STATIONFALL

BOLDLY GOING WHERE ANGELS FEAR TO TREAD

OFFICIAL
TECHNICAL MANUAL

If you've never played Infocom's interactive fiction before, you should read this entire instruction manual. If you're an experienced Infocom player, just read *Section I: About Stationfall*.

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SECTION I: ABOUT *STATIONFALL*

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 fossil fuels for energy and growing food directly from exposed topsoil.

In 11,203 GY, a treaty between the growing empires of Tremain and Gallium formed the Third Galactic Union. A pseudo-military branch of the Union government on Tremain was created. Called the Stellar Patrol, its ships began exploring the galaxy, searching for the human civilizations that are the remnants of the Second Union.

You are a native of Gallium, one of the most politically powerful but culturally barren worlds of the Union. Your great-great-grandfather was a founding officer of the Stellar Patrol, and for five generations, your family has served in the Patrol. It was always taken for granted that you would sign up as soon as you came of age.
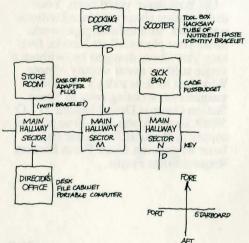
Once you joined the Patrol, you discovered that the exciting career promised in all the Patrol recruitment brochures was nonsense. Your life was drudgery and demerits. The only time you got to see an exotic planet was right after a big parade, when they needed a detail to sweep up all the confetti.

Then came your big moment: shipwrecked on a seemingly deserted world, you met an exuberant robotic companion named Floyd. Together, the two of you discovered the secret of that mysterious planet, Resida, and saved it from near destruction. The story of that heroic deed was told in *Planetfall*.

As a result of your heroics, you were offered, and quickly accepted, a juicy promotion. Goodbye Ensign Seventh Class - now you were a Lieutenant First Class! No more scrubwork! No more bathroom details! No more cleaning of the grotch cages! Finally, your life in the Stellar Patrol would be as exciting as those brochures had promised!

Oh, how naive you'd been. Your daily routine simply replaced tedious scrubwork with tedious paperwork. Since your planetfall on Resida, five long years have dragged by, without a single solitary event worthy of note. Why, just look at today's "thrilling" assignment: scooting over to Space Station Gamma Delta Gamma 777-G 59/59 Sector Alpha-Mu-79 to pick up a supply of Request for Stellar Patrol Issue Regulation Black Form Binders Request Form Forms...

Sample Transcript and Map

This transcript is not from *Stationfall*, but will give you a good general idea of how Infocom's interactive fiction works. It contains some simple puzzles and their solutions. The player's commands appear in capital letters after each prompt (>). The map represents the terrain in the sample transcript as you might have drawn it.

>WAIT
Time passes...
   The scooter glides into the station's docking port. The retro-thrusters bring the scooter to a halt. As the docking port fills with air the scooter's hatch opens.

>LOOK
Scooter, in the pilot's couch
   You are in the cramped one-man space scooter. Through the viewport, you see the docking port of Space Station BG-12. The scooter's hatch is open.
   You can see a toolbox here.

>OPEN THE TOOLBOX
You can't reach it from the pilot's couch.

>STAND UP
You are standing again.

>OPEN THE TOOLBOX
It's locked.

>LEAVE THE SCOOTER
Docking Port
   This is the huge docking port of the space station. Only one ship is here at the moment, a one-man scooter, so the docking port seems unusually empty. A tube leads down toward the heart of the station.

>DOWN
Main Hallway, Sector M
   This is the station's main corridor, which continues to port and starboard. A tube leads up toward the docking port.

>STARBOARD
Main Hallway, Sector N
   This is the station's main corridor, which continues to port and starboard. A room lies to fore, and a tube leads down to the next level of the station.
   Lying at the base of the wall is a key.

>TAKE THE KEY
Taken.

>EXAMINE IT
The key looks like one of those new all-purpose keys that molds itself to any lock. A typical example of Garfoogian ingenuity.

>FORE
Sick Bay
   Like the rest of the station, the medical facility is deserted. This is odd, for regulations require that the sick bay be staffed around the clock, ten chrons a day! The only exit is aft.
   At the far end of the room, inside a steel cage, is a Thoosian Fussbudget, apparently asleep.

>WAKE THE FUSSBUDGET
It jumps to its feet, all twelve of them. "Hey, what's going on? Who are you? Lemme outta here!"

>OPEN THE CAGE
The cage is locked.
   "Open the cage!" begs the Fussbudget, clawing at the bars. "I'm claustrophobic! I'll starve to death! I wanna go jogging!"

>UNLOCK THE CAGE WITH THE KEY
This seems to be one of those new sophisticated all-purpose-key-proof locks.
   "Break the bars! Get an acetylene torch! Find a teleporter! I've got an appointment with my lawyer in five minutes! I'm allergic to cages!" The Fussbudget begins sneezing wildly.

>AFT.PORT.UP.ENTER THE SCOOTER.UNLOCK THE TOOLBOX WITH THE KEY
Main Hallway, Sector N

Main Hallway, Sector M

Docking Port
   You are beginning to get hungry.

Scooter
   You can see a toolbox here.

The toolbox is now unlocked.

>OPEN THE TOOLBOX
Opening the toolbox reveals an identity bracelet, a hacksaw, and a tube of nutrient paste.

>TAKE ALL FROM THE TOLBOX
[I don't know the word "tolbox."]

>OOPS TOOLBOX
identity bracelet: Taken.
hacksaw: Taken.
tube of nutrient paste: You're carrying too much weight already.

>INVENTORY
You are carrying a hacksaw, an identity bracelet, a key, and a box of radioactive isotopes. You are wearing a Patrol uniform.

>DROP ALL BUT THE HACKSAW AND THE BRACELET THEN TAKE THE TUBE
key: Dropped.
box of radioactive isotopes: Dropped.
Patrol uniform: You'll have to remove it first.
Taken.
   You are now quite hungry.

>EAT THE PASTE
Mmmm...one of your favorites...anchovies and peanut butter. You empty the entire tube, and your hunger dissipates.

>OUT.DOWN.STARBOARD.FORE
Docking Port

Main Hallway, Sector M

Main Hallway, Sector N

Sick Bay
   "It's about time you got back. You think it's fun being locked in a cage? What if there was a fire?"

>CUT THE BARS WITH THE HACKSAW
You cut through one of the bars. The Fussbudget sticks its head through the gap. "Come on, cut some more! I'm almost out...do you think these edges where you cut the bars are sharp?"

>AGAIN
You cut a second bar. The Fussbudget squeezes through and leaps to the floor. "Thanks, bud. By the way, I'm a Fussbudget." It hops across the room and pokes four or five eye stalks cautiously through the doorway. "Where is everyone? Hey, that looks like a tube of nutrient paste you've got there."

>GIVE THE TUBE TO THE FUSSBUDGET
The Fussbudget grabs the tube, wildly squeezes it with all six hands, and then throws it to the deck. "Empty! If I don't eat something soon I'll get sick."

>AFT
Main Hallway, Sector N
   The Fussbudget gangles after you.

>PORT
Main Hallway, Sector M
   The Fussbudget gangles after you.

>PORT
Main Hallway, Sector L
   This is the station's main corridor, which continues to port and starboard. Rooms lie fore and aft.
   The Fussbudget gangles after you. It suddenly notices your identity bracelet. "Hey, a bracelet. If you gimme it, I can get us lotsa food, whaddya say, huh?"

>GIVE BRACELET TO FUSSBUDGET
The Fussbudget grabs the bracelet and dashes forward.

>FORE
You bounce off the invisible security barrier.
   Within the room, you can see the Fussbudget, wearing the bracelet, greedily devouring a whole crate of Mondoweed fruits.

>FUSSBUDGET, GIVE ME THE BRACELET
Without looking up or pausing for a second, the Fussbudget tosses you the bracelet.

>PUT ON THE BRACELET
You are now wearing the bracelet.
>FORE
Store Room
    This is a small storage room of some sort. A hallway lies aft.
    You can see an adapter plug here.
    The Fussbudget is just shoving the last few fruits into its huge mouth. "All the food is gone," it says with its mouth full. "Where am I gonna sleep tonight?"
>AFT.AFT
Main Hallway, Sector L
    The Fussbudget gangles after you.
Director's Office
    This is the office of the station manager. It is simply furnished, with a file cabinet and a desk. There's an electrical outlet on one wall.
    Sitting on the desk is a portable computer and a slip of paper.
    The Fussbudget gangles after you.
>READ
[What do you want to read?]
>SLIP OF PAPER
[taking the slip of paper first]
"Buy milk. Dentist at 3300. New password is 133."
>TURN ON THE PORTABLE COMPUTER
Nothing happens.
    The Fussbudget shivers. "Does it seem chilly in here? I hate drafty places." A look of concern crosses its face. "Do you think the heating units have failed?"
>EXAMINE THE COMPUTER
The portable computer has a screen, a keyboard, and a power cord. The screen is blank.
    The Fussbudget says, "See ya later, bub. I'm gonna go catch some winks." It gangles out.
>PLUG THE POWER CORD INTO THE ELECTRICAL OUTLET
The cord ends in a nine-prong plug, but the outlet will only accept five-prong plugs.

>FORE.FORE
Main Hallway, Sector L

Store Room
    The Fussbudget is snoring loudly in the corner.
    You can see an adapter plug here.
>TAKE
[the adapter plug]
Taken.
>EXAMINE IT
The adapter seems designed to fit nine-prong plugs into five-prong outlets.
>AFT.AFT.PLUG THE ADAPTER INTO THE SOCKET.PLUG THE CORD INTO THE ADAPTER.
Main Hallway, Sector L

Director's Office
    Sitting on the desk is a portable computer.
Done.

Done.

>TURN ON THE COMPUTER
The computer beeps and the screen lights up, saying, "Please type password."
>TYPE "133"
The screen says "Password accepted. Type 7 for memo file. Type 11 for correspondence file."
>TYPE 7
The last page of the memo pad appears on the screen:
    "22-Bozbar. All personnel have teleported down to the planet. I will be joining them in a chron or so, but I wanted to say goodbye to this old station; it's too bad we couldn't stop that reactor build-up. By the way, the latest reading for Critical is 6900."
>TIME
Adjusted Galactic Standard Time is exactly 6897.

>FORE
Main Hallway, Sector L
    Suddenly, a giant fireball engulfs the entire station.

    **** You have died *****

Your score is 9 points out of a total of 80, in 92 moves. This gives you the rank of pot scrubber.

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.
    Historians of interactive fiction point to Meretzky's first job, packing nuts and bolts for his father's hardware business, as the formative moment of his writing career. Most others think that there's absolutely no connection, and that all historians of interactive fiction are fruitcakes.
    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).
    While at Infocom, a heart-warming interoffice romance blossomed between Steve and the Sales Department's Elizabeth Rock. Married since September of 1985, Steve and Betty have no children, but they do have a garage door opener that they're very proud of.
    Other works of interactive fiction by Steve Meretzky:
    Planetfall (1983)
    Sorcerer (1984)
    The Hitchhiker's Guide to the Galaxy (1984) (with Douglas Adams)
    A Mind Forever Voyaging (1985)
    Leather Goddesses of Phobos (1986)

SECTION II: ABOUT INFOCOM'S INTERACTIVE FICTION
An Overview: What is interactive fiction?

Interactive fiction is a story in which *you* are the main character. Each interactive story, such as *Stationfall*, presents you with a series of locations, items, characters, and events. You can affect the direction of the story by moving from place to place, using the objects you find, and interacting with the other characters.

An important element of interactive fiction is puzzle-solving. Think of a locked door or a ferocious beast not as a permanent obstacle, but merely as a puzzle to be tackled. (Find the key that unlocks the door, or figure out what tune will charm and tame that beast.)

In *Stationfall*, time passes only in response to your input. Nothing happens until you type a sentence and press the RETURN (or ENTER) key, so you can plan your turns as slowly and carefully as you want.

In the story, time is kept in millichrons, the galactic standard. A thousand millichrons make up one chron, and ten chrons make up one day. In addition to keeping track of the time, *Stationfall* measures your progress by giving you a score. You'll get points for solving puzzles and for reaching certain new locations. A perfect score of 80 is your goal; making sure you have fun getting there is ours.

Starting and Stopping

Starting the story: To load *Stationfall*, follow the instructions on the Reference Card in your package.

On your screen, you will see a description of the opening location of the story, Deck Five, followed by the prompt (>), indicating that *Stationfall* is waiting for your first input.

Here are a few inputs for you to try at the first several prompts. After typing each input, don't forget to hit the RETURN (or ENTER) key.

>INVENTORY
>EXAMINE THE PATROL UNIFORM
>WALK STARBOARD
>DROP THE CHRONOMETER

You should now have a feel for interacting with the story. *You* decide what to do next.

Saving and restoring: It will probably take you several days to complete *Stationfall*. Using the SAVE feature, you can continue the story at a later time without having to start over from the beginning, just as you can place a bookmark in a book you are reading. Even if you aren't about to stop playing, it's useful to SAVE before (or after) trying something dangerous or tricky. That way, even if you get lost or "killed" in the story, you can return to your saved position.

To save your place, type SAVE at the prompt (>), and then press RETURN (or ENTER). Then follow the instructions for saving and restoring on your Reference Card. Some computers require a blank SAVE disk, initialized and formatted. Using a disk with data on it (other than *Stationfall* saves) may result in the loss of that data, depending on your computer. You can save your position as often as you like by using additional blank disks.

Any time you want to return to a saved position, just type RESTORE at the prompt (>), and hit RETURN (or ENTER). Then follow the instructions on your Reference Card. You can then continue the story from your SAVE. You can type LOOK for a description of where you are.

Quitting and restarting: If you want to start over from the beginning, type RESTART and press the RETURN (or ENTER) key. (This is usually faster than re-booting.) *Stationfall* will ask you to confirm this command.

If you want to stop entirely, type QUIT and press RETURN (or ENTER). Once again, *Stationfall* will ask to make sure this is really what you want to do.

Remember: when you RESTART or QUIT, you must first SAVE if you ever want to return easily to your current point in the story.

Communicating with Infocom's Interactive Fiction

In *Stationfall*, you type your commands in plain English each time you see the prompt (>). Most of the sentences that *Stationfall* will understand are imperative sentences. See the examples below.

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

Stationfall recognizes your words by their first *six* letters, and all subsequent letters are ignored. For example, *Stationfall* would not be able to distinguish among SPACEShip, SPACEStorm, and SPACESickness.

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

Stationfall understands many different kinds of sentences. Here are examples, using objects and characters that don't actually appear in *Stationfall*:

>WALK TO THE NORTH
>WEST
>NE
>DOWN
>TAKE THE METEORITE
>OPEN THE HATCH
>READ THROUGH THE MANUAL
>LIE DOWN ON THE ACCELERATION COUCH
>EXAMINE THE SHINY LASER RIFLE
>PUT THE POWER PACK IN THE RIFLE
>SHOW MY ANTENNAE TO THE ALIEN AMBASSADOR
>SHOOT THE MENACING ALIEN WITH THE SHINY LASER RIFLE
>ASK THE SENTIENT CRAB ABOUT THE ELECTRON MICROSCOPE

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

>TAKE THE MEGAFUSE AND THE TANGERINE
>DROP THE BOTTLE OF ARGON, THE SPOON, AND THE LEMMING FOOD
>PUT THE MATTER AND THE ANTI-MATTER IN THE BOX

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

>PUSH THE BUTTON. ENTER THE SPACE SCOOTER THEN SHUT THE HATCH

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

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

>LOOK AT THE OXYGEN TANK. TAKE IT. PUT IT ON.
>TURN ON THE HYPERSPATIAL COMPUTER. PROGRAM IT. TURN IT OFF.
>PICK UP THE ENERGY TABLET. SMELL IT. SWALLOW IT.
>TAKE ALL
>TAKE ALL THE TOOLS
>DROP ALL THE TOOLS EXCEPT THE WRENCH AND THE PHOTON SPANNER
>TAKE ALL FROM THE CARTON
>PUT ALL IN THE POCKET OF THE JUMPSUIT
>GIVE ALL BUT THE BATTERY TO THE BROKEN CYBORG

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

There are only three kinds of questions that *Stationfall* understands: WHO IS (someone), WHERE IS (something), and WHAT IS (something). Here are some examples you can try in *Stationfall*:

>WHO IS PLATO?
>WHAT IS A GRUE?
>WHERE IS EVERYBODY?

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

>ZEKE, HELLO
>CAPTAIN MEASEL, TELL ME ABOUT THE ASTEROID
>UNCLE OTTO, GIVE ME YOUR WALLET
>BOY, RUN HOME THEN CALL THE POLICE
>GALACTIC OVERLORD, PICK UP THAT PLANETOUD. EAT IT

Notice that in the last two examples, you are giving the character more than one command on the same input line. But remember, many creatures in the story don't care for idle chatter.

You can use quotes to answer a question, type something on a keyboard, or say something "out loud." Examples:

>SAY "HELLO"
>ANSWER "YES"
>TYPE "520"

Stationfall tries to guess your intention when you give incomplete information. When it does so, it will tell you. For example:

>UNLOCK THE CONTROL PANEL
[with the key]
The panel is now unlocked.

or

>SHOOT THE SEVEN-HEADED PURPLE ALIEN
[with the seven-headed purple alien gun]
A bolt of energy vaporizes one of the alien's heads. Unfortunately, it continues to advance, and there isn't a six-headed purple alien gun in sight.

If your command is ambiguous, *Stationfall* will ask you to clarify. You can answer these questions simply by supplying the missing information at the very next prompt. For example:

>SHOW THE HOLOGRAM
Whom do you want to show the hologram to?

>THE BUG-EYED MONSTER
The monster takes one look at the hologram of the slime pits of its homeworld, has an acute attack of homesickness, and runs off in search of a travel agent.

or

>GIVE THE MELON TO THE ALIEN
Which melon do you mean, the honeydew melon or the moldy Venusian melon?

>MOLDY
The alien, grateful for such a delicious homeworld delicacy, gives you its time travel belt.

Special Commands

Below are explanations for a number of useful one-word commands. In many cases, these will not count as a turn. Type the command after the prompt (>) and press the RETURN (or ENTER) key.

AGAIN - This will repeat your previous input. For instance, typing SHOOT THE LASER AT THE RADIUM-POWERED ROBOT then typing AGAIN would be like trying to kill the robot twice in a row. You can abbreviate AGAIN to G.

BRIEF - This command tells *Stationfall* to fully describe a location only the first time you enter it. On subsequent visits, *Stationfall* will tell you only the name of the location and any objects present. *Stationfall* will begin in BRIEF mode, and remain in BRIEF mode unless you use the VERBOSE or SUPERBRIEF commands. SUPERBRIEF tells *Stationfall* to display only the name of a place you have entered, even if you have never been there before. In this mode, *Stationfall* will not even mention which objects are present. Of course, you can always get a full description of your location and the items there by typing LOOK. In SUPERBRIEF mode, the blank line between turns will be eliminated. This mode is meant for players who are already familiar with the geography. The VERBOSE command tells *Stationfall* that you want a complete description of each location, and the objects in it, every time you enter a location, even if you've been there before.

DIAGNOSE - *Stationfall* will give you a report of your physical condition.

FOOTNOTE - Occasionally, the text in *Stationfall* will mention the existence of a footnote. To read the footnote, simply type FOOTNOTE followed by the appropriate footnote number (for example, FOOTNOTE 7). This will not count as a turn.

INVENTORY - *Stationfall* will list what you are carrying and wearing. You can abbreviate INVENTORY to I.

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

OOPS - If you mistype a word, such that *Stationfall* doesn't understand it, you can correct yourself at the next prompt by typing OOPS and the correct word. For example, if you typed HAND THE CHAIN SAW TO GARNDMA and were told "[I don't know the word 'garndma']" you could type OOPS GRANDMA rather than retyping the entire sentence.

QUIT - This lets you stop. If you want to save your position before quitting, follow the instructions in the "Starting and Stopping" section on page 8. You can abbreviate QUIT to Q.

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

RESTORE - This restores a previously saved position. See "Starting and Stopping" on page 8 for more details.

SAVE - This puts a "snapshot" of your current position on your storage disk. You can return to a saved position in the future using the RESTORE command. See "Starting and Stopping" on page 8 for more details.

SCRIPT - This command tells your printer to begin making a transcript of the story. A transcript may aid your memory, but is not necessary, and will work only on certain computers. Read your Reference Card for details.

STATUS - This command gives you the following information: your current mode of descriptiveness, your score, a ranking based on that score, and the current time in the story. Note that your score and the time can also be found on your status line at the top of the screen.

SUPERBRIEF - This command tells *Stationfall* to give you the sparest level of description. See BRIEF above.

TIME - This will give you the current time in the story.

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

VERBOSE - This command tells *Stationfall* to give you the wordiest level of description. See BRIEF above.

VERSION - *Stationfall* responds by showing you the release number and the serial number of your copy of the story. Please include this information if you ever report a "bug" in the story.

WAIT - This causes time in the story to pass. Since nothing happens until you type a sentence and press RETURN (or ENTER), you could leave your computer, take a trip to Rigel Seven, then return to the story to find that nothing has changed. You can use WAIT to make time pass in the story without doing anything. For example, if you met an alien robot, you might WAIT to see if it will say anything; if you were aboard a moving space scooter, you might WAIT to see where it goes. You can abbreviate WAIT to Z.

Tips for Novices
1. Draw a map. It should include each location and the connections to adjoining locations. When you find yourself in a new place, make note of any interesting objects there. (See the small sample map that goes along with the sample transcript on page 4.) Remember, there are 10 possible directions (NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST, SOUTHWEST, UP, and DOWN) plus IN and OUT.

2. EXAMINE all objects you come across in the story.

3. TAKE and carry as much as you can carry. Most objects that you find are important for solving one or more of the puzzles you'll run into.

4. SAVE your place often, so that if you mess up or get "killed," you won't have to start over from the beginning. See page 8 for instructions.

5. Read the story carefully! There are often clues in the descriptions of locations and objects.

6. Try everything you can think of - even strange or dangerous actions are fun and may provide clues; you can always save your position first. Here's a silly example:

>GIVE THE BASKETBALL TO THE LION
The lion takes an experimental bite out of the basketball but spits it out. It continues to gnaw on your leg.

Thus, you discover that giving something more edible to the lion (that slab of raw meat?) might save your leg.

7. There are many possible routes to the end of *Stationfall*. If you get stuck on one puzzle, move on to another. Some puzzles have more than one solution; other puzzles don't need to be solved at all. Sometimes you will have to solve one puzzle in order to obtain the item(s) or information you need to solve another puzzle.

8. Play *Stationfall* with a friend! As the dual-brained worm beasts of Nebulon are fond of saying, "Two heads are better than one."

9. If you get completely stumped, you can order a hint booklet and map using the order form in your package. You don't *need* this booklet to enjoy the story, but it will help you to solve the puzzles.

10. Read the sample transcript on page 4 to get a feel for how interactive fiction works.

11. You can word a command in many different ways. For example, if you wanted to make a wish, you could type in any of the following:

>DROP THE COIN DOWN THE WISHING WELL
>TOSS THE COIN INTO THE WELL
>PUT COIN IN WELL

If you type a sentence that *Stationfall* doesn't understand, try rephrasing it or using synonyms. If *Stationfall* still doesn't understand, you're probably trying something that isn't important for completing the story.

Common Complaints
Stationfall will complain if your input confuses it completely. *Stationfall* would then ignore any further sentences on your input line. (Certain events, such as being attacked, will also cause *Stationfall* to ignore any additional sentences on your input line, since the event may have changed your situation drastically.) Some of *Stationfall*'s complaints:

I don't know the word "_____".
That word is not in the story's vocabulary. Sometimes using a synonym or rephrasing will help; more likely, you're just barking up the wrong tree. *Stationfall* recognizes over 800 words, all that you need to use and most that you're likely to use. However, *Stationfall* uses many words in its descriptions that it will not recognize in your inputs. Thus, you might read, "The moon casts violet shadows across the crater." but discover that *Stationfall* doesn't understand the words MOON or SHADOW or CRATER in your input. When this happens, you can assume that you don't need to refer to those things to complete the story; they are only there to create a more vivid image of your location.

You used the word "_____" in a way that I don't understand.
Stationfall knows the word but couldn't use it in that sense. Usually this is because *Stationfall* knows it as a different part of speech. For example, if you typed GO TO THE LOWER LEVEL, you are using LOWER as an adjective, but *Stationfall* might know LOWER only as a verb, as in LOWER THE ROPE.

There was no verb in that sentence!
Unless you are answering a question, each sentence must have a verb (or one of the special commands). Among the most important verbs that *Stationfall* understands are TAKE, DROP, PUT, GIVE, LOOK, READ, EXAMINE, OPEN, CLOSE, ENTER, EXIT, EAT and WEAR. There are many more. Remember: you can use a variety of prepositions with your verbs. (For example, LOOK can become LOOK AT, LOOK INSIDE, LOOK BEHIND, LOOK UNDER, LOOK THROUGH, and so on.)

There seems to be a noun missing in that sentence. This usually means your sentence was incomplete, such as EAT THE BLUE or PUT THE BOOK IN THE.

There were too many nouns in that sentence. An example is CARVE MY INITIALS ON THE TREE WITH THE KNIFE, which has three noun "phrases," one more than *Stationfall* can digest in a single action.

I beg your pardon? You pressed the RETURN (or ENTER) key without typing anything.

You can't see any _____ here! The object you referred to was not visible. It may be somewhere else, or it may be present but in a closed container.

The other object[s] that you mentioned isn't [aren't] here. You referred to several objects in the same sentence, and at least one wasn't visible.

You can't use multiple [in]direct objects with "_____". You can use multiple objects (that is, nouns or noun phrases separated by AND or a comma) or the word ALL only with certain verbs, such as TAKE, DROP, and PUT. For example, EXAMINE will not work with multiple objects; you couldn't say EXAMINE ALL or EXAMINE THE BOWL AND THE SWORD.

That sentence isn't one I recognize. Usually, this means that the syntax (sentence structure) you used is not among the 300 or so syntaxes that *Stationfall* understands. For example, SIT UNDER THE TREE and SKIP AROUND THE MAYPOLE are syntaxes that wouldn't be recognized by *Stationfall*. There's a limited amount of space in the program, so syntaxes that are less common or not useful aren't included. Try rephrasing the sentence.

We're Never Satisfied

Here at Infocom, we're constantly trying to "push back the envelope" and explore the possibilities of this fledgling medium. Your input is important. If you liked or disliked the story, or some section of it, or if you found a bug, or if you think a certain puzzle was too hard or too easy, or if you have some other suggestion, drop us a note! We love every excuse to stop working, and a letter from you is just such an excuse! Write to:

Infocom, Inc.
125 CambridgePark Drive
Cambridge, MA 02140
Attn: FLOYD

If You Have Technical Problems

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

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Quick Reference Guide

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

2. When you see the prompt (>) on your screen, *Stationfall* is waiting for your input. There are four kinds of sentences or commands that *Stationfall* understands:

A. Directions: To move from place to place, just type the direction you want to go: NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST, SOUTHWEST, UP, DOWN, IN, or OUT.

B. Actions: Just type what you want to do. Some examples: READ THE BOOK or OPEN THE DOOR or LOOK THROUGH THE WINDOW or GIVE THE BALL TO THE CAT. More complex sentences are described in "Communicating with Infocom's Interactive Fiction" on page 9.

C. Commands to other characters: Talk to characters in the story by typing their name, then a comma, then what you want to say to them. For example: FRED, HI or OLD MAN, GIVE ME THE TROMBONE.

D. Special commands: These give you information, such as INVENTORY, or affect the state of the program, such as VERBOSE. A list of these appears in the "Special Commands" section on page 10.

3. After typing your input, you must press the RETURN (or ENTER) key before *Stationfall* will respond.

4. Your screen will display a special line called the status line. It tells you your current location, your score, and the current time (if known).

5. You can pick up and carry many of the items you'll find in the story. For example, if you type TAKE THE TUBE OF JELLY, you will then be carrying it. Type INVENTORY to see what items you have.

6. When you want to stop, save your place in the story, or start over, read "Starting and Stopping" on page 8.

7. If you have trouble, refer to the specific section of the manual for more detailed instructions.