, inside a closed container, and so on.

THE OTHER OBJECT [or OBJECTS] THAT YOU MENTIONED ISN'T [or AREN'T] HERE. You used two or more nouns in the same sentence, and at least one of them wasn't visible.

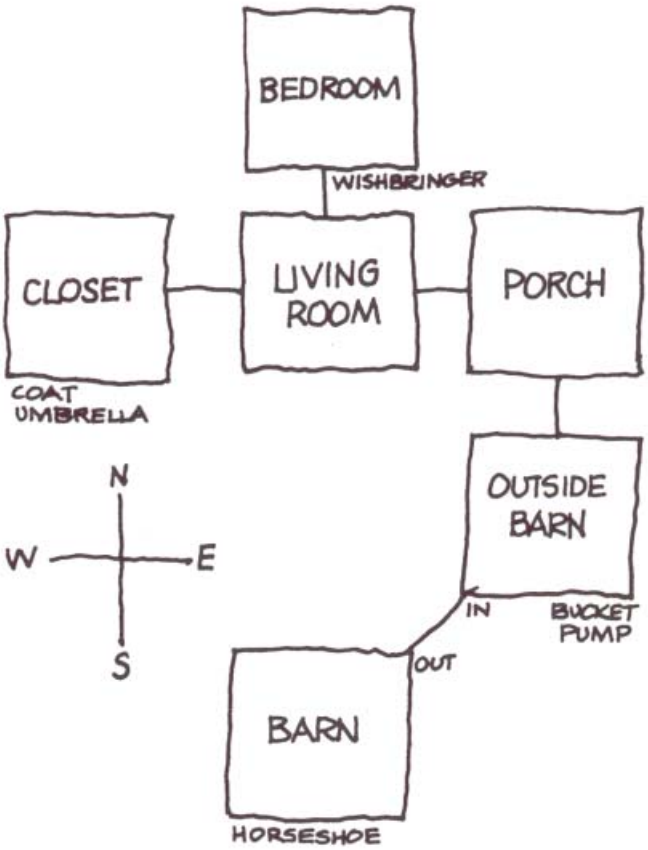
YOU CAN'T USE MORE THAN ONE DIRECT [or INDIRECT] OBJECT WITH "[your verb]." You can use multiple objects (that is, nouns or noun phrases separated by AND or a comma) only with certain verbs like TAKE and DROP. You can't use more than one object with most verbs, like READ; so you can't READ THE ENVELOPE AND THE BOOK.

SORRY, BUT THAT SENTENCE DIDN'T MAKE SENSE. PLEASE REWORD IT OR TRY SOMETHING ELSE. *Wishbringer* thought the sentence you typed was nonsense, such as GIVE HIM WITH TOOL. Or, you may have typed a reasonable sentence but used a syntax that *Wishbringer* does not recognize, such as SMELL UNDER THE ROCK. Try typing what you want to do in a different way.

Appendix D
Sample Transcript and Map

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

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



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

>TAKE WISHBRINGER
Taken.

>GO SOUTH
The bedroom door is closed.

>OPEN THE BEDROOM DOOR
Okay, the bedroom door is now open.

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

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

>CLOSE THE FRONT DOOR
You push the door against the wind and close it. Ah, that's better!

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

> GO OUTSIDE
The front door is closed.

> OPEN THE DOOR
(Which door do you mean, the closet door or the front door?)

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

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

> GO INSIDE
Living Room

> OPEN THE CLOSET DOOR
Okay, the closet door is now open.

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

> TAKE THE COAT. PUT IT ON
Taken.
Again, you hear your unicorn Harry neighing.

Okay, you're now wearing the coat.

> GO OUT THEN WALK EAST THEN SOUTH
Living Room

Porch

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

> GO INTO THE BARN
The flames are too hot.

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

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

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

> LOOK FOR HARRY
You can't see Harry here.

> NORTH. WEST. GO IN THE CLOSET THEN TAKE THE UMBRELLA
Porch

Living Room

Closet
Okay, you're now holding the umbrella.

> GO INTO THE LIVING ROOM THEN GO OUT. SOUTH. OPEN THE UMBRELLA
Living Room

Porch

Outside Barn
The umbrella is now open.

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

> GO INTO THE BARN
Barn
The inside of the barn is scorched and charred. Some smoking embers are scattered on the floor. A blackened horseshoe lies on the ground.

> TAKE THE HORSESHOE
The horseshoe is still too hot to pick up.

> OUT
Outside Barn

> PUMP WATER INTO THE BUCKET
You rhythmically pump water into the bucket. There! The bucket is full of water.

> GO IN THE BARN. POUR THE WATER ONTO THE HORSESHOE
Barn
A blackened horseshoe lies on the ground.

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

> TAKE THE HORSESHOE
You're carrying too many things already!

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

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

> DROP THE UMBRELLA
Dropped.

> TAKE THE HORSESHOE
Taken.

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

> GO NORTH THEN WEST
Porch
You hear the phone ringing inside the house.

Living Room
The phone is ringing.

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

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

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

Appendix E
We're Never Satisfied

Here at Infocom, we take great pride in the quality of our stories. Even after they're in your hands, we still want to make them better.

Your input is important. No matter how much testing we do, it seems that some "bugs" never crawl into view until thousands of you begin doing all those wild and crazy things in the story. If you find a "bug," or if you think a certain puzzle was too hard or too easy, or if you have some other suggestion, or if you'd just like to tell us what you thought of the story, write to us! We love an excuse to stop working, and a letter from you would be just such an excuse! Write to:

INFOCOM, INC.
125 CambridgePark Drive
Cambridge, MA 02140
Attn: Mr. Crisp

Appendix F
If You Have Technical Problems

You can call the Infocom Technical Support Team to report "bugs" and technical problems, but *not* for hints to solve puzzles, at (617) 576-3190. If your disk fails within ninety (90) days after purchase, we will replace it at no charge. Otherwise, we will replace it for a fee of $5 (U.S. currency). If you call to report a "bug," please provide your release number, which you can find by typing the command VERSION. Please mail us your registration card if you'd like to be on our mailing list and receive our newsletter, *The New Zork Times*.

Appendix G
About the Author

"Professor" Brian Moriarty built his first computer in the fifth grade. This early experience with electronics led him to seek a degree in English Literature at Southeastern Massachusetts University, where he graduated in 1978. He lives near the bridge in Historic Concord, does not hate children, and is a member in good standing of the Nathaniel Hawthorne Society. *Wishbringer* is his first work of interactive fiction.

Appendix H
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Appendix I
Quick Reference Guide

1. To start the story ("boot up"), see the separate Reference Card in your *Wishbringer* package.

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

   A. Direction commands: To move from place to place, just type the direction you want to go: N (or NORTH), E, S, W, U (or UP), D, IN, OUT.

   B. Actions: Just type whatever you want to do. Some examples: READ THE BOOK or OPEN THE DOOR or WISH FOR RAIN or LOOK THROUGH THE WINDOW. Once you're familiar with simple commands, you'll want to use more complex ones; they're described in "Communicating with *Wishbringer*" on page 14.

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

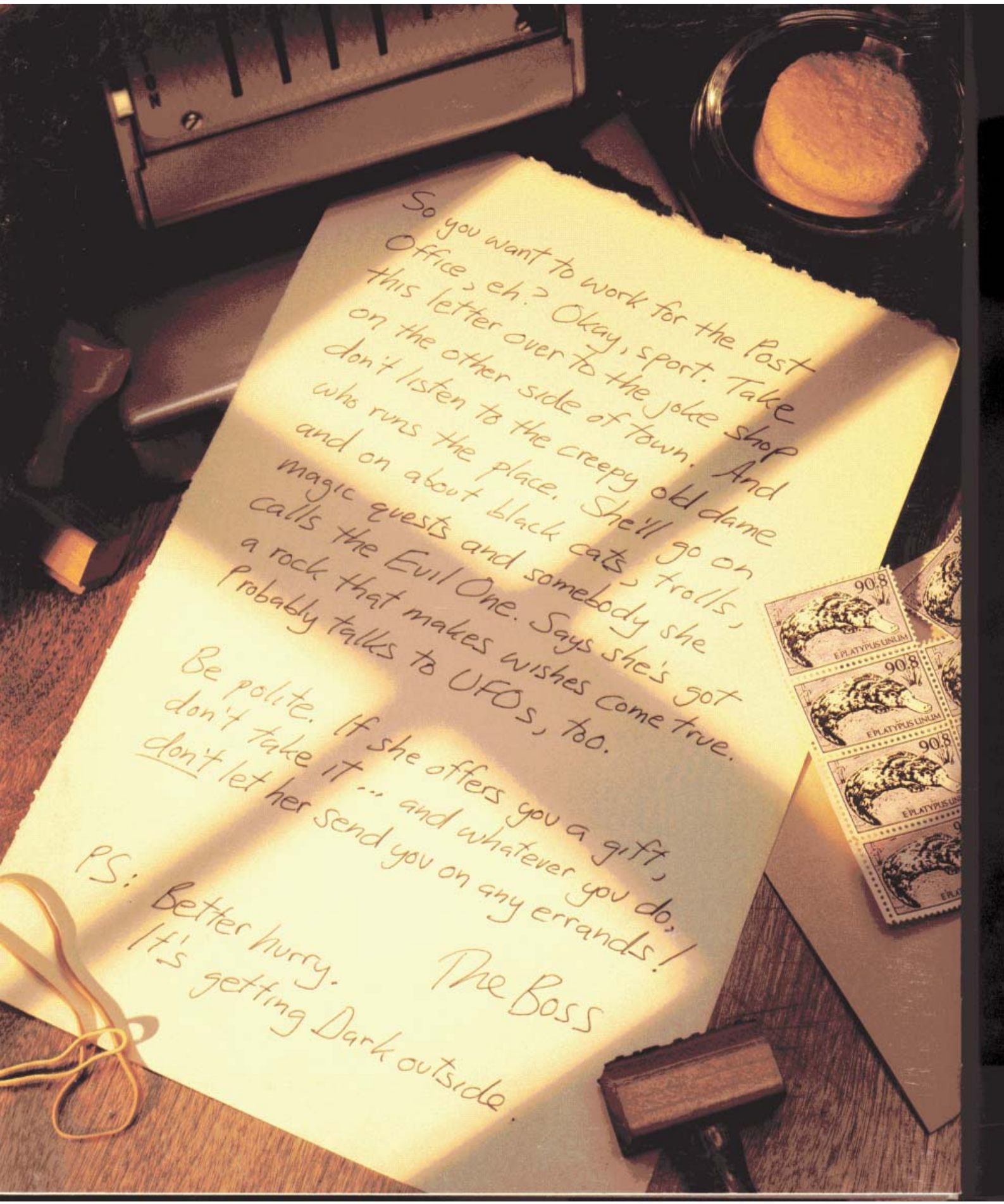
3. Important! After typing your sentence or command, you must press the RETURN (or ENTER) key before *Wishbringer* will respond.

4. On most computers, your screen will have a special line called the status line. It tells you the name of the place you're in and the time of day in the story.

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

6. When you want to stop, save your place for later, or start over, read the "Starting and Stopping" section on page 17.

7. If you have trouble, look at a specific section of the manual for more detailed instructions.


So you want to work for the Post Office, eh? Okay, sport. Take this letter over to the joke shop on the other side of town. And don't listen to the creepy old dame who runs the place. She'll go on and on about black cats, trolls, magic quests and somebody she calls the Evil One. Says she's got a rock that makes wishes come true. Probably talks to UFOs, too.
Be polite. If she offers you a gift, don't take it ... and whatever you do, don't let her send you on any errands!
The Boss
P.S.: Better hurry. It's getting dark outside.
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