

# WISHBRINGER®

I N S T R U C T I O N   M A N U A L

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

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This briefly describes the most important things to know about interactive fiction	

## SECTION I: ABOUT *WISHBRINGER*

### Preface to the Story

Welcome to the world of Infocom's interactive fiction, a world where:

- you are the hero or heroine in a story,
- you use your own thinking and imagination to guide the story from start to finish,
- you meet other people, who may or may not help you, and
- you can go to new places, figure out mysteries and puzzles, and fight against enemies.

In *Wishbringer*, you're a postal clerk in a small seaside village called Festeron. You deliver a strange envelope to a magic shop, and discover that an old woman's black cat has been kidnapped by "the Evil One." The old woman asks for your help, and when you leave the magic shop, you find yourself trapped in a nightmare world. Your once-quiet town is now full of goons, trolls, vultures, fortress-like towers, and assorted wickedness. You become entangled in the struggle between Good and Evil; extraordinary help is found only in unusual places. Everyone seeks to possess a magic stone of dreams known as *Wishbringer*, but only you can find it and use its powers to make your town safe again. And you only have a few hours!

### Hints

This version of *Wishbringer* includes hints! If you ever get stuck, you can type HINT and press the RETURN (or ENTER) key. Then follow the instructions on your screen. Most of the hints are nudges in the right direction; the last hint in the sequence is usually a complete answer.

## Wishing for Magic

*Wishbringer* is a powerful and magical stone. If you're holding *Wishbringer*, you can make seven special wishes come true. You can wish for **ADVICE**, **DARKNESS**, **FLIGHT**, **FORESIGHT**, **FREEDOM**, **LUCK**, or **RAIN**. You wish for these simply by typing **WISH FOR ADVICE**, **WISH FOR DARKNESS**, etc.

However, you need more than the stone to make the wishes come true. According to *The Legend of Wishbringer*, you also need a different object for each wish. These are described below.

To **WISH FOR ADVICE**, you need both *Wishbringer* and a sea shell. As long as you're holding both, you'll continue to receive **ADVICE** periodically.

To **WISH FOR DARKNESS**, you need to drink grue's milk and hold the stone. You must wish for **DARKNESS** soon after drinking the milk; otherwise the wish won't come true.

To **WISH FOR FLIGHT**, you need to sit on a broomstick while holding the stone. In the story, flying on the broomstick will always take you to the Magick Shoppe.

To **WISH FOR FORESIGHT**, you must be holding the stone while wearing a pair of glasses. Your wish won't come true if you're simply holding the glasses; you must be wearing them.

To **WISH FOR FREEDOM**, you must hold the stone and eat candy. Like **DARKNESS**, you have to **WISH FOR FREEDOM** soon after eating the candy; otherwise your wish won't come true.

To **WISH FOR LUCK**, you must be holding both the stone and a horseshoe. Your luck will be broken whenever you drop either the horseshoe or the stone, but will come back whenever you pick them up again.

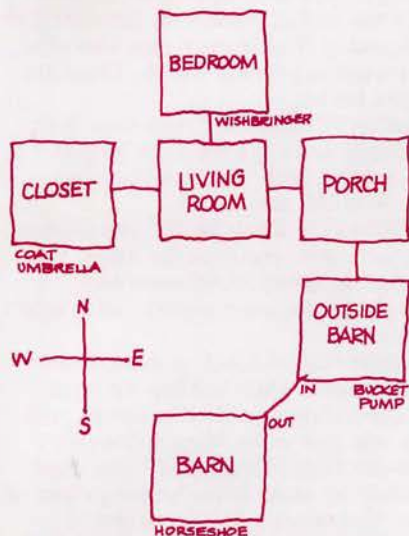
To **WISH FOR RAIN**, you need to be holding an open umbrella and the stone. This wish won't work indoors.

Remember that most wishes can be used only once. If you get trapped and use your **WISH FOR FREEDOM** successfully, you won't be able to use it again later. So use your wishes carefully; you don't want to waste them.



## Sample Transcript and Map

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



You awake suddenly from a deep sleep. You are about to roll over and doze off again when you hear your unicorn, Harry, neighing outside. You get out of bed, turn on the light, and look under the pillow. Whew! There's Wishbringer, where you left it. But your wallet, which had been on the bedside table, is missing!

### Bedroom

You're standing in your bedroom, which is small but comfortable. A closed door leads south into the living room. In a corner of the room sits a bedside table. Under the pillow on your bed is the magical stone, Wishbringer.

>TAKE WISHBRINGER  
Taken.

>GO SOUTH  
The bedroom door is closed.

>OPEN THE BEDROOM DOOR  
Okay, the bedroom door is now open.

>GO SOUTH  
Living Room

This is your Cozy Living Room, one of the latest models from the Frobozz Magic Cozy Living Room Company. Two rocking chairs sit in front of a fireplace at one end of the room; a telephone rests on an oak desk at the other end. A small picture hangs above the fireplace. The closet door on the west wall is closed.

A cool breeze blows through the open front door, which leads east onto your porch.

>LOOK AT THE PICTURE

The picture above the fireplace shows a small white farmhouse, not unlike your own. In red letters above the house are the words "Home Sweet Home." The cool breeze continues to blow through the open front door, making you shiver.

>CLOSE THE FRONT DOOR

You push the door against the wind and close it. Ah, that's better!

>FIND THE WALLET

You can't see any wallet here. Again, you hear your unicorn Harry neighing.

>GO OUTSIDE  
The front door is closed.

>OPEN THE DOOR  
(Which door do you mean, the closet door or the front door?)

>FRONT  
Okay, the front door is now open. A cool breeze blows into the room.

>GO OUTSIDE  
Porch  
You're standing on the front porch of your home. The white paint is chipped, and the floorboards creak. To the south is the barn. It's chilly out here. You better not go anywhere without your coat.

>GO INSIDE  
Living Room

>OPEN THE CLOSET DOOR  
Okay, the closet door is now open.

>GO INTO THE CLOSET  
Closet

This is your cedar-lined closet. The aromas make you light-headed. Your coat and an umbrella are here.

>TAKE THE COAT. PUT IT ON  
Taken.

Again, you hear your unicorn Harry neighing.

Okay, you're now wearing the coat.

>GO OUT THEN WALK EAST THEN SOUTH  
Living Room

Porch

Outside Barn

Your red-and-black barn is here. That's odd; you thought your barn was yellow and green. You look again. Ah. That explains it — the red is the flames licking the walls of the silo, and the black is the thick smoke billowing from the door and windows. A bucket and a pump sit nearby.

>GO INTO THE BARN  
The flames are too hot.

>TAKE THE BUCKET. PUMP WATER INTO THE BUCKET THEN POUR THE WATER ON THE BARN  
Taken.

You rhythmically pump water into the bucket. There! The bucket is full of water.

You pour the water on the barn and douse a few embers. However, the fire is out of control, and the blazing barn continues to burn.

>LOOK FOR HARRY  
You can't see Harry here.

>NORTH. WEST. GO IN THE CLOSET THEN TAKE THE UMBRELLA  
Porch

Living Room

Closet

Okay, you're now holding the umbrella.

>GO INTO THE LIVING ROOM THEN GO OUT. SOUTH. OPEN THE UMBRELLA  
Living Room

Porch

Outside Barn

The umbrella is now open.

>WISH FOR RAIN

A searing bolt of lightning shatters the sky! It strikes the glowing Stone of Dreams, and fractures the sky into a billion raindrops. Everything around you is soaked in a brief but savage downpour. The raging fire dies down and is extinguished.

>GO INTO THE BARN  
Barn

The inside of the barn is scorched and charred. Some smoking embers are scattered on the floor. A blackened horseshoe lies on the ground.

>TAKE THE HORSESHOE  
The horseshoe is still too hot to pick up.

>OUT  
Outside Barn

>PUMP WATER INTO THE BUCKET  
You rhythmically pump water into the bucket. There! The bucket is full of water.

>GO IN THE BARN. POUR THE WATER ONTO THE HORSESHOE  
Barn  
A blackened horseshoe lies on the ground.

At first the horseshoe sizzles as you pour the water over it. Then it cools and just gets wet.



>TAKE THE HORSESHOE  
You're carrying too many things already!

>INVENTORY  
You're carrying Wishbringer, an umbrella, a coat (being worn) and a bucket.

>DROP THE UMBREKKA  
(Sorry, but this story doesn't recognize the word "umbrekka".)

>OOPS UMBRELLA  
Dropped.

>TAKE THE HORSESHOE  
Taken.

>WISH FOR LUCK  
The Stone of Dreams brightens as you speak the Wish, and the edges of the blackened horseshoe begin to twinkle with Luck. You hear the phone ringing inside the house.

>GO NORTH THEN WEST  
Porch  
You hear the phone ringing inside the house.

Living Room  
The phone is ringing.

>ANSWER THE PHONE  
You pick up the receiver. It's the police calling! They tell you that they've just caught a thief, the Mad Arsonist of Festeron, and they found your wallet! You thank them and hang up the phone. Then you hear someone — or something — outside.

>GO OUTSIDE  
Porch  
Here's Harry! He's soaking wet, which unicorns hate, but he's obviously happy to see you.

>PET HARRY  
Harry nudges you fondly with his horn and looks at you lovingly with his gentle brown eyes.

## About the Author

"Professor" Brian Moriarty built his first computer in the fifth grade. This early experience with electronics led him to seek a degree in English Literature at Southeastern Massachusetts University, where he graduated in 1978. He is an active member of the Science Fiction Writers of America and the Nathaniel Hawthorne Society. His interactive fiction titles for Infocom include:

*Wishbringer* (1985)

*Trinity* (1986)

*Beyond Zork* (1987)

## SECTION II: ABOUT INFOCOM'S INTERACTIVE FICTION

### An Overview: What is interactive fiction?

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

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

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

*Wishbringer* measures your progress by giving you a score. You'll get points for solving puzzles and for reaching new locations. A perfect score of 100 is your goal; making sure you have fun getting there is ours.

### Starting and Stopping

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

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

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

>READ THE SIGNPOST  
>INVENTORY  
>LISTEN TO THE VOICE  
>LOOK AT THE POST OFFICE  
>GO SOUTH

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

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

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

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

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

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

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



## Communicating with Infocom's Interactive Fiction

In *Wishbringer*, you type your commands in plain English each time you see the prompt (>). The computer usually acts as if your commands begin with "I want to..." although you shouldn't actually type those words. You can use words like THE if you want, and you can use capital letters if you want; the computer doesn't care either way.

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

*Wishbringer* recognizes your words by their first *nine* letters, and all subsequent letters are ignored. For example, *Wishbringer* would not be able to distinguish between DEMONSTRATION, DEMONSTRATIVE, and DEMONSTRATOR.

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.

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

>WALK TO THE NORTH  
>WEST  
>NE  
>DOWN  
>TAKE THE FOUR-LEAF CLOVER  
>PUT ON HAT  
>READ THE MANUAL  
>LOOK UNDER THE GLASS CASE  
>WISH FOR RAIN  
>EXAMINE THE PELICAN  
>PUSH THE RED BUTTON  
>WALK INTO POLICE STATION  
>DROP THE ENVELOPE ONTO THE COUNTER  
>GIVE BOOK TO LIBRARIAN

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

>TAKE THE BLACK UMBRELLA, THE HAT, AND THE COIN  
>DROP THE LETTER AND THE ENVELOPE

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:

>OPEN THE MAILBOX THEN PUT THE LETTER IN IT THEN CLOSE THE MAILBOX. GO SOUTH

If *Wishbringer* 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:

>TAKE BOX. OPEN IT. PUT IT ON THE TABLE  
>CLOSE THE HEAVY METAL DOOR. LOCK IT  
>KNOCK ON THE LIBRARY DOOR THEN OPEN IT  
>TAKE ALL  
>DROP ALL BUT CANDLE  
>TAKE ALL FROM THE CARTON  
>GIVE ALL BUT THE FISH TO THE PELICAN

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.

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

>ASK MISS VOSS ABOUT THE VIOLET NOTE  
>ASK SERGEANT MACGUFFIN FOR THE CHOCOLATE  
>QUESTION THE OLD WOMAN  
>BETTY, TELL ME ABOUT STEVE  
>GRAVEDIGGER, UNLOCK THE GATE  
>ALICE, SIT DOWN

Keep in mind, however, that many creatures don't care for idle chatter; your actions will speak louder than your words.

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

>GIVE TROMBONE  
(to the musician)  
The musician accepts your kind offer and starts playing "Dixie."

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

>OPEN THE DOOR  
(Which door do you mean, the sliding door or the storage room door?)

>SLIDING  
The sliding door is now open.

## Special Commands

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

**AGAIN** - This will repeat your previous input. For instance, typing KNOCK ON THE DOOR then typing AGAIN would be like trying to knock on the door twice in a row. You can abbreviate AGAIN to G.

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

**HINT** - If you have difficulty while playing the story, and you can't figure out what to do, just type HINT. Then follow the directions at the top of your screen to read the hint of your choice.

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

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



**NOTIFY** - Normally the game will notify you whenever your score goes up or down. You can turn off this notification feature by using the NOTIFY command. Typing NOTIFY a second time turns the feature back on.

**OOPS** - If you mistype a word, such that *Wishbringer* doesn't understand it, you can correct yourself at the next prompt by typing OOPS and the correct word. For example, if you typed GIVE THE LETTER TO THE LIBARIAN and were told "[I don't know the word 'libarian']" you could type OOPS LIBRARIAN at the next prompt only, rather than retyping the entire sentence.

**QUIT** - This lets you stop. If you want to save your position before quitting, follow the instructions in the "Starting and Stopping" section on page 7. You can abbreviate QUIT to Q.

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

**RESTORE** - This restores a previously saved position. See "Starting and Stopping" on page 7 for more details.

**SAVE** - This puts a "snapshot" of your current position on your storage disk. You can return to a saved position in the future using the RESTORE command. See "Starting and Stopping" on page 7 for more details.

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

**SOUND** - You can disable the "beep" which accompanies score notifications by using the SOUND command. Typing SOUND a second time turns the beeps back on.

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

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

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

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

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

**WAIT** - 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 monster, you might WAIT to see if it will say anything; if you were aboard a moving boat, you might WAIT to see where it goes. You can abbreviate WAIT to Z.

## Tips for Novices

1. Draw a map. It should include each location, the connections to adjoining locations, and any interesting objects there. (See the small sample map that goes along with the sample transcript on page 4.)

Remember, there are 10 possible directions (NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST, SOUTHWEST, UP, and DOWN) plus IN and OUT.

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

3. TAKE as many things as you can carry. Most objects that you find are important for solving the puzzles that you'll run into.

4. SAVE your place often, so that if you mess up or get "killed," you won't have to start over from the beginning. See page 7 for instructions.

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

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

>GIVE THE ROLLER SKATES TO THE VULTURE

The vulture attempts to eat the roller skates, but eventually gives up. It continues to peck you on the head.

Thus, you discover that maybe giving something more edible to the vulture (that slab of raw meat?) would be better.

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

8. Play *Wishbringer* with a friend! You might find a certain puzzle hard while your friend might find it easy, so two or more players can often have more fun, and do better, than one player alone.

9. If you really have difficulty, you can type HINT. The screen will then show you a list of questions to which you can get answers. (Simply follow the instructions at the top of your screen to see the hint of your choice.) You don't need to use the hints to enjoy the story, but it will make solving the puzzles easier.

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

11. You can word a command in many different ways. For example, if you wanted to pick up a shiny hammer that was sitting on a table, you could type in any of the following:

>TAKE HAMMER

>TAKE THE HAMMER FROM THE TABLE

>PICK UP THE SHINY HAMMER

>GET THE HAMMER

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



## Common Complaints

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

**Sorry, but this story doesn't recognize the word "\_\_\_\_\_".** That word is not in the story's vocabulary. Using a synonym or rephrasing may help; more likely, you're just barking up the wrong tree. *Wishbringer* recognizes over 1000 words, all that you need to use and most that you're likely to use. However, *Wishbringer* uses many words in its descriptions that it will not recognize in your inputs. Thus, you might read, "The moon casts violet shadows across the crater" but discover that *Wishbringer* doesn't understand the words MOON or SHADOW or CRATER in your input. When this happens, you can assume that you don't need to refer to those things to complete the story; they are only there to create a more vivid image of your location.

**This story can't understand the word "\_\_\_\_\_ " when you use it that way.** *Wishbringer* knows the word but couldn't use it in that sense. Usually this is because *Wishbringer* knows it as a different part of speech. For example, if you typed GO TO THE LOWER LEVEL, you are using LOWER as an adjective, but *Wishbringer* might know LOWER only as a verb, as in LOWER THE WINDOW SHADE.

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

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

## There aren't any verbs in that sentence!

Unless you are answering a question, each sentence must have a verb (or one of the special commands). Among the most important verbs that *Wishbringer* understands are TAKE, DROP, PUT, GIVE, LOOK, READ, EXAMINE, OPEN, CLOSE, ENTER, EXIT, EAT and WEAR. There are many more. Remember: you can use a variety of prepositions with your verbs. (For example, LOOK can become LOOK AT, LOOK INSIDE, LOOK BEHIND, LOOK UNDER, LOOK THROUGH, and so on.)

**There aren't enough nouns in that sentence.** This usually means your sentence was incomplete, such as EAT THE BLUE or PUT THE BOOK IN THE.

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

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

**You can't use more than one object at a time with "\_\_\_\_\_".** You can use multiple objects (that is, nouns or noun phrases separated by AND or a comma) or the word ALL only with certain verbs, such as TAKE, DROP, and PUT. For example, EXAMINE will not work with multiple objects; you couldn't say EXAMINE ALL or EXAMINE THE BOWL AND THE SWORD.

**That sentence didn't make sense. Please reword it or try something else.** The syntax (sentence structure) you used is not among the 300 or so syntaxes that *Wishbringer* understands. For example, SIT UNDER THE TREE and SKIP AROUND THE MAYPOLE are syntaxes that wouldn't be recognized by *Wishbringer*. There's a limited amount of space in the program, so syntaxes that are less common or not useful aren't included. Try rephrasing the sentence.

## We're Never Satisfied

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

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

## If You Have Technical Problems

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

## Copyright and Warranty Information

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## Quick Reference Guide

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

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

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

B. Actions: Just type what you want to do. Some examples: READ THE BOOK or OPEN THE DOOR or GIVE THE BALL TO THE CAT. More complex sentences are described in "Communicating with Infocom's Interactive Fiction" on page 8.

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

D. Special commands: These give you information, such as INVENTORY, or affect the state of the program, such as VERBOSE. A list of these appears in the "Special Commands" section on page 9.

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

4. Your screen display includes a status line which tells you your current location, your score, and the current time (if known).

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

6. When you want to stop, save your place in the story, or start over, read "Starting and Stopping" on page 7.

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

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