

THE FANTASY COLLECTION

HANDBOOK

- ENCHANTER
- SEASTALKER
- SORCERER
- SPELLBREAKER
- WISHBRINGER

Bonus Titles:

- PLANETFALL
- ZORK 2

Credits

THE
FANTASY
COLLECTION

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Credits

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Welcome to the Infocom Fantasy Collection!

Close to twenty years ago, a game called Zork took the MIT campus by storm. Following on the heels of the very first interactive fiction game, Zork opened up a whole new realm of gameplay. The creators of these text adventures strove for surprising plot twists, mysterious unknown worlds to explore and intriguing characters previously only found in role-playing games like "Dungeons and Dragons."™ The purpose of these games was to challenge the imagination with computerized fiction, and the popularity of this new gaming experience soon gave rise to the creation of the company Infocom.

Infocom created an unparalleled modern form of literature that no other game company has attempted to explore. The unique text adventures in this collection carry the strength of a good novel which has been taken to a new level, inviting the player to take an active role in the storyline.

We at Activision appreciate the sustained interest and support that our Infocom games have received for two decades. As a significant piece of video game history, Activision is proud to present these classics to you.

The Infocom Fantasy Collection draws you deep into five captivating adventures providing you with the rich characters and stories of classic fantasy tales. This Fantasy Collection attempts to take your imagination beyond sorcerers, magic and enchanted spells and into fantastic interactive worlds you can actually influence. We wish you many hours of magical interactive enjoyment.

If this collection delights you as we know it will, be sure to explore other interactive fiction collections from Infocom:

- The Infocom Mystery Collection
- The Infocom Sci-Fi Collection
- The Infocom Comedy Collection
- The Infocom Adventure Collection

Enjoy!

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Enchanter

Welcome to the world of the Enchanter saga — a world where magic is commonplace, a world where guilds of professional magic-users spend their lifetimes mastering the intricacies of thaumaturgy, a world where great forces of evil must constantly be held at bay. An evil Warlock has subjugated the land to his power. All who have opposed him have failed. But many years ago, in another age, the great Elders of the Circle of Enchanters foresaw the possibility of these dreaded occurrences. They realized that no fully accomplished Enchanter could penetrate the Warlock's defenses unrecognized, and knew that the task of freeing the land would fall to a journeyman conjurer. You have been identified as the Apprentice Enchanter who must save the land from the Warlock. As a fledgling Enchanter, you have learned your lessons but have not faced all your tests. You possess great power, but in the ranks of necromancers you are a lowly and ignorant person indeed. You have been well trained in the basics of magic, and you will be greatly aided by the spells you know and the spells you will learn. But you must also rely on your powers of observation and quick wits.

About the Author

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

Dave Lebling was born in Washington, D. C. and grew up in suburban Maryland. He attended the Massachusetts Institute of Technology, and worked at MIT's Laboratory for Computer Science, where he developed an interest in computer entertainments. He was a co-author of the original mainframe ZORK. He has co-authored ZORK I, ZORK II, ZORK III, and ENCHANTER, and written STARCROSS and SUSPECT on his own.



The history of magic can be broken down into four distinct periods: the Empirical Age, the Scientific Age, the Industrial Age, and the Age of Guilds. Each of these will be explored in some depth in order to give the reader a sense of the course of events which has shaped the use of magic in today's society.

The Empirical Age

Primitive cultures had naturally assumed that the disorderly nature of our world was due to such supernatural causes as magic. With the founding of the “natural” sciences, however, nature was increasingly viewed as being orderly. As the sciences progressed, the knowledge and lore of magic largely disappeared. As early as the 5th century GUE (Great Underground Empire), however, such students of the mystic arts as Bizboz and Dinbar thoroughly examined ancient writings on the subject. Bizboz himself wrote what became the seminal work in Thaumaturgy, “On the Presence of Incredibly Weird Stuff Going On,” in 473 GUE, in which he claimed to have discovered “for-the-most-part Natural Rules” by which this “Weird Stuff” is ordered.

This work was ridiculed by the leading scholars of the time, leading to Bizboz’s removal from the faculty at the Galepath University, and, eventually, to his tragic suicide in 475 GUE. His work, however, encouraged others in the pursuit of magical knowledge, with mixed results. Charlatans, claiming to have created magical potions and powders, regularly fooled the gullible population into buying potions which claimed to do such things as “reverse hair loss” and “draw Trebled Fromps in Double Fanucci.”

Such appeals to public ignorance led King Duncanthrax in 672 GUE to write the Unnatural Acts, which provided stiff penalties for those convicted of selling “Unnatural or Supernatural substances.”

Scientific Age

While the charlatans were at work, serious students took up the cause of magic, attempting to explain the natural world as a by-product of the interrelated workings of the sciences of Physics, Medicine, Chemistry, Mathematics, and Thaumaturgy. Their success in demonstrating the so-called first principles of Thaumaturgy, namely Presence, Incantation, and Unusual Effect, led to a loosening of the Unnatural Acts to allow what became known as Scientific Thaumaturgy. During this period, the first chapter of the Guild of Enchanters was founded at the tiny hamlet of Accardi-by-the-Sea by the great thaumaturge, Vilboz.

During the reign of Frobwit the Flatter (701–727 GUE), the art and science of Thaumaturgy flourished. The first reliable Incantation Device, known to scholars as the Hyperbolic Incantation Concentrator, was produced at the Thaumaturgical Institute in

723 GUE. The long, thin, portable device, nicknamed the “magic wand” by the lay press, became an instant sensation among the populace, and gained a certain measure of respect for the fledgling science.

A major advance in Thaumaturgy occurred when Davmar, working in newly-crowned King Mumberthrax Flathead’s laboratory, discovered a means by which Incantation could be stored on special Presence-imbued paper. These so-called scrolls were found, however, to be destroyed during the spells’ Incantation. Nonetheless, scrolls soon replaced the temperamental and poorly-understood “wand” as the primary means of Incantation.

The problem of imbuing Presence became a deterrent to the rapid growth of magical science. The creation of a single powerful scroll could take literally months for even the most creative and productive thaumaturge. This roadblock prevented the widespread use of magic for generations.

Industrial Age

The Industrial Age dawned in 769 GUE with a discovery by a little-known thaumaturge named Berzio. Berzio, working for years in his own self-made workshop and often going for days without food, drink, or sleep, created the means by which Presence could be transferred from a scroll to a specially impregnated paper by use of a simple spell, which he named after his dog, Gnusto. This paper, in turn, held the Presence even after the Incantation had been finished, solving the major problem in spell production. The euphoria which greeted this discovery was tempered by the finding that very powerful spells could not be transferred in this way. Nevertheless, spell "books," which were capable of holding dozens of spells, were produced in great number, leading to the founding of a new industry.

Another advance in Thaumaturgy occurred with the finding that certain liquids and powders could be imbued with the magical Presence. Such potions are of great interest, although their limitations have prevented them from supplanting scrolls as the primary method of Incantation. The first of these potions, which obviates the need for food and drink, was given the name BERZIO, in honor of the great thaumaturge.

Age of Guilds

As the use of magic became more prevalent, so did the problems inherent in its use. Since magic had become available to people in all professions, conflicts arose. One famous issue involved the question of whether the plumber's FIZMO spell ("cause stopped-up pipes to unclog") could be sold as a digestive aid by physicians. The issue came to a head in the aftermath of the Endless Fire of 773 GUE, so named because it burned for 4 weeks after destroying the city of Mareilon. It was later found to have been started by a civil servant who thought he was casting the ZEMDOR spell ("turn original into triplicate") but who, instead, cast the ZIMBOR spell ("turn one really big city into lots of tiny, little ashes").

This led Lord Dimwit Flathead (the Excessive) to issue a series of 5,521 edicts over the following few weeks, which had the effect of severely limiting access to magic (and, incidentally, lawyers). Henceforth, all magic was entrusted to the various Guilds of Enchanters, which by now existed in many small communities. Each Guild, whose elders comprised the so-called Circle of Enchanters, was empowered to form schools for the training of new Enchanters. This official sanctioning of the Guilds led to the formation of numerous other chapters, with membership in the various Guilds in excess of 2,000 by the year 800 GUE. Despite the fall of the Great Underground Empire in 883 GUE under the

feeble-minded reign of Wurb Flathead, the Guild of Enchanters remains virtually unchanged in character today.

Today's Enchanter

Since the fall of the Empire, magic has again become a mysterious art, practiced primarily by trained Sorcerers, although a few spells, such as UMBOZ ("obviate need for dusting") and NERZO ("balance checkbook"), have been approved for over-the-counter sale. Upon graduation from an accredited Thaumaturgical College, an Enchanter is given a spell book with a few spells, none of which has great power. As an Enchanter continues his or her studies, new spells may be obtained; these may be copied into a spell book for use whenever the occasion warrants.

The Enchanter's job is not as easy as is commonly thought. An Enchanter must memorize a spell written in a spell book before casting it. (Spells on scrolls and those which have been permanently etched in the memory by training needn't be memorized.) Moreover, if an Enchanter needs to use a particular spell

twice, it must be memorized twice, since the effort of casting it makes it a jumble in one's memory. In fact, even a night's sleep will make an Enchanter forget any memorized spells. But, in spite of the rigors of spell casting, the personal rewards are great, and the job of Enchanter remains a popular and well-respected vocation.

An Afterthought

The most fitting words regarding the history of magic were written over a century ago by the renowned historian Ozmar in 821 GUE. He wrote: "The greatest irony is this: that the ancients of our kind were nearer to knowing the truth about Science than those who called themselves Scientists. Science has taught us much and given us new words for old mysteries. But beneath these words are mysteries, and beneath them more mysteries. The pursuit of Magic has given these mysteries meaning and provided for our people great benefits unrealized as yet by Science. One day, perhaps, a great union will be formed between Magic and Science, and the final mysteries will be solved."

**: If you truly are the one
brave enough to face
unspeakable peril,
let your wizardly
powers reveal
our words.**



∴ Hear us ...

**We, the Circle of Enchanters,
have foreseen that a ruthless and
powerful Evil may one day
seize this land.**

**Should that time
arrive, we also foresee the coming
of age of a young Enchanter,
one whose heart and wits may
triumph over the Warlock's dark
necromancy. It is our hope that
this Enchanter hears our words.**

! We cannot see your face through the mists of time/ but this we know in truth ... You are promising in magic but have not gained your full skills. That is as it must be/ for the Warlock would recognize one of the Council of Elders and would sense the presence of a more powerful Enchanter. Thus/ in your obscurity you may find your way to his lair before he knows the mortal danger you pose.

:Four spells will arm you as you begin your quest. FROTZ shall turn darkness to light. NITFOL shall build a bridge of language to all the animals of the land. GNUSTO writes magic; by it you shall commit spells to your treasured spell book. BLORB is a spell of protection; with it you may guard your most precious possession.

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

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

The Circle of Enchanters

The Circle of Exhonor

SEASTALKER

In SEASTALKER, you are a famous young scientist and inventor. As the story opens, you are working in your private lab when the commander of the Aquadome calls you for help. The Aquadome is being attacked by a huge mysterious sea monster!

It's time for action! To get to the Aquadome, you'll have to travel through Frobton Bay to the ocean in your latest invention: a two-person submarine called the Scimitar. It's equipped with many features useful for research, including a searchlight, grasping extensor claws, sonarscope, depth control, and automatic pilot. But it has no weapons, so you'll need help to make it ready to deal with a monster. Fortunately, your good friend "Tip" will keep you company and assist you on your rescue mission. Soon, though, you'll find yourself in a real pickle: while the sea monster attacks the Aquadome from the outside, a traitor may be sabotaging it from the inside! You'll have to be clever and quick to save the Aquadome from this double danger.

The object of the game is to save the Aquadome from danger. You'll have to navigate your sub, the Scimitar, to the Aquadome, and then start solving the mystery with the help of the people that work there.

Some clues to help you get started.

1. Answer the videophone
2. Turn on the microphone
3. Ask Bly about the problem

Your sub moves at three speeds: SLOW, MEDIUM, and FAST. To set or change your speed, just type SET THROTTLE TO SLOW (or MEDIUM or FAST) and press the RETURN (or ENTER) key. If you want to DIVE TO 5 METERS, just type it in. (Your sub dives in multiples of five meters: 5, 10, 15, 20, etc.) If you want your sub to SURFACE, just type it in.

Special Commands for Seastalker

ADJUST	EMPTY	LISTEN	SHOW
AIM	ENTER	LOOK	STOP
ANSWER	EXAMINE	MOVE	SURFACE
ARREST	EXIT	OPEN	TAKE
ASK	FILL	POINT	TELL
ATTACK	FIND	PULL	TEST
BRING	FIX	PUMP	THANK
CLIMB	FOLLOW	PUT	TIE
CLOSE	GIVE	RAISE	TURN
CUT	KICK	READ	UNLOCK
DESTROY	KILL	SCREW	UNTIE
DIVE	KISS	SEARCH	WAIT
DOCK	KNOCK	SET	WALK
DROP	LAUNCH	SHOOT	YELL

Use the following only when indicated by Seastalker.

Infocard #1

- 1) Look inside that "_____."
- 2) Tell me about the _____ in the Scimitar.
- 3) Put the black box on the sonar equipment. Then send _____ to check the sonar system. See if he reports the black box.

Infocard #2

- 1) _____ is in his dormitory locker.
- 2) Ask _____ to fix the Scimitar.
- 3) Look at the _____ that Tip brought along.

Infocard #3

- 1) Check the _____.
- 2) Has the _____ been sabotaged?
- 3) A _____ must be inserted in the reactor. Sharon was supposed to do it.

Infocard #4

- 1) Who removed the _____ while you were in the docking tank?
- 2) Get behind _____ and shoot hit power pod.
- 3) Tip says, "We know what was causing it-but _____ doesn't know that we know."

Infocard #5

- 1) Check the _____ under your seat.
- 2) The gate won't respond to remote control signal without _____.
- 3) Don't forget the _____.

Infocard #6

- 1) _____ has a Universal Tool that fits anything.
- 2) The _____ was last seen to the southeast.
- 3) If you shot the Snark with the _____, it will be intact for scientific study.

Infocard #7

- 1) Try the _____, it can probably dent anything.
- 2) "Doc" may be able to make a Snark _____.
- 3) Fit the prospecting bazooka to the Scimitar's _____.

Infocard #8

- 1) The Aguadone needs help! Take the _____ there at once.
2. Turn on the _____.
3. There's no response because there's no _____.

About the Authors

Stu Galley was a student of physics and journalism when he discovered computers, which at the time were mostly just big number-crunchers. At first he thought computers were too much fun to be taken seriously, until he decided that physics was too little fun to be taken seriously. At MIT he discovered computer games and Lisp-like languages and met the other founders of Infocom. He began writing interactive fiction in 1982 and has authored *The WITNESS™* and *SEASTALKER*, both for Infocom. His son enjoys interactive fiction more than his wife does.

Jim Lawrence has written fiction extensively for both children and adults in a variety of media: books, magazine articles, film and radio scripts, and comic strips, including "decision" strips. He estimates that he has written some sixty books of fiction, many of them under pen names, for series like Tom Swift Jr. and Nancy Drew. His radio credits include weekly scripts for Sergeant Preston of the Yukon, The Green Hornet, and Sky King. He has written for, and in some cases created and illustrated, the comic strips Dallas, Joe Palooka, Captain Easy, Friday Foster, and Buck Rogers. *SEASTALKER* is his first published work of interactive fiction.



The White House, 1600 Pennsylvania Avenue, Washington, D.C. 20500

Dear Friend,

Congratulations on your election into the Discovery Squad! I knew that one day you would join the ranks of this elite group of inventors. Everyone here in Washington is happy for you. But I'm wondering, how are you going to make the acceptance ceremony next week if you're right in the middle of testing your new sub, the Scimitar? Awards on Monday, submarine launch on Tuesday—you must not get much rest!

In any case, I'm not going to be able to fly in for the Scimitar's christening because I have to be in China for some diplomatic business. But, after you've finished your first mission, heaven knows what it might be, my wife and I would like you to come to the White House for a visit. She's never met anyone from the Discovery Squad before, and she's really looking forward to entertaining a true American hero.

Once again,
Congratulations,

The President

The President

Submariner's Progress Log

Sub's name _____ Captain's name _____

DATE	WIND SPEED	SAVED PLACE	SCORE	REMARKS

Submariner's Progress Log, continued

Sub's name _____ Captain's name _____

DATE	WIND SPEED	SAVED PLACE	SCORE	REMARKS

Inventions Unlimited

Personnel File

TIP RANDALL—Tip is your closest pal and constant companion. Basically, there's nothing this guy can't do. He's an expert pilot, submariner, surfer, and swimmer. He's more of a jock than an inventor such as yourself, but his bulldog courage and rollicking high spirits make him a great companion in any adventure.

COMMANDER ZOE BLY—This woman's delicate beauty is hard to resist, but when you start to talk to her—wow, what a tough one she is. For one thing, she's a champion athlete and a superachiever. For the past three months now, she's been commander at the Aquadome. She's an honor graduate of the Navy Frogman School and the Galley Institute of Technology. You'll see soon enough that she doesn't have much patience with people who don't meet her standards. And that attitude tends to make some people real mad.

MICK ANTRIM—Mick was probably out earning a buck before most of us were even born. In fact, you won't find anybody who knows more about nuclear power, undersea navigation, or communications. That's pretty good for a guy who never had a formal education. But Mick doesn't like to settle arguments with his tongue; he'd rather use his fists. Naturally, he doesn't take well to Commander Bly's kind of discipline.

MARV SIEGEL—This guy knows more about sonar gear than anyone at Inventions Unlimited. His experience comes from having worked for the Defense Department. He fits in well with his co-workers at the Aquadome, and he's even learned how to scuba dive.

BILL GREENUP—Bill comes from a different background altogether. Basically he used to be a beach bum with a knack for scuba diving and "shade tree" mechanic work. Now he's joined society in a big way. He's cut his hair and found himself a job as a crack scuba diver at the Aquadome.

WALT "DOC" HORVAK—Walt's probably the most dedicated scientist around, so dedicated that sometimes you get the impression he's a loner. He's always working on some new experiment or scuba diving. Walt doesn't look like the "doctor" type, but he spent a lot of time working in a hospital before he got interested in marine biochemistry. If you're looking for any kind of medical advice, he's the one to ask.

SHARON KEMP—She's fresh out of college—the Massachusetts Institute of Technology. Naturally, she's pretty familiar with all types of science and technology, and this job as an inventor's assistant fits her well. Her father was a famous college professor and an old friend of your father's. In fact, sometimes you get the feeling that she's your own sister. But there's something about her that you just can't get close to.

AMY LOWELL—She's a Navy woman through and through. Always a tomboy at heart, Amy's been to the Navy Frogman School and had lots of neat jobs like this one. She's still in college at Columbia University and works at the Aquadome during the summer.

DR. JEROME THORPE—Dr. Thorpe is one of those scientific geniuses who lock themselves up in their labs and discover things. Unfortunately, sometimes the things they discover or create aren't too good. Thorpe's claim to fame is his AH (AMINO-HYDROPHASE) organisms that he supposedly manufactured from the AH molecule. There's an interesting article about him and his experiments in the Science World magazine.

Equipment and Controls

Lab Equipment

COMPUTESTOR—It's a machine for troubleshooting your inventions, machines, or systems. It is connected to several other machines in the lab. To use it type ASK COMPUTESTOR ABOUT (a device).

MICROWAVE SECURITY SCANNER—It sweeps the entire grounds of the Research Lab with harmless microwaves. Any human not wearing a special identification badge will be detected if they are on the property. If intruders are detected, the alarm will beep loudly.

ELECTRICAL PANEL—Inventions Unlimited generates its own electrical power. Your lab receives its power through the electrical panel that's located in the corridor just EAST of your lab.

CIRCUIT BREAKER—This breaker controls the power supply to all videophone equipment in the lab. It can be tripped by anyone inside the lab by simply flipping the switch.

VIDEOPHONE—This communications device is connected to the Aquadome and all other Inventions Unlimited buildings. It's in the middle of your lab and it works like a telephone. But instead of just listening to other people, you can look at them on a screen. Answer the videophone by turning it on, then turn the knob to tune it in.

Sub Equipment and Controls

BRASS SEARCH LIGHT—This light comes on automatically when your sub descends beyond the depths of sunlight penetration. You can aim it left or right (port or starboard) to illuminate objects up to 1000 meters away.

REACTOR—The Scimitar is powered by a midjet nuclear reactor. The secret of the reactor is a special capsule that must be inserted into the reactor by the push of a lever that starts the fusion process.

SONARSCOPE—This instrument works like radar and shows you solid objects or Sea Cat sonar signals within 2500 meters in any direction and at the same depth as the Scimitar. Reading the sonarscope is like reading the nautical chart in this package. As you read it, remember that your sub always appears directly in the middle of the screen. So, as you move, it may look as if the land is moving instead of you. If you're on a collision course with something, a yellow light will come on. This light will turn red and a loud buzzer will sound if you're within one turn of a collision. You should change course any time a yellow or red light appears.

SONARPHONE—Underwater communication relies on sound waves that are sent and received over this sonar transceiver. The sonarphone has a loudspeaker for communicating messages. It comes on automatically when signals are incoming.

DEPTH FINDER—This device uses echo soundings to determine the depth of water under the sub. It is usually turned on when the sub is moving. During a dive, an orange warning light comes on and a warning buzzer

sounds when the sub comes within 10 meters of the bottom. The light turns red and the buzzing becomes shriller when the sub comes within 5 meters of the bottom. You must take immediate action when this happens.

TEST BUTTON—Many of your inventions have built-in self-testing devices. This troubleshooting circuitry is activated by pushing a test button. The test results are then displayed on a readout.

ENGINE COMPARTMENT—It is located through an access panel in the bulkhead just below and to the right of the control panel. If you have to enter this area, be careful. Too much movement or wiggling around may pose serious dangers.

EMERGENCY OXYGEN GEAR—This is a little canister of oxygen that you can wear around your neck. When you turn the valve, you can breathe air through a straw at the top. There is one canister in the Scimitar.

EXTENSOR CLAWS—These are remote-controlled devices on the outside of your sub and are used for hunting and probing. They can be swiveled and aimed in any direction. The commands

for moving the claws are TAKE, DROP, AIM, SHOOT.

Aquadome Equipment

EMERGENCY SURVIVAL UNIT—This equipment can save your life should your sub develop major problems. It has two parts:

1. an alarm that goes off if your sub runs low on oxygen or the air pressure starts to drop;
2. a needle that jabs you and wakes you up if you've passed out or don't answer the alarm.

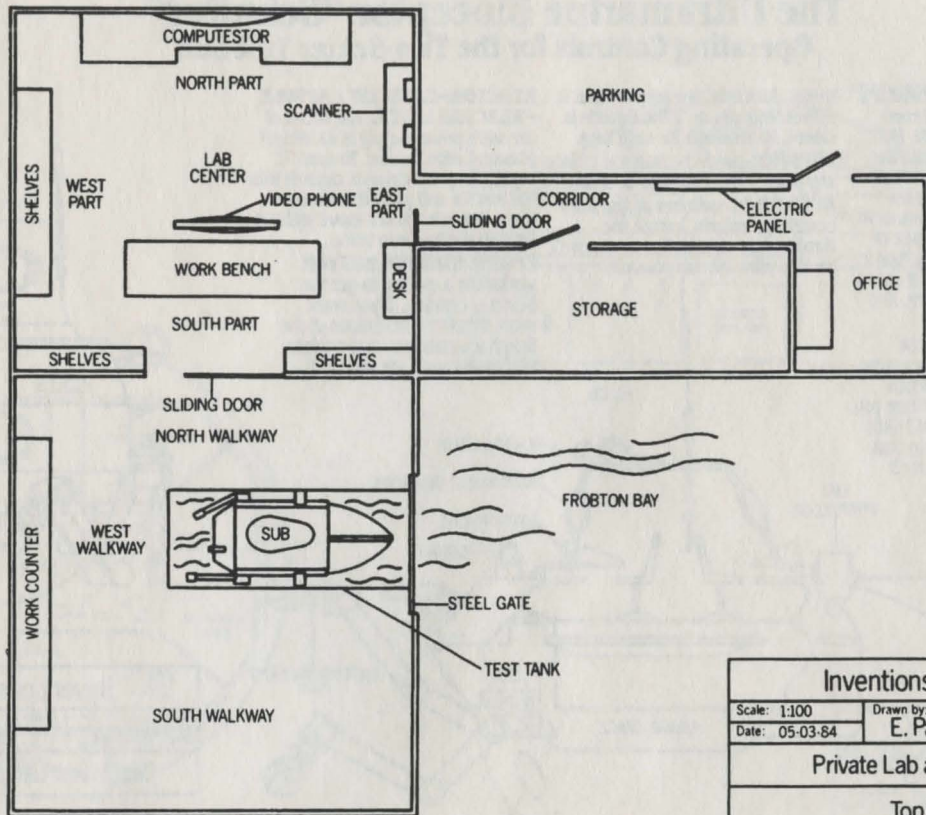
AQUATIC DART GUN—Originally designed as a tranquilizer gun, this dart gun may be helpful if you encounter a large creature. Each dart contains a tranquilizer and can be shot at a fish to make it drowsy.

The "49er" PROSPECTING

BAZOOKA—This bazooka is useful for prospecting in undersea rock formations. Instead of a bullet, it fires a hollow tube that bores into rock. When it's removed from the rock, this tube contains a core sample that can be raised to the surface with a winch. The

49er is usually fired by a diver from a shoulder-held position.

SEA CAT—This interesting little craft is an Inventions Unlimited creation that crawls along the sea bed like an underwater bulldozer. The Sea Cat is segmented into two parts, the main body that crawls along the bottom, and a rear power pod that propels it. Mounted directly above the main body is a single rocket pod that can be fired in any direction ahead of the craft.



Inventions Unlimited		
Scale: 1:100	Drawn by: E. Parker	Drawing number: L-62-9
Date: 05-03-84		
Private Lab and Test Tank		
Top View		

The Ultramarine Bioceptor "Scimitar"

Operating Controls for the Two-Seater Test Sub

THROTTLE controls the Scimitar's speed. There are four speed commands: STOP, SLOW, MEDIUM, FAST. If you SET THROTTLE TO SLOW, the Scimitar travels through one "sea square" each turn. (You can see these "sea squares" on the nautical chart of Frobton Bay. Each side of a square is 500 meters long. That's about 1/3 of a mile.) MEDIUM speed is two "sea squares" per turn, and FAST is three.

DEPTH CONTROL directs the Scimitar's automatic guidance system to keep you a certain depth below the water's surface. When you SET DEPTH TO (a number) METERS, the Scimitar starts moving to that depth. It will change depth by 5

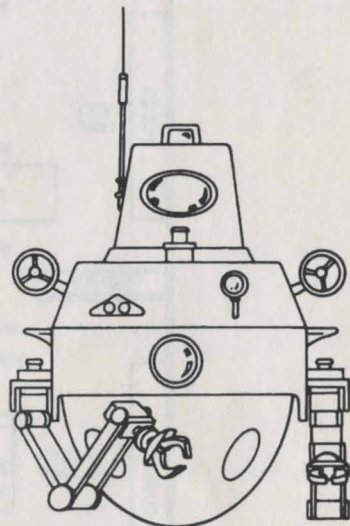
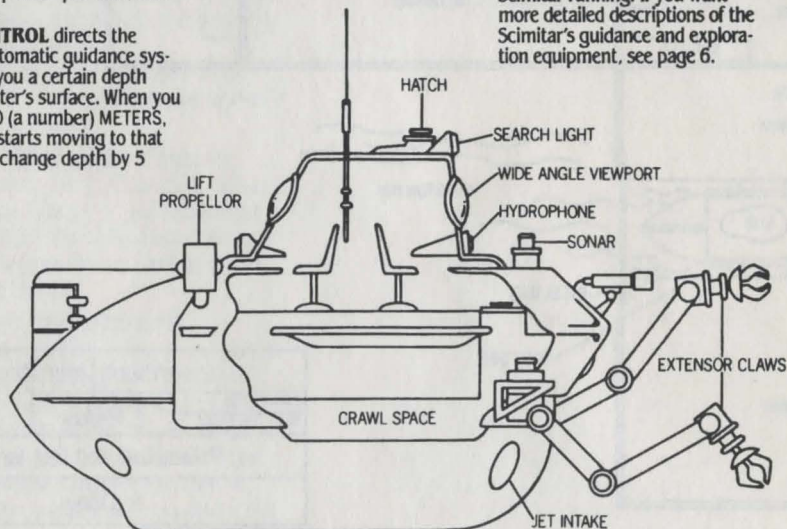
meters for each "sea square" that it moves through, or, if the throttle is closed, by 5 meters for each turn.

JOYSTICK turns the Scimitar to face any of the eight compass directions.

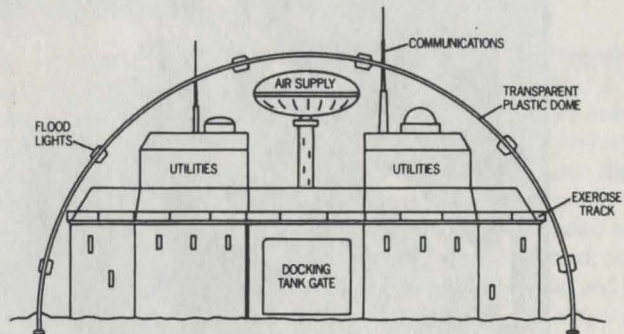
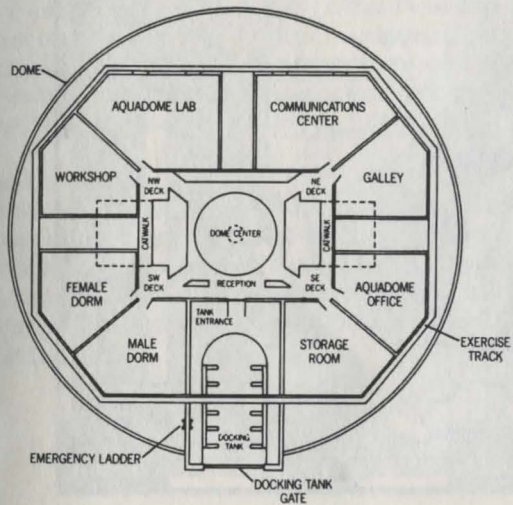
AUTO PILOT switches all the sub's operating controls, except the throttle, into automatic, so you don't have to pilot the sub yourself.

REACTOR-CATALYST CAPSULE - REACTOR LEVER. The secret of the sub's power supply is its midget plasma-fusion reactor. To make it work, you put a catalyst capsule into the reactor and push the reactor lever. The sub will not move without a catalyst capsule in place.

ENGINE STARTER BUTTON works like a car key to get the Scimitar running. If you want more detailed descriptions of the Scimitar's guidance and exploration equipment, see page 6.

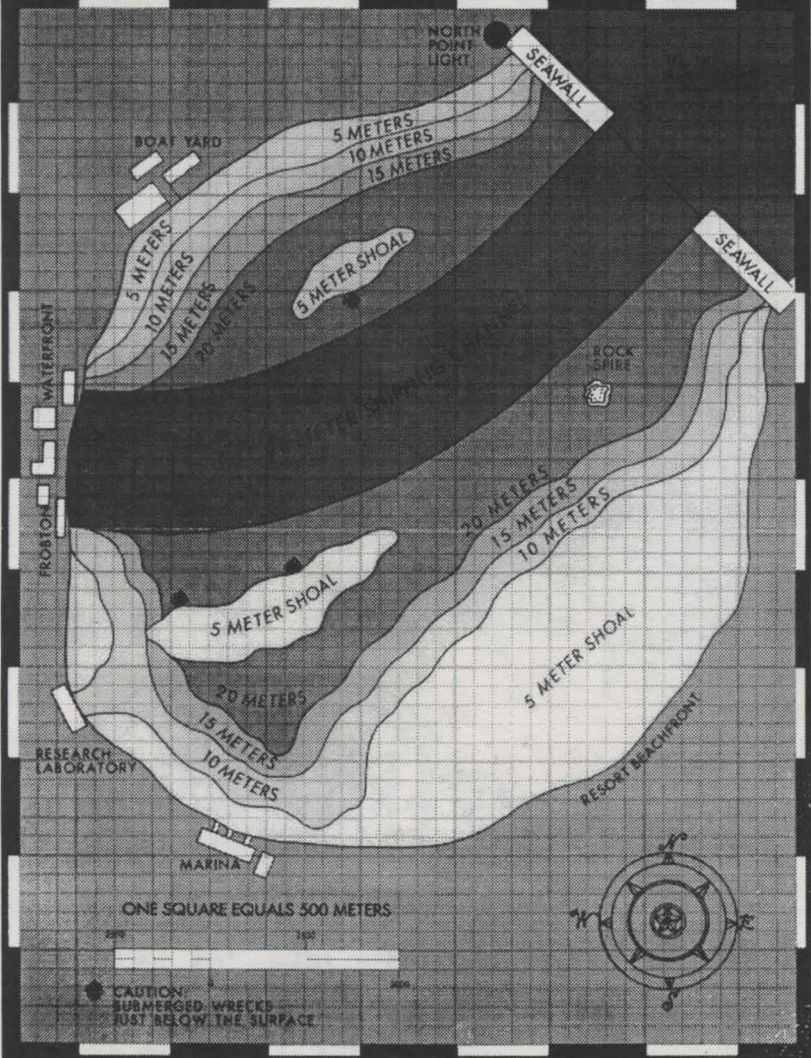


Inventions Unlimited		
Scale 1:40	Drawn by E. Parker	Drawing number S-513-7
Date 05-03-84		
Test Model Ultramarine Bioceptor		
Side View, Front View		



Inventions Unlimited		
Scale: 1:200	Drawn by:	Drawing number
Date: 05-03-84	E. Parker	A-503-2
Aquadome, Undersea Research Station		
Side View, Top View		

A nautical chart of Frobton Bay. For navigational reference only



Sorcerer

Welcome to the world of the Enchanter saga — a world where magic is commonplace, a world where guilds of professional magic-users spend their lifetimes mastering the intricacies of thaumaturgy, a world where great forces of evil must constantly be held at bay. 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 fulfillment 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 his tutelage, learning the ways of magic from one of the world's most learned practitioners. But lately, Belboz has seemed troubled, preoccupied, withdrawn ... small things 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 short the last few days, and the look in his eyes sends cold shivers down 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 used by the forces of darkness instead of the forces of light, who knows what would result? And now, unbeknownst to you, Belboz has vanished.

About the Author

Steve Meretzky was born in mid-1957, frightening the Soviet Union into the early launching of its Sputnik satellite. Meretzky's gestalt was shaped by a number of painful childhood experiences, including rooting for the New York Mets. He blames his interactive fiction on a combination of growing up in Yonkers and studying at MIT. (We use "studying" in the most general sense.) Meretzky has never been a rutabaga farmer, and believes that eating granola is a decision that should be left to the individual's conscience. Meretzky now lives near Boston. He apologizes for PLANETFALL and SORCERER, but refuses to take full responsibility for THE HITCHHIKER'S GUIDE TO THE GALAXY.



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.



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.



NABIZ

A nabiz is mostly mouth, that is mostly teeth. Instinctively attacks enemy's weak point. Contrary to folklore, cannot fly, but leaps vast distances. Is repulsed by the color blue; hence that color's popularity in adventurer's grab. Nabiz are purple - black - black - black - 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 Borphsee County Penal Codes. A newly-shaved surmin is black - black - purple - red - black.



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.



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



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 - grey - purple - red.



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



DRYAD

Also called "tree sprite." Beautifully 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.



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 it own turf, even in pursuit of prey. Hellhounds are purple - white - grey - red - grey.



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 CRT screen, orcs are red - gray - purple - gray - red.



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.

INFOTATER

The POPULAR ENCHANTING

Gazing Into the Orb

LETTERS TO THE EDITOR

To the editor: In your otherwise excellent article on the FILFIRE spell, you neglected to mention its derivation. FILFRE is a modification of the expression "Feel Free," which perhaps explains its unrestrained use among some Enchanters.

P.D.L., Borphee

To the editor: So Orkan of Thriff is now selling wand racks? He's a Guildmaster, not a carpenter! Next thing you know, actors will be selling salad dressing.

H.D.A., Accardi

To the editor: I'm sure many of your readers would be suprised to learn that there are some remote areas of the Empire where people still do not practice magic. An article about these under-developed communities would be quite amusing.

S.W.G., Mithicus

To the editor: Your recent article entitled "Should Enchanters in Glass Mazes Throw Stones?" reminded me of a few other age-old questions that perhaps modern magic can answer: Which came first, the time paradox or the tamed parrot Awkes? Is a zorkmid truly the root of boll weevils? If the land were the sky and the sky were the land, would things fall up and grow down?

S.E.M. Whereabouts Unknown

SPECIAL BOOK EXCERPT:

"Spells and the Single Sorcerer"

by Wilbar Memboob

[This is the second of three excerpts to appear in POPULAR ENCHANTING magazine. Last month's installment dismissed many of the myths surrounding single Sorcerers, among them the common notion that single Sorcerers like granola. This month's installment is adapted from chapter "friendship...and More," and discusses the importance of making a good first impression. The final excerpt, discussing such practical matters as spells for single-serving potions and Aolitaire Fanuccii, will appear next month. Wilbar Memboob is the author of "The Joy of Spells" and "The Enchanter Never Rings Twice: 101 Uses for REZROV."]

Many otherwise fine and distinguished Sorcerers are shy or ugly, or, generally, both. This does not mean, however, that they must lead a solitary existence or abstain from the simple pleasures of courtship. Several thaumaturgical suppliers sell a WIDE assortment of self-improvement spells and potions, and unless you are "dobold ugly," most will work with few or no unpleasant side effects.

It is impossible to predict when a particular self-improvement spell or potion will be needed (unless one is a very, very good Sorcerer). carrying a six-pack of assorted potions can therefore save a situation. For instance, suppose you were walking beside a field of blossoming dragonidism and you met an attractive person of the opposite sex. would this person remark "Aren't the dragonidils lovely," you might reply: "Oh, is that what they are?" or simply "Yes." or, worse, "I've seen nicer." But if you had in your possession the SIRANO potion, you might surreptitiously quaff it and reply : "As lovely and golden as the rain-washed air is clear and sparkling, and fragrant and fresh as you eyes are poetic and inspiring." You must of course realize that you get what you pay for. Some so-called "discount" or "bargain" potions are no bargain at all. A SIRANO potion that wears off mid-sentence can be disastrous, as you're likely to say the first thing that comes to your mind, which is bound to be ridiculous: "Your lips are like rubies, your eyes like alabaster, your hands like...like poached rotgrub."

Once you have captured your new acquaintance's attention with a charming or witty remark, you must act fast! Many Sorcerers cast the FAIFT spell ("change appearance to look younger") on themselves. This is generally a mistake. If your face is reminiscent of a frog, you will suddenly look like a tadpole; if you're overweight, you may become a piglet. A better strategy is to cast the IMALI spell ("worsen eyesight") on your friend. The spell is painless and temporary, and should your dupe comment upon blurry vision, you might remember ELVIS Flathead's hit "LOVE IS BLIND," and suggest that your kind-hearted spell in fact prevented total blindness.

Before I am accused of condoning deceit as the basis for a relationship, let me state outright that the casting of spells - on yourself or on your partner - is permissible only for the first few days of a relationship. If you cannot keep your acquaintance's interest without magic, then you should let go and part ways. Particularly reprehensible are reports of Sorcerers casting body-deforming spells like BAYALA and MUSDEX on an unwilling partner to satisfy a personal preference.

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A RESURRECTION
SPELL FOR EVEN
THE MOST
INEXPERIENCED
MAGIC CASTER!
GASPAR™

From the company that developed BLORB and QUELBO comes the world's first gnustoable 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.

UNITED THAUMATURGY

"Spells and a whole lot more."

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

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Borphee, Land of Frobozz
for full-color catalog.

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.

BELBOZ AT 200:

Is Retirement in his Future?

Recently, Belboz the Necromancer was lecturing to a senior class at G.U.E. Tech's School of Enchantment in Greater Borphée. The great thaumaturge departed from his prepared text on "The Baffling Behavior of Babbling Baby Brogmoids Biting Broccoli" to discuss Enchanter's Ethics, a hot issue in magical circles these days, and he gave a predictably level-headed perspective.

"What are the criteria for determining which actions are morally right and morally wrong? The most famous answer is that power and might are never wrong. But can beauty, happiness, or fireworks be ignored? Certainly not. Doing the decent thing in the face of many juicy and despicable alternatives takes enormous willpower and always arouses the skepticism of others. And an orator who sprinkles a speech with flowery and vivid images to keep his audience glued to their seats is no more ethical than a Sorcerer who casts the FOBLUB spell to achieve the same ends."

Leaders espousing moderation or temperance are rarely heard or heeded at our universities in these dreary times, yet Belboz received a 30-minute sitting ovation from his audience. (Belboz had in fact used the FOBLUB spell on the audience, gluing them to their seats.) Such is the respect and esteem accorded to this wise, crinkly-eyed master Sorcerer, who turns 200 years of age this month.

Belboz is well-known as a model Sorcerer, an exemplar for all young Enchanters. Born an orphan near Aragain Falls in the Frigid River Valley, he was the eldest of six brothers and sisters. His guardian uncle, a well-to-do but simple-minded cave digger, tried to get young Belboz interested in construction work, but Belboz talked only about magic, reading everything he could find on the subject. His uncle finally relented and sent Belboz to Borphée Harbor, where he was tutored by a master, magician for the next 20 years. ("My uncle thought thaumaturgy was a communicable fish disease, and fancied I sat on a dock for 20 years telling carp to open wide and say 'ah,'" says Belboz.) He then spent a 30-year apprenticeship in the Accardi Chapter of the Guild of Enchanters, became a full-fledged Enchanter in 820 GUE, and traveled south to Gurth and Mithicus, where he pioneered research on anti-caking additives to magic potions. His

success in perfecting dozens of spells, notably the LOBAL spell ("sharpen hearing") and the CONBAK spell ("build strong bodies 12 different ways") brought him interprovincial fame and heralded his advancement to sorcerer after a mere 25 years. Unlike his peers, Belboz criticized the decadence of the royal family and foretold the collapse of the Great Underground Empire. Most fellow Sorcerers thought Belboz's warnings were shrill or foolish, but when the Empire did collapse in 883, Belboz said "I told you so." Belboz then returned to Accardi where, in 910, at the age of 153, he became Guildmaster of the Accardi Chapter. Perhaps his greatest success--certainly his most publicized--came in 952, when he destroyed the evil giant Amathradonis. Later that year he became the kingdomwide Secretary of the Guild of Enchanters, a post which he has held now for two terms.

With a life expectancy of 175 years, almost three times that of a layperson, most Sorcerers retire from the Guild and become Magicians Emeritus or Conjuraction Consultants long before they become bicentenarians. At 200, Belboz is the oldest member of the Circle of Enchanters, and is the oldest guildmaster ever. Speculation is rampant, then, whether the master Sorcerer has any plans to retire.

"We-I-I-I," the necromancer pondered last week during an interview with POPULAR ENCHANTING, "I would like to travel. I haven't crossed the Flathead Ocean for over a century. I'd also be interested in visiting more chapters of the Guild; our flummox in [see the editorial on page 2] clearly shows we need to get our house in order. And certainly I'd like to be able to do more fishing. But I am, really, just approaching my prime. Even though I am old, my strengths and powers are at their peak."

Ask whether he thought his age impeded his work, Belboz chuckled, "All Enchanters have youth-casting spells, of course, which accounts for our longevity. I have naturally improved upon these. But I've seen some 100-year-old Enchanters who think older than I do, and therefore they are older than I am. A youth-casting spell affects the body but not the mind. It is worthless if its subject has an old mind."

"Leadership stagnation" is a term that has been banded about lately by a number of junior Sorcerers, who feel that the lifetime appointment of Guildmasters is too long. "Guildmasters are like king, only worse," says a Sorcerer who requests anonymity. "A chapter dangles the Guildmaster post before its members like bait, enticing them to dedicate their life's work and devotion for it. A chapter selects a new Guildmaster only once in 30, 40, even 50 years. All the qualified Sorcerers who don't get chosen adopt a negative attitude knowing they'll be Guildmasters." This negative attitude, some say is passed on to Enchanters, who pass it on to apprentices, like some communicable fish disease. While no one mentions Belboz's name specifically, his 47-year tenure as Guildmaster is an obvious target of such complaints.

"I disagree completely with the idea that we dangle the Guild master's post like bait, and it's simply not true that all other qualified Sorcerers adopt a negative attitude," says Belboz. "I agree there may be some advantages to limiting the term of a Guildmaster. But I am most upset that a Sorcerer would take offense at not being chosen Guildmaster. A

Sorcerer should be above such lowly, jealous, and power-hungry thoughts, and anyone who thinks them deserves to be turned into a newt."

So fear not, Belboz fans: The great necromancer is not ready to quit. "Ask me about my retirement again," Belboz told us, "when I turn 300."

Wanted: Need one (1) KULCAD spell scroll; will pay top dollar. Used mine foolishly; won't make same mistake. Box F4.

Wanted: Enchanter for minor Cyclops eradication work, 2 to 4 days per month. Experience desirable. Box S4.

Wanted: Letters, reminiscences, etc., by or about the thaumaturge Berzio, who invented the GNUSTO spell; for biography by noted scholar and Frober. Box T6.

For sale: Rubber spell scrolls, rubber magic wands, rubber spell books, rubber avocados, and more! Great for gags! Largest selection of rubber products anywhere! Write for free catalog (must be over 54 years of age). Box Q5.

Personal: Dull, irritating Enchanter (M) seeks exciting, loving F for magic moments and possible lasting relationship. Must be truthful and kind, or good liar. No pros or adventurers need reply. Box Y3.

Personal: Shy, outgoing Enchanter (F) seeks lively, quiet Enchanter (M) to share the pleasures of smokeless fires. Must enjoy sadness. Box K9.

Lost: CLEESH spell scroll. Dropped while frog-watching in swamp. Small reward. Box I36.

Lost: Useless brass lantern. Has great sentimental value. Dropped long ago, far away. Would appreciate information leading to its return. Box Z1.

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- Nymphs available by the hour, by the day, by the week!
- We use exclusively the most polite and well-bred nymphs!
- Warning nymphs, guard nymphs, and serving nymphs our specialty!

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NATE'S DISCOUNT SCROLL HOUSE

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

SCROLLS	LIST	NATE'S
FROTZ	zm12	zm8
REZROV	zm12	zm9
BLOBB	zm16	zm12
NITFOL	zm16	zm14
QUELBO	zm19	zm15
GRIGPO	zm26	zm20
YOMIN	zm28	zm22
ONKIK	zm38	zm31
YIMFIL	zm46	zm36
VEZZA	zm90	zm74

SPECIALS	LIST	NATE'S
MAGIC AMULETS	zm120	zm99
WANDS: *BII	zm88	zm80
*UT	zm72	zm61
*SS	zm29	zm12
SCROLL RACK		
*72	zm12	zm4
*144	zm18	zm6
WAND RACK		
*6	zm12	zm2

Spellbreaker

Welcome to the world of the Enchanter saga — a world founded on magic, where guilds of magicians have mastered the powers of sorcery; a world now threatened with destruction. You distinguished yourself among the young Enchanters by defeating the evil warlock Krill, whose attempt to subjugate the land was thwarted by your cleverness, as your inexperience allowed you to succeed where others might have failed. This earned you a place on the Circle of Enchanters, second only to the great Belboz the Necromancer. Then Belboz himself was nearly destroyed, and your rescue of him from the evil demon Jearr earned you the ultimate honor given a mage, the leadership of the Circle of Enchanters. Now, a crisis has befallen the kingdom. Magic itself seems to be failing. Spells fail to work or go strangely awry, the populace is confused and restive, and even the Enchanters Guild is baffled. A great conclave of the Guildmasters is ordained, and it is at this conclave that the final conflict between good and evil begins to unfold.



About the Author

Dave Lebling was born in Washington, D. C. and grew up in suburban Maryland. He attended the Massachusetts Institute of Technology, and worked at MIT's Laboratory for Computer Science, where he developed an interest in computer entertainments. He was a co-author of the original mainframe Zork. He has co-authored Zork I, Zork II, Zork III, and Enchanter, and written Starcross and Suspect on his own



**DIMITHIO
OF BORPHEE**

*"Magic doesn't have to be great
to be useful, nor does magic have
to be useful to be great."*





Studied under Yooman, the
Musician Mage
Animal lover (adapted nitfol spell
for egg-laying mammals)
Tremendously well read and
good natured
Greatest skill: fireworks displays
Despised by Holnac the Cynic
Double Fanucci handicap: 127



**GUSTAR
WOOMAX**

*"If history can teach us the
difference between good and
bad magic, it can teach us
anything."*



Author of "A Brief History of
Magic," "Bizboz at Galepath,"
"Mage versus Archmage,"
"Revenge of the Dornbeasts,"
"The Granola Riots"
(co-authored by Wilbar
Memboob), and "The Coconut
of Quendor: Reality or
Illusion?"
Born in Greater Borphee, 880
Attended G.U.E. Tech, 907-911
Favorite author: Bizboz
Greatest skill: none known
Double Fanucci handicap: 620

BARSAP

"The hardest trick is making it look easy."

First performed before royalty, 850

Appointed Royal Magician, 875

Greatest skills: juggling, creative accounting

Guild membership revoked for dues evasion, 960

Last book read: "Magic with Mirrors"

Double Fanucci handicap: 19

BARBEL OF GURTH

"When I was a boy, I was told that any Enchanter could become a Guildmaster. Now I'm beginning to believe it."

Son of Delbor, advisor to Lord Dimwit P'lathead

Inventor of the golmac spell

Guildmaster of Gurth City chapter since 933

President of GAC (Gurth Arbiters Congress)

Greatest skills: arbitrating, speaking in tongues

Responsible for restoration of high enchantment dues

Double Fanucci handicap: 42

FORBURN THE WILY

"The Encyclopedia Frobozziça calls Double Fanucci a 'game played with cards.' I don't play games; I don't play anything."

Never formally studied magic
First won a spell book from an unsuspecting G.U.E. Tech student in a 902 Fanucci match

Raised the level of play in Double Fanucci championships
Brought new meaning to the word "chiseler"

Greatest skill: drawing Trebled Fromps
Double Fanucci handicap: 0.01

BERKNIP

"No one weeps for a necromancer."

Survived by 7 children and 39 grandchildren in 750 G.U.E. (he has since out-relived them)

Greatest skill: assisting historical biographers

Hobby: antiques (making and collecting)

Inexplicably afraid of swords and powdered milk

Vegetarian (adapted nitfol spell for raw oysters and crispy whole fish)

Double Fanucci handicap: unmeasurable

Frobozz Magic Magic Equipment Catalog

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When you get the urge to surge, Frobozz Magic Magic Equipment rings are your best bet. Attractive and lightweight, these rings are appropriate for work or play—even Double Fanucci games! And best of all, built-in muffler lets you completely conceal the flow of magic, no matter how noisy. Ring guard prevents accidental zapping. Choose from a variety of totemic animals. To ensure correct size, please enclose any ring which is safe for transport.

Please specify design

- Magic ring zm27
- Deluxe model. zm50

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Available in three sizes: 20 fb, 50 fb, and 100 fb.

- 20 fb zm10
- 50 fb zm28
- 100 fb. zm36
- Set of 3. zm60

OUR MULTI-POCKETED CAPE LETS YOU KEEP DOZENS OF MAGICAL AIDS WITHIN ARM'S REACH.

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Cape available in most Guild colors.

Enchanter's Cape: Small, Medium, Large zm23

Monogram available zm3

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Our uncharged wands are made from the finest materials zorkmids can

buy. And they're guaranteed free of all contamination and ready for all your spells.

We have traditional oak, maple, and dogwood, as well as sleek, strong new metal wands. All wands available with or without handle, finished or unfinished.

Wands are transported in special magic-resistant packaging to eliminate troublesome spell intrusion. For special woods and other materials, write or call. We've been making wands to order for over 200 years.

Oak, unfinished (specify with or without handle). . zm44

Maple, unfinished
(specify with or without handle). zm49

Dogwood, unfinished
(specify with or without handle). zm52

Finished wands add zm8

IF MAGIC FAILS TO PROTECT YOU, TURN TO THE BLADES THAT WILL.

Ensure your safety any time, any place, by carrying a super sharp blade from the Frobozz Magic Sword division. Sure, magic is a more sophisticated means of protection. But wouldn't you rather look a little behind the times than risk getting munched by an unfriendly Dornbeast? All blades are hand-honed for balance and symmetry.

Choose from three blade sizes: Regular, Heavy, and Very Heavy.

Regular zm11

Heavy zm21

Very Heavy zm29

HAND-BLOWN FOR GREATER LUMINOUS ENERGY CONDUCTION BY FAMED GLASSMASTER YIGGAM.

This is not the mass-produced glass you used in thaumaturgical school. We commissioned Yiggam of the Peltoid Valley, glassmaster of the Antharia Guild, to create laboratory glass so exceptional, it actually improves your magic up to 25%. Yiggam shapes beakers for optimal energy conduction; tubes, too. You'll see the difference immediately. And we've sold over 450,000 pieces without one return!

Beaker	zm7
Tube	zm4
Swizzle Stick	zm2

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GOOD, OLD-FASHIONED
TRANSPORT BROOMS,
JUST LIKE
GREAT-GRANDMOTHER
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Our motto, "It's better to be safe than grounded," has never seemed more apropos. This dependable, economical form of transportation has been updated to include crystal ball compartment, pulsar detector, and storm shield. Fully collapsible for easy carrying. And we've cleverly disguised our transport brooms as ordinary domestic models to ward off thievery. Fully cushioned wood handle is non-skid. Nostalgia has never been more practical!

Available in three lengths: 4 np, 9 np, and 12 np.

4 np	zm19
9 np	zm23
12 np	zm32

ONLY OUR MAGIC MONITORS ARE MINED EXCLUSIVELY FROM THE CAVES OF VISION.

Don't be fooled by shortcuts and half-measures. Today, the traditional crystal ball is one of the wizard's most important projective devices. After years of trying cheaper glass, discriminating soothsayers are coming back to crystal. We never left. Our crystals are mined from the legendary Caves of Vision, whose clarity and depth is world renowned. All our glass is flaw-free, ground to exacting tolerance, and lovingly polished.

Available in all sizes from "egg" to "jumbo."
Colors available: Clear, Red, Blue, and Black.

Egg	zm34
Orange	zm39
Grapefruit	zm45
Jumbo	zm50

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*A FROBOZZ MAGIC
MAGIC EQUIPMENT EXCLUSIVE!*

Engineered for even flow and guaranteed for one life. Only our burins can withstand Frigid River Valley temperatures. And they make even the most ordinary parchment look like Flathead royal stationery. Diamond tip means toughness and versatility you can count on.

Available in a wide range of colors.

Burin	zm19
Diamond Tips (2)	zm31

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EVERY WIZARD CAP IS SPECIALLY REINFORCED TO COUNTERACT ATMOSPHERIC INTERFERENCE.

A cap so good-looking, you'd never guess it's functional too. First, our laboratory wizards developed a special impenetrable material we call Rayresistor. Then, our designers integrated this thin, flexible fabric into a cap that makes a fashion statement about you every time you wear it. Has been coated to be water-resistant.

Wizard Cap	zm11
Also available with brim	zm13

A FLYING CARPET SO RELIABLE, THE PSYCHIC STORMS OF GOMAR COULDN'T DEFLECT IT FROM ITS COURSE.

LABORATORY-TESTED.

You can look high and low, but you'll never find a flying carpet better than ours. Supercharged for quick pick-up and sustained pep. Foot-loomed for strength and durability. Easy to maneuver with special Contortayarn that lets you squeeze through cracks and breeze through even the densest traffic jams. Can hold up to 63,000 rps. Stone washable.

Specify colors and design.

Carpet	zm450
Supercharger	zm75

UNIQUE ION-REVERSING TIPS MAKE THESE OUR MOST ENERGY-EFFICIENT, INVIGORATING BOOTS.

You wouldn't expect boots this attractive to be practical—but they are! As your body sloughs off energy (and you know it will), our unique ion-reversing tips capture and recycle it. And the process is so subtle, you'll feel nothing but great. You'll wonder how you ever got along without them. Exceptionally comfortable with flexible all-rubber soles and soft, rounded lugs. Fits like a glove. These are our best-selling boots ever. Please measure feet carefully, as all boots are made to order and cannot be returned. Boots zm85

OUR TROPICAL LIZARDS ARE SENT IN OUR WORLD-RENOWNED, TEMPERATURE-CONTROLLED NEWTPAKS TO ENSURE FRESHNESS.

What can we say about the wonders of lizards that hasn't been said already? You know how essential these little creatures are for complementing spells. But did you know that the fresher the lizard, the stronger its contribution to your magic? Why not try our first-quality lizards? If you're not delighted (and we wouldn't make this offer if we weren't sure you will be) with their performance, simply return unused portion for a full refund. Keep in a warm, damp place.

6 Pak zm11
12 Pak zm17
43 Pak zm39

Wishbringer

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 goons, 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. Everyone seeks 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!

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.

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 is a member in good standing of the Nathaniel Hawthorne Society, and accepts full responsibility for his Infocom titles: Wishbringer, Trinity, and Beyond Zork.



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.

THE Tower

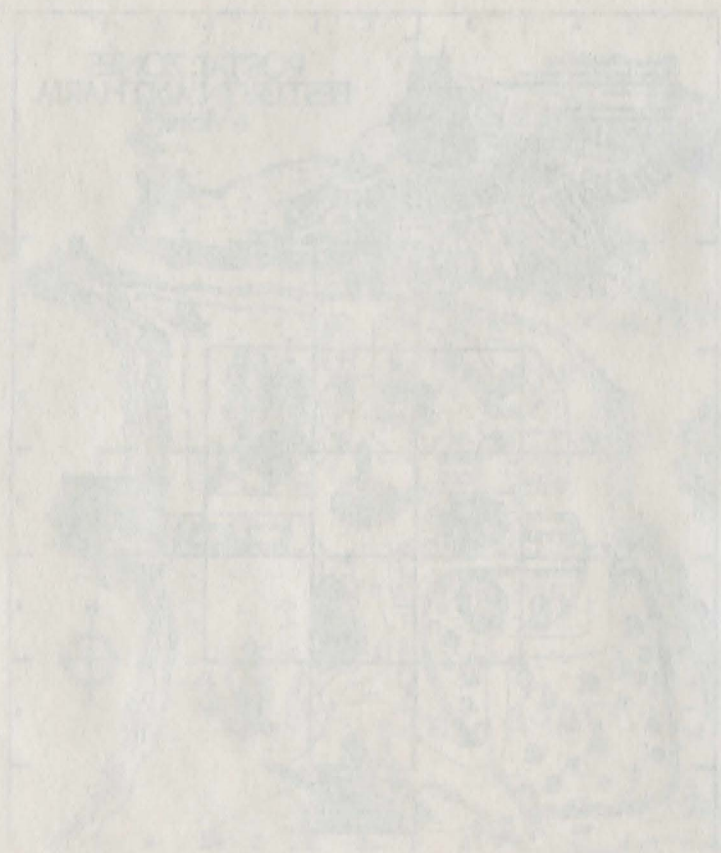
SPECIAL DELIVERY



Proprietor
Ye Olde Magick Shoppe
North Festeron, Amh.
23-56-7

Deliver the
Magick Stone to me
Before the
Moon Sets OR
You will Never
See your
Car again!

The Evil One



Zork II: The Wizard of Frobozz

Welcome to Zork!

You are about to experience a classic interactive fantasy, set in a magical universe. The ZORK Trilogy is set in the ruins of an ancient empire lying far underground. You, a dauntless treasure-hunter, are venturing into this dangerous land in search of wealth and adventure. Because each part of the ZORK saga is a completely independent story, you can play the any order. In Zork II, you will explore a long-hidden region of the Empire, a region dominated by the Wizard of Frobozz. The Wizard was once a respected Enchanter, but when his powers began to fade he was exiled by Lord Dimwit Flathead the Excessive. Now bordering on senility, the Wizard is still a force to be reckoned with. Your goal, as you venture into the Wizard's realm, is to avoid his capricious tricks and learn to control his magical powers.

ANTHARIA



LOCAL GOVERNMENT: Antharia is ruled by a council of four “Elders”—one from the Shipbuilding Guild, one from the Granola Miners Guild, one from the Marble Cutters Guild, and one from a popular waterfront pub called “Emu’s.”



TRANSPORTATION: Getting to and from Antharia is limited to travel by ship. (An Enchanter familiar with tele-transportation spells can be hired, but are expensive and sometimes unreliable.) Normal third-class fare for this two-day journey can cost as much as 17 zorkmids during the month before the Marble Pageant.



WEATHER: Except for an occasional hurricane in late summer, Antharian weather is picture-perfect. Leave your umbrella home, but don't forget to pack your swim suit and scuba gear!



LODGING: The world-famous Zilton Hotel in downtown Anthar features plush accommodations and easy access to most of the island's sights. Prices range from 6 to 24 zorkmids per night. More economical lodgings can be found at the bucolic Pterodactyl Inn. Every room features a stunning view of the cliffs overlooking the lovely north shore of the island, and rates range from 2 to 8 zorkmids per night.



DINING: An absolute must is The Rusty Knife in West Anthar. Expect to wait at least an hour; the house specialty is flame-broiled sea serpent filet for a mere Zm1.25. Other fine seafood restaurants include the Finhouse (Zm0.50 to Zm1.50) and Zilbar's (Zm0.35 to Zm1.50).



THINGS TO SEE: The shipbuilding factories of South Anthar are an amazing sight; plan to spend at least half a day. Tours for 1 zorkmid are available every hour from dawn until dusk. The burgeoning marble industry offers many exciting sights: the gaping mines in the Peltoid Valley, the cutting and polishing guilds at work, the 20-bloit conveyor belt at the port of Marba. Despite the reduced output since the Granola Riots, the granola mines in the north make an interesting visit if you can stand the smell. No trip to the island would be complete without a cruise on the island's only glass-bottom boat, the Bella Quease. The cruise leaves an hour before noon, and costs Zm2.25 (children under 12, Zm1.50).



SEASONAL EVENTS: The Marble Pageant, held annually in mid-spring, is highly recommended. However, during the month of the Pageant, hotel space becomes scarce, and many prices are inflated. Shark-wrestling, held every weekend during the summer at Anthar's Flathead Stadium, is an exciting experience if you can stomach the gore. Admission is Zm0.75.

FACTS:

Land Area: 959 square bloits

Capital: Anthar

Nickname: The Island Province

Flower: The Spenseweed

Motto: "Hieya wizka" ("Hello sailor")

GREATER BORPHEE



LOCAL GOVERNMENT: Greater Borphee is administered by a staff of part-time volunteer managers, whose decisions are ratified at least three times per year, but not more than every other week, by a series of local forums.



TRANSPORTATION: Borphee is probably the single most accessible vacation spot in the Empire. From anywhere in the Borphee River valley, travel by ferry is easy and inexpensive. If you wish to travel by sea, Borphee has an excellent, busy harbor. By land, the Coast Road connects Borphee with the ancient cities to the north as well as the populous southlands.



WEATHER: Thanks to the nearby ocean, Borphee has a very moderate climate. The rainy season lasts most of the winter, and summers tend to be humid.



LODGING: Motel Spell is a highly commercialized tourist trap with overdone touches such as the issuing of self-casting REZROV spells instead of keys. Rooms start at 5 zorkmids. Be forewarned, patrons who miss check-out time will have their families turned into newts and their luggage turned into bat guano. The Borphee Inn, run by the Frobozz Magic Hotel Company, is comfortable and surprisingly affordable. While penthouse suites can run upwards of 33 zorkmids per day, basement rooms are available for as little as 3 zorkmids (but make your reservations well in advance).



DINING: The Potion Palace, at the Borphee Inn, features a delightful menu of enchanted dishes. Waiters are a thing of the past at the Palace, as your mind is probed to discover the perfect meal for your taste, which then poofs into existence right at your table. A nightly floor show features dancing nymphs; expect to spend at least Zm4. Also highly recommended is the Smokestack,

where even the heartiest of meals costs under a zorkmid.



THINGS TO SEE: Borphee is the Kingdom's fastest-growing industrial city, with the magic scroll and potion factories leading the way. Both Spellbound and United Thaumaturgy offer free tours of their facilities. (Spellbound's deluxe tour costs Zm3, but it includes casting a time travel spell that gives you three extra hours in your schedule.) G.U.E. Tech, the newest of the Moss-League Colleges, produces the young Enchanters of tomorrow. Many graduates have gone on to start their own magic companies, and have become an identifiable subculture known as "Yuppies," or "Young Underground Professionals."

Just a short trip south of the city are some of the most beautiful stretches of beach anywhere on the Flathead Ocean, including the very dunes where "Beach Blanket Fanucci" was filmed. Borphee nightlife is renowned throughout the Empire; Studio Frob on the wharf features an excellent Phlog and Tonic for Zm0.25. Warning: the Borphee Observation Tower is a complete waste of money. Admittance is Zm7, and the air in downtown Borphee never provides visibility

of more than a fraction of a bloit.



SEASONAL EVENTS: Borphee is the site of the annual Double Fanucci Championships. During the first week in autumn, the entire province fills up with every Double Fanucci fanatic in the kingdom. Tickets to each game in the finals cost 3 zorkmids, but usually sell out within hours. Scalpers command as much as 20 zorkmids for a good seat. In late spring, G.U.E. Tech holds their annual Spelling Bee, which is free and open to the public. The highlight of last year's competition was Magic O'Leary's stunning mastery of clairvoyance spells which allowed him to win the Bee before the first word was even issued.

Every winter, the hills of Borphee come alive with the sound(s) of the most dreadful singers in the Kingdom. This event, aptly named The From Bad to Worst Songfest, allows those truly terrible singers to gain recognition while vying for the much-coveted prize of a pair of 18k gold ear-plugs. Because most hillside residents schedule out-of-town court appearances or surgery during this two-week period, you may be able to rent an apartment of house for as

little as Zm2 or Zm3.5, respectively.

On the official first day of summer, thousands gather at the Borphee Harbor for the G.U.E. Festival of Small Ships.

Throughout the day, hundreds of these floating antiques drop their mini-anchors in the water and send off rockets, flairs and fireworks to herald their safe arrival. Only those spectators 4 feet 5 inches and under will be allowed to board the ships. Admission is free so come early to beat the crowds.

FACTS:

Population: 1,107,810

Land Area: 754 square bloits

Capital: Borphee

Nickname: The Industrial Province

Flower: The Compass Rose

Motto: "Borphee—fixum rixa poo nastik"

("Borphee—better than you think")

THE FRIGID RIVER VALLEY



LOCAL GOVERNMENT: None to speak of.



TRANSPORTATION: Unless you travel via flying carpet, you'll find this region to be virtually cut off from the rest of the Empire. You can hack your way east through the coastal forests with a machete, or try to cross the Flathead Mountains from the east, or you can try to travel up the Frigid River, bucking the most severe currents and dangerous rapids known to man. We suggest air travel.



WEATHER: Very unpredictable, but you'll probably be spending most of your time underground.



LODGING: The Tunnels of Love are a favorite of the Kingdom's honeymooners, located a stone's throw from Aragain Falls. The Tunnels are well-known for their vast honeycomb of passageways, and couples have been known to raise entire families just trying to find their rooms. Rates range from Zm2 for a room to Zm10 for a Honeymoon Suite. The Cliffhouse, near White Cliffs Beach, is inexpensive (all rooms are Zm2) and convenient to the big tourist spots.



DINING: The Roundup, just off the Round Room, specializes in dragon dishes. Entrees range from Zm0.30 to Zm0.80. The Aqueduct offers reasonably good cuisine and a breathtaking view of one of the Empire's primary water channels. Slightly overpriced at Zm1.20 to Zm2.20.



THINGS TO SEE: Flood Control Dam Number Three is a staggering engineering feat that must be seen to be believed. Nearby is Aragain Falls, the so-called Honeymoon Capital of the Great Underground Empire. Slightly farther away is the Royal Museum, although the three-week security clearance procedure discourages many visitors. If mountain climbing turns you on, the Flathead Mountains offer one of the best challenges anywhere.



SEASONAL EVENTS: On the first day of summer, crowds line the banks of the Frigid River for a spectacular sight: the annual opening of the floodgates of FCD Number Three, which lower the water level of the reservoir behind. Frequently, the king himself will be on hand to open the floodgates personally.

FACTS:

Population: 98,330

Land Area: 15,232 square bloits

Capital: Aragain

Nickname: The Deepest Province

Flower: The Budding Fern

Motto: "Blippi burz fliggin"
("Dig we must")

GURTH AND MITHICUS



LOCAL GOVERNMENT: An informal board of 13 thousand citizens meets three times each day to settle disputes and ratify the provincial budget.



TRANSPORTATION: Take the Coast Road south from Borphée, or sail to the port of Miznia. Travel from any of the westlands should cost no more than 5 zorkmids.



WEATHER: Absolutely wonderful for most of the year, but it can sometimes get unbearably hot during the peak summer months; bring mosquito netting.



LODGING: In Gurth, try the King Zilbo Hotel, an elegant old building with rooms for as little as Zm2.50. Your best bet in Mithicus is the new No-Frill Inn. Rooms are only Zm0.75 per night, but almost everything is extra. (For example, beds are an additional Zm0.50 per night, pillows Zm0.20.)



DINING: The Broken Lantern in the village of Grubbo-By-The-Sea serves a fine parrot stew, as well as other local delicacies in an intimate setting. The desserts are world-famous; the morgia root pie is a must. Most meals will be around Zm1.50; desserts are extra.



THINGS TO SEE: The southlands are known for their many fine artisans. You can make arrangements at the various guildhalls to see carpenters, woodcarvers, rock cutters, potmakers, and basket weavers at work. The region is also prime vacationland, with many activities to choose from: sky diving, bull-fighting, surfing, skin diving and glurking. Rates vary seasonally, but a day's worth of any of these activities will cost you no more than 2 or 3 zorkmids. Consider exploring the jungles of Miznia, but stay away from the well-marked bloodworm spawning grounds unless you have a trained guide. Trained guides usually start at Zm8 per day.



SEASONAL EVENTS: The gigantic Gurth City Crafts Fair is held every weekend during the spring. The finest products of over 80 different guilds are displayed and sold. In early autumn, the annual Harvest Festival gets underway for a colorful two-week celebration featuring local foods, drinks, song and dance.

FACTS:

Population: 2,883,190

Land Area: 21,545 square bloits

Capital: Gurth City

Nickname: The Vacation Province

Flower: The Morgia

Motto: "Utribiz oomum flaxil zobs"
("Don't eat moldy bread")

THE GRAY MOUNTAINS



LOCAL GOVERNMENT: Local matters are settled entirely by a tyrannical governor who is chosen once a month by a lottery.



TRANSPORTATION: Travel to this remote area has recently been made much simpler by the completion of the Great Underground Highway's eastern branch. Tolls will run as high as Zm3 depending on your point of departure.



WEATHER: Thanks to active hot springs, the temperature of the underground caverns in this region stays at a uniform ideal temperature. However, up on the surface, the temperature is nearly always below freezing, with frequent blizzards.



LODGING: The brochures for Grayslopes recommend a place called the Ski Pole, but avoid this fleabag at all costs, unless you like bedbugs, rusty water, and rude help. (Apparently, the owners of Grayslopes also own a piece of the Ski Pole.) Instead, stay at the intimate Come-On Inn, which cost only Zm1.30. The Come-On also offers discounts on all equipment rental.



DINING: The Glacier Room is a colorful dive which is a favorite hangout for the locals. In addition to generous helpings of good food, the Glacier Room also provides cast rests for diners. From Zm0.60. Warning: ignore recommendations by natives to dine at the Rotgut. Although the locals love to eat there, recommending it to visitors is a practical joke the natives love to play. After all, they've been brought up on this sort of food, plus they know all the best bromide cures.



THINGS TO SEE: The hot springs are somewhat overrated as a tourist spot. As far as we're concerned, a trip to the Gray Mountains means one thing: snow sports. A lift ticket at Grayslopes costs Zm3 for a day. Skating on the slanted frozen surface of Lake Dinge is an exhilarating experience. Snow-burrowers rent for around 6 zorkmids per week, but be sure to spend an extra Zm1.50 for a service contract.



SEASONAL EVENTS: None. There are no seasons in the Gray Mountains.

FACTS:

Population: 18,370

Land Area: 13,441 square bloits

Capital: Frostham

Nickname: The Fire and Ice Province

Flower: Frobizzan Moss

Motto: "Mekie zimbuz"

("Maybe tomorrow")

Planetfall

Preface to the Story

After the fall of the Second Galactic Union in 1716 GY, a ten-thousand-year dark age settled upon the galaxy. Interstellar travel was non-existent, and many star systems descended into a near-barbaric state, burning coal and gas for energy, and growing food directly from exposed topsoil. In 11,203 GY, a treaty between the Empires of Tremain and Gallium formed the Third Gallictic Union. Ships of the Stellar Patrol (a pseudo-military wing of the Union government on Tremain) began exploring the galaxy, searching for the human civilizations that are the remnants of the Second Union. You are a native of the planet Gallium. Although it is one of the most politically powerful worlds in the Union, Gallium is no garden spot. In fact, the Gallium Chamber of Commerce brochure entitled "Ten Great Reasons to Visit Gallium" ends on page 3. The author ran out of reasons after listing just two. For five generations, your family has served in the Stellar Patrol. Your great-great-grandfather was a High Admiral and one of the founding officers of the Patrol. It was taken for granted that when you came of age you would join up. Now, more than a year after signing up, and two months after being transferred to the S.P.S. Feinstein, you are still only ranked Ensign Seventh Class. Your superior officer, Ensign First Class Blather, has been making your life miserable. You're beginning to wonder if you're really cut out for the Stellar Patrol...

About the Author

Steve Meretzky (1957-) was born and raised in Yonkers, NY, where his early hobbies included rooting for the New York Mets and against Richard Nixon. A few historians of interactive fiction think that Meretzky's first job, packing nuts and bolts for his father's hardware business, was the formative moment of his writing career. A few other people think that there's absolutely no connection. Most people don't think about it at all. Meretzky arrived at the Massachusetts Institute of Technology in September of 1975 to pursue a career in architecture. MIT's Department of Architecture convinced Meretzky that he should pursue a career in Construction Management. Following his unexpected graduation, several construction firms convinced Meretzky that he should pursue a career as a game tester for Infocom. Finally, by 1982, Marc Blank had convinced Meretzky that he should pursue a career as an author of interactive fiction ("implementor" in Infocom lingo). Along with Infocom's Dave Lebling, Meretzky is the first person admitted to the Science Fiction Writers of America for authoring interactive fiction.

THE PATROL'S LOOKING FOR A FEW GOOD ORGANISMS

When the Third Galactic Union was formed by the Great Treaty of 11, 203 GY between the Empires of Tremain and Gallium, an order went forth from the capital on Tremain that a great armada be formed.

The greatest military and philanthropic in the Galaxy, including High Admiral Merescu and the Lord Beatitude Berezza, were sequestered in a brightly lit map room for a week-long intensive brainstorming session. No records were kept of this top-secret strategic summit, but out of it came the most ambitious apostolic pseudo-military unit ever conceived. The seven-day conference changed the course of intergalactic exploration and diplomacy forever.

First, blueprints for huge multipurpose starships were drawn up. Next, designers from Vandermeek, the fashion capital of the Universe, were commissioned to create the perfect uniform: functional, comfortable, and virtually indestructible. Finally, a highly sophisticated, incredibly accurate weapon prototype was assembled.

Appeals for soldiers appeared in all Third Union publications, as well as on all subspace frequencies. Almost immediately, the ranks were filled and a waiting list was established.

Thus was the Stellar Patrol born, and our mission ever since has been to explore the Galaxy, to seek out such remnants of human civilization as have managed to survive the Second Union's collapse and the Dark age that followed - in short, to "Boldly Go Where Angels Fear to Tread."

DO YOU HAVE WHAT IT TAKES?

The Stellar Patrol is like a giant, ever-growing benevolent bird: its top leaders the brain, its commanders the wings, its starships the body, its strong recruits the backbone and muscle, its discoveries the energy that makes it fly, its weak recruits the bodily waste that gets left behind. Carelessness and laziness have no place in the Stellar Patrol: recruits must be strong, brave, and resourceful. Recruits must be able to laugh in the face of death, sneer in the clutches of adversity, and eat almost anything. Loyalty to the Union must be limitless and unconditional, and dedication to a project - be it building a space pod, exploring a new planet, or shining a superior's shoes - must be absolute.

In short, if you are the kind of organism who can stare 10,000 years of darkness straight in the visual receptor without flinching - if you can stand up to the horrors of star systems descended to near-barbarism, where uncivilized beings live savagely in primitive shelters rudely constructed of coarse minerals and deceased vegetation - then you may just have what it takes to be a part of our proud tradition.

Cadet 4th Class Darrell Plintiv is a fine example of the kind of being today's Stellar Patrol produced. Let his story serve as an inspiration to all.

THE PATROL MADE ME INTO AN ORGANISM MY PROGENITORS CAN BE PROUD OF.

"I'm part of a team devoted to excellence and enterprise that is the Stellar Patrol's proud tradition," says Cadet 4th Class Darrell Plintiv. "In my three years with the Patrol, I've found plenty of opportunity for advancement. And I've seen solar systems never before visited by the Third Union, some inhabited only by crystalline-based life forms! Sure, life in the Patrol isn't always a thrill-a-millichron, but they've developed a wide range of activities to improve my mind and encourage personal growth. You have to be strong, brave, and resourceful. I'm gaining invaluable experience that can lead to a high-paying civilian career in later life. And my uniform is functional, comfortable, and virtually indestructible!"

The Stellar Patrol builds character. You learn new cultures and new ways of thinking. You learn to survive hardships both mental and physical. You learn how to withstand pain - and be proud of it. If you're the type of organism we're looking for, read on.

LEARN VALUABLE SKILLS AND EXPLORE THE GALAXY.

Sure, you'll get a paycheck in the Patrol. But 32 credits, new underwear, and a pack of chewing gum every month isn't all you'll get out of it. You'll also be traveling to distant worlds you never imagined existed, earning the respect of your friends and family, and acquiring outstanding technical training that can get you a good job in later life. Here are just a few of the valuable skills you can learn in the patrol.

HOW TO BECOME A FAST LEARNER

As a new recruit to the Stellar Patrol, you will spend your first four weeks in Intelligence Camp. There, you will be taught the most essential knowledge in the Universe using highly advanced intensive studying techniques. You'll learn to read and speak the 18 principal languages of the Galaxy fluently in three days. You'll memorize the structural formula, molecular weight, melting point, boiling point, density, and solubility of every known organic and inorganic compound in two days; thermodynamic properties (including temperature, heat, and entropy of transition) of all elements and oxides in one day; and all 300 astrophysics log tables overnight. Other areas of study will include general nuclear phenomena, isotopes, radioactivity, fusion,

antimatter, the origin of life, the classification and metabolisms of organisms, energy, transportation, religion, and philosophy.

It might take an unenlisted civilian months, even years, to learn all this essential knowledge. But the Stellar Patrol is staffed with the Third Union's finest educators and electric shock therapists to guarantee that all recruits learn FAST.

HOW TO BE STRONG

After Intelligence Camp, you will spend six to 10 weeks in Boot Camp. There, every muscle we can find in your body, from your frontalis to your abductor of hallux, will be stretched, trained, toned, and hardened. Scrawny recruits will become muscular powerhouses; corpulent recruits will become lithe, quick, and sinewy. Only high-protein no-fiber diets will be dished out. To build up endurance, you will be permitted little or no rest time. Recreation activities will stress the importance of physical fitness: moving mounds of dirt from location to location, 20-kilometer jogs, boxing, sprinting, and 30-kilometer jogs. You will sweat your old body away and run it into the ground beyond recognition, and emerge from Boot Camp with a better-than-new physique of Gurtharkian proportions.

What a challenge!

HOW TO BECOME A LEADER

Since its inception, the Stellar Patrol has always looked for individuals who shine. (We also look for celestial bodies that shine - ask for our full-color brochure entitled "Exploring Cosmic Phenomena.")

To gain recognition and eventually serve the Patrol in leadership capacity, you should volunteer often for the toughest assignments: front line combat, reconnaissance missions, and grotch cage cleaning detail. It takes a very special soldier to recognize the potential that can be realized from the last-mentioned line of duty.

HOW TO USE YOUR TIME EFFECTIVELY

Because life in the Stellar Patrol can't always be a thrill-a-millichron, we've developed a wide range of activities to improve your mind and encourage personal growth. One of the more popular - and profitable - ways to fill time between orbit watch shifts is to enroll in the Deep Space Hero Correspondence Course, (Since the Patrol places such a high premium on education, we will match - credit for credit - all funds you set aside for schooling. Ask your recruiter for details.)

WE'LL TELL YOU WHERE TO GO

For more than 140 Galactic years, Stellar Patrol ships have been visiting foreign ports and exploring exotic planets - some inhabited only by crystalline-based life forms. But the excitement doesn't stop there.

You'll explore solar systems never before visited by the Third Union. You'll teach Galalingua to children on Flemring-5. You'll see nebulea and novas. You'll hear the haunting music of the Stringface species on Brylyn Minor. You'll watch the double sunset and triple moonrise from Legllama.

In the Patrol, you'll enjoy shore leave at exotic ports like Accardi-3. At the famed Thieves Bazaar you'll haggle for exotic placebo treasures, and at the Scavengers Market you'll find great buys on grotchbone carvings and ivory receptor shades. The multi-level swimming crater on Accardi-3 is the largest in the Universe. Also on Accardi-3 is the blindingly beautiful Refractory Wall, a 10-megameter natural formation composed of glistening crystal.

But no matter where your stationed or on-duty in the Universe, you'll be welcomed by all life forms, because you're a member of the Third Union's Stellar Patrol, part of a team devoted to the excellence and enterprise that is the Stellar Patrol's proud tradition.

TAKE COMMAND OF YOUR TOMORROW TODAY

You may start out at the bottom as Ensign 7th, but you won't have to stay that way for long, because there's plenty of opportunity for advancement in the Patrol for those who live up to our motto, " Boldly Going Where Angels Fear to Tread."

To ensure the future of your choice, be sure to tell your recruiter about the kind of job you're interested in when you enlist. (Enlistment is conditional pending on your results of the qualifications test, at the end of this brochure.) Your recruiter will do everything possible to put you in that line of duty. Occasionally a position you're interested in is temporarily filled, or will require experience in another Stellar Patrol position. If so, your recruiter can recommend your surest route to success. The following is but a sampling of the many fine ways you can serve the Patrol while gaining invaluable experience that can lead to high-paying civilian careers in later life.

Galactoturf Farmer (GF) - GF's are responsible for the growth and maintenance of all artificial green surfaces. When the Patrol is in orbit, all aboard-ship training is done on this material. Comparable civilian careers: lawn analyst, ground crew supervisor, and rug-maintenance manager.

Grotch Breeder (GB) - GB's play an important role in the very survival of the Patrol. Without the grotch, zero-gravity lab experiments would have to be performed on crew members. Qualified applicants must be immune to grotch venom. One year's service as a GB counts as four credits toward an advanced degree in cosmobiology at most accredited learning centers. Comparable civilian careers: zookeeper's assistant and circus sanitation engineer.

Hull Check Mate (HCM) - Responsible for the upkeep of all shipboard surfaces. HCM's also instruct crew members in the operation and maintenance of sliding doors. Comparable civilian jobs: gravity enforcement officer and receptor technician.

Morale Officer (MO) - It takes an extraordinarily patient being to serve a Morale Officer. MO's offer guidance and encouragement to hundreds of crew members, and train new recruits to realize that all sickness and injury is in the mind. You must have a kindly countenance and a winning smile (since you alone will establish contact with other ships.) Comparable civilian jobs: riot control officer, suicide counselor, and Double Fanucci referee.

Mess Service (MS) - MS's control every aspect of the chow detail - from the ordering of supplies through the serving of well-balanced, appealing meals prepared in artificial-gravity ovens. Excellent equilibrium is necessary. Comparable civilian jobs: scrap metal recycler and faith healer.

Military Music Maker (MMM) - MMM's must have talent and a portable instrument to qualify for this exciting duty. Familiarity with at least three chords is essential; two chrons of daily practice will be required. When you learn to play music the Patrol way, fellow beings will stand up and take notice. Also available are positions within the Floating Band. Comparable civilian jobs: teacher for the deaf and Ramosian sheep herder.

Sleep Technician (ST) - Because crew members spend so much time in their berths, they must be kept in optimal resting condition. As an ST, you'll oversee complete alignment and cleaning of said sleeping quarters, and monitor the Flexbed automated system designed to prevent inactive muscles from atrophying in space. Two years' experience as a Pillow Fluffer (PF) required. Comparable civilian jobs: social adjustment worker, dry cleaner, and mortician.

Support Systems Regulator (SSR) - SSR's have a long and proud history in the Stellar Patrol. Duties include construction, programming, and deprogramming of all shipboard support wywtems. A thorough knowledge of the events leading up to the Great Collapse is necessary. Must be very detail-oriented. Advance degree in computer psychology preferred. Comparable civilian jobs: electronics mastermind and ventriloquist.

Yosailor (YS) - Calls troops to meals, to attention, and to combat-ready posture (upright). Although most recruits applying for this position can yodel proficiently, beginners will be auditioned and considered for acceptance. Exceptionally versatile larynx required. Comparable civilian jobs: auctioneer and evangelical preacher.

Regardless of the position you hold in the Stellar Patrol, as a proud member you'll be helping to carry the Third Union's peaceful message of benevolent central bureaucratism to the thousands of worlds lost after the Great Collapse. It takes grit and courage as well as wisdom to be such a messenger. For while most civilized planets can be brought into the fold via a routine ambassadorial mission, certain worlds require further explanation of the importance of 600-page tax returns and forms to be filled out in triplicate. In such cases, it's the job of the Patrol to step in, firmly plant its heel, and take charge of that situation. If you have a sharp mind, a quick wit, and the ability to guess between right and wrong, then maybe that heel could be you.

FIND OUT IF YOU'RE STELLAR PATROL MATERIAL-TODAY!

This incredibly comprehensive questionnaire was prepared totally in accordance with the rules and regulations of the Eighth Division Codes of the Third Galactic Union.

To help your recruitment officer determine the best positions for you when you join the Stellar Patrol, fill out the entire questionnaire honestly and without help from family members or friends.

Note: Although most of this data is on Permafile at Third Galactic Union Central Headquarters and can be verified instantly, this is our only method for determining how closely you adhere to the standard code of honor.

PHYSICAL ATTRIBUTES

1. Color of eyes: _____

Do you need glasses or corrective surgery on your eyes?

yes

no

2. Color of hair: _____

Present hair length: On head: _____

Elsewhere (specify): _____

Are you bald? yes no receding hairline

3. Height (check one):

- Below 1.5 meters but willing to undergo Artificial Elongation Therapy to meet Stellar Patrol requirements
 Below 1.5 meters and unwilling to undergo A.E.T.
 Between 1.5 and 3 meters
 Above 3 meters but willing to undergo Artificial Shrinkage Therapy to meet Stellar Patrol requirements
 Above 3 meters and unwilling to undergo A.S.T.

4. Respiratory functions: Can you breathe through your:

- nose
 mouth
 both nose and mouth
 neither nose nor mouth
 none of the above

Do you smoke?

- often
 sometimes
 never
 never looked

5. How would you describe your overall physical health?

- Excellent
 Good
 Fair
 Poor
 Notify my next of kin immediately

EDUCATION/PERSONAL BACKGROUND

6. Have you finished high school or do you know someone who has?

- yes
 no
 not sure

7. I am able to communicate with others:
- in Galalngua
 - in monosyllabic grunts
 - via Astronmet's Universal Sign Language
 - not at all
8. Do you have any experience:
- a. using a megaplenoscope? yes no
 - b. operating a Schistosoma detector? yes no
 - c. actuating a seroepidemiological cyclodiathermy laser?
 - yes no
 - d. doing laundry? yes no
 - e. other (specify): _____
9. What are your interests and hobbies? (Check up to three)
- | | |
|--------------------------------------------------------------------------|----------------------------------------------------------------|
| <input type="checkbox"/> Jogging | <input type="checkbox"/> Thinking |
| <input type="checkbox"/> Traveling | <input type="checkbox"/> Thinking out loud/talking to yourself |
| <input type="checkbox"/> Playing Double Fanucci | <input type="checkbox"/> Filling out questionnaires |
| <input type="checkbox"/> Moving mounds of dirt from location to location | <input type="checkbox"/> Drooling |
| <input type="checkbox"/> Climbing trees | <input type="checkbox"/> Scratching |
| <input type="checkbox"/> Climbing walls | <input type="checkbox"/> Being miserable |
| <input type="checkbox"/> Writing manuals | <input type="checkbox"/> Apologizing |
| | <input type="checkbox"/> Reading manuals |
10. In ten words or less, describe the very reason for your existence:
- _____
- _____

PSYCHOLOGICAL PROFILE

11. Which of the following would you be willing to do for your Union?
- die
 - die slowly
 - die slowly and painfully
 - read an Infocom instruction manual
 - none of the above
12. I am most attracted to:
- beings who are superior to myself in rank
 - beings of the opposite sex
 - beings of the same sex
 - beings of no sex
 - myself
13. Do you suffer from any mental disorders that would prevent you from participating in laboratory experiments?
- it doesn't matter; I'll do whatever I'm told
 - no
 - definitely not
14. My favorite form of recreation is:
- mopping up after slimy beings who are superior to myself in rank
 - dueling with laser bazookas at two paces
 - forcing people to read Infocom manuals
15. Do you enjoy working with:
- | | | |
|----------------|------------------------------|-----------------------------|
| people? | <input type="checkbox"/> yes | <input type="checkbox"/> no |
| animals? | <input type="checkbox"/> yes | <input type="checkbox"/> no |
| plants? | <input type="checkbox"/> yes | <input type="checkbox"/> no |
| aliens? | <input type="checkbox"/> yes | <input type="checkbox"/> no |
| finger paints? | <input type="checkbox"/> yes | <input type="checkbox"/> no |
16. Patience factor: Stand in a corner of the room facing the wall for as long as you can. Don't continue reading until you stop. Now, write here how long you stood: _____ (in days).
17. Hydrophobia factor: Chain yourself to a rock underwater for as long as you can. Don't continue reading until you stop. Now, write here how long you held your breath: _____ (in days).
18. Monotony factor: Repeat number 17 above as many times as you can. Don't continue reading until you stop. Now, write here whether you were really gullible enough to repeat number 17: _____ .

LOGICAL REASONING ABILITIES

19. FOOT is to SHOE as FINGER is to:
- Nose
 - Eye
 - Ear
 - Mouse
 - Donut
 - Honesty
20. RAIN is to SNOW as GROUCH is to:
- Leopard
 - Hurricane
 - Amoeba
 - Cage
 - a and b, and maybe c and d
 - 3.14159
21. HULL is to SPACESHIP as SKIN is to:
- Glove
 - Cat
 - Thermonuclear fusion
 - Titanium
 - Burn
 - Muffin
22. In what year was the Intergalactic Commerce Act passed?

23. Who invented the light deceleration process known as slow glass?

24. Name the act passed in 11,205 GY to strengthen the Planetary Commerce Act. _____
25. Name the year in which Arnold Guunuf invented slow glass.

26. The Intergalactic Commerce Act, passed in 11,205 GY, strengthened what earlier act? _____
27. In 11,210, a glazier named Arnold Guunuf invented a light deceleration process. Name it. _____
28. What is the answer to this question?
29. Three couples (the Phariixes, the Boorbs, and the Keqrees) were seated at a circular table playing Partnership Fanucci. They were a cosmobiologist, a gravity engineer, a sleep technician, an ambassador, a fusion supervisor, and an editor; and they were originally from Gallium, Legllama, Granjil-6, Storbvay, Ansill, and Jaaggo. Each male sat between two females, and no one sat next to their spouse.
- From the following information, determine where each person sat, what profession each had, and what planet each came from.
- The Ansillan sat between the cosmobiologist and one of the Keqrees.
 - The female Phariix was seated across the table from the gravity engineer.
 - The male on the fusion supervisor's left sat across from the person from Granjil-6.
 - The ambassador was seated between the Jaaggoian and the editor. One of these three was the male Boorb.
 - The Storbvayite sat on the right of the Galliumian. Neither of them was a Keqree.
 - The sleep technician sat across from the Legllaman. One of them sat next to the fusion supervisor.
30. Four robotic satellites were designed to do the following: YA3 to find drifting garbage, JP7 to transport the garbage, SEM6 to turn the garbage into energy, and MD8 to distribute the energy. As Destiny would have it, however, YA3 found more drifting garbage than the other three satellites could process. Based on the following clues, determine who designed the satellites.
- YA3 did not understand signals transmitted in Galalinguan.
 - JP7 made no distinction between garbage and energy.
 - SEM6 made no distinction between garbage and YA3.
 - MD8 transmitted signals to YA3 only in Galalinguan.
- Submit this completed questionnaire to a Stellar Patrol recruiter. If you qualify for the Patrol, you will be notified within two chrons.

STELLAR PATROL OF THE THIRD GALACTIC UNION



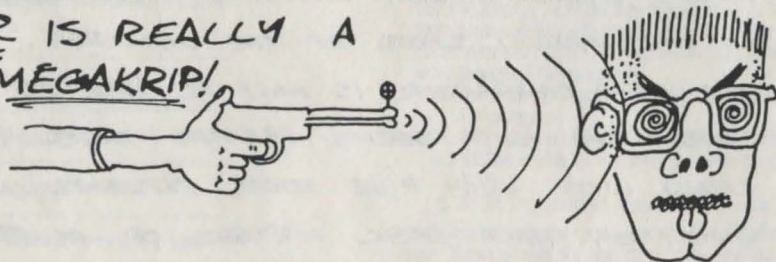
11,344 JULY 22 - TRANSFERRED FROM S.P.S. TRILOBYTE TO S.P.S. FEINSTEIN FOR THE THIRD OF MY FOUR TOURS OF DUTY. I'M TRULY GOING TO MISS MY COMMANDER, ENSIGN FIRST CLASS LIM. HE WAS A FRIEND IN EVERY RESPECT - SOMEONE YOU COULD ALWAYS ~~BE~~ GO TO WITH A PROBLEM, SOMEONE I COULD REALLY LOOK UP TO. WE WOULD SOMETIMES TALK LONG INTO THE NIGHT. HE WOULD TELL ME ABOUT HIS HOME WORLD OF ASH-DOWN FIVE, AND I WOULD TALK ABOUT GROWING UP ON GALLIUM, I'D GET PRETTY HOMESICK SOMETIMES, EVEN THOUGH GALLIUM IS NOT EXACTLY ONE OF THE GARDEN SPOTS OF THE UNIVERSE. I JUST HOPE MY NEW COMMANDER IS HALF AS NICE AS LIM.

THIS NEW SHIP SEEMS PRETTY SWELL. I'M IN A CABIN WITH ONLY FIVE OTHER ENSIGNS, AND I'VE GOT ONE-AND-A-HALF CUBIC METERS OF LOCKER SPACE!

11,344 JULY 23 - MET MY NEW COMMANDER TODAY -
ENSIGN CADET FIRST CLASS BLATHER. HE SEEMS
LIKE A REAL KRIP. (EXCUSE THE LANGUAGE, DIARY.)
BUT THAT MIGHT JUST BE A BAD FIRST IMPRESSION.

11,344 JULY 25 - ONE OF MY CABIN MATES, GORUND,
ORGANIZED A DOUBLE FANUCCI TOURNAMENT AMONG
ALL THE ENSIGNS SEVENTH CLASS. WE WERE PLAYING
DURING THE 150-MILLICHRON REC PERIOD AFTER LUNCH,
AND BLATHER BURST IN AND CONFISCATED THE SETS
AND TOLD US THAT PLAYING WAR GAMES WAS A VIOLATION
OF PATROL REGULATIONS. BUT ENSIGN WHIRP, WHO'S
STUDYING TO BE A PATROL LAWYER, SAID SHE COULDN'T
FIND ANYTHING ABOUT IT IN THE REGULATIONS ANYWHERE.

BLATHER IS REALLY A
TOTAL MEGAKRIP!



11,344 JULY 28 - I WENT TO SEE THE PERSONNEL OFFICER TODAY TO FIND OUT WHAT MY NEW DUTIES WOULD INVOLVE. HE SHOWED ME A LIST OF ALL THE OPEN ASSIGNMENTS, AND I DECIDED TO PUT IN FOR THE GROTCHE-FEEDING DETAIL. WE PICKED UP A FEW GROTCHEs WHEN WE WERE ON CRASSUS, AND WE'RE TAKING THEM TO THE ZOOLOGY LABS ON TREMAIN SO THAT MAYBE THEY CAN FIGURE OUT HOW AN ANIMAL CAN PRODUCE 47 TIMES ITS WEIGHT IN TROT EVERY DAY.

11,344 BOZBAR 7 - EVERYONE FROM THE P.O. TO THE SHIP'S COOK HAS APPROVED MY APPLICATION FOR THE GROTCHE-FEEDING DETAIL - EXCEPT BLATHER. I HAVE AN APPOINTMENT TO SEE HIM TOMORROW. WISH ME LUCK.

11,344 BOZBAR 8 - TROT!! BLATHER REJECTED MY APPLICATION! AND TO MAKE IT WORSE, HE SAID THAT SINCE I SEEM TO LOVE GROTTCHES SO MUCH, HE'S ASSIGNING ME TO CLEAN OUT THEIR CAGES. TROT
AND DOUBLE TROT!!

11,344 BOZBAR 26 - I HAVEN'T HAD TIME TO WRITE IN THIS DIARY LATELY, BECAUSE BLATHER'S BEEN WATCHING US ALL LIKE A TELERAN BIRD. ALSO, LAST WEEK HE FOUND THE DIARY DURING A SURPRISE INSPECTION, GAVE ME 200 DEMERITS, AND TOLD ME THAT DIARIES WERE ~~RED~~ AGAINST REGULATIONS. BUT I'LL BE FROBBED IF I'M GOING TO STOP. I'VE STARTED HIDING THE DIARY INSIDE MY OFFICIAL DOCUMENTS FILE, AND I KEEP THAT HIDDEN IN THE AIR DUCT. FROM NOW ON I'LL HAVE TO SNEAK AWAY SOMEWHERE WHEN I'M WRITING.

11,344 BOZBAR 27 - GREETINGS FROM ^{THE} DECK FOUR
SUPPLY CLOSET OF THE S.P.S. FEINSTEIN. I HOPE I'M
NOT TEMPTING FATE, SNEAKING AROUND WITH MY DIARY
THIS WAY. I USED TO BE AS MUCH OF A DISBELIEVER
IN DESTINY AS THE NEXT GUY, BUT NOT ANYMORE,
NOT SINCE THE TIME MY MOM WARNED MY DAD
NOT TO TEMPT FATE BY WALKING ACROSS THE
ASTRAL PLAINS AFTER DARK, WHEN THE COMPUTERIZED
ANALYSIS SHOWED A 43% CHANCE OF RESULTING
INJURY. MY DAD, STUBBORN AS ALWAYS, JUST LAUGHED
AT HER AND WENT RIGHT ON TAKING HIS NIGHTLY

STROLLS. THE VERY NEXT SUMMER HE WENT WALKING
AT NIGHT ON THE PLAINS AND STUMBLED OVER A CRATER
AND BRUISED HIS KNEE. GOSH!

11,344 BOZBAR 2B - WE ENTERED PLANETARY ORBIT TODAY, A NON-HUMAN WORLD CALLED ACCARDI-3 (ALTHOUGH THE NATIVES CALL IT SOMETHING LIKE BLOW'K-BIBBEN-GORDO). THEY'RE NOT OFFICIALLY PART OF THE UNION. THE RUMORS SAY THAT WE'RE PICKING UP A SPECIAL AMBASSADOR TO TAKE BACK TO TREMAIN FOR NEGOTIATIONS ON JOINING THE UNION, TOMORROW WE HAVE TO PUT ON OUR DRESS UNIFORMS FOR SOME SPECIAL WELCOMING CEREMONY.

11,344 AUGUST 2 - I CAUGHT A GLIMPSE OF THE ALIEN AMBASSADOR DURING THE WELCOMING CEREMONIES YESTERDAY. HE LOOKS LIKE A CROSS BETWEEN A TREE TRUNK AND A MELTING ICE CREAM CONE. BUT ANYWAY, THE CEREMONY GOT ME OUT OF CLEANING THE GROTCH CAGES TODAY.

11,344 AUGUST 7 - WENT TO THE MANDATORY
PATROL INFORMATIONAL TRI-VISION TRIPLE FEATURE
LAST NIGHT. WE SAW "TREATMENT
FOR SPACE LICE INFESTATION,"
"SHORELEAVE SHIRLEY: HOW TO GUARD
AGAINST CONTRACTING ALIEN
DISEASES," AND "THE OXYGEN TANK:
YOUR GALVANIZED BUDDY IN THE VACUUM."



BLATHER CONFINED HALF THE ENSIGNS TO QUARTERS FOR
HOOTING DURING THE SECOND FEATURE. (THE OTHER HALF
HAD FALLEN ASLEEP DURING THE FIRST FEATURE.)

11,344 AUGUST 24 - TROT THAT TROTTING KRIP!
I APPLIED FOR ASTROPHYSICS TRAINING FOR THE NEXT
QUARTER, BUT BLATHER SAYS MY WORK FOR THE
SPECIAL ASSIGNMENT TASK FORCE HASN'T BEEN GOOD

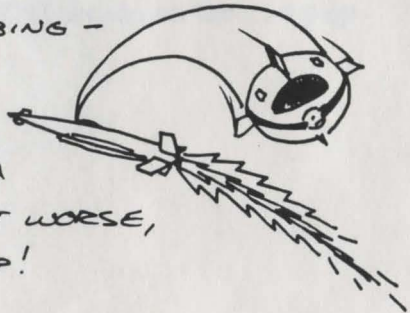
ENOUGH, SO NOT ONLY DID HE REJECT MY
ASTROPHYSICS APPLICATION, BUT HE SAYS I'LL HAVE TO
TAKE REMEDIAL SCRUBBING NEXT QUARTER. WHAT
A TROTTING KRIP!

YOU KNOW, FOR THE FIRST TIME I'M BEGINNING
TO HAVE DOUBTS ABOUT WHETHER I'M REALLY CUT OUT
FOR THE PATROL. WHEN I WAS GROWING UP ON GALLIUM,
IT WAS ALWAYS TAKEN FOR GRANTED THAT I WOULD
JOIN UP WHEN I CAME OF AGE. MY FAMILY HAS SERVED
IN THE PATROL FOR FIVE GENERATIONS. IN FACT,
MY GREAT-GREAT-GRANDFATHER WAS A HIGH ADMIRAL
AND ONE OF THE FOUNDING FATHERS OF THE PATROL!
BUT I SEEM TO BE PERMANENTLY STUCK AT
ENSIGN 7TH, AND BLATHER IS MAKING MY LIFE
MISERABLE...

11,344 SEPTEMBER 4 - WE LEFT HYPERSPACE TODAY AT
ABOUT 7600; WEREN'T SCHEDULED TO FOR ABOUT ANOTHER

TWO WEEKS. THE GRAPEVINE SAYS WE HAVE SPECIAL ORDERS TO INVESTIGATE A PLANETARY SYSTEM HERE, APPARENTLY, SOME OF THE ARCHAEOLOGISTS BACK ON VARSHON THINK IT MIGHT HAVE BEEN PART OF THE SECOND UNION. I CAN'T IMAGINE WHY ANYONE WOULD SETTLE OUT HERE IN THIS REMOTE CORNER OF THE GALAXY.

11,344 SEPTEM 5 - THAT KRIP HAS DONE IT AGAIN! I MISSED TWO LITTLE PELLETS OF TROT WHEN I WAS CLEANING OUT THE BROCK CAGES YESTERDAY, AND BLATHER GAVE ME 100 DEMERITS AND ASSIGNED ME TWO EXTRA SHIFTS OF DECK SCRUBBING - INCLUDING DECK NINE, THE FILTHIEST DECK ON THE SHIP! I'M CONSIDERING ASKING FOR A TRANSFER - OR IF THINGS GET WORSE, I MIGHT EVEN ABANDON SHIP!



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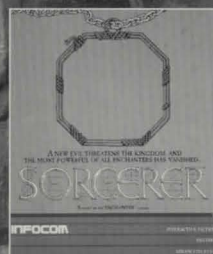
THE FANTASY COLLECTION



A SPELLBINDERS'
SHOWDOWN!



DIVE DEEP
INTO DANGER!



RESCUE
A MAGICIAN.



BREAK A CURSE!



IT MAKES DREAMS
COME TRUE...