Lucasfilm Games™ Presents

LOOM™

About *Loom*

In *Loom,* you play the role of Bobbin Threadbare, a young boy coming of age in a fantasy world on the brink of apocalypse. Wielding a legacy of magical knowledge, you will set out across a landscape filled with beauty, danger and excitement, making new friends, solving mysteries, and growing in experience and power as you weave your way toward a destiny of overwhelming consequence.

Loom is unlike traditional "adventure games" in many ways. Its goal is to let you participate in the unfolding of a rich, thought-provoking fantasy. It is neither a role-playing game (although it incorporates elements of role-playing), nor a collection of brainteasers. Its simple mysteries are designed to engage your imagination and draw you deeper into the story, not to frustrate you or increase the amount of time it takes to finish.

You can never be stranded while playing *Loom.* We've gone to great lengths to insure that you will never find yourself in a situation from which you cannot escape. If you're not sure how to proceed, remember: the knowledge you need to continue the story is always available somewhere nearby. You don't need to save and restore your game frequently to insure success (although you can if you want to). Don't be afraid to experiment. Nothing in the game can "kill" you. If you're really stumped, ask a friend for help. Sooner or later, the answers will reveal themselves!

Most important of all, *Loom* is designed to be *completed,* not played halfway through and then thrown on a shelf and forgotten. We spent a lot of time and effort creating these disks. We want you to enjoy them all!

Read the *Book of Patterns*! It contains important information about the magical powers you will soon command.

Read the rest of this manual! *Loom* looks and plays like no other adventure game. Take the time to learn how to make the most of its unique design.

This is your role... You direct the actions of Bobbin Threadbare, an inexperienced member of the Guild of Weavers. At the beginning of the story, Bobbin doesn't know very much about the power of the Weavers or how to use it. As he encounters and masters increasingly challenging situations, Bobbin becomes a more proficient Weaver.

If this is your first computer adventure game, be prepared for an entertaining challenge. Be patient, even if it takes a while to figure out some of the puzzles. If you get stuck, you might need to solve another puzzle first or discover a musical pattern. But hang in there and *use your imagination,* and you will guide Bobbin to understand the mysteries of the Loom!

We've included the *Book of Patterns* to help you learn the magical patterns that have been created by Weavers over the millennia. As Bobbin explores the world around him, certain actions on his part

cause musical notes, or **threads**, to be played. Pay attention to these threads – they will always occur in a series of four, which the Weavers call a **draft**. As the *Book of Patterns* points out, each draft has its own unique effect, and discovering the purpose for each draft is the secret to success in the world of *Loom*. As Bobbin finds new drafts, write down the individual threads (each draft has four) for future reference. **Be sure to use a pencil when writing drafts in the *Book of Patterns!*** Each time you start a new game, the threads of each draft may be different.

Getting Started

To start the game on your computer, please use the computer reference card included with the game. It contains all the instructions specific to your computer. The reference card also lists the contents of this package.

Select a Proficiency Mode

After loading the game, you will be asked to select one of three Proficiency Modes. These modes determine how *Loom*'s user interface will behave as you play.

In Standard mode, a distinct segment of the distaff will glow whenever you hear or **spin** a musical thread. A musical staff beneath the distaff helps you to identify the threads you hear. Use Standard mode if you are already familiar with *Loom* or other computer adventure games.

In Practice mode, a small box appears beneath the musical staff whenever a thread is heard or spun. This box "records" up to four notes and displays

their corresponding letters for your convenience. If you click on the box, the notes displayed inside will be spun sequentially, exactly as if you had spun them on the distaff yourself. Practice mode is ideal for novice computer gamers, or for those who wish to familiarize themselves with the experience of *Loom* before trying a different mode.

In Expert mode, the distaff does not glow in response to musical threads (except the ones you spin yourself). Also, there is no musical staff to help you identify the threads you hear. You literally have to play the game by ear! **Note:** Players who dare to experience *Loom* in Expert mode are rewarded with a bonus animated scene near the end of the story. This scene does not appear in any other mode.

Enter the Secret Weave

After choosing a Proficiency Mode, you will be presented with a screen asking you to enter the Secret Weave associated with a particular Guild and Thread. To enter the correct Weave, look at the inside front and back covers of the *Book of Patterns* included in your *Loom* package, and find the Guild symbol displayed on the screen. Then match that symbol in the manual with the name of the Thread (THROW, BEAT, TREADLE or REST) also shown on the screen. When you have found the intersection of the Guild and the Thread, use the red gel included in your package to read the icons of that Weave. Use the cursor to point and click on the corresponding screen icons in the same order.

Playing the Game

After the opening title sequence and introduction, you will see Bobbin standing high atop a rocky peak overlooking the island of Loom. You begin directing his actions when he finishes talking and turns to face you. The screen is divided into the following sections:

1) The Animation Window is the largest part of the screen. The animated action takes place there. It shows the "camera's-eye view" of the room or location where Bobbin is.

2) The Distaff, the magic staff of the Elders, is represented graphically below the Animation Window. The distaff is essential to Bobbin's success, as it allows him to spin the drafts which affect the

world around him in different ways. *Remember, Bobbin must first find the distaff for it to appear on the lower part of the screen!*

3) The Icon Box is in the lower right corner of the screen. When the cursor touches an object on the screen that can be used in some way, this box will display an icon representing that object (except when Bobbin is already standing next to an object).

To move Bobbin around, move your cursor into the Animation Window, point it where you want him to go, and click. If you point to an open door and click, Bobbin will walk through it.

To examine or "use" an object, point to the object and double-click, or click on the object's icon in the Icon Box. Some objects will produce the sound of a

draft (or part of a draft) when activated in this way. **Bobbin *must* be standing next to an object in order to examine it or spin a draft on it**. You'll know when he's standing next to an object when its name appears under the icon in the Icon Box. You can deselect the object in the Icon Box by pressing the **ESC** key.

To spin a draft, point and click on each note on the distaff in the proper sequence. For example, if you hear a series of four musical sounds in the game, like **C D E C**, you should first write the sequence in the *Book of Patterns* next to the corresponding draft description. Then, you can try the draft yourself by clicking on an object on the screen, waiting for Bobbin to stand next to it, and repeating the same four notes on the distaff. **Note:** If you wish to stop spinning a draft while in the process of spinning it, you can press **ESC**.

"Cut-scenes" are short, animated sequences—like scenes from a movie—which provide clues and information about the characters (like when Bobbin is greeted by the message nymph). While you are viewing a cut-scene, you do not direct the action and the cursor will disappear from the screen.

Things to Try on the Island of Loom

Touch the leaf on the tree next to which Bobbin is standing in the beginning of the game. (You can "touch" the leaf by moving the cursor over it and double-clicking.)

Walk to the Sanctuary of the Elders, at the far left end of the village. Inside you will find three tapestries which Bobbin can tell you about. You will also find the Elders in a heated discussion, and the Loom.

Pick up the distaff which was dropped by the Elder Atropos. You must have this object to complete the game.

Open the swan's egg into which Hetchel was transformed. Double-click on the egg to hear the Draft of Opening. Then, using the distaff, spin the draft on the egg yourself.

Walk to Hetchel's tent, at the far right end of the village. Here you will find a flask with dye in it and a dye pot full of boiling dye. Using each of these objects will produce interesting and educational effects. (Be sure to have a pencil handy!)

Function Keys

To save your progress in a game, enabling you to turn the computer off and start again later in the same place, use the save feature. Simply press the Save/Load Game function key (**F5** on most computers, but see your computer reference card to be certain). **Note:** This feature will not work during cut-scenes or conversations.

To load a game you have saved, use the Save/Load Game function key any-

time after *Loom* has been loaded, except during cut-scenes. Further instructions are on your computer reference card.

To bypass a cut-scene, press the **ESC** key. See your computer reference card for details. After you've played *Loom* several times, you may want to use this function to skip over scenes you have seen before, including the title sequence. However, cut-scenes should be watched at least once because they contain important information.

To restart the game from the beginning, press the key indicated on your reference card (**F8** on most computers).

To pause the game, press the **SPACE BAR**. Press it again to resume play.

When the disk is being accessed or the game is paused, the cursor may change or disappear. On some computers, a picture of a snail replaces the cursor during these times.

To turn the sound off and on, press the key indicated on your reference card (**F6** on most computers). **Note:** Sound for some computers can be adjusted with the volume control on the monitor or television.

Our Game Design Philosophy

We believe that you buy games to be entertained, not to be whacked over the head every time you make a mistake. So we don't bring the game to a screeching halt when you poke your nose into a place you haven't visited before. Unlike conventional computer adventures, you won't find yourself accidentally stepping off a

path, or dying because you've picked up a sharp object.

We think you'd prefer to solve the game's mysteries by exploring and discovering, not by dying a thousand deaths. We also think you like to spend your time involved in the *story*, not typing in synonyms until you stumble upon the computer's word for a certain object.

PC Users

Getting Started
NOTE: *We recommend that you first make a backup copy of all disks and put the originals in a safe place. The disks are not copy-protected, so to copy them, just follow the instructions that came with your computer.*

You can play *Loom* from either a hard disk drive or a floppy disk drive.

To play Loom from a floppy drive, after booting, place Disk 1 in drive A, type **a:** and press **ENTER**.
when you see the **A>** prompt, type **loom** and press **ENTER** to start the game. **Follow the instructions on screen**, and insert other disks when asked.

To install *Loom* on a hard disk, we have provided a utility that will automatically copy the program to your hard disk from the floppies included in the package. To run it, boot your computer, then insert Disk 1 in Drive A, type **a:** and press **ENTER**. (This utility will also work from drive B. If using drive B, replace these "A's" with "B's".)

When you see the **A>** prompt, type the word **install** followed by a space, the letter of your hard disk, a colon, and then press **ENTER**. For example, if your hard disk is 'C' , type:
install c:
and press **ENTER**. This will install the game directory called **Loom** on your hard disk. You can move the game if you wish by simply copying all the files into a new directory.

To play the game from your hard disk, use these commands:
• Switch to the correct drive (for example, type **c:** and press **ENTER**)

• **cd\loom** and press **ENTER** (to change to the correct directory).
• **loom** and press **ENTER** (to start the game).

Setting Preferences
When loaded, the program will select the best graphics mode for your machine. It will also check to see if you have a mouse driver or joystick installed or an AdLib, CMS/GameBlaster or SoundBlaster sound board, and will set up the game appropriately. If you wish to override these default settings, you may do so by adding the following letters (separated by spaces) after typing **loom** when you start the game:

a	AdLib Music Synthesizer or CMS/SoundBlaster sounds
g	CMS/GameBlaster sounds
ts	Tandy sounds
i	Normal sounds (internal speaker)
m	MCGA graphics mode
v	VGA graphics mode
c	CGA graphics mode
e	EGA graphics mode
t	Tandy 16-colour graphics mode
2d	Use 2 floppy drives

For example, to start the game in CGA graphics mode with AdLib sounds, type:
loom a c
Note: The game will run in the default mode if you select a mode or input device that your machine cannot support. If you have an EGA or MCGA graphics card and are willing to trade fewer colours for faster response, you may want to try playing the game in CGA graphics mode. Within the game, if the scrolling is too slow (when the picture moves sideways), you can select instant repositioning of the screen by holding down the **ALT** key and pressing **i**.

Cursor Controls
For keyboard cursor control, use either the arrow keys or the keypad. Numbers 1,3,7, and 9 move the cursor directly to the corners of the display; use the even-numbered keys for finer control. You can use a mouse for cursor control if you have installed a compatible mouse driver. Both mouse buttons correspond to the **ENTER** key. If you have a joystick, its button(s) will also correspond to the **ENTER** key.

If you have both a mouse and a joystick installed, you may select one as your controller by holding down the **ALT** key and pressing **m** for mouse or **j** for joystick. You may also recalibrate your joystick if the cursor is drifting across the screen by centring the joystick and press **ALT j**.

Keyboard Controls

To spin drafts using the keyboard, you can use either of the following sets of keys:

Note: These keys correspond to the tonal positions of the distaff on the screen.

Function and Command Keys

Save or Load a Game	**F5**	(Only when the cursor is visible.)
Bypass a Cut-Scene	**Esc**	
Restart a Game	**F8**	
Pause the Game	**SPACE BAR**	
Sound Control	**F6**	(One press disables music but retains sound effects. Second press disables all sounds. Third press restores all sounds.)
Message Line Speed:		
Faster	**>**	(Shift .)
Slower	**<**	(Shift ,)
Reposition Instantly	**ALT i**	(Use instant repositioning if you find scrolling is too slowly.)
Mouse On	**ALT m**	
Joystick On	**ALT j**	(Be sure to centre joystick first.)
Exit Game	**ALT x** **or CTRL c**	
Version Number	**CTRL v**	

Save/Load Instructions

If you are playing from floppy disks (and not a hard drive), you will need a blank, formatted disk **BEFORE** you start to play. This disk will become your Save/Load disk. If you are playing *Loom* from a hard disk, your games will be saved in the directory with the game files. Press **F5** when you want to save or load a game. If you are playing from floppy disks, you will be asked to insert your Save/Load game disk.

Once the Save/Load screen is displayed, you can move the cursor and click on either **SAVE, LOAD** or **PLAY**. The **SAVE/LOAD** option will not be available during the opening sequence.

To Save:

Click on the **SAVE** option. The current list of saved games will be displayed in slots along the left side of the screen. Select a slot by pointing the cursor to it and clicking.

Now you will be able to type a new name for that slot or use the backspace key to change the existing name. Pressing **ENTER** will reactivate the cursor. Click the cursor on **OK** to save the game, or **CANCEL** if you have changed your mind and do not wish to save it.

To LOAD:

Click on the **LOAD** option. The current list displayed in slots along the left side of the screen. Select a slot by pointing the cursor to it and clicking. Click the cursor on **OK** to load the game, or **CANCEL** if you have changed your mind and do not wish to load it.

Note: Loading a previously saved game will cause you to lose the game you are currently playing.

SAVE/LOAD is disabled during cut-scenes (whenever the cursor disappears from the screen).

Commodore Amiga Users

Getting Started

NOTE: *We recommend that you first make a backup copy of all disks and put the originals in a safe place. The disks are not copy-protected, so to copy them, just follow the instructions that came with your computer.*

You can play *Loom* from either a hard disk drive or a floppy disk drive.

To play Loom from a floppy drive,

insert Disk 1 in your disk drive (DF0:) and boot off this disk. Open the disk icon, then double-click on the *Loom* icon.
If your Amiga has **at least one megabyte of RAM**, you can play Loom using two drives. Leave Disk 2 in your second drive (DF1:) and swap Disk 1 and Disk 3 in your first drive (DF0:) as requested.

ATTENTION 512K USERS: If you are using a 512K Amiga with external drives, please disconnect all external drives and boot off Disk 1.

Keyboard Controls

To spin drafts using the keyboard, you can use either of the following sets of keys:
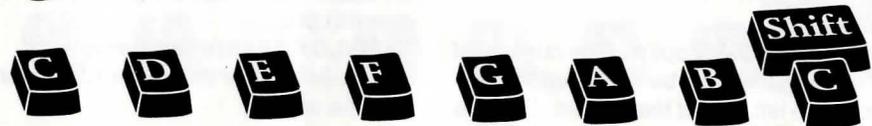
Follow the instructions on screen, and insert other disks when prompted.

To insert Loom on hard disk, first use Workbench menu to create an empty file drawer called *"Loom"*. Without opening the *"Loom"* drawer, insert Disk 1 into the first drive (**DF0:**), double-click its icon, and drag both the *Loom* and *Rooms* icons into the new hard disk drawer. Insert Disk 2 into **DF0:** double-click on its icon, and drag its *Rooms* icon into the new hard disk drawer. Then insert Disk 3 into **DF0:**, double-click on its icon, and drag its *Rooms* icon, into the new hard disk drawer. (**NOTE:** If you open the hard disk drawer before moving the icons, take care not to drag the second and third *Rooms* icons on top of the first one. If you do so accidentally, simply delete the hard disk *Rooms* and re-copy the *Rooms* icon from *all* three disks.)
To load the game from your hard disk, open the "Loom" hard disk drawer, and double-click on the *Loom* icon.

Note: these keys correspond to the tonal positions of the distaff on the screen.

Function and Command Keys

Save or Load a Game	F5	(only when the cursor is visible)
Bypass a Cut-Scene	ESC	
Restart a Game	F8	
Pause the Game	SPACE BAR	
Sound Control	F6	(One press disables music but retains sound effects. Second press disables all sounds. Third press restores all sounds. On an Amiga with 512K RAM, music is turned off automatically.)
Background Animation	F7	(Switches background animation off and on.On an Amiga with 512K RAM, it is turned off automatically.)
Message Line Speed:		
	Faster	>
	Slower	<
Reposition Instantly	ALT i	(Use instant repositioning if you find scrolling is too slow.)
Exit Game	ALT x	
Version Number	CTRL v	

Save/Load Instructions

If you are playing from floppy disks (and not a hard drive), you will need a blank, formatted disk **BEFORE** you start to play. This disk will become your save/load disk. If you are playing Loom from a hard disk, your games will be saved in the directory with the game files.

Press **F5** when you want to save or load a game. If you are playing from floppy disks, you will be asked to insert your save/load game disk.

Once the save/load screen is displayed, you can move the cursor and click on either **SAVE, LOAD** or **PLAY**. The **SAVE/LOAD** option will not be available during the opening sequence.

To SAVE:

Click on the **SAVE** option. The current list of saved games will be displayed in slots along the left side of the screen. Select a slot by pointing the cursor to it and clicking.

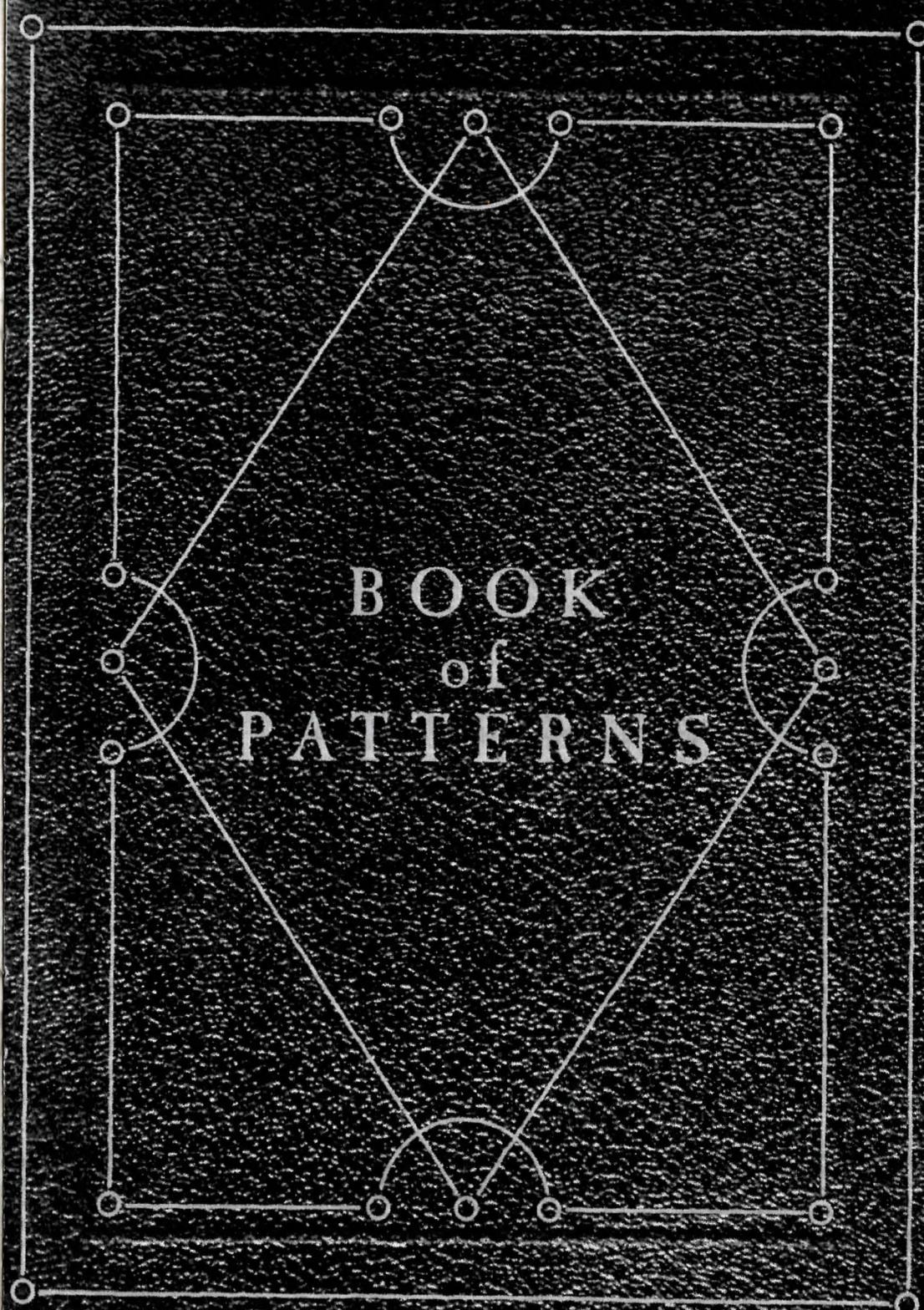Now you will be able to type a new name for that slot or use the backspace key to change the existing name. Pressing **RETURN** will reactivate the cursor. Click the cursor on **OK** to save the game, or **CANCEL** if you have changed your mind and do not wish to save it.

To LOAD:

Click on the **LOAD** option. The current list of saved games will be displayed in slots along the left side of the screen. Select a slot by pointing the cursor to it and clicking. Click the cursor on **OK** to load the game, or **CANCEL**, if you have changed your mind and do not wish to load it.

NOTE: Loading a previously saved game will cause you to lose the game you are currently playing.

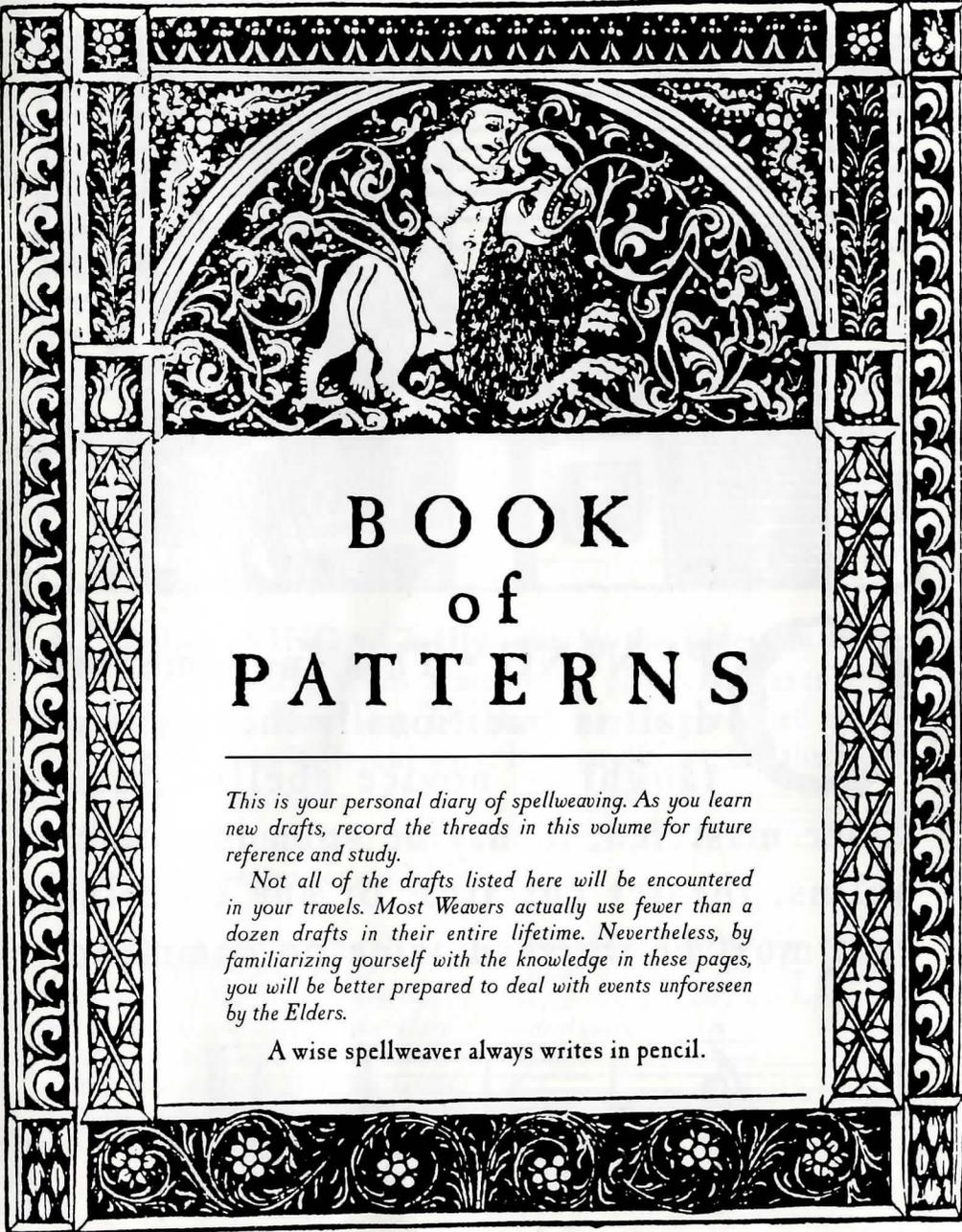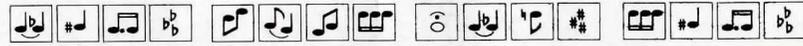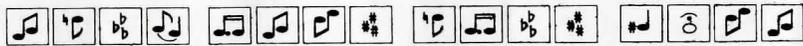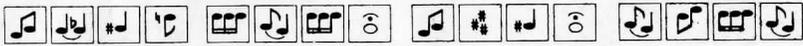**SAVE/LOAD** is disabled during cut-scenes (whenever the cursor disappears from the screen).

Atari ST Users

Getting Started

NOTE: *We recommend that you first make a backup copy of all disks and put the originals in a safe place. The disks are not copy-protected, so to copy them, just follow the instructions that came with your computer.*

You can play *Loom* from either a hard disk drive or a floppy disk drive.

To play Loom from a floppy drive,

insert Disk 1 in your disk drive (Drive A) and boot off this disk. Open the Drive A drawer and double-click on the *LOOM.PRG* icon.

Follow the instructions on screen, and insert other disks when prompted.

To install Loom on a hard disk, create a new folder on your hard disk called "*LOOM*". Copy the contents of all your *Loom* game disks into your new folder.

Keyboard Controls

When you have finished copying all of the files, double-click on the *LOOM.PRG* icon in your new folder.

Save/Load Instructions

If you are playing from floppy disks (and not a hard drive), you will need a blank, formatted disk **BEFORE** you start to play. This disk will become your save/load disk. If you are playing **LOOM** from a hard disk, your saved games will be saved in the directory with the game files.

Press F5 when you want to save or load a game. If you are playing from floppy disks, you will be asked to insert your save/load game disk

Once the save/load screen is displayed, you can move the cursor and click on either **SAVE, LOAD** or **PLAY**. The **SAVE/LOAD** option will not be available during the opening sequence.

To spin drafts using the keyboard, you can use either of the following sets of keys:

Note: these keys correspond to the tonal positions of the distaff on the screen

Function and Command Keys

Save or Load a Game	**F5**	(only when the cursor is visible)
Bypass a Cut-Scene	**ESC**	
Restart a Game	**F8**	
Pause the Game	**SPACE BAR**	
Sound Control	**F6**	(One press disables music but retains sound effects. Second press disables all sounds. Third press restores all sounds.
Background Animation	**F7**	(Switches background animation off and on.)
Message Line Speed:		
Faster	**>**	
Slower	**<**	
Reposition Instantly	**ALT i**	(Use instant repositioning if you find scrolling is too slow.)
Exit Game	**ALT x**	
Version Number	**CTRL v**	

To SAVE:

Click on the **SAVE** option. The current list of saved games will be displayed in slots along the left side of the screen. Select a slot by pointing the cursor at it and clicking. Now you will be able to type a new name for that slot or use the backspace key to change the existing name. Pressing **RETURN** will reactivate the cursor. Click the cursor on **OK** to save the game, or **CANCEL** if you have changed your mind and do not wish to save it.

To LOAD:

Click on the **LOAD** option. The current list of saved games will be displayed in slots along the left side of the screen. Select a slot by pointing the cursor at it and clicking. Click the cursor on **OK** to load the game, or **CANCEL** if you have changed your mind and do not wish to load it. **NOTE:** Loading a previously saved game will cause you to lose the game you are currently playing. **SAVE/LOAD** is disabled during cutscenes (whenever the cursor disappears from the screen).

BOOK
of
PATTERNS

THROW	BEAT	TREADLE	REST

BOOK
of
PATTERNS

This is your personal diary of spellweaving. As you learn new drafts, record the threads in this volume for future reference and study.

Not all of the drafts listed here will be encountered in your travels. Most Weavers actually use fewer than a dozen drafts in their entire lifetime. Nevertheless, by familiarizing yourself with the knowledge in these pages, you will be better prepared to deal with events unforeseen by the Elders.

A wise spellweaver always writes in pencil.

OPENING • This fundamental draft is traditionally the first one taught to novice spellweavers. Once mastered, it may be spun into tarpaulins, theater curtains, or any covering that must be whisked aside on command.

E C E D

DYEING

This draft was perfected by the dye chemists of the Woonsocket Chapter, who slaved for hours over steaming pots to satisfy the Clerics' appetite for colorful vestures. Originally woven into all types of fabric, the applicability of the Dyeing draft has diminished over the course of centuries. Now it works only on wool.
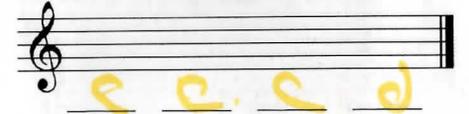
SUMMONING • Chiefly spun by the Elders in those rare instances when a member's physical presence is required in the Sanctuary. The draft may be perceived by its recipient in many different ways. It most often takes the form of a small, luminous spheroid, referred to in children's stories as a "messenger nymph."
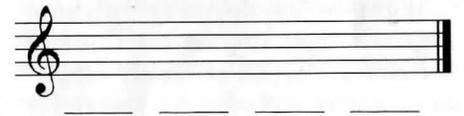
TONGUES

The Pattern of Tongues was first spun into the dinner placemats at the 423rd Conclave of the Guilds, held at Elstree in 7610. For the first time, the Guild delegates could understand each other's speeches. This innovation was widely praised until an Undertaker was overheard insulting a Florist. Both Guilds were plunged into a bloody war lasting five hundred years.
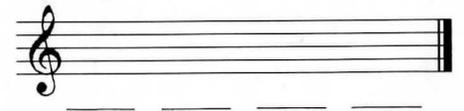
STRAW INTO GOLD

When times are lean, the Elders may invoke this draft to generate extra revenue. Its use is strictly regulated by the Treasurer of the Guild to prevent inflation. Other Guilds, ignorant in the ways of spellweaving, have concocted a variety of outlandish fairy tales involving this rather elementary weave.
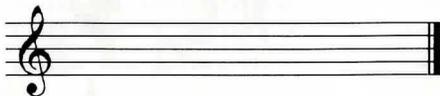

NIGHT VISION

The threads of this distinctive and beautiful draft are extrapolated from the song of nocturnal birds. At one time, Night Vision was prized by the Guild of Miners, whose legendary underground realm was chiefly illuminated by luminous tapestries bearing our Seal. Tragically, demand fell off after the Great Earthquake of 7331.
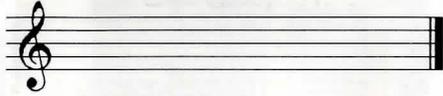
TEMBLOR

Temblor was discovered by a reckless (and now very dead) spellweaver who directed the threads of Rending upon a thought-to-be-dormant volcano. Eagerly sought after by the Guild of Seismologists, this extremely dangerous draft is included here only for reference; its spinning has been forbidden by the Guild since 7331.
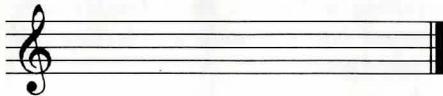
RENDING

The inventors of this innocent draft could not have imagined how badly it would be abused. The Guild of Embalmers originally licensed the draft for tearing rags into long strips. When the Embalmers were disbanded in 6529, a legal battle awarded the rights to the Guild of Career Politicians, who employed it to shred documents. The secret wandered from one unscrupulous Guild to another until it ended up among the Assassins, whose uses for Rending are too horrible to describe.

HEALING

In Volume 19 of her *Brief History of the Guild of Weavers* (Guild Press, 5620), Third Elder Lazykate documents the way bandages were treated with Healing as early as 1716. The four threads have evolved far beyond their original form. They can now be spun into virtually anything which needs rejuvenation, with the notable exception of the spellweaver's own body.
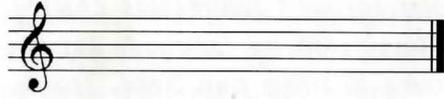
SHRINKAGE

Many simple fabrics contract when exposed to moisture or heat. In studying this phenomenon, the ancient Weavers isolated the threads that cause this natural Shrinkage, and soon developed a draft to weave the effect into any material object. Be wary in its use! Once spun, the Shrinkage threads can never be unwoven.
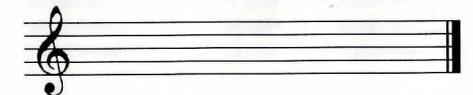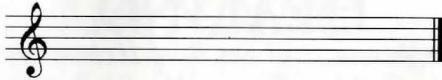
DESIRE

The draft of Desire has its origins in the primitive days of our community, when it was used to lure unsuspecting passersby into Guild shops. When spun upon a creature or person, it warps the threads around the spellweaver so that he or she resembles whatever thing the victim desires most. The illusion is quite fragile and impossible to maintain for more than a few moments.
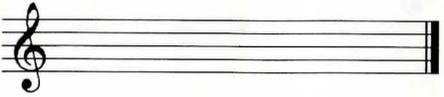

TERROR

This draft reweaves the spellweaver's appearance into a form drawn from the deepest anxieties of the being the threads are spun upon. In effect, it turns you into the thing the recipient fears most. Terror works only on sentient beings, but its potency more than makes up for this limitation. It is approved for limited therapeutic use by the Guild of Psychotherapists.

WATERPROOFING •

The 5992 expedition of Fifth Elder Spindleshank to the rain forests of Lesser Uxbridge yielded this very practical draft, which shields any fabric from the effects of moisture. The Poison Galoshes Panic of 6003 almost resulted in a permanent ban on Waterproofing, until it was revealed that magazine test reports had been rigged by the Guild of Umbrella Openers.
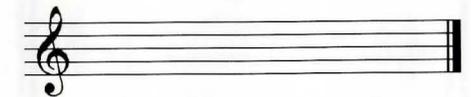
FOLDING •

Archaeological evidence suggests that Folding was never supposed to be spun upon the fabric of space. Instead, its inventors seem to have been more concerned with the management of laundry! No faster or more convenient way has been found to move a spellweaver from one place to another. Caution must be exercised when Folding a section of space already Folded by another spellweaver. Careless spinning can create an uninhabitable "wrinkle" zone, such as the Gainsborough Blind Spot.

REFLECTION

This draft was commissioned by the Guild of Dancers to expedite costume changes for their 500th anniversary performance of the classic ballet *Olema*. When properly invoked, the spellweaver immediately assumes the appearance of the being the draft is spun upon, and vice versa. The four threads are based upon the mating grunt of the slit-throated chameleon.
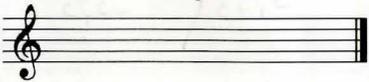

INVISIBILITY

When spun upon a person or group, Invisibility frays the focus of their vision, rendering the spellweaver quite difficult to see. The provenance of this draft is uncertain. It seems to have been acquired (under questionable circumstances) from the Guild of Shepherds, whose genius in the art of stealth is probably unrivaled.
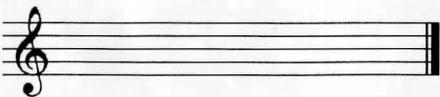
CONFUSION

The reason why this unusual draft was first developed is lost in time. Revisionists claim that it was spun into the cheaper fabrics sold at Guild shops in an attempt to undermine the confidence of bargain hunters. Whatever its origin, Confusion's potency has not diminished over time. One spin leaves a victim helplessly bewildered until the spellweaver is safely out of sight.
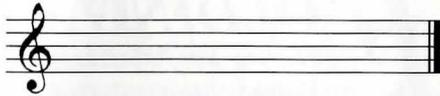
SHAPING

Only a handful of Weavers possess the concentration necessary to Shape a material substance. The threads of the draft must be spun with unusual single-mindedness before the Pattern will yield. Even then, a successfully Shaped object may revert to its original form if the draft is not rewoven periodically.

TWISTING

The origins of this ancient draft are lost in history. The earliest references to it are woven into the foremost hem of the Long Tapestry, beside threads depicting the manipulation of flax and yarn by hand. Tradition has it that the four notes were derived from the rhythmic squeak of First Elder Swellflax's own spindle.

WARMTH •

What Weaver has never been wrapped in the cozy threads of a Warmth draft? Second only to Aphrodesia in popularity (they are often sold together), Warmth has been a staple of our Guild for much of our recorded history. Even a thin gauze coverlet feels as substantial as a Penumbrian quilt after a single application.
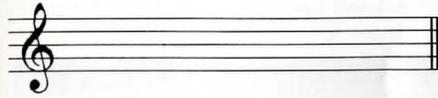
APHRODESIA

The Guild's quick rise to prosperity and influence was due in very large part to the success of this best-seller. Fabrics woven with threads of Aphrodesia are guaranteed to soften the heart of even the most indifferent love interest. Only the Elders are privileged to know the true origin of the draft. Rumors of a secret affair between Second Elder Twillfast and a member of the Guild of Organists are malicious and completely unfounded.
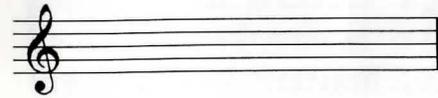

SLEEP

It would be difficult to find a pillow, baby bonnet or sleeping bag that has not been imbued with the soothing properties of this popular draft. The Guild of Nannies requires its use in all household fabrics, and the Anesthesiologists have approved an industrial-strength version as an alternative to chloroform.
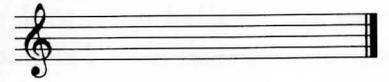
SILENCE • *Silence was hailed as a welcome relief for first-time parents and dwellers in college dormitories. Unfortunately, our Guildmembers are too often hired to spin these threads in situations of doubtful appropriateness. The worst offender is the Guild of Conductors, whose* members frequently impose a draft of Silence over their audience before a concert.
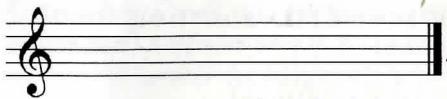
EMPTYING

The contents of almost any filled container may be instantly unravelled with this handy draft. Before its development c. 4200, the streams of Woonsocket ran green with the discarded dyes of the chemists. Avoid the temptation to spin Emptying upon lakes or clouds; its range is deliberately limited to prevent catastrophes such as the Double Deluge of 4202 (for which the Guild admits no responsibility).
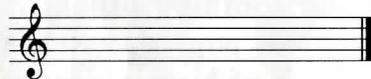
UNMAKING • Novices are often impatient to acquire the undeniably dramatic ability to Unmake physical objects. Luckily, these volatile threads lie well beyond the grasp of all but the most mature spellweavers. Entire armies can and have been disembodied by the transawesome power of Unmaking. Let us hope we are never again called upon to demonstrate our craft in this manner.
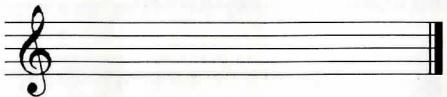
EXTINGUISHING • Open flames are easily smothered with the draft of Extinguishing. It untangles the threads of oxygen and fuel within a conflagration almost instantly, with few if any side effects and very little smoke. The Guild of Firefighters awarded us with their 6222 Plaque of Distinction for the development of this safe, fast-acting treatment.
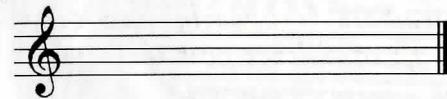
SHARPENING

Scissors, pins and knitting needles are the usual benefactors of this simple draft. In ancient times, however, warriors often submitted their blades to our Guildmembers for treatment. A formal protest by the Blacksmiths resulted in the Whetstone Bridge Treaty of 7550, which specifically prohibits the use of the Sharpening draft on weapons of war.
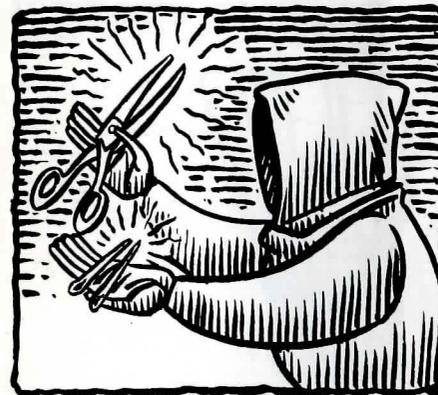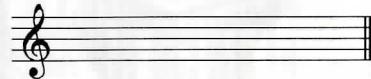
BLESSING • Also known as "Casino's Bane." Blessed items acquire a charmed state of probability which manifests itself as "good luck" to laymen. Use of this draft outside the Guild is restricted by the Emerick Agreement of 5858, which coincidentally supplies our treasury with an ample endowment from the Order of Statisticians.
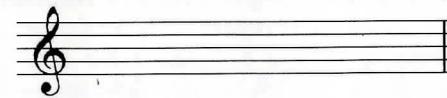
TRANSCENDENCE

TRANSCENDENCE • *Few indeed are the Weavers who have successfully spun this, the most subtle and mysterious expression of our art. Transcendence dissolves the ties that bind our threads into the Pattern, elevating mind and body to an undefined state of existence. Transcended beings are said to assume the form of birds, constellations, or even sunspots. Because corporal punishment is forbidden in our Guild, Transcendence is occasionally used as a means of humane banishment, but only for the most unforgivable infractions of the Rules.*
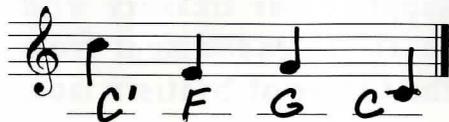
C' F G C'

THROW	BEAT	TREADLE	REST	
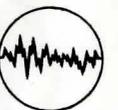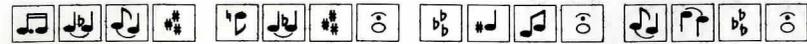
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