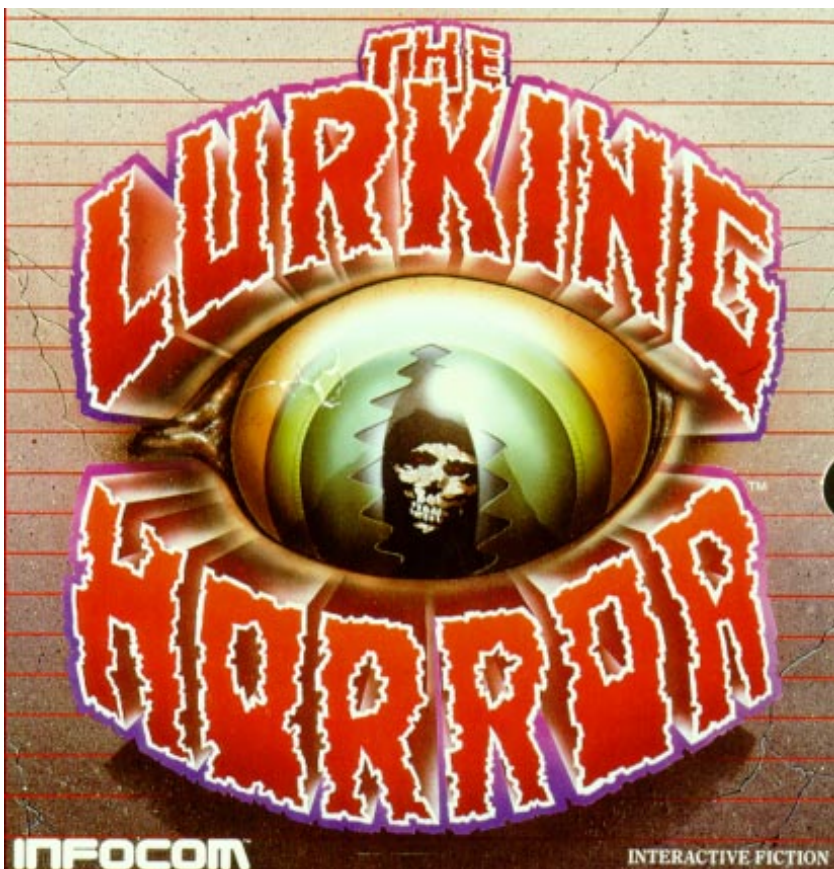


CLASSIC TEXT ADVENTURE
MASTERPIECES



Manual

To play this game please exit Adobe Acrobat Reader and follow the instructions for your system in the CD Booklet.

INFOCOM®

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

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

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

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

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

There are many different kinds of sentences used in "LOST TREASURES". Here are some examples:

>WALK TO THE NORTH
>WEST
>NE
>DOWN
>TAKE THE BIRDCAGE
>OPEN THE PANEL
>READ ABOUT DIMWIT FLATHEAD
>LOOK UP MEGABOZ IN THE ENCYCLOPEDIA
>LIE DOWN IN THE PINK SOFA
>EXAMINE THE SHINY COIN
>PUT THE RUSTY KEY IN THE CARDBOARD BOX
>SHOW MY BOW TIE TO THE BOUNCER
>HIT THE CRAWLING CRAB WITH THE GIANT NUTCRACKER
>ASK THE COWARDLY KING ABOUT THE CROWN JEWELS

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

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

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

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

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

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

>EXAMINE THE APPLE. TAKE IT. EAT IT

>CLOSE THE HEAVY METAL DOOR. LOCK IT

>PICK UP THE GREEN BOOR. SMELL IT. PUT IT ON.

>TAKE ALL

>TAKE ALL THE TOOLS

>DROP ALL THE TOOLS EXCEPT THE WRENCH AND THE MINIATURE HAMMER

>TAKE ALL FROM THE CARTON

>GIVE ALL BUT THE RUBY SLIPPERS TO THE WICKED WITCH

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

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

>WHO IS LORD DIMWIT?

>WHAT IS A GRUE?

>WHERE IS EVERYBODY?

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

>JESTER, HELLO

>GUSTAR WOOMAX, TELL ME ABOUT THE COCONUT

>UNCLE OTTO, GIVE ME YOUR WALLET

>HORSE, WHERE IS YOUR SADDLE?

>BOY, RUN HOME THEN CALL THE POLICE

>MIGHTY WIZARD, TAKE THIS POISONED APPLE. EAT IT

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

Infocom Basic Commands (Please read this section before playing The Lost Treasures.)

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

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

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

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

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

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

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

RESTORE - This restores a previously saved position.

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

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

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

Infocom Basic Commands (cont.)

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

SUPERBRIEF - This command gives you the sparsest level of description See BRIEF above.

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

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

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

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

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

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

Lurking Horror

Preface to the Story

In *The Lurking Horror*, you are a student at G.U.E. Tech. You have braved a snowstorm to get to the Computer Center and finish work on an assignment. But the snowstorm has turned into a raging blizzard, and has trapped you in a complex of buildings late at night. You are not alone, fortunately ... or perhaps, unfortunately. Thus you begin the story, unaware that anything may be wrong beneath or within the veneer of the quiet campus.

About the Author

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

The logo features the letters 'G', 'U', and 'E' in a large, bold, outlined font. The 'G' is on the left, the 'U' is in the middle, and the 'E' is on the right. Small diamond shapes are placed between the letters: one between 'G' and 'U', one between 'U' and 'E', and one below the 'E'. Below the letters, the text 'WELCOME TO G.U.E.!' is written in a bold, black, sans-serif font.

G.U.E.

WELCOME TO G.U.E.!

You've probably been waiting to go to G.U.E. Tech for years--ever since you realized that science and math were more important to you than just about anything (except eating). And now here you are, in a community of people who feel exactly the same way. Of course, the first thing in your mind is academics, whether you can get a seminar with that Nobel Laureate Physics professor, how soon you can have 24-hour access to the Computer Center, whether you can get credit through a work-study program. Most of these questions can be answered by your freshman advisor or by the official student handbook.

There are plenty of other questions, however, that you should also be asking yourself, questions that your advisor will be hard put to answer. Questions like, where can you find the best pizza? Where can you find a date? Which dorms should you avoid? Should you subscribe to the meal plan? Where can you go if you're feeling out of control? This handbook attempts to answer some of these questions. Written by upperclass students, G.U.E. At A *Glance* (sometimes known as GAAG) might tell you things the Administration would rather you didn't know. But we believe that you'd find them out anyway, and that you'll be glad it's sooner rather than later...

In spite of what your roommate will tell you, G.U.E. Tech does not have the highest suicide rate in the country. However, it *is* a high-pressure school. While you're wondering what happened to the distraught student who used to sit next to you in Introductory Calculus, you might also be wondering how you're going to get through midterms without cracking up.

G.U.E.

When things get tough, DON'T PANIC. Help is always available, and no one will think the lesser of you for seeking it. Visits to the Counseling Center don't appear on your permanent record, and complete confidentiality is maintained at all times.

One thing that just might drive you crazy is figuring out how to get around campus. While we've provided a map to help you identify the main dorm and class buildings, you probably won't feel at home until you've gotten lost a few times and stumbled back to familiar ground.

Large, underground tunnels connect most of the buildings. However many of these tunnels are very old, and a number have been closed for safety reasons. While you may be tempted to explore, DON'T risk it. Several deaths have been attributed to student explorations in the tunnels. Closed tunnels are off-limits; they're closed for a reason, and we encourage students to restrain their curiosity and keep out of them.

It's usually easiest for new students to live in a dormitory and subscribe to the school meal plan. But easiest isn't always best. In the case of G.U.E.'s food service, it's worst. Food ranges from bad to inedible, and the cafeterias are only open for a few hours around each mealtime. If you haven't signed up for the meal plan, or when you're planning ahead for next year, consider roughing it. Dorm-sized refrigerators are easy to come by, and the area supermarkets carry a wide variety of both recognizable and exotic items. When you're looking for a hot meal, check our list of favorite hangouts.

First-year students are usually stuck with whatever room they're assigned to. Flrod Bok is the best freshman dorm; Murani House is the worst. Best upperclass dorms are Berkowitz Hall and Lunce House. Chapelgate is well known as a party dorm. It's a good place to be if you like to party. It's a bad place to be if you plan to get any sleeping or studying done in your room.

Most dorms are co-ed, with men and women housed on separate floors. A few of the smaller upperclass dorms are for men only, and Stella Barton Hall houses fifteen senior women.

G.U.E.

You'll also want to consider G.U.E.'s fraternities and sororities. Pledging takes place the first week on campus. Since each house appeals to a different type, you'll need to look into all of them to find one that's a good match for you. For more information, contact the Interfraternity Council.

Dorm furniture is strictly functional and, if you're lucky, less than 50 years old. Most students outgrow the dorm bookshelf within one semester. You can buy cheap but sturdy bookcases at Dave's Discount Decor, along with bean-bag chairs, lava lamps, and designer telephones (one current favorite, a glow-in-the-dark skull with gleaming red eyes, chortles instead of rings).

Although you'll be spending most of your time studying, it's important to remember that life exists outside of your textbooks and your computer screen. Take an afternoon to visit the Museum of Contemporary Art or the Loeffler Aquarium. Join the Freshman Drama Group of the Hellenic Club. Write a weekly column for the G.U.E. GNEWS. Take advantage of the Athletic Complex, whose weekly paddle-ball tournaments draw a lively crowd.

SCHOOL TRADITIONS

SLUG STOMPING

Watch for the first slugs of the year and step on them.

FOUNDER'S DAY

One night during the last week of spring term, the huge bronze statue of George Underwood Edwards mysteriously disappears from its pedestal and shows up the next day in some totally offbeat spot. A certain rowdy fraternity is rumored to spend the entire year planning this prank.

FINAL SCREAM

At a designated time during Final Exam week, everyone screams in unison.

PIGEON DAY

The President rings a bell at 6 a.m. one spring morning and puts a statue of a giant pigeon on the lawn. No classes for the day; free food at night.

STREAMER DAY

Take all the toilet paper rolls from the bathrooms and throw them out of the dorm windows.

SOME G.U.E. TECH JARGON:

frob. (noun) A thing. Useful when you have two "unspecified objects" on hand. "Stick that frob on the thing over there."

tool. (noun) A nerd. Someone who studies all the time, never taking time for a social life. (verb) To study. "I'm tooling tonight."

hack. (noun) A prank. "Painting the Dean's house pink was a great hack!" (verb) To commit a prank. "We hacked the Dean's house."

-p. (suffix) Adding the -p suffix to a word makes it a question. A derivative of the LISP computer language, where "p" indicates predicate (e.g. "greaterp x y," meaning "is x greater than y?"). Most commonly heard among tools majoring in Computer Science. "Foodp?" (pronounced "food-pee") means "Are you hungry?"

grease. (noun) Student politician. (verb) To pass a course without working on it. "I greased Thermodynamics."

rug rat (or rat). (noun) Freshman. Presumably derives from the use of this term as a synonym for child.

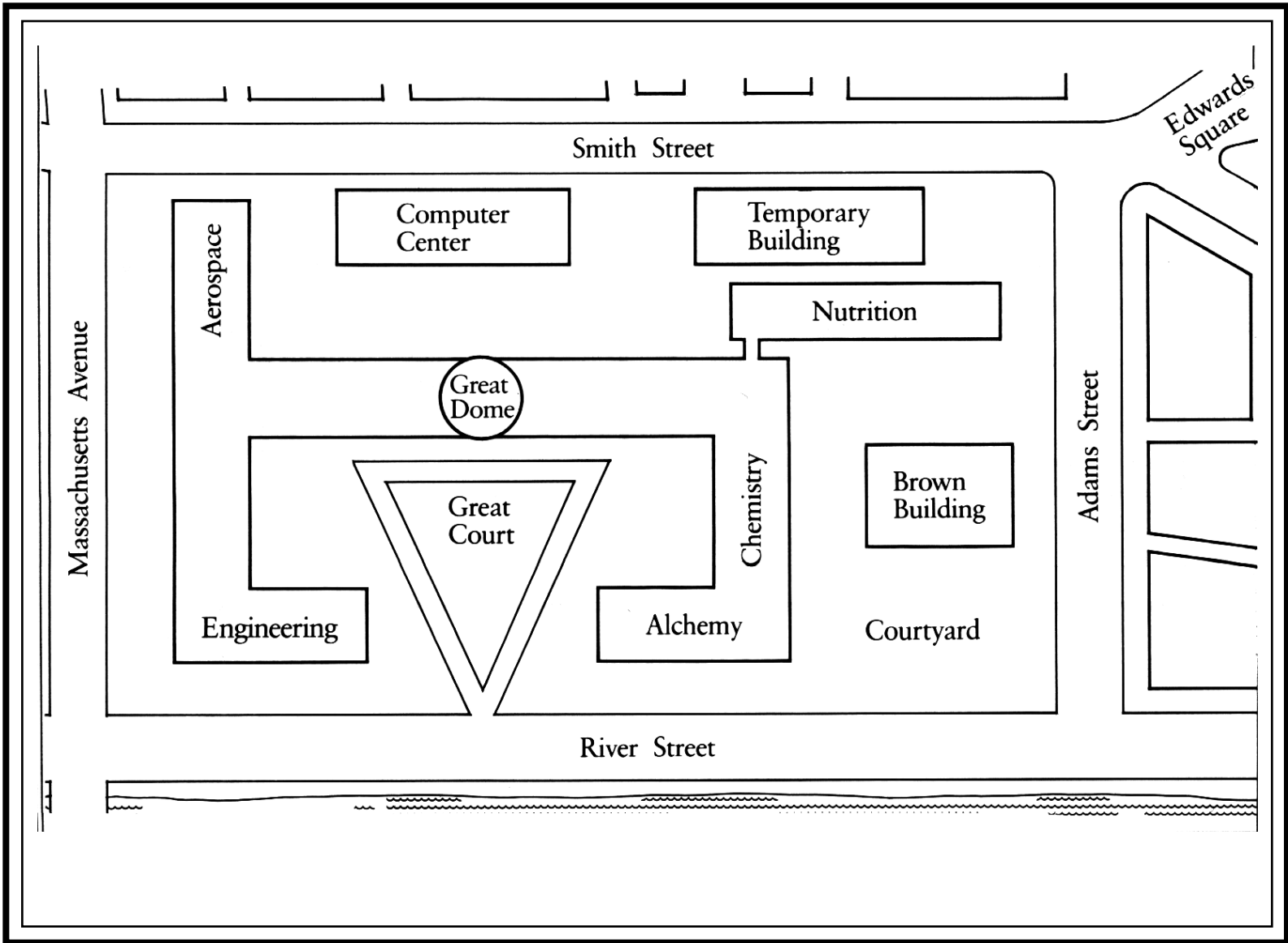
urchin. (noun) A local child or teenager who hangs around campus and often causes objects of value to mysteriously disappear.

curdle. (verb) To astonish, usually with a connotation of the surprise being unpleasant. "I was really curdled when I saw my final grades."

DIRECTORY

don't forget snacks for Fri. party!

Name <u>Chris Leu</u>	Name _____
Address <u>Chapelgate</u>	Address _____
Tel. No. <u>x 8990</u>	Tel. No. _____
Name <u>chem lab T-TH 1-3</u>	Name _____
Address <u>lab partner - Ardie Knowlton</u>	Address _____
Tel. No. <u>X 2981</u>	Tel. No. _____
Name _____	Name <u>Intro Calc</u>
Address _____	Address _____
Tel. No. _____	Tel. No. <u>27-302</u>
Name <u>Mitch</u>	Name _____
Address _____	Address _____
Tel. No. <u>X 5417</u>	Tel. No. _____
Name _____	Name <u>password UHLERSOTH</u>
Address _____	Address _____
Tel. No. _____	Tel. No. <u>(don't tell anyone!!)</u>



Smith Street

Edwards Square

Massachusetts Avenue

Aerospace

Computer Center

Temporary Building

Nutrition

Great Dome

Great Court

Chemistry

Brown Building

Engineering

Alchemy

Courtyard

Adams Street

River Street

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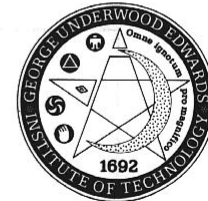
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