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THE COMEDY COLLECTION

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Windows System Requirements:

- IBM PC or 100% compatible
- 640K RAM
- CD-ROM drive (150K bps)
- MS-DOS 5.0 to 6.2 supported
- Microsoft Windows™ 3.1, 3.11, NT and Windows™ 95 supported
- Hard disk drive with 2 MB available (*Mystery Collection* needs a hard disk with 3 MB available)

Macintosh System Requirements:

- Models supported: Mac Plus, SE, II series, LC series, Performa series, Centris series, Quadra series, Powerbook series and Power Mac series
- CD-ROM drive (150K bps)
- B/W and color systems supported
- System 6.0.7 to 7.5 supported
- Hard disk drive with 2 MB available (*Mystery Collection* needs a hard disk with 3 MB available)

Before Installing

- Close all other applications.
- We do not recommend installing this program to a compressed drive. If possible, install to a non-compressed drive and run the program from there. If you do need to install to a compressed drive, the disk space requirements are 4 MB of free disk space rather than 2 MB. (Disk space requirements for the *Mystery Collection* are 6 MB of free disk space rather than 3 MB.)

For more information on the INFOCOM COLLECTION view the **README.TXT** file on the INFOCOM COLLECTION CD-ROM disc.

To Install the INFOCOM COLLECTION from Windows™

1. Open Microsoft Windows™ as you normally do or type **win** at the DOS prompt, then press **<ENTER>**.
2. Insert the **INFOCOM COLLECTION** CD-ROM disc in the CD-ROM drive.
3. Pull down the **File** menu in the Program Manager and select **Run**...
4. Click on the **Browse** button.
5. Select the drive where you inserted your **INFOCOM COLLECTION** CD-ROM disc. For example, if the **INFOCOM COLLECTION** CD-ROM disc is in drive D, click on the drive D icon in the lower right corner.
6. Double-click on the **PC** Folder. Double-click **INSTALL.EXE**, click the **OK** button in the **Run** dialog box, and follow the on-screen instructions to install the **INFOCOM COLLECTION** onto your hard drive.

When setup is complete, your Program Manager will display the INFOCOM COLLECTION game icons in the INFOCOM window. You can then double-click on any of the game icons and start to play. Have fun!

To Install the INFOCOM COLLECTION from Windows™ 95

1. Insert the **INFOCOM COLLECTION** CD-ROM disc in the CD-ROM drive.
2. Click the **Start** button, click **Run...**, click the **Browse** button, find and look in the CD-ROM drive where you inserted the **INFOCOM COLLECTION** CD-ROM disc.
3. Double-click on the **PC** Folder. Double-click **INSTALL**, click on the **OK** button in the **Run** dialog box, then follow the on-screen instructions to install the **INFOCOM COLLECTION** onto your hard drive.

When setup is complete, close the **Infocom** Window. To play one of the Infocom games, click the **Start** button, point to **Programs**, point to the **Infocom** folder, and click the game you want to play. Have fun!

To Install the INFOCOM COLLECTION to your Macintosh

1. Insert the **INFOCOM COLLECTION** CD-ROM disc in your CD-ROM drive.
2. Double-click on the CD-ROM icon to open the window.
3. Double-click on the **MAC** folder.
4. Double-click on the Infocom installer icon.
5. Click on the **INFOCOM** install screen.
6. Drag the **INFOCOM** icon to your hard drive icon located on the right side of the installer window.
7. Click **Quit** to leave the installer.

When installation is complete, your hard drive will include the **INFOCOM COLLECTION** folder with the game icons. You can then double-click on any of the game icons and start to play. Have fun!

How to Play the Games

Look for background information in the game handbook. Some games also come with maps to help you find your way around.

Saving and Restoring Files

PC

To save a game:

1. Type **Save** from within the game. You will be prompted for a file name.
2. Type the name of the directory and the file under which you wish to save the game.
3. Press **<ENTER>**.

To start a saved game:

1. Type **Restore** from within the game.
2. Type the file name of the desired saved game.
3. Press **<ENTER>**.

MACINTOSH

To save a game:

1. Type **Save** from within the game. A dialog box will appear.
2. Type the name of your saved game.
3. Click on **Save**.

To start a saved game from within a game:

1. Type **Restore**.
2. Highlight the desired saved game.
3. Click on **Open**.

To start a saved game from the Infocom window, double-click on the saved game's icon.

You can save and name as many games as you wish on both the PC and Macintosh versions.

Communicating With Interactive Fiction

If you are not familiar with Infocom's Interactive Fiction, please read this section.

With Interactive Fiction, you type your commands in plain English each time you see the prompt (>). Most of the sentences that The STORIES will understand are imperative sentences. See the examples below.

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

The STORY recognizes your words by their first six letters, and all subsequent letters are ignored. Therefore, CANDLE, CANDLEs, and CANDLEstick would all be treated as the same word.

To move around, just type the direction you want to go. Directions can be abbreviated: NORTH to N, SOUTH to S, EAST to E, WEST to W, NORTHEAST to NE, NORTHWEST to NW, SOUTHEAST to SE, SOUTHWEST to SW, UP to U, and DOWN to D; IN and OUT will also work in certain places.

There are many different kinds of sentences used in Infocom text adventures. Here are some examples:

>WALK TO THE NORTH
>WEST
>NE
>DOWN
>TAKE THE BIRDCAGE
>OPEN THE PANEL
>READ ABOUT DIMWIT FLATHEAD
>LOOK UP MEGABOZ IN THE ENCYCLOPEDIA

>LIE DOWN IN THE PINK SOFA
>EXAMINE THE SHINY COIN
>PUT THE RUSTY KEY IN THE CARDBOARD BOX
>SHOW MY BOW TIE TO THE BOUNCER
>HIT THE CRAWLING CRAB WITH THE GIANT NUTCRACKER
>ASK THE COWARDLY KING ABOUT THE CROWN JEWELS

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

>TAKE THE BOOK AND THE FROG
>DROP THE JAR OF PEANUT BUTTER, THE SPOON, AND THE LEMMING FOOD
>PUTT THE EGG AND THE PENCIL IN THE CABINET

You can include several inputs on one line if you separate them by the word THEN or by a period. Each input will handled in order, as though you had typed them individually at separate prompts. For example, you could type all of the following at once, before pressing the RETURN (or ENTER) key:

>TURN ON THE LIGHT. TAKE THE BOOK THEN READ ABOUT THE JESTER IN THE BOOK

If The STORY doesn't understand one of the sentences on your input line, or if an unusual event occurs, it will ignore the rest of your input line.

The words IT and ALL can be very useful. For example:

>EXAMINE THE APPLE. TAKE IT. EAT IT
>CLOSE THE HEAVY METAL DOOR. LOCK IT
>PICK UP THE GREEN BOOT. SMELL IT. PUT IT ON.
>TAKE ALL
>TAKE ALL THE TOOLS
>DROP ALL THE TOOLS EXCEPT THE WRENCH AND THE MINIATURE HAMMER
>TAKE ALL FROM THE CARTON
>GIVE ALL BUT THE RUBY SLIPPERS TO THE WICKED WITCH

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

There are three kinds of questions that you can ask: WHERE IS (something), WHAT IS (something), and WHO IS (someone). For example:

>WHO IS LORD DIMWIT?
>WHAT IS A GRUE?
>WHERE IS EVERYBODY?

When you meet intelligent creatures, you can talk to them by typing their name, then a comma, then whatever you want to say to them. Here are some examples:

>JESTER, HELLO
>GUSTAR WOOMAX, TELL ME ABOUT THE COCONUT
>UNCLE OTTO, GIVE ME YOUR WALLET
>HORSE, WHERE IS YOUR SADDLE?
>BOY, RUN HOME THEN CALL THE POLICE
>MIGHTY WIZARD, TAKE THIS POISONED APPLE. EAT IT

Notice that in the last two examples, you are giving the character more than one command on the same input line. Keep in mind, however, that many creatures don't care for idle chatter: your actions will speak louder than your words.

Infocom Basic Commands

Please read this section before playing Infocom text adventures.

BRIEF — This command fully describes a location only the first time you enter it. On subsequent visits, only the name of the location and any objects present will be described. The adventures will begin in BRIEF mode, and remain in BRIEF mode unless you use the VERBOSE or SUPERBRIEF commands.

SUPERBRIEF displays only the name of a place you have entered, even if you have never been there before. In this mode, not even mention objects are described. Of course, you can always get a full description of your location and the items there by typing LOOK. In SUPERBRIEF mode, the blank line between turns will be eliminated. This mode is meant for players who are already familiar with the geography.

The VERBOSE command gives a complete description of each location, and the objects in it, every time you enter a location, even if you've been there before.

DIAGNOSE — This will give you a report of your physical condition.

INVENTORY — This will give you a list what you are carrying and wearing. You can abbreviate INVENTORY to I.

LOOK — This will give you a full description of your location. You can abbreviate LOOK to L.

QUIT — This lets you stop playing. If you want to save your position before quitting, you must use the SAVE command.

RESTORE — This restores a previously saved position.

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

SAVE — This saves a "snapshot" of your current position. You can return to a saved position in the future using the RESTORE command.

SCRIPT — This command tells your printer to begin making a transcript of the story. A transcript may aid your memory, but is not necessary.

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

SUPERBRIEF — This command gives you the sparest level of description. See BRIEF.

TIME — This command gives you the current time in the story. (Not available in all games.)

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

VERBOSE — This command gives you the wordiest level of description. See BRIEF.

VERSION — Shows you the release number and the serial number of your copy of the story.

WAIT — Causes time in the story to pass. Since nothing happens until you type a sentence and press RETURN (or ENTER), you could leave your computer, take a nap, then return to the story to find that nothing has changed. You can use WAIT to make time pass in the story without doing anything. For example, if you met a wizard, you might WAIT to see if he will say anything; if you were aboard a flying carpet, you might WAIT to see where it goes.

Be sure to read the "Special Commands" section in selected games.

Troubleshooting Tips For Windows™

PROBLEM	POSSIBLE CAUSE	SOLUTION
Installation cannot be completed.	Hard drive contains too many programs and does not have enough room for The Infocom Collection.	Back up any infrequently used programs then delete them from the hard disk drive you are attempting to install to and try again.
Installer runs out of disk space.	You are trying to install onto a compressed drive.	Disk compression utilities cannot predict exact disk space; they can only estimate. The Infocom Collection files may not compress as much as your disk compressor expects. Try installing into the uncompressed section of the drive.
In Windows, The Infocom Collection program group and icons do not appear.	Windows is running under a shell program other than Program Manager.	Other shell programs other than the Windows Program Manager are not supported. Make sure that in your System.ini file in the Windows directory, the shell command reads "Shell-Program.exe."
There are duplicate program icons in the Infocom program group.	You have installed the Infocom Collection more than once.	Select the extra icons and select the delete option from within the File menu.
In Windows 95, the Infocom Collection programs do not appear in the Program menu.	You installed the Infocom Collection programs using Windows 3.1	Re-install over the same Infocom Collection directory using Windows 95.

Troubleshooting Tips For Macintosh

PROBLEM	POSSIBLE CAUSE	SOLUTION
The Infocom Collection quits during installation	Running System 6.0.7 MultiFinder.	Change Start-up configuration to start up with Finder

Customer Service

If you have any comments, questions or suggestions about the INFOCOM COLLECTION or any other Activision product, you can contact us at **(310) 479-5644** between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time) Monday through Friday, with the exception of holidays, or contact a customer service representative through the following on-line services:

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Prodigy: ACTI10B
GEnie: ACTIVISION
America OnLine: MEDIAJAKE or use keyword "ACTIVISION" to locate the Activision forum.
Internet: support@activision.com ***or*** http://www.activision.com

For customer service outside of the U.S. refer to the Warranty at the end of this manual.

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The Comedy Collection CD Registration Card

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Last Name _____ First Name _____

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Zip Code _____ Country _____ Phone _____

Internet address: _____

Place of purchase: _____

Player's age: _____ ☐ M ☐ F Purchaser's age: _____ ☐ M ☐ F

About your computer: ☐ IBM Compatible ☐ Macintosh ☐ Power Mac ☐ Other _____

Processor: ☐ 486 ☐ 68040 ☐ Power PC ☐ Pentium ☐ P6 ☐ Other _____ **Speed:** _____ Mhz

Memory: ☐ 2 MB ☐ 4 MB ☐ 8 MB ☐ Over 8 MB **Hard Drive Size:** _____ MB

Disc Drive(s): ☐ 5.25" ☐ 3.5" ☐ CD-ROM drive **Graphics:** ☐ VGA ☐ Super VGA ☐ Mac Color ☐ Mac B/W

Peripherals: ☐ Joystick ☐ Mouse **Modem Speed:** ☐ 2400 Baud ☐ 9600 ☐ 14,400 ☐ 28,800 ☐ Other _____

Operating System: ☐ DOS ☐ Windows ☐ Mac ☐ Other _____

Sound Card: ☐ Ad Lib ☐ Sound Blaster ☐ Roland ☐ Media Vision ☐ Other _____

Preferred Game Type: ☐ Action ☐ Adventure ☐ Role playing ☐ Sports ☐ Simulation ☐ Education ☐ Kids Ent. ☐ Strategy ☐ Other _____

Video game machines in your home: ☐ Super Nintendo Entertainment System ☐ Sega Genesis ☐ Sega CD ☐ Atari Jaguar ☐ 3DO ☐ Game Boy ☐ Game Gear ☐ Saturn ☐ Sony PSX ☐ Ultra 64 ☐ Other _____

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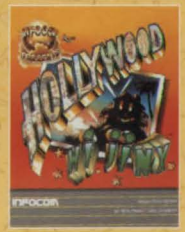
Where did you hear about our product? ☐ Store shelf ☐ Friend ☐ Magazine ☐ Other _____

INTERACTIVE FICTION FROM INFOCOM

THE COMEDY COLLECTION

SUSPENSE UNDER THE BIG TOP!

BATTLE WITH THE POWERS THAT BE!



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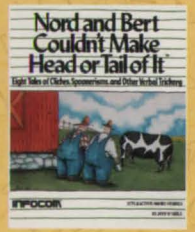

IT'S A PUNNY, PUNNY WORLD.