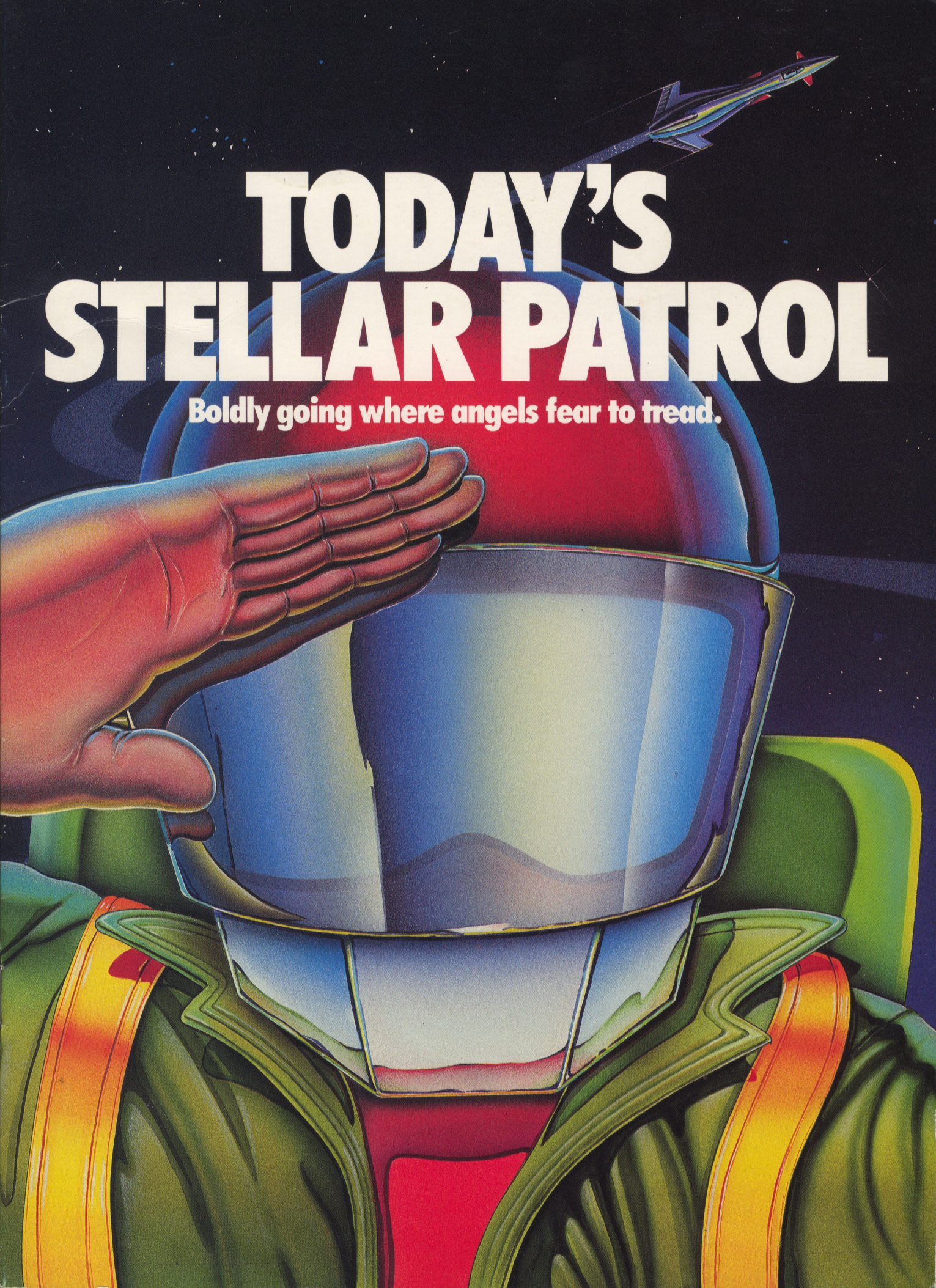

TODAY'S
STELLAR PATROL
Boldly going where angels fear to tread.

THE PATROL'S A FEW GOOD

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. 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."

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 interstellar travel is nonexistent, where human beings actually burn fossil fuels for energy, and have even been known to grow food directly from exposed topsoil . . . then you may just have what it takes to be part of our proud tradition.

But you've got to be tough. Disciplined. Blindly loyal. We need the kind of sailor whose whole vocabulary consists of the word "Yessir"—and who's proud of it. So if you're the type of organism we're looking for, here's a great place to start.

LOADING PLANETFALL

To load PLANETFALL, follow the instructions on your Reference Card. (It's included in the game package.)

The copyright notice and the release number should appear, followed by a brief introductory passage. Next you'll see the description of the starting location of the game. Finally, the prompt (>) will appear. If you have finished reading this manual, you are now ready to play PLANETFALL.

TALKING TO PLANETFALL

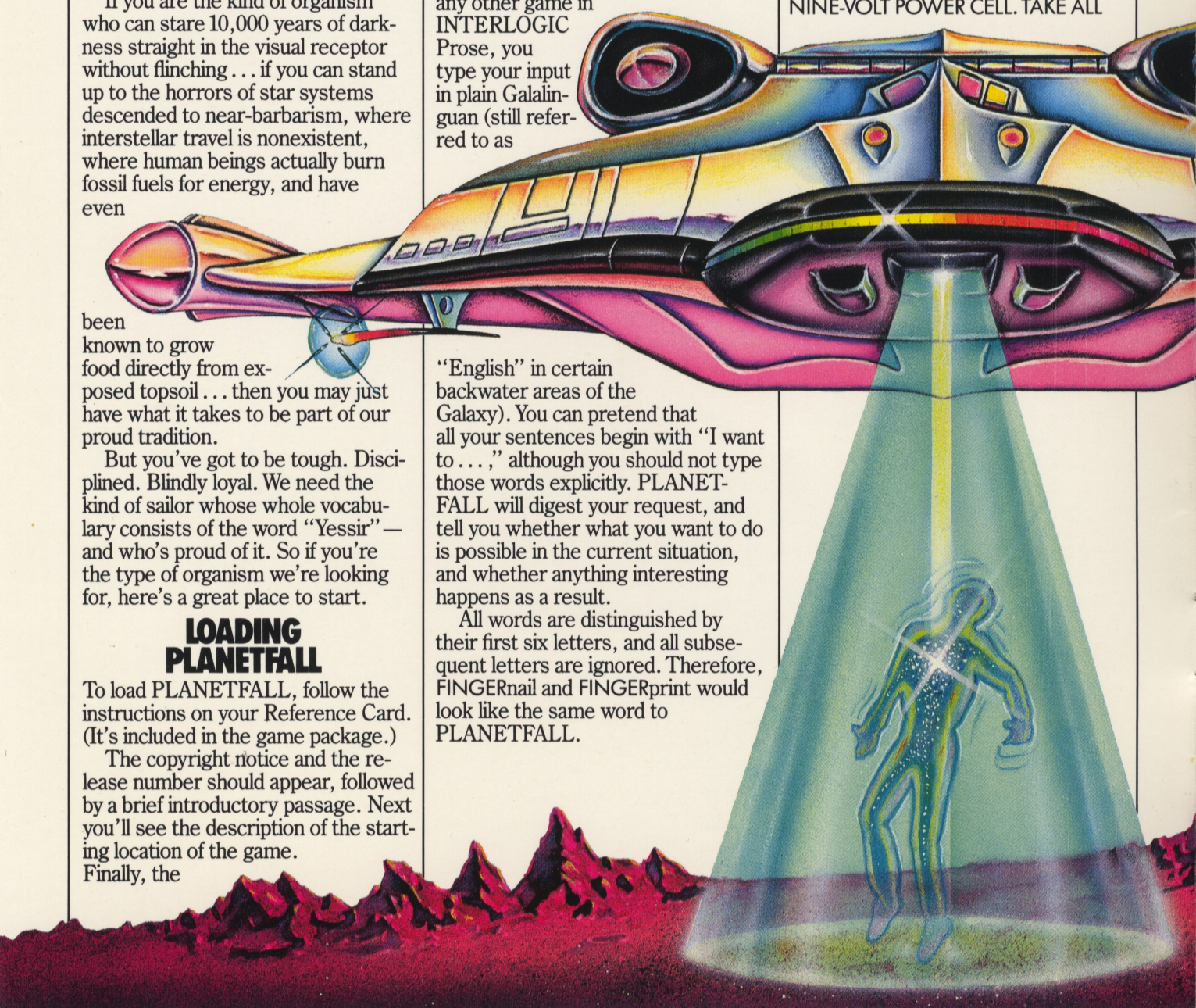
When you see the prompt (>), PLANETFALL is waiting for you to type in your instructions. When you have finished doing so, press the RETURN or ENTER key. PLANETFALL will respond, and the prompt will appear.

When you play PLANETFALL, or any other game in INTERLOGIC Prose, you type your input in plain Galalinguan (still referred to as "English" in certain backwater areas of the Galaxy). You can pretend that all your sentences begin with "I want to . . . ," although you should not type those words explicitly. PLANETFALL will digest your request, and tell you whether what you want to do is possible in the current situation, and whether anything interesting happens as a result.

All words are distinguished by their first six letters, and all subsequent letters are ignored. Therefore, FINGERnail and FINGERprint would look like the same word to PLANETFALL.

Simple Sentences. PLANETFALL understands many different types of sentences. Here are some examples, using objects or situations that don't actually occur in PLANETFALL:

TAKE THE SPACESUIT. PUT ON THE SPACESUIT. TAKE THE BROKEN TELESCOPE. GO OUT. DROP THE FURRY ALIEN INTO THE BASKET. WEST. EXAMINE THE LARGE RED MACHINE. PUSH THE FLASHING BUTTON. SHOOT THE FLASHING BUTTON WITH THE RAY GUN. TAKE THE NINE-VOLT POWER CELL. TAKE ALL



LOOKING FOR ORGANISMS.

THE NINE-VOLT POWER CELLS.
LOOK UNDER THE TIME MACHINE.
READ THE TIME MACHINE INSTRUCTIONS.

Complicated Sentences. You must separate multiple objects of a verb by the word AND or by a comma. For example:

DROP THE SMALL METEOR AND THE BROKEN TELESCOPE. TAKE THE FIVE-VOLT POWER CELL, THE NINE-VOLT POWER CELL, AND THE FORTY-VOLT POWER CELL. PUT THE HYDROGEN PELLET AND THE OXYGEN PELLET IN THE ION DRIVE INPUT HOPPER.
THROW THE MONSTER AND THE ALIEN IN THE CAGE.

You can include several sentences on one input line if you separate them by the word THEN or by a period. No period is necessary at the end of the input line. For example, the following could all be typed on one input line:

TAKE THE RAY GUN. RECHARGE THE RAY GUN. NE. SHOOT THE LOCK WITH THE RAY GUN THEN OPEN THE DOOR

Alien sentences. Completely mystifying sentences will cause PLANETFALL to complain in one way or another. (See the Appendix for an explanation of these complaints.) After making the complaint, PLANETFALL will ignore the rest of the input line. Unusual events, such as being attacked, will also make PLANETFALL ignore the rest of the sentences you typed, since the event may have changed your situation dramatically.

Note that PLANETFALL will not accept words typed in the corrupt or dialectical Galalinguan found on some distant planets. You must use only standard Galalinguan. For example, a Ramosian farmer playing PLANETFALL (an unlikely occurrence) might type "Handen meef demmer ive-ree-keez," but the game would only understand "Give me the piano."

How to Ask the Right Questions. There are only two kinds of questions that PLANETFALL understands. The first is WHAT IS (something), and the other is WHERE IS (something). To wit:

WHERE IS THE MALFUNCTIONING HOVERCRAFT? WHAT IS A GRUE?

(For more on sentence construction, see "Sentence Syntax" in the Appendix.)

Communicating with Humans and Other Strange Creatures. In the course of playing PLANETFALL, you will meet humans and aliens. You can talk to these characters by typing the individual's name, followed by a comma, followed by whatever you want to say to him, her, or it, e.g.:

DOCTOR, GIVE ME THE ARTIFICIAL LEG. ADMIRAL, FOLLOW ME. MIKE, KILL THE ALIEN. GURTHARK, OPEN THE CONTROL BOX THEN FIRE THE ROCKETS.

What to Do When PLANETFALL Talks Back. PLANETFALL tries to be clever about what you really mean when you don't give enough information. If you say that you want to do something, but you don't say what to do it with or to, PLANETFALL will sometimes decide that there was only one possible object you could have meant. For instance:

>UNLOCK THE DOOR
(with the key)
The door is now unlocked.

If your sentence is ambiguous, PLANETFALL will ask what you really meant. Most such questions can be answered briefly. For example:

>TURN THE AIRLOCK CONTROL
What do you want to turn the airlock control with?
>THE CROWBAR
The airlock door opens.

>SHOOT THE ALIEN WITH THE RAY GUN
Which ray gun do you mean, The Arcturian ray gun or the Rigellian ray gun?
>RIGELLIAN
The rays bounce harmlessly off the alien's Rigellian-ray-gun-proof vest.

PLANETFALL uses many more words than it will accept in your inputs. PLANETFALL recognizes a vocabulary of hundreds of words, including nearly all the words that you are likely to use in playing the game. However, descriptions of rooms, objects, or events may use words that PLANETFALL couldn't possibly digest. These words are used only to enhance your mental imagery, and are not necessary for you to use to complete the game.

QUITTING WITH HONOR AND DIGNITY

If you want to stop playing, and have no desire to save your position for future use, type QUIT. PLANETFALL will ask you if you really want to leave the game. Type Y for YES. (If you *do* want to save your position and continue later on, see instructions under "Restarting, Saving, and Restoring.")

LEARN VALUABLE SK
AND SEE THE GALA

Sure, you'll get a paycheck in the Patrol. But thirty-two 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'd 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 WATCH THE CLOCK

Ever since the Galaxy switched over to Galactic Standard Time, the recognized basic unit of time has been the millichron. One thousand millichrons make up one chron, and the standard galactic day is divided into ten chrons, so mathematicians everywhere will rejoice to know that there are ten thousand millichrons in a day. (The standard galactic day, by the way, is equivalent to the time it takes for the planet Earth to make one rotation. Earth, a backwater world in the Sol System, is generally believed to be the birthplace of humanity.)

Since time is usually kept in millichrons, early morning occurs around 1500 and late evening comes at 8500 or so. In some old-fashioned parts of the galaxy, 5000 is called "noon." And on the administrative moons of Tremain, most bureaucrats hold "2000-to-5500 jobs."

In PLANETFALL, time will pass only in response to your input. Nothing happens in the story while you are thinking and planning your next move, so you can proceed as slowly and carefully as you choose. Different actions will take different amounts of time to perform. For example, picking something up might take only seven millichrons, whereas walking down a long hall can take upwards of a hundred millichrons.

KNOWING THE SCORE

PLANETFALL keeps track of your score as a rough measure of your progress in the game. Until you can complete the game with a perfect score of 80 points, you may as well resign yourself to holding a bureaucratic 2000-to-5500 job on one of the administrative moons of Tremain.

WHICH WAY IS UP

When you find yourself in an unknown area, you should explore and get to know your surroundings. Making a map is also extremely important, and even the wisest Stellar Patrol navigators dare not venture forth without their cartographic devices.

The best way to move from place to place is to type the direction in which you want to move. You can use all eight compass directions, which can be abbreviated to N, E, S, W, NE, SE, NW, and SW. UP and DOWN are also important, and can be abbreviated to U and D. IN and OUT may also work in certain places. On board a ship, FORE, AFT, PORT, and STARBOARD should be used.

FINDING OUT WHERE THE HECK YOU ARE

PLANETFALL calls each particular location a room. When you enter a room for the first time PLANETFALL displays the name of the room, a description of the room, and descriptions of any interesting objects in the room with which you might want to interact. When you return to a room, only the name of the room and the names of the objects in it are displayed.

The VERBOSE command tells PLANETFALL to print the full description of every room and every object each time you see them, not just the first time. The SUPERBRIEF command tells PLANETFALL to show only the name of the room, even the first time you enter the room, and not even to mention objects in the room. When you are in Superbrief mode, you can still get a description of the room and the objects present by typing LOOK or L. The BRIEF command tells PLANETFALL to return to the initial mode, in which you receive descriptions only on your first visit to a room.

MISCELLANEOUS TACTICS FOR WINNING AND/OR GETTING KILLED

There are many possible routes to the successful completion of PLANETFALL. Some problems that you encounter along the way have more than one solution; others may not need to be solved at all.

Many objects in the game are important for solving problems. Examine or read every object that seems important. Don't be afraid to try anything; the worst that might happen is that you'd get "killed." You can always start over again, or SAVE your position first. (See "Restarting, Saving, and Restoring.") Trying the bizarre can be fun and often will give you a clue. Here's a nonsense example:

>GIVE THE CATERPILLAR TO THE CHRISTMAS TREE MONSTER
The Christmas Tree Monster is revolted by the thought of adorning its branches with a caterpillar.

You have just learned that there is probably something which would be a decoration pleasing to the monster and possibly a solution to a problem.

THE IMPORTANCE OF THE BUDDY SYSTEM

It is often helpful to play PLANETFALL with another person. Different people find different problems easy, and can often complement each other. As the dual-brained worm beasts of Nebulon are fond of saying, "Two heads are better than one." (The dual-brained worm beasts of Nebulon are a fascinating bunch, with a head on either end of their long wormlike bodies which can often grow to a length of fourteen kiloblops. One

KILLS AXY.

legend among spacefarers claims that two ends of the same worm beast once fell in love and got married. It wasn't until they got in a big fight and one head decided to go back home to mother that they realized what had happened.)

RESTARTING, SAVING, AND RESTORING

If you want to start over from the beginning, type RESTART. PLANETFALL will ask you to make sure that this is really what you want to do.

If you want to stop for now, but continue from your present position at a later point, you should use the SAVE command. Since it takes many hours to complete PLANETFALL, you will almost certainly not finish it in one sitting. By using the SAVE command, you can continue playing 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. SAVE makes a "snapshot" of your position in the game. If you are a cautious or prudent player, you may want to save your position before you try something dangerous or tricky. You can then return to the SAVEd point, even if you have gotten "killed" or lost since that point. To save a game position, just type SAVE at the game prompt (>) and then follow the instructions on your Reference Card. Remember that some systems require a blank disk for storage.

When you want to continue playing from where you made a SAVE, follow the RESTORE procedure. You can RESTORE any SAVEd snapshot of your position at any time during play. When the prompt (>) appears, just type RESTORE and follow the instructions on your Reference Card. You can then continue playing from your RESTOREd position. You can type LOOK to get a description of where you are.



TAKE COMMAND OF YOUR TOMORROW TODAY.

You may start out at the bottom as an 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."

As a proud member of the Stellar Patrol, you'll be helping to carry the Third Union's peaceful message of benevolent central bureaucraticalism 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 the situation. If you have what it takes to lead a Patrol expedition, that heel could be you. Here's a sample of the kind of command decisions you may be making.

IMPORTANT COMMANDS

To simplify your adventuring, you may order PLANETFALL to give you information by typing specific commands. These commands can be used again and again as needed. Some will constitute a move, and time will elapse; others will not cause time within the game to elapse. Type these commands after the prompt (>) appears:

AGAIN
PLANETFALL will usually respond as if you had repeated your previous sentence (unless you're talking to a character). This may be abbreviated to G.



BRIEF
This commands PLANETFALL to describe fully only newly encountered rooms or objects. Rooms already visited and objects already seen will be described by displaying the room name and the object names only. This is the initial mode of the game.

DIAGNOSE
PLANETFALL will give you a brief medical report about your condition. You will also find out if you are tired or hungry.

INVENTORY
This will give a list of all the items that you are carrying or wearing. You may abbreviate INVENTORY by typing I.

LOOK
PLANETFALL will describe your surroundings in detail. You may abbreviate LOOK to L.

QUIT
This gives you the option to quit playing. If you want to SAVE your position first, read the instructions for doing so. QUIT may be shortened to Q.

RESTART
This ends the game and starts it over from the beginning.

RESTORE
Restores a game position made using the SAVE command.

SAVE
Saves a game position onto your storage diskette.

SCORE
PLANETFALL will tell you your current score, and a ranking which is based on that score. You will also be told the current Galactic Standard Time, and how many standard galactic days have elapsed since your adventure began.

SCRIPT
This command will tell your printer to start making a transcript of the game as you play. It is not available on every system.

SUPERBRIEF
This command tells PLANETFALL to show you only the name of the room you have entered, and no other information.

TIME
This will give the current time within the game. It is useful for those versions which have no status line, and can be shortened to T.

TYPE (something)
As you play PLANETFALL you may encounter keyboards for inputting data. To do so, just type TYPE, followed by the word or number that you want to input. For example TYPE YES or TYPE 100.

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

VERBOSE
This command tells PLANETFALL to show you a full description of the room and the objects in it whenever you enter a room. See BRIEF and SUPERBRIEF.

VERSION
This will give you the Release number and the Serial number of your version of PLANETFALL.

WAIT
This command causes time in the game to pass. Normally, between your moves, no time is passing as far as PLANETFALL is concerned. You could leave the computer, scrub a deck, travel to seven distant star systems, and return to the game to find that nothing has changed. WAIT is used to make time pass in the game without doing anything. It might be useful if you are waiting for a specific time, waiting for a character to arrive, waiting for an event to happen, etc. WAIT will usually cause 40 millichrons to pass by, and may be abbreviated to Z.

There are many other useful words and phrases, including: TAKE, DROP, EAT, DRINK, EXAMINE, TURN ON, TURN OFF, PUSH, PULL, ATTACK, SLEEP.

APPENDIX

PLANETFALL's Responses. PLANETFALL will sometimes talk back to you in order to tell you when it can't digest your input, or if it wants you to clarify your instruction. Some of the common PLANETFALL responses are:

I DON'T KNOW THE WORD (your word). The word you typed is not in the game's vocabulary. Sometimes a synonym or rephrasing will help here. If not, you can usually be sure that the word isn't important in your playing of the game.

I CAN'T USE THE WORD (your word) HERE. PLANETFALL knows your word, but cannot understand it the way it appears in your input. It may be that PLANETFALL uses the word as a different part of speech. For example, you may be using LIGHT as a noun (as in "turn on the light"), but PLANETFALL knows LIGHT only as a verb (as in "light the lamp"). Or it is possible that your sentence made no sense at all: OPEN THE TAKE, for example.

YOU MUST SUPPLY A NOUN! This usually indicates an incomplete sentence, such as EAT THE RED or PUT THE BOMB IN THE, where PLANETFALL expected another noun but couldn't find one.

I FOUND TOO MANY NOUNS IN THAT SENTENCE. An example is: SHOOT THE ALIEN IN THE BED WITH THE RAY GUN. A valid PLANETFALL sentence has, at most, one direct object and one indirect object.

I BEG YOUR PARDON? You did not type anything after the prompt (>) and before you pressed the RETURN key on your keyboard.

I CAN'T SEE ANY (object) HERE. The object you referred to was not accessible to you.

I CAN'T USE MULTIPLE DIRECT (or INDIRECT) OBJECTS WITH (your verb). You can use multiple objects (that is, nouns or noun phrases separated by AND or a comma) only with certain verbs. Among the more useful of these verbs are TAKE, DROP, and PUT.

I DON'T UNDERSTAND THAT SENTENCE. You typed a sentence that was gibberish, at least as far as PLANETFALL was concerned. You might try rephrasing the sentence.

Sentence Syntax. Here are a few helpful tips on constructing sentences that PLANETFALL can understand.

A PLANETFALL sentence must contain at least a verb or a command (e.g. INVENTORY).

Multiple objects of the verb must be separated by the word AND or a comma.

Several sentences typed on the same input line must be separated by a period or the word THEN. A period is not needed at the end of the line of input.

Only two kinds of questions may be asked: WHAT and WHERE.

For the shortest abbreviation of directions, use N (NORTH), S (SOUTH), E (EAST), W (WEST), NE (NORTHEAST), SE (SOUTHEAST), NW (NORTHWEST), SW (SOUTHWEST), U (UP), and D (DOWN). Aboard a ship, you may want to use F (FORE), AFT, P (PORT), and SB (STARBOARD). IN and OUT may also be helpful.

COMMAND SUMMARY

The following commands can be entered when the prompt (>) has appeared on the screen. (For explanations of these commands, see "Important Commands.")
This list does not represent the entire vocabulary available to you, and makes no mention of the numerous command variations you can construct by using prepositions (e.g.: LOOK could also be LOOK UNDER, LOOK AT, LOOK INSIDE, LOOK THROUGH, etc.).

AGAIN or G
BRIEF
DIAGNOSE
INVENTORY or I
LOOK or L
QUIT or Q
RESTART
RESTORE
SAVE
SCORE
SCRIPT
SUPERBRIEF
TIME or T
TYPE
UNSCRIPT
VERBOSE
VERSION
WAIT or Z

BE PART OF A LEGACY THAT LIVES ON.

Upon joining the Patrol, you may be amazed to learn the true vastness of our military might. But it came as no surprise to one man: S. Eric Meretzky (now known as Merescu, the Bearded Oracle of Yonkers), who wrote of the present-day galaxy with astounding precision nearly 100 centuries ago in his visionary tale, PLANETFALL. But that was only the beginning of his accomplishments, and today this poet-prophet is considered a role model for all good Stellar Patrolmen.

You have probably heard of artists who become absorbed in their work. This happened to Merescu in quite a literal sense. For as he wrought one day at his computer terminal and watched PLANETFALL's premonitory universe unfolding, he felt the prose plugging right into his imagination. Before he could resist, his body and soul flowed into the screen, and he vanished forever from the year 1983 A.D.

Merescu awoke to find himself in a veritable 114th Century Garden of Eden known as Paradisio-Delta. The natives, seeing this being materialize so mysteriously in their midst, instantly began worshipping him as their god. From their kowtowing throngs, an angelically charming young alien beckoned to the transported prophet and, scattering rose petals before him, led him off to see the principal attractions of his newfound realm. Merescu saw swords being turned into plowshares, the lion lying down with the lamb, and Paradisio-Deltans working together in love and harmony for the common good. When the tour at last ended, Merescu turned to his beautiful guide and asked, "Where can I get a good pepperoni pizza?"

For months thereafter, the prophet strove to arrange a return trip through time, but finally gave up. He has since turned his energies to bringing the boons of civilization to this benighted race. Today, as the oldest man in the universe, he still rules over his planet, now renamed, The Big M's Super-Deluxe Condo-World. Rising on the site of the former mystic tribal worship grounds is Stevie Mondo's Sequin City Discotheque. The idyllic Park of Eternal Rest is now lit by the neon signs of Merescu's Blue Jeans Boutique. Where once the Olive Grove of Peace offered shade and sanctuary to the weary traveler, now stands Bonanza Meretzky's Pepper Steak Emporium. And as he surveys his kingdom, the Great Merescu wipes a sentimental tear from his eye—and realizes that at last, he is home again.

WRITE TODAY!

The scene: Infocom Game Development Offices. The time: Zero Hour. The writers of Infocom are once more on the final leg of the gauntlet. For days and nights on end, they have been honing and perfecting their latest game, and in the process enriching every known medical definition of insomnia. Yet even while they add the last-minute touches, the grimmest of all reapers descends upon them. It is the Marketing Division. And as the disks are snatched from the nerveless fingers of the sleepless crew, a mournful cry goes up to those brave souls who play our games: *Help us to continue striving for perfection. The more we hear from you, the better our games become. So if you've found a bug, or noticed a little inconsistency in a description, or thought a problem was too hard or too easy, or even if you just have some interesting comments about the game, then write today to:*

Infocom, Inc.
55 Wheeler Street
Cambridge, MA 02138
Attention: Floyd

INFOCOM™

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