Instruction Manual for CUTTHROATS

In CUTTHROATS, you are a skilled diver living on Hardscrabble Island, a small seaport past its prime. You will try to salvage a sunken treasure from one of four shipwrecks; if you are successful, you will be fabulously wealthy and enormously respected among old salts. Some characters in the story will help you; others will try to stop you any way they can. If you can think logically and keep your throat intact, the treasure can be yours.

There is more than one shipwreck in CUTTHROATS, but in each story you will be trying to recover only one particular treasure. When you restart the story, you may find yourself diving for a different treasure.

As in all Infocom interactive fiction, CUTTHROATS understands a very large vocabulary. Appendix B (page 18) lists several commands that will be useful in your adventure. Some of the commands listed are found in all Infocom interactive fiction; others are included especially for CUTTHROATS. All adventurers will want to familiarize themselves with this list.

Table of Contents

An Overview

Interactive fiction is a story in which you are the main character. Your own thinking and imagination determine the actions of that character and guide the story from start to finish.

Each work of Infocom's interactive fiction, such as CUTTHROATS, presents you with a series of locations, items, characters and events. You can interact with these in a variety of ways.

You will have to interact with several characters and solve many problems as you move through CUT-THROATS. Frequently you will need to bring a certain item to a particular place and then use it in the proper way to solve a problem. Remember that other characters may be better equipped than you are to solve a given problem.

In CUTTHROATS, time passes only in response to your input. The game's clock will advance (generally one minute) for each sentence you type. Nothing happens in the story until you type a sentence and press the RETURN (or EN-TER) key, so you can plan your turns as slowly and carefully as you want.

To measure your progress, CUTTHROATS keeps track of your score. You may get points for acquiring certain objects, performing certain actions and visiting certain locations. However, a perfect score isn't what really matters. Recovering the treasure and enjoying your adventure is far more important.

Tips for Novices

1. When you begin CUTTHROATS, you should first become familiar with your surroundings. Explore every location carefully. Note any interesting objects and all exits from the location. As you explore the island, a boat, or a shipwreck, it is a very good idea to make a map of the geography. Even the most experienced and capable adventurers find it wise to make a map showing each location, the directions connecting it to adjoining locations and any interesting objects there.

2. Read the story carefully. There are clues in many of the descriptions of locations and objects. Also check labels, books and other items. Many objects in the story can be picked up and are needed to solve puzzles.

3. Unlike ordinary "adventure games" you may have played, there are many possible routes to the completion of CUTTHROATS: there is no one "correct" order for solving problems. Some problems have many solutions; others don't need solutions at all. However, sometimes you will have to solve one problem in order to obtain the tools or information you need to solve another.

4. You may find it helpful to go through CUTTHROATS with another person. Different people may find different problems easy, and can often complement each other.

5. Don't be afraid to try something bold or strange - you can always save your position first if you want. (See "Starting and Stopping" on page 16.) Trying the bizarre can be fun and will often give you a clue. Here's a fun example:

>GIVE THE TICKET STUB TO THE MERMAID
The mermaid examines the ticket stub, then frowns and drops it. She looks at you with curiosity.

You have just learned that there probably is something which would be of interest to the mermaid. Maybe the ivory bracelet?

6. As a professional diver, you know how important it is to dive with proper equipment. Abandon all thoughts of using scuba gear when diving deeper than 200 feet. Remember, too, that the deeper you dive, the greater your air consumption.

7. If you really have difficulty, you can order a hint booklet and a complete map from Infocom using the order form that came in your package. You don't need the hint booklet to enjoy the story, but it will make solving CUTTHROATS easier.

8. Read the sample transcript on page 20 to get a feel for how interactive fiction works.

Communicating with CUTTHROATS

In CUTTHROATS, you type your commands in plain English each time you see the prompt (>). CUTTHROATS usually acts as though your sentence begins with "I want to..." although you should not type those words. CUTTHROATS then displays a response telling you whether what you want to do is possible in the current situation and, if it is, whether anything happened as a result.

CUTTHROATS distinguishes words by their first six letters, and all subsequent letters are ignored. Therefore, DRESSEr, DRESSEd and DRESSEs would all be treated as the same word by CUTTHROATS.

To move from place to place, type the direction you want to go. You can use the eight compass directions: NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST and SOUTHWEST. You can abbreviate these to N, S, E, W, N E, NW, SE and SW, respectively. You can also use UP (or U) and DOWN (or D). ENTER and EXIT (also known as IN and OUT) will work in certain places. You may use these same movements while aboard ships, or you may also use FORE, AFT, PORT and STARBOARD.

CUTTHROATS understands many different kinds of sentences. Here are a few examples. (Note that some of these objects do not actually appear in CUTTHROATS.)

WALK NORTH
DOWN
NE
GO SOUTH
U
OPEN THE WOODEN DOOR
EXAMINE THE SCUBA GEAR
LOOK BEHIND THE STATUE
LOOK UNDER THE ROCK
LOOK INSIDE THE VAT
TAKE BOX
TAKE THE BOOKS
PICK UP THE WOODEN BOX
LOCK THE DOOR WITH THE KEY
PUSH THE BUTTON
PUT TOOTHBRUSH UNDER BED

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

TAKE KNIFE, BOOK, COMPASS
DROP THE BOX, THE GUN, AND THE JAR
PUT THE GOLD BAR AND THE PEARL IN THE OAK CHEST

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

TAKE THE ELECTROMAGNET. TURN IT ON
OPEN THE BOX. LOOK IN IT. CLOSE IT. LOCK IT
TAKE ALL FROM CHEST
DROP ALL BUT THE SHARK REPELLENT

You can include several sentences on one input line if you separate them by the word THEN or by a period. You don't need to type a period at the end of an input line. For example, you could input all of the following at once, before pressing the RETURN (or ENTER) key:

OPEN THE CHEST THEN LOOK IN IT. CLOSE THE CHEST THEN TAKE IT THEN CLIMB UP THEN GO EAST. HIDE THE CHEST IN THE CLOSET THEN WALK WEST THEN CLIMB DOWN

If CUTTHROATS doesn't understand one of the sentences in your input line, or if something unusual happens, it will ignore the rest of your input line (see "CUTTHROATS Complaints" on page 19).

CUTTHROATS understands only two types of questions: WHAT and WHERE. Here are two examples that you can try in CUTTHROATS:

WHAT IS A DRILL?
WHERE IS THE SHARK REPELLENT?

You will meet other characters in CUTTHROATS. You can talk to them using the format: CHARACTER, DO THIS. Here are some examples:

PETE, GIVE ME THE KEY
WALTER, TURN OFF THE RADIO
MAXWELL, DROP THE SILVER HAMMER. LOOK AT THE BODY. GO NORTH

Notice that in the last example, you are giving one character more than one command on the same input line. Once you've engaged someone in conversation, you can often skip the formalities and just state your requests as long as that person remains in the same room with you.

To disclose a location to someone, try this format:

JOEL, THE LATITUDE IS 20

On occasion, a character may ask your opinion on something. A simple YES, NO or MAYBE will suffice.

CUTTHROATS tries to guess what you really mean when you don't give enough information. For example, if you say that you want to do something, but not what you want to do it to or with, CUTTHROATS will sometimes decide that there is only one possible object that you could mean. When it does so, it will tell you. For example:

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

   Or

>GIVE THE BOOK
(to the salesman)
The salesman appears uninterested in the book.

If your sentence is ambiguous, CUTTHROATS will ask what you really mean. You can answer most of these questions briefly by supplying the missing information, rather than re-typing the entire input. This can only be done at the very next prompt. Some examples:

>TIE THE ROPE
What do you want to tie the rope to?

>THE MAST
The rope is now tied to the mast.

   Or

>HIT THE NAIL WITH THE HAMMER
Which nail do you mean, the shiny nail or the rusty nail?

>SHINY
The shiny nail is driven halfway into the piece of wood.

CUTTHROATS uses many words in its descriptions which it will not recognize in your sentences. For example, you might read, "Sediment and seaweed wave slowly with the current." However, if CUTTHROATS doesn't recognize the words SEDIMENT or SEAWEED in your input, you can assume that they are not important to your completion of the story, but are included only to enhance your mental imagery of the scene. CUTTHROATS recognizes over 800 words, nearly all you are likely to use in your commands. If CUTTHROATS doesn't know a word you used, or any of its common synonyms, you are almost certainly trying something that is not important to your adventure.

Starting and Stopping

Starting the Story: Now that you know what to expect in CUTTHROATS, it's time for you to load your disk. To do so, follow the instructions on your Reference Card.

Following the copyright notice and the release number of the story, you will see a description of the starting location.

Here are a couple of quick exercises to help you get accustomed to interacting with CUTTHROATS. Type the following next to the prompt

GET OUT OF BED

Then press the RETURN (or ENTER) key. CUT-THROATS will respond with:

You get out of bed.

Now try typing:

TAKE THE NOTE THEN READ IT

After you press the RETURN (or ENTER) key, CUT-THROATS will respond:

Taken.
The note is hastily scrawled: "If you're interested in a big deal, meet us at The Shanty at 8:30 this morning. -Johnny"

Saving and Restoring: It will take you a good deal of time to complete CUTTHROATS. You probably won't find and salvage the sunken treasure in one sitting. CUTTHROATS allows you to continue 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. There is a command, called SAVE, that makes a "snapshot" of your position in the story. If you are a prudent adventurer, you may want to SAVE your position before you embark upon (or after you complete) any particularly tricky or dangerous part of your journey. Having taken this snapshot, you can go back to that position whenever you want, even though you may have gotten "killed" afterward.

In order to save your position, type SAVE at the prompt (>), and then press the RETURN (or ENTER) key. Then follow the instructions for saving and restoring on your Reference Card. *Note that many systems require a blank disk, initialized and formatted, to use as a save disk. Using a disk with data on it (not counting other CUTTHROATS saves) may result in the loss of that data, depending on your system.*

You can RESTORE a saved position any time you want. To do so, type RESTORE at a prompt (>), and press the RETURN (or ENTER) key. Then follow the instructions for saving and restoring on your Reference Card. CUT-THROATS will now let you continue from your saved position. You can type LOOK for a description of where you are.

Quitting and Restarting: If you want to start over from the beginning of the story, you can use the RESTART command. (This is usually faster than rebooting.) CUT-THROATS will mention your current score and then ask if you really want to start over from the beginning of the story. If you do, type Y and press the RETURN (or EN-TER) key.

If you want to stop, type QUIT. Once again, CUT-THROATS will ask if this is really what you want to do. If you do, type Y and press the RETURN key.

Remember, when you RESTART or QUIT, that if you ever want to return to your current position, you must first do a SAVE.

Appendix A
Quick Reference Guide

1. The object of CUTTHROATS is to find and salvage a sunken treasure.

2. To start CUTTHROATS ("Boot Up"), see the separate Reference Card that's inside your CUTTHROATS package.

3. When you see the prompt (>) on your screen, CUTTHROATS is waiting for your command. There are four kinds of commands that CUTTHROATS understands:

A. Direction commands: To move from location to location, just type the direction you want to go: N (or NORTH), E, S, W, NE, SE, NW, SW, U (or UP), D, IN, OUT, P (or PORT), SB, FORE, AFT.

B. Actions: Just type whatever it is you want to do. For example: READ THE BOOK or OPEN THE DOOR or LOOK THROUGH THE WINDOW. Once you are familiar with simple commands, you'll want to try some complex ones. Some examples of these can be found in the section called "Communicating with CUTTHROATS" on page 14.

C. Commands given to people: To talk to characters in the story, type their name, then a comma, then what you want to say to them. For example: JOHNNY, GIVE ME THE AXE or OLD MAN, PRESS THE BUTTON.

D. Special one-word commands: Some one-word commands, such as INVENTORY or DIAGNOSE, give you specific information or affect your output. A list of these commands can be found in the section called "Important Commands" on page 18

4. Important! After you finish typing your command, you must press the RETURN (or ENTER) key. This will make CUTTHROATS respond to your command.

5. On most computers, we have included a special line on your screen called the status line. It tells you two things: the name of your current location and the time displayed on your watch in the story.

6. You can pick up and carry many of the items you will find in the story. For example, if you type TAKE THE COMPASS, you will be carrying it. You can type INVENTORY to see a list of everything you are carrying.

7. If you have any trouble, refer to the rest of the manual for more detailed instructions and sample commands.

8. When you want to stop, save your place for later, or start over, see the instructions in the "Starting and Stopping" section on page 16.

Appendix B
Important Commands

Listed below are just some of the commands that you will find useful in your adventure. Some of these commands order CUTTHROATS to give you specific information. You can use these over and over as needed. Some of them constitute a turn; others do not. Note that prepositions can turn a verb into many different commands: LOOK can become LOOK INTO, LOOK UNDER, LOOK BEHIND, LOOK THROUGH, etc. Type the command after the prompt (>) and press the RETURN (or ENTER) key.

AGAIN - CUTTHROATS will usually respond as if you had repeated your previous sentence. You cannot use AGAIN to repeat "movement" commands like GO WEST. You can abbreviate AGAIN to G.

BRIEF - This tells CUTTHROATS to give you the full description of a location only the first time you enter it. CUTTHROATS will describe a location already visited by displaying only its name and the objects present. This is how CUTTHROATS will normally act, unless you tell it otherwise using the VERBOSE or SUPERBRIEF commands.

DIAGNOSE - CUTTHROATS will describe your physical condition and tell you whether you need food, drink, or sleep.

INVENTORY - CUTTHROATS will list what you are carrying. You can abbreviate INVENTORY to I.

LOOK - This command will cause CUTTHROATS to describe your surroundings in full detail. You can abbreviate LOOK to L.

PUSH (something) **TO THE** (direction) - Pushing something to the NORTH, the SOUTH, or some other direction may prove useful under certain circumstances.

QUIT - This lets you stop. If you want to SAVE your position first, follow the instructions in the "Starting and Stopping" section, on page 16. You can abbreviate QUIT to Q.

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

RESTORE - This restores a story position made using the SAVE command. See "Starting and Stopping" for more details.

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

SCORE - This will show your current score and the number of turns you have taken, and tell you your rating as a CUTTHROATS adventurer based on your score.

SCRIPT - This command tells your printer to begin making a transcript of the story as you carry on your adventure. A transcript may aid your memory but is not necessary. It will work only on certain computers; consult your Reference Card for details.

SUPERBRIEF - This commands CUTTHROATS to display only the name of a location you have entered, even if you have never been there before. In SUPERBRIEF mode, CUTTHROATS will not even mention which objects are present. Of course, you can always get a description of your location and its objects by typing LOOK. In SUPERBRIEF mode, the blank lines between turns will be eliminated. This mode is meant for adventurers who are already very familiar with the geography.

UNSCRIPT - This commands your printer to stop printing.

VERBOSE - This tells CUTTHROATS 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. (Compare BRIEF and SUPERBRIEF.)

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

WAIT - This will cause time in the story to pass. Normally, between turns, nothing happens in the story. You could leave your computer, take a nap and 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 encounter an alien being, you could WAIT to see what it will do. Or, if you are in a moving vehicle, you could WAIT to see where it will go. You can abbreviate WAIT to Z.

WITHDRAW (some amount of money) - Enter the amount of money as a number preceded by a dollar sign ($). Don't use the decimal point; you can withdraw only in increments of dollars. They're your life savings. Use them as you see fit.

There are many other words and phrases, including:

ATTACK, BREAK, BUY, CLIMB, CLOSE, CUT, DIVE, DRINK, DROP, EAT, EXAMINE, GIVE, INSERT, JUMP, LOCK, PULL, READ, RENT, SLEEP, TAKE, TURN OFF, TURN ON, WEDGE, WIND, YELL ...

Appendix C
CUTTHROATS Complaints

Completely mystifying sentences will cause CUT-THROATS to complain in one way or another. After making the complaint, CUTTHROATS will ignore the rest of the input line. (Unusual events, such as your air supply becoming dangerously low, may also cause CUTTHROATS to ignore the rest of the sentences you typed, since the event may have changed your situation drastically.) Some of CUTTHROATS' complaints:

I DON'T KNOW THE WORD "[your word]." The word you typed is not in the story's vocabulary. Sometimes a synonym or rephrasing will be understood. If not, CUT-THROATS probably doesn't know the idea you were trying to get across.

SORRY, BUT YOU CAN'T USE THE WORD "[your word]" IN THAT SENSE. CUTTHROATS knows your word but cannot understand it the way it appears in your input. It may be that CUTTHROATS uses the word as a different part of speech. For instance, you may be using LOWER as an adjective (as in PRESS THE LOWER BUTTON), but CUTTHROATS knows LOWER only as a verb (as in LOWER THE ROPE). It is also possible that your sentence made no sense at all: OPEN THE TAKE, for example.

I COULDN'T FIND ENOUGH NOUNS IN THAT SENTENCE! This usually indicates an incomplete sentence, such as PUT THE LAMP IN THE, where CUT-THROATS expected a noun and couldn't find one.

I FOUND MORE THAN TWO NOUNS IN THAT SENTENCE! An example is PUT THE SOUP IN THE BOWL WITH THE LADLE.

I DON'T UNDERSTAND THAT SENTENCE. The sentence you typed may have been gibberish. Or, you may have used a syntax that CUTTHROATS does not understand, such as LOOK THE BOOK OVER. Try rephrasing the sentence.

WHAT? You did not type anything after the prompt (>) and before pressing the RETURN (or ENTER) key.

YOU CAN'T SEE ANY "(object)" HERE. The object you referred to was not present, or was not accessible to you (for example, it was present but inside a closed container).

YOU 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) or the word ALL only with certain verbs. Among the more useful of these verbs are TAKE, DROP and PUT. An example of a verb that will not work with multiple objects is ATTACK; you couldn't say ATTACK ALL or ATTACK PETE AND JOHNNY.

Appendix D
Sample Transcript and Map

This transcript is not from CUTTHROATS, but it does show many of the common interactions you will use in the course of the story. It contains several simple problems and their solutions and will give you a good idea of how Infocom's interactive fiction works. The adventurer's sentences appear in capital letters after each prompt (>). The map represents the terrain in the sample transcript, as you might have drawn it.
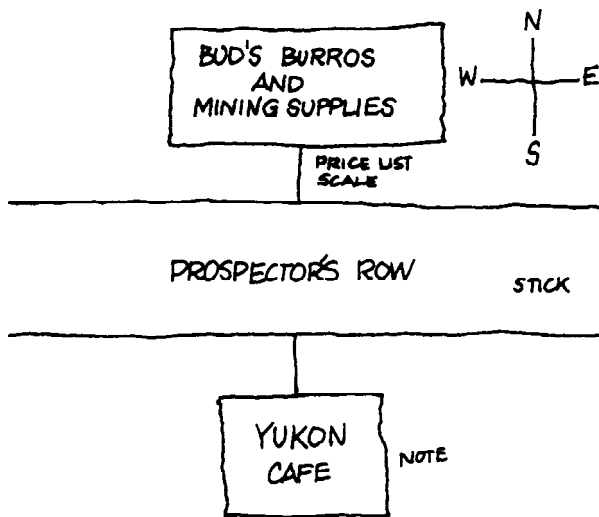
Yukon Cafe
This is Boomtown's most popular bar. In fact, it is Boomtown's only bar, and as such it is usually packed with the cream of local society: cutthroats, claim-jumpers and confidence men. The appeal is clearly not the decor -- the bar consists of a long plank placed over two barrels. A few barrels, surrounded by wooden stools, are what the management calls tables.
The bartender stands behind the bar, polishing a glass. Old Pete is sitting at a table, nursing a drink. Sitting on the table is:
   A grimy note

>SIT
(on the chair)
You are now sitting on the chair.

>ORDER A DRINK
You have purchased a drink for $1.
The bartender slaps down a thick glass filled with a brown, fulminating liquid that you take to be the local aperitif. A drop of the drink spatters on the table, and you could swear that smoke rises from the spot where it hit.
A rat scurries across the floor and up onto your table, and begins to gnaw at the note.

>TAKE THE NOTE
The rat stops chomping on the note long enough to chomp on your finger.
You hastily pull your hand away, and Old Pete begins to laugh so hard you're afraid he's going to have a stroke. "You ought to be on the TV," he howls.

>PETE, GO AWAY
"I don't wanna."

>EXAMINE FINGER
There is a small cut on the tip of your index finger but, hey, real miners don't care about pain.
"Well, ain't you gonna read me that thar note?" Old Pete asks.

>POUR DRINK ON RAT
With a piercing shriek, the rat drops the note, scurries
down the table, and, after weaving drunkenly around
the floor for a few minutes, ducks into a tiny hole in the
wall.
"That rat ain't never been able to hold his liquor," says
Pete.

>SHWO PETE THE NOTE
I don't know the word "shwo".

>SHOW PETE THE NOTE
(taking the grimy note first) "Heck, I ain't never learned
to read," he says. "You best read it to me."

>READ IT TO PETE
The note was written with a blunt pencil and is so badly
smudged and gnawed that you can barely read it.
"There's GOLD in the abandoned shaft of the Blue
Ridge mine, down past the...." After much squinting,
you manage to make out one more word. Could it be --
danger! The rest of the message is totally illegible.
Pete's rheumy eyes glisten with a light you have no
trouble identifying as greed. "Doggone! I knewed thar
was gold in that thar mine! I know 'zactly where the
Blue Ridge is, too! Wha' say we buy us some supplies
and head out thar?"

>NORTH
"Hey! Jes' war you goin? We in this together? Yes or
no."

>YES
"Tha's what I like to hear!" Pete shouts. Pete jumps to
his feet with surprising agility and heads out of the bar.

>E
You'd better get off the chair first.

>STAND
You are now standing.

>N
Prospector's Row
This is the middle of Prospector's Row, which continues
to the east and west. To the north is Bud's Burros and
Mining Supplies.
There is a stick here.
Old Pete is here, heading north.

>N
Bud's Burros and Mining Supplies
This is the town's general store, a dirty room divided by
a long wooden counter, run by Bud Aku, a short nonen-
tity who likes to wear Hawaiian shirts. Picks, axes,
lanterns and other mining paraphernalia lie strewn
about. The room has a strong smell that you can't quite
identify. Could be mules. Could be Bud.
On the counter are:
    A price list
    A scale
Bud Aku himself stands behind the counter.
Old Pete is here.

>BUD, GIVE ME THE SCALE
"If I did that, I'd be outa business," Bud says.

>I
You are holding:
    A grimy note
In your pocket there is:
    $12 in cash money
    A small chunk of rock
"Well, le's get them supplies for our gold mi... uh, for
our vacation," Pete says, winking ostentatiously in your
direction.

>READ LIST
BUD'S BURROS PRICE LIST
    lantern - $8
    jar of kerosene - $4
    axe - $10
    length of string - $5
    burro (rental) - $25
    carrot - $1

>BUY LANTERN AND KEROSENE AND AXE
lantern: You have purchased a lantern for $8.
jar of kerosene: You have purchased a jar of kerosene for $4.
axe: "You know we don't give credit," Bud says.

>LOOK IN POCKET
In your pocket you find a small chunk of rock.

>TAKE ROCK
Taken.

>EXAMINE IT
It is a nugget of gold-colored rock.

>GIVE BUD THE ROCK
"Hmm... let's just see," Bud says. He hefts the small chunk of rock, bites on it, sniffs it, tests it with acid, then finally puts it on the scale.
"Fifty bucks," he says. "Deal?"

>BUD, YES
Bud hands you $50.

>GIVE LANTERN TO BUD
"Hmm... let's just see, "Bud says. He hefts the lantern, bites on it, sniffs it, tests it with acid, then finally puts it on the scale.
"Nope," he says, "no gold content." He hands you back the lantern.

>BUY AXE AND STRING AND CARROT. RENT BURRO. S
axe: You have purchased an axe for $10.
length of string: You have purchased a length of string for $5.
carrot: You have purchased a carrot for $1.
You have rented a burro for $25. Bud yells to someone to get the burrow out front.
Prospector's Row
There is a large, sleepy burrow here, his head facing east.
There is a stick here.

>I
You are carrying:
  An axe
  A length of string
  A carrot
  A lantern
  A jar of kerosene
In your pocket is:
  $9 in cash money

>TAKE STICK
Taken.

>GET ON BURRO
You are now on the burro.

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>E
The burrow swats idly at a fly with his tail.

>KICK BURRO
You should be ashamed of yourself!

>HIT BURRO
What do you want to hit the burro with?

>THE STICK
The burro snorts once or twice, but is otherwise un-
moved by your unwarranted act of cruelty.

>SHOW BURRO CARROT
The burro shakes of his lethargy and moves toward the
carrot, but you manage to pull it out of reach. After a
few seconds, the burro seems to have forgotten entirely
about the carrot and once more seems to be asleep on
his feet.

>TIE STRING TO CARROT. TIE STRING TO STICK.
DANGLE CARROT IN FRONT OF BURRO.
The string is tied to the carrot.
The string is tied to the stick.
The burro, smelling the carrot, seems to wake. He takes
a step toward the carrot, but is surprised to see that the
carrot moves forward. He takes another step, then
another... You're moving!
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Appendix E
We're Never Satisfied

Here at Infocom, we take great pride in the quality of our stories. Even after they're "out the door," we're constantly improving, honing and perfecting.

Your input is important. No matter how much testing we do, it seems that some "bugs" never crawl into view until thousands of you begin doing all those wild and crazy things to the story. If you find a bug, or if you have some other suggestion, or if you found a certain problem too hard or too easy, or if you'd just like to tell us your opinion of CUTTHROATS, 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.
55 Wheeler Street
Cambridge, MA 02138
Attn: PETE THE RAT

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 you develop a problem with your disk within ninety (90) days after purchase, we will replace your disk at no charge. Otherwise, there is a replacement fee of $5.00 (U.S. currency). Please return your registration card if you'd like to be on our mailing list and receive our customer newsletter, THE NEW ZORK TIMES.

Appendix F
Author Biographies

Michael Berlyn. Michael Berlyn is a writer whose books include *The Integrated Man* and *Crystal Phoenix* from Bantam Books. He is the author of SUSPENDED and INFIDEL, both from Infocom. He lives in the Cambridge area and is married to M. M. McClung, a writer and artist.

Jerry Wolper. Jerry Wolper majored in computer science at MIT before coming to Infocom in 1982. He is often considered Pittsburgh's greatest contribution to interactive fiction.

Appendix G
Warranty and Copyright Information

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