AN UNKNOWN EVIL CAUSES MAGIC TO FAIL AND THREATENS YOUR WORLD WITH
TOTAL ANNIHILATION. ONLY THE MOST INSPIRED ENCHANTER CAN HOPE
TO UNCOVER AND DESTROY THIS DARK FORCE...

SPELLBREAKER™

Third in the ENCHANTER™ series

INFOCOM™

INTERACTIVE FICTION

FANTASY

EXPERT LEVEL

TAKE THEIR WORDS FOR IT!

"I can finally live out my fantasy of being a magician
in a world of swords and sorcery. Thanks!"
Phil, 52
New Albany, Pennsylvania

"The most fun, and the greatest intellectual challenge I've had in years!"
Glenda, 36
Fort Wright, Kentucky

"MORE! MORE! MORE!"
Matt, 16
New Albany, Pennsylvania

"With each new game, Infocom is further
entrenched in their position as manufacturer of the most unique,
highest-quality software available on the market today."
ANALOG COMPUTING magazine

"I truly believe that if God had wanted us to
lead our own lives, he wouldn't have given us Infocom."
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Oak Ridge, Tennessee

"ENCHANTER and SORCERER are great games.
Can't wait for the next one!"
Matt, 13
Akron, Pennsylvania

"The prose is excellent, and the story is
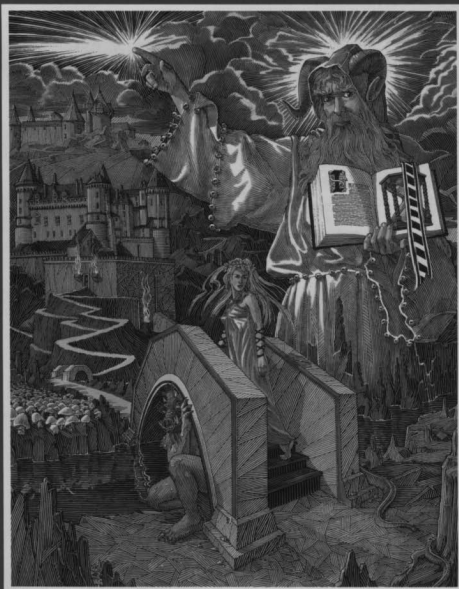very involving, interesting, and wonderfully difficult."
Nancy, 32
Swampscott, Massachusetts

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APPLE USER magazine

Frobozz Magic
Magic Equipment Catalog

A SUBSIDIARY OF FROBOZZCO INTERNATIONAL

SPECIAL CRISIS EDITION   FALL 966

PUT ON THE POWER
WHEN YOU NEED IT MOST.

When you get the urge to surge, Frobozz Magic Magic Equipment rings are your best bet. Attractive and lightweight, these rings are appropriate for work or play—even Double Fanucci games! And best of all, built-in muffler lets you completely conceal the flow of magic, no matter how noisy. Ring guard prevents accidental zapping. Choose from a variety of totemic animals. To ensure correct size, please enclose any ring which is safe for transport.

Please specify design

Magic ring zm27
Deluxe model zm50

"Sell Good Magical Aids . . ." J.B. Frobozz

Our business philosophy has remained the same since Dimwit Flathead reigned supreme: "Sell good magical aids at a reasonable profit, treat your customers like super enchanters, and they'll always come back for more."

But today's wizards need more than magic; they need magic they can *trust*. Dependability and reliability are more necessary than ever in today's world—and the Frobozz Magic Magic Equipment Company has been selling dependable goods for over 200 years.

Our customers can expect only the highest quality aids, made from the choicest materials available at any price. All Frobozz Magic magic equipment is guaranteed to be the best we can make. Try us soon; you won't be disappointed!

NO MORE STICKY SPELL RESIDUE WITH OUR REJECTRON-COATED CAULDRONS.

Made of 100% metal, these cauldrons are perfect for mixing, brewing, and bubbling any broth or potion. A wide mouth makes stirring easy, and the broad base distributes heat slowly and evenly. Tip-proof construction, heavy-duty handles, a tight lid, and carved spout make these the finest kettles at any price.

Available in three sizes: 20 fb, 50 fb, and 100 fb.

|	
20 fb	zm10
50 fb	zm28
100 fb.	zm36
Set of 3.	zm60

HAND-BLOWN FOR GREATER LUMINOUS ENERGY CONDUCTION BY FAMED GLASSMASTER YIGGAM.

This is not the mass-produced glass you used in thaumaturgical school. We commissioned Yiggam of the Peltoid Valley, glassmaster of the Antharia Guild, to create laboratory glass so exceptional, it actually improves your magic up to 25%. Yiggam shapes beakers for optimal energy conduction; tubes, too. You'll see the difference immediately. And we've sold over 450,000 pieces without one return!

Beaker	zm7
Tube.	zm4
Swizzle Stick	zm2

Ordering from the Frobozz Magic Magic Equipment Catalog is fast and fun. And delivery time is minimal. Our shipping department uses the most advanced temporal travel techniques so that you get *what* you want when you order it.
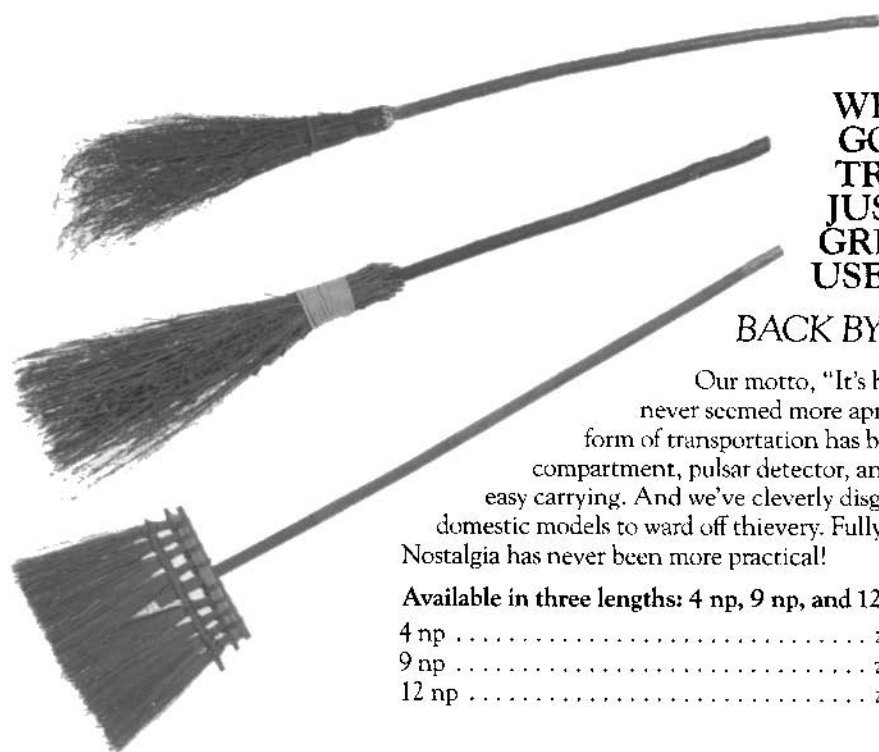
WE BROUGHT BACK GOOD, OLD-FASHIONED TRANSPORT BROOMS, JUST LIKE GREAT-GRANDMOTHER USED TO FLY.

BACK BY POPULAR DEMAND!

Our motto, "It's better to be safe than grounded," has never seemed more apropos. This dependable, economical form of transportation has been updated to include crystal ball compartment, pulsar detector, and storm shield. Fully collapsible for easy carrying. And we've cleverly disguised our transport brooms as ordinary domestic models to ward off thievery. Fully cushioned wood handle is non-skid. Nostalgia has never been more practical!

Available in three lengths: 4 np, 9 np, and 12 np.

4 np	zm19
9 np	zm23
12 np	zm32

ONLY OUR MAGIC MONITORS ARE MINED EXCLUSIVELY FROM THE CAVES OF VISION.

Don't be fooled by shortcuts and half-measures. Today, the traditional crystal ball is one of the wizard's most important projective devices. After years of trying cheaper glass, discriminating soothsayers are coming back to crystal. We never left. Our crystals are mined from the legendary Caves of Vision, whose clarity and depth is world renowned. All our glass is flaw-free, ground to exacting tolerance, and lovingly polished.

Available in all sizes from "egg" to "jumbo."
Colors available: Clear, Red, Blue, and Black.

Egg	zm34
Orange	zm39
Grapefruit	zm45
Jumbo	zm50

A FLYING CARPET SO RELIABLE, THE PSYCHIC STORMS OF GOMAR COULDN'T DEFLECT IT FROM ITS COURSE.

LABORATORY-TESTED.

You can look high and low, but you'll never find a flying carpet better than ours. Supercharged for quick pick-up and sustained pep. Foot-loomed for strength and durability. Easy to maneuver with special Contortayarn that lets you squeeze through cracks and breeze through even the densest traffic jams. Can hold up to 63,000 rps. Stone washable.

Specify colors and design.

Carpet	zm450
Supercharger	zm75

MAKE YOUR MARK WITH OUR NEW DIAMOND-TIPPED SCRIBERS.

A FROBOZZ MAGIC MAGIC EQUIPMENT EXCLUSIVE!

Engineered for even flow and guaranteed for one life. Only our burins can withstand Frigid River Valley temperatures. And they make even the most ordinary parchment look like Flathead royal stationery. Diamond tip means toughness and versatility you can count on.

Available in a wide range of colors.

Burin	zm19
Diamond Tips (2)	zm31

5

OUR MULTI-POCKETED CAPE LETS YOU KEEP DOZENS OF MAGICAL AIDS WITHIN ARM'S REACH.

Colorful and comfortable, our 100% fugron cape is amply cut for complete neck and shoulder freedom (order your usual size). All 24 pockets are fully lined and allow the wary wizard to carry protection against evil without feeling weighed down. Special creature pocket with vents and waste disposal slot is a Frobozz Magic Exclusive.

Cape available in most Guild colors.

Enchanter's Cape: Small, Medium, Large. . . . zm23
Monogram available zm3

TO CONDUCT BETTER MAGIC, YOU NEED BETTER WANDS.

Our uncharged wands are made from the finest materials zorkmids can buy. And they're guaranteed free of all contamination and ready for all your spells. We have traditional oak, maple, and dogwood, as well as sleek, strong new metal wands. All wands available with or without handle, finished or unfinished. Wands are transported in special magic-resistant packaging to eliminate troublesome spell intrusion. For special woods and other materials, write or call. We've been making wands to order for over 200 years.

Oak, unfinished (specify with or without handle). . zm44
Maple, unfinished
   (specify with or without handle). zm49
Dogwood, unfinished
   (specify with or without handle). zm52
Finished wands add zm8
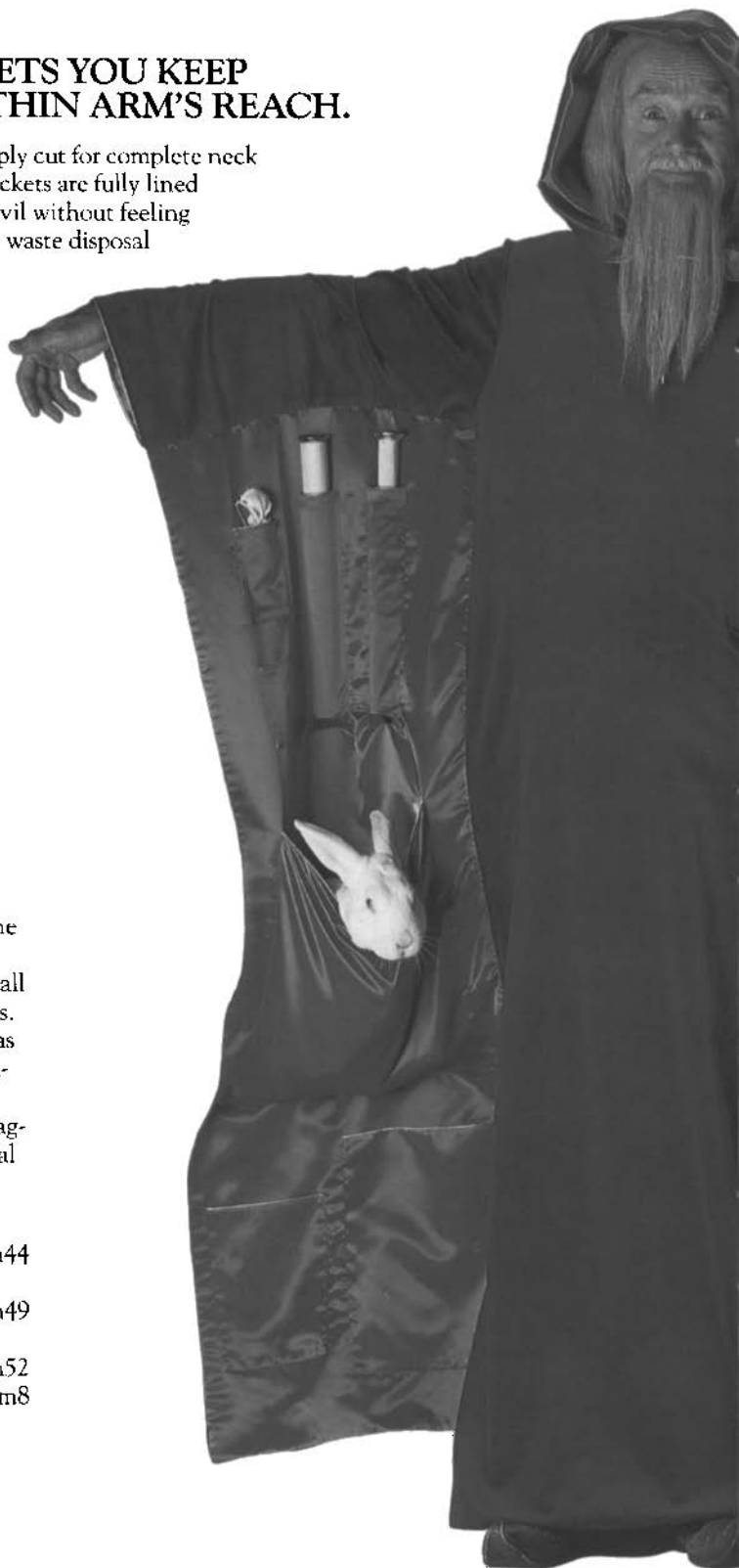
EVERY WIZARD CAP IS SPECIALLY REINFORCED TO COUNTERACT ATMOSPHERIC INTERFERENCE.

SPECIAL SALE!

A **cap so** good-looking, you'd ne**ver** guess it's functional too. First, our laboratory wizards developed a special **im**penetrable material we call Rayresistor. Then, our designers integrated this thin, flexible fabric into a cap that makes a fashion statement about you every time you wear it. Has been coated to be water-resistant.

Available in three colors: Elderberry, Midnight Moss, and Basic Black.

Please include head tracing for correct fit.

Wizard Cap zm11

Also available with brim zm13

UNIQUE ION-REVERSING TIPS MAKE THESE OUR MOST ENERGY-EFFICIENT, INVIGORATING BOOTS.

You wouldn't expect boots this attractive to be practical—but they are! As your body sloughs off energy (and you know it will), our unique ion-reversing tips capture and recycle it. And the process is so subtle, you'll feel nothing but great. You'll wonder how you ever got along without them. Exceptionally comfortable with flexible all-rubber soles and soft, rounded lugs. Fits like a glove. These are our best-selling boots ever. Please measure feet carefully, as all boots are made to order and cannot be returned.

Boots zm85

IF MAGIC FAILS TO PROTECT YOU, TURN TO THE BLADES THAT WILL.
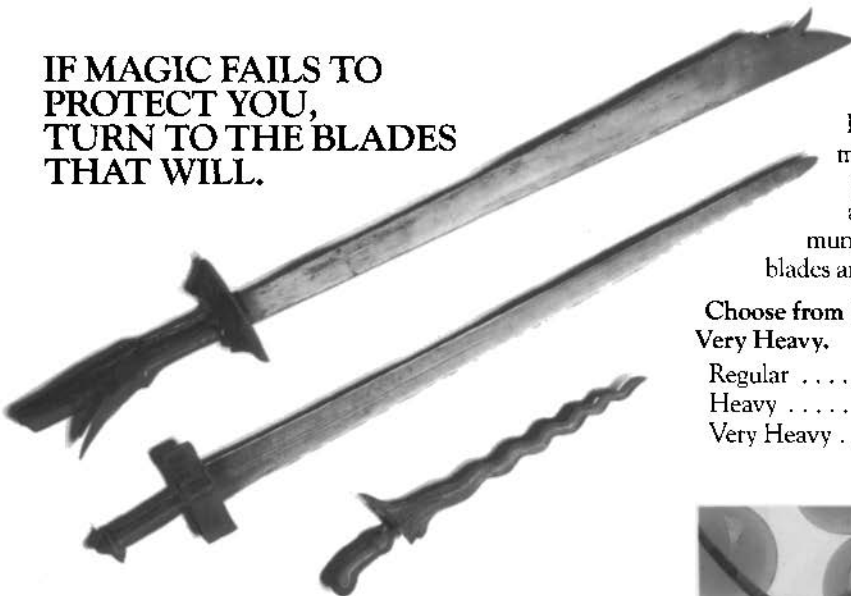
Ensure your safety any time, any place, by carrying a super sharp blade from the Frobozz Magic Sword division. Sure, magic is a more sophisticated means of protection. But wouldn't you rather look a little behind the times than risk getting munched by an unfriendly Dornbeast? All blades are hand-honed for balance and symmetry.

Choose from three blade sizes: Regular, Heavy, and Very Heavy.

Regular	zm11
Heavy	zm21
Very Heavy	zm29

OUR FULL LINE OF SCROLLS OFFERS PERFORMANCE OPTIONS TO PLEASE EVEN THE MOST FUSSY WIZARD.

Beautiful vellum and parchment scrolls, suitable for any spell. We buy our vellum from a small village in the Flathead Mountains where they really know their sheep. They've been our exclusive supplier for generations because their vellum is the smoothest and whitest we've ever encountered. We also have parchment, less costly than vellum and better suited for those short-term spells.

Blank vellum scrolls, sheet form . . . zm28
Blank parchment scrolls, sheet form zm16

There's no need to get your scrolls wet or torn. Store them in a scroll case. Our cases are waterproof and hold up to ten scrolls.

Scroll case zm40

OUR TROPICAL LIZARDS ARE SENT IN OUR WORLD-RENOWNED, TEMPERATURE-CONTROLLED NEWTPAKS TO ENSURE FRESHNESS.

What can we say about the wonders of lizards that hasn't been said already? You know how essential these little creatures are for complementing spells. But did you know that the fresher the lizard, the stronger its contribution to your magic? Why not try our first-quality lizards? If you're not delighted (and we wouldn't make this offer if we weren't sure you will be) with their performance, simply return unused portion for a full refund. Keep in a warm, damp place.

6 Pak	zm11
12 Pak	zm17
43 Pak	zm39

Instruction Manual for SPELLBREAKER

Welcome to the world of the Enchanter saga—a world founded on magic, where guilds of magicians have mastered the powers of sorcery; a world now threatened with destruction.

You distinguished yourself among the young Enchanters by defeating the evil warlock Krill, whose attempt to subjugate the land was thwarted by your cleverness, as your inexperience allowed you to succeed where others might have failed. This earned you a place on the Circle of Enchanters, second only to the great Belboz the Necromancer. Then Belboz himself was nearly destroyed, and your rescue of him from the evil demon Jeearr earned you the ultimate honor given a mage, the leadership of the Circle of Enchanters.

Now, a crisis has befallen the kingdom. Magic itself seems to be failing. Spells fail to work or go strangely awry, the populace is confused and restive, and even the Enchanters Guild is baffled. A great conclave of the Guildmasters is ordained, and it is at this conclave that the final conflict between good and evil begins to unfold.

If you're familiar with Infocom's interactive fiction, you may not feel like reading this entire manual. However, you should at least read about the use of magic (on page 16). Also look at the appendix of recognized verbs (on page 19); some of the verbs listed are found in all Infocom stories, while others are included especially for SPELLBREAKER. All wizards will want to familiarize themselves with this list.

Table of Contents

This briefly describes the most important things to know about interactive fiction. It is *vital* that you know all these things before you begin your adventure.

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 interactive fiction, such as SPELLBREAKER, presents you with a series of locations, items, characters, and events. You can interact with these in a variety of ways.

Some wizards have the power to transport themselves with a mere twitch of the toes. Most of the others, alas, must walk. To move from place to place, type the direction you want to go. When you find yourself in a new location, it's a good idea to become familiar with your surroundings by exploring the nearby rooms and reading each description carefully. (You may notice that SPELLBREAKER occasionally refers to a location as a "room," even if you are outdoors.) As you explore, it is helpful to make a map of the geography.

An important element of interactive fiction is puzzle-solving. You should think of a locked door or a ferocious beast not as a permanent obstacle, but merely as a puzzle to be tackled. Solving puzzles will frequently involve bringing a certain item with you, and then using it in the proper way.

In SPELLBREAKER, time passes only in response to your input. You might imagine a clock that ticks once for each sentence you type, and the story progresses only at each tick. 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.

To measure your progress, SPELLBREAKER keeps track of your score. You may get points for solving puzzles, performing certain actions, or visiting certain locations. A perfect score is to be strived for, but of course a true Enchanter is above such mundane considerations and will consult the score only to measure progress toward more worthy goals.

Tips for Novices

1. In bygone days, Enchanters could recall even the tiniest events in their lives and project them upon the clouds to the great amusement of the populace. Since you do not currently possess that skill, it's a good idea to draw a map. It should include each location, the directions connecting it to adjoining locations, and any interesting objects there. (See the small sample map that goes along with the sample transcript on page 21.) Note there are 10 possible directions, plus IN and OUT.

2. Examine all objects you come across. Most objects in the story that you can pick up are important for solving one or more of the puzzles you'll run into.

3. Save your place often. That way, if you mess up or get "killed," you won't have to start over from the beginning. See page 17 for instructions.

4. Read the story carefully. There are often clues in the descriptions of locations and objects, as well as in labels, engravings, books, and so on. Even strange or dangerous actions may provide clues, and might prove to be fun! You can always save your position first if you want. Here's a silly example:

> GIVE THE MAGIC GERANIUM TO THE WOLF

The wolf considers, for a moment, eating the geranium instead of you. Then he decides the better of it. He comes closer and closer.

In addition to learning something about the culinary preferences of wolves, you have a clue that perhaps feeding something else (a steak?) to the wolf would be more useful.

5. Unlike other "adventure games" you may have played, there are many possible routes to the end of SPELLBREAKER. 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.

6. You may find it helpful to go through SPELLBREAKER with another person. Different people may find different puzzles easy and can often complement each other.

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

8. Read the sample transcript on page 21 to get a feel for how Infocom's interactive fiction works.

9. You can word a command in many different ways. For example, if you wanted to pick up a dusty scroll, you could type in any of the following:

> GET SCROLL
> TAKE THE SCROLL
> PICK UP THE DUSTY SCROLL

In fact, if the scroll is the only thing in sight that you can take, just typing TAKE would have been enough. But more about that in the next section . . .

Communicating with SPELLBREAKER

In SPELLBREAKER, you type your sentence in plain English each time you see the prompt (>). SPELLBREAKER usually acts as if your sentence begins "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; SPELLBREAKER doesn't care either way.

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

SPELLBREAKER recognizes your words by their first six letters, and all subsequent letters are ignored. Therefore, SILVER, SILVERsmith, and SILVERware would all be treated as the same word by SPELLBREAKER.

To move around, just type the desired direction. 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, NE, NW, SE, and SW, respectively. You can use UP (or U) and DOWN (or D). IN and OUT will also work in certain places.

SPELLBREAKER understands many different kinds of sentences. Here are several examples. (Note some of these objects do not actually appear in SPELLBREAKER.)

> WALK NORTH
> DOWN
> NE
> GO UP
> TAKE THE SPELL BOOK
> READ THE SCROLL
> LOOK UNDER THE BED
> GO OUT
> DROP THE NEWT INTO THE POT
> EXAMINE THE LARGE RED DEMON
> PUSH THE BLACK BUTTON
> SHOOT THE DEMON WITH THE LOADED GUN
> GIVE THE MAGIC WAND TO THE FROG
> LOOK UNDER THE STATUE
> READ THE CRUMBLY YELLOW SCROLL

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

> TAKE SWORD AND MAGIC KNIFE
> DROP THE SPRIG OF IVY, THE MISTLETOE, AND THE SPOTTED FROG
> PUT THE BAT'S FEET AND THE BLUE BUBBLY LIQUID IN THE BOWL

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

> READ THE SCROLL. WRITE "BROKEN" ON IT. OPEN THE GARBAGE CAN THEN DROP THE SCROLL INTO THE GARBAGE CAN

If SPELLBREAKER doesn't understand one of the sentences on your input line, or if something unusual happens, it will ignore the rest of your input line (see "SPELLBREAKER Complaints" on page 20).

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

> TAKE THE SCROLL. READ IT. PUT IT IN THE BOX
> CLOSE THE HEAVY METAL DOOR. LOCK IT
> TAKE THE SILVER HELMET. SHINE IT. PUT IT ON
> TAKE ALL
> EXAMINE ALL THE DUSTY SCROLLS
> TAKE ALL EXCEPT THE WET EGG AND THE KEY
> TAKE ALL FROM CABINET
> DROP ALL BUT THE PENCIL

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 SPELLBREAKER understands: WHO IS (someone), WHERE IS (something), and WHAT IS (something). For example:

> WHO IS ORKAN?
> WHERE IS THE SPELL BOOK?
> WHAT IS A GRUE?

You can use quotes to say something "out loud." For example:

> SAY "HELLO"

You can write a word on an object in the game if you want:

> WRITE "GARLIC" ON THE BAG
> WRITE "VALUABLE" ON THE ANCIENT SCROLL

You will meet other people and creatures in SPELLBREAKER. You can "talk" to some of these beings by typing their name, then a comma, then whatever you want to say to them. Here are some examples:

> IMP, WHERE IS MY SPELL BOOK?
> HENCHMAN, FOLLOW ME
> ADVENTURER, KILL THE MONSTER THEN GIVE ME THE SWORD
> SQUIRE, GIVE ME THE WAND. CLEAN OFF THE SANDALS

Notice that in the last two examples, you are giving a person more than one command on the same input line.

SPELLBREAKER 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, SPELLBREAKER will sometimes decide that there is only one possible object you could mean. When it does so, it will tell you. For example:

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

If your sentence is ambiguous, SPELLBREAKER will ask what you really mean. You can answer most of these questions briefly by supplying the missing information, rather than typing the entire input again. You can do this only at the very next prompt. For example:

> SLICE THE SCROLL
What do you want to slice the scroll with?
> THE SCIMITAR
The scroll is reduced to paper dolls.

or

> TAKE THE SCROLL
Which scroll do you mean, the evil enchanted scroll or the lovely vellum scroll?
> ENCHANTED
The evil in the scroll flows inexorably up your arm. It seems to be seeking out your heart!

SPELLBREAKER uses many words in its descriptions that it will not recognize in your sentences. For example, you might read, "The bright-red sun sets slowly into the horizon." However, if SPELLBREAKER doesn't recognize the words SUN or HORIZON in your input, you can assume they are not important to your completion of the story, except to provide you with a more vivid description of where you are or what is going on. SPELLBREAKER recognizes over 900 words, nearly all that you are likely to use in your sentences. If SPELLBREAKER doesn't know a word you used, or any of its common synonyms, you are almost certainly trying something that is not important in continuing your adventure.

Spell Casting

Spells are a way of performing magic. Each spell is known by the one-word name through which the spell can be used. Magic spells usually have a duration and sometimes a delay before they can be used again. Remember: Magic spells are dangerous things, particularly to wizards. Wizards' heightened abilities in this realm carry the penalty of heightened sensitivity to spells cast by others. Sometimes a spell which a mundane person would not even notice will have a profound effect upon you.

As a certified wizard, you have a personal spell book, in which you record the spells you are capable of using. Your book contains a few spells before the story begins; others may be added during your travels.

You may find spell scrolls here and there. These are extremely valuable objects. They may be used directly to cast spells, but so doing uses up the spell and scroll permanently, so it is much better to write them into your spell book. Then, you can use them many times.

You may write newly found spells into your spell book by using the GNUSTO spell ("writes magic"), which you learned early in your career. Once a spell is written in your spell book, it may be used again and again. (Some spells are too powerful to be written into a spell book. Such spells may still be used if they are found on scrolls, but the spell will be gone after it is used.)

Reading your book lists the spells you have written, along with their meanings. You might experiment with the spells already in your book to learn their uses.

Before a spell in your book can actually be used, it must be memorized. Only a small number of spells can actually be memorized at one time, and when you use a spell you have memorized, you forget it. You must relearn a spell to use it again. The SPELLS command lets you know which spells are memorized and how many times each one has been memorized. (This is helpful because a spell memorized twice can be used twice before being forgotten.)

You can use spells either by saying CAST (the spell's name) AT/ON (something) or, more simply, by saying: (the spell's name) (something). Some spells are so general in application that they require no object -- just typing the spell name is enough.

For example, suppose there were a spell named BOZBAR that you had written in your spell book or were carrying on a spell scroll. Both LEARN BOZBAR and MEMORIZE BOZBAR would make the spell available for immediate use. Then BOZBAR HORSE or CAST BOZBAR AT HORSE or CAST THE BOZBAR SPELL AT THE HORSE would all have the same effect: BOZBAR the poor horse.

Magic takes other forms besides classic spell casting. Magic potions, for instance, usually found in vials, work their magic when ingested. Many items throughout the land are imbued with magical qualities that can be revealed to the brave and inquisitive wizard.

Starting and Stopping

Starting the story: Now that you know what to expect in SPELLBREAKER, it's time for you to "boot" your disk. To load SPELLBREAKER, follow the instructions on the Reference Card in your package.

The story will begin with a description of the Council Chamber, the opening location. Then the prompt (>) will appear, indicating that SPELLBREAKER is waiting for your first command.

Here's a quick exercise to help you get accustomed to interacting with SPELLBREAKER. Try the following command first:

> GO SOUTH

Then press the RETURN (or ENTER) key. SPELLBREAKER will respond with:

Annoyed guildmasters make way grudgingly. You hear muttering about "arrogant enchanters" as you try to leave the chamber. Finally, Orkan of Thriff, one of your colleagues, says "Stay. Be quiet. Don't embarrass us."

Then Sneffle of the Guild of Bakers will speak for a while. Try:

> LOOK AT SNEFFLE

After you press the RETURN (or ENTER) key, SPELLBREAKER will respond:

Sneffle is a small doughy gentleman whose person is splotched here and there with flour.

Saving and restoring: It will probably take you many days to complete SPELLBREAKER. Using the SAVE feature, you can 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. SAVE puts a "snapshot" of your place in the story onto another disk. If you are cautious, you may want to save your place before (or after) trying something dangerous or tricky. That way, you can go back to that position later, even if you have gotten lost or "killed" since then.

To save your place in the story, 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. Some computers require a blank disk, initialized and formatted, for saves. Using a disk with data on it (not counting other SPELLBREAKER 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.

You can restore a saved position any time you want. To do so, type RESTORE at the prompt (>), and press the RETURN (or ENTER) key. Then follow the instructions on your Reference Card. You can then continue the story from the point where you used the SAVE command. 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.) Just to make sure, SPELLBREAKER will ask if you really want to start over. If you do, type Y or YES and press the RETURN (or ENTER) key.

If you want to stop entirely, type QUIT and press the RETURN (or ENTER) key. Once again, SPELLBREAKER will ask if this is really what you want to do.

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

Appendix A
Important Commands

There are a number of one-word commands which you can type instead of a sentence. You can use them over and over as needed. Some count as a turn; others do not. Type the command after the prompt (>) and press the RETURN (or ENTER) key.

AGAIN—SPELLBREAKER will usually respond as if you had repeated your previous sentence. Among the cases where AGAIN will not work is if you were just talking to another character. You can abbreviate AGAIN to G.

BRIEF—This tells SPELLBREAKER to give you the full description of a location only the first time you enter it. On subsequent visits, SPELLBREAKER will tell you only the name of the location and the objects present. This is how SPELLBREAKER will normally act, unless you tell it otherwise using the VERBOSE or SUPERBRIEF commands.

DIAGNOSE—SPELLBREAKER will give you a medical report of your physical condition, and will tell you whether you're tired, thirsty, or hungry.

INVENTORY—SPELLBREAKER will list what you are carrying. You can abbreviate INVENTORY to I.

LOOK—This tells SPELLBREAKER to describe your location in full detail. You can abbreviate LOOK to L.

OOPS—If you accidentally mistype a word, such that SPELLBREAKER doesn't understand the word, you can correct yourself on the next line by typing OOPS and the correct word. Suppose, for example, you typed PUT THE BOOJ ON THE DUSTY SHELF and were told "[I don't know the word 'booj.']" You could type OOPS BOOK 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 17. You can abbreviate QUIT to Q.

RESTART—This stops the story and starts over from the beginning.

RESTORE—This restores a position made using the SAVE command. See "Starting and Stopping" on page 17 for more details.

SAVE—This makes a "snapshot" of your current position onto your storage disk. You can return to a saved position in the future using the RESTORE command. See "Starting and Stopping" on page 17 for more details.

SCORE—SPELLBREAKER will show your current score and a ranking which is based on that score.

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

SPELLS—This command lists the spells you currently have memorized from your spell book.

SUPERBRIEF—This commands SPELLBREAKER to display only the name of a place you have entered, even if you have never been there before. In this mode, SPELLBREAKER will not even mention which objects are present. Of course, you can always get a 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 very familiar with the geography. Also see VERBOSE and BRIEF.

TIME—This gives you the current time of day in the story. You can abbreviate TIME to T.

UNSCRIPT—This commands your printer to stop making a transcript.

VERBOSE—This tells SPELLBREAKER 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. Also see BRIEF and SUPERBRIEF.

VERSION—SPELLBREAKER 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—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, you can wait for a specific time, or wait for an event to happen, etc. You can abbreviate WAIT to Z.

Appendix B
Some Recognized Verbs

This is only a partial list of the verbs that SPELLBREAKER understands. There are many more. Remember you can use a variety of prepositions with them. For example, LOOK can become LOOK INSIDE, LOOK BEHIND, LOOK UNDER, LOOK THROUGH, LOOK AT, and so on.

ASK	EXIT	MEMORIZE	STAND
ATTACK	EXTINGUISH	MOVE	SWIM
BOARD	FILL	OFFER	TAKE
BURN	FIND	OPEN	TELL
CAST	FLY	POINT	THROW
CLIMB	FOLLOW	POUR	TIE
CLOSE	GIVE	PULL	TOUCH
COUNT	JUMP	PUSH	TURN
CROSS	KICK	PUT	UNLOCK
CUT	KILL	RAISE	UNTIE
DESTROY	KISS	READ	WAKE
DIG	KNOCK	SEARCH	WALK
DISEMBARK	LAUNCH	SHAKE	WAVE
DRINK	LIE	SHOUT	WRITE
DROP	LIGHT	SHOW	
EAT	LISTEN	SLEEP	
ENTER	LOCK	SLIDE	
EXAMINE	LOOK	SMELL	

Appendix C
SPELLBREAKER Complaints

SPELLBREAKER will complain if you type a sentence that confuses it completely. SPELLBREAKER will then ignore the rest of the input line. (Unusual events, such as being attacked, may also cause SPELLBREAKER to ignore the rest of the sentences you typed, since the event may have changed your situation drastically.) Some of SPELLBREAKER's complaints:

I DON'T KNOW THE WORD "____". The word you typed is not in the story's vocabulary. Sometimes using a synonym or rephrasing will help. If not, SPELLBREAKER probably doesn't know the idea you were trying to get across.

YOU USED THE WORD "____" IN A WAY THAT I DON'T UNDERSTAND. SPELLBREAKER knows the word you typed, but couldn't use it in that sense. Usually this is because SPELLBREAKER knows the word as a different part of speech. For example, if you typed GIVE ME A KISS, you are using KISS as a noun, but SPELLBREAKER might know KISS only as a verb, as in KISS THE FROG.

THERE WAS NO VERB IN THAT SENTENCE! Unless you are answering a question, each sentence must have a verb (or a command) in it somewhere.

THERE SEEMS TO BE A NOUN MISSING 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 PUT THE SOUP IN THE BOWL WITH THE LADLE, which has three noun "phrases," one more than SPELLBREAKER can digest in a single action.

I BEG YOUR PARDON? You pressed the RETURN (or ENTER) key without typing anything.

IT'S TOO DARK TO SEE! In the story, there is not enough light for you to perform your action.

YOU CAN'T SEE ANY ____ HERE. The object you referred to was not accessible to you. It may be somewhere else, inside a closed container, and so on.

THE OTHER OBJECT(S) THAT YOU MENTIONED ISN'T (AREN'T) HERE. You referred to one or more objects in the same sentence, some of which aren't present or accessible.

I CAN'T USE MULTIPLE (IN)DIRECT OBJECTS 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. 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 EXAMINE; you couldn't say EXAMINE ALL or EXAMINE THE BOWL AND THE SWORD.

YOU CAN'T GO THAT WAY. There is no passage or exit in the direction you want to move.

I DON'T UNDERSTAND THAT SENTENCE. The sentence you typed may have been gibberish, such as TAKE ROPE WITH READ. Or, you may have typed a reasonable sentence but used a syntax that SPELLBREAKER does not recognize, such as WAVE OVER THE MOUNTAIN. Try rephrasing the sentence.

Appendix D
Sample Transcript and Map

This transcript is not from SPELLBREAKER, but it does show most of the usual things you can do in the story. It contains several simple puzzles and their solutions, and it will give you a good idea of how Infocom's interactive fiction works. The player's sentences appear in capital letters after each prompt (>). The map represents the terrain in the sample transcript as you might have drawn it.
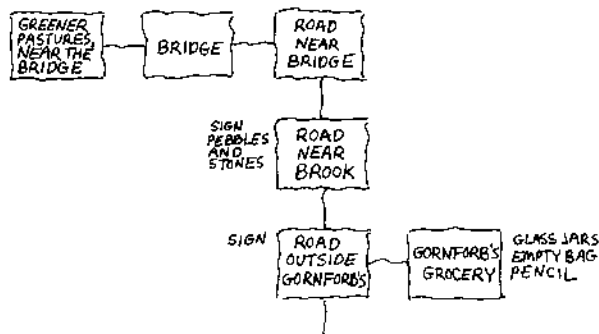
Road Near Brook
You're standing on a wide, bumpy north-south road. An impenetrable forest lies to the east, and a babbling brook runs along the road to the west. A sign is leaning against a pile of pebbles and small stones.

> READ THE SIGN
The sign has two arrows: one pointing north marked "To Greener Pastures," and one pointing south marked "To Gornforb's Grocery."

> GO NORTH
Road Near Bridge
A small wooden bridge to the west spans the brook and leads (you can see) to sunny, open pastures, where birds sing and swoop playfully. A wide road leading south runs parallel with the brook and disappears into the dark shadows. An impenetrable forest lies to the east, and north of here is a marsh.

On the far side of the bridge is a troll, either dead or sleeping.

Guarding the bridge here is a buck-toothed cyclops wielding a mace. He scowls as you approach.

> WEST
The cyclops roars at you, swings his mace, and tries to bite you. You jump out of the way.

> INVENTORY
You are carrying:
    your spell book
    a pouch containing several gold nuggets

The cyclops spits out a horrible assortment of syllables that you barely decipher as a demand for all your valuables.

> READ THE SPELL BOOK
My Spell Book
gnusto spell: write a magic spell into your spell book
frotz spell: cause an object to give off light
urbzig spell: turn a dangerous object into a harmless one

The cyclops again utters some threatening sounds, this time louder.

> SPELLS
The gnusto spell is yours forever. Other than that, you have the urbzig spell committed to memory once and the frotz spell committed to memory once.

The cyclops raises his mace above his head and leans back, preparing to leap at you and strike you full force with the mace!

> CAST THE URBZIG SPELL ON THE CYCLOPS
The cyclops is replaced by a moth, which flutters away.
The mace falls to the ground.

> TAKE THE MAXE
I don't know the word "maxe".

> OOPS MACE
The mace is much too heavy for you to lift, let alone carry.

> WEST
Bridge
You're standing on a small wooden bridge spanning a babbling brook. You can see sunny, open pastures west of here, where birds sing and swoop playfully. As you cross the bridge, the boards creak loudly.

The troll wakes up and pulls a long nasty knife out of his shabby clothes. He points the knife in your direction as he hisses, "Gold! Give me your gold!"

> MEMORIZE URBZIG
urbzig spell: Using your best study habits, you commit the urbzig spell to memory.

The troll jabs the knife in your direction, his blood-red eyes dripping with greed. "Give me your gold, and maybe you'll live!" he hisses.

> URBZIG TROLL
You speak the words of the spell perfectly, but nothing happens!

The troll seems surprised. "Your magic fails you, eh? Ha!" He adjusts his grip on the long nasty knife and walks slowly toward you, looking for the most vulnerable part of your throat.

> GO EAST THEN SOUTH
Road Near Bridge
There is a mace here.

Road Near Brook
A sign is leaning against a pile of pebbles and small stones.

> WEST
Just as you're about to step into the babbling brook, you see giant electric eels light up in anticipation of electro-cuting and devouring you. You step back away from the brook.

> SOUTH
Road Outside Gornforb's
The wide, bumpy road continues north and south here. Nestled among the thick forest foliage is a stone building with a closed black door and no windows. Above the door is a sign.

> READ THE SIGN
"Gornforb's Grocery
Open Every Day
(Proprietor May be Napping—Knock Several Times)"

> KNOCK ON THE DOOR
You knock on the door.

> AGAIN
You knock again on the door.

> AGAIN
You knock again on the door.

Suddenly the door opens, and you hear a voice inside say "Come in, come in!"

> GO INTO THE HUT
As you step into the hut, the door shuts quickly behind you, leaving you in total darkness. You can't see a thing.
Darkness
A voice in the dark mumbles something about not being able to find a match.

> FROTZ THE SPELL BOOK
There is an almost blinding flash of light as the spell book begins to glow! It slowly fades to a less painful level, but the spell book is now quite usable as a light source.

Gornforb's Grocery
You're standing in a nearly empty store. A closed black door leads west. Several empty glass jars, an empty bag, and a pencil are all you see on the dusty shelves.

Gornforb, the storekeeper, continues to look in all the empty jars. "I think there's a match in here somewhere."

> TAKE THE EMPTY BAG
"No, no," says Gornforb. "No bag unless you buy something." Gornforb looks about and picks up the pencil. "Here. This will cost you 100 gold nuggets."

> OFFER 1 GOLD NUGGET
"2 gold nuggets, and not a zorkmid cheaper!" says Gornforb sternly.

> BUY THE PENCIL
Gornforb takes 2 gold nuggets from you, hands you the pencil, and opens the door. "Thank you, come again, come again."

> GORNFORB, GIVE ME THE PAPER BAG
"Help yourself, take it if you want it, thank you, come
again, come again." He stands by the door, impatiently
waiting for you to leave.

> TAKE THE BAG
Taken.
"Good day, good day," says Gornforb impatiently.

> LEAVE THE STORE
As you step outside, the black door slams shut behind
you.

Road Outside Gornforb's

> NORTH
Road Near Brook
A sign is leaning against a pile of pebbles and small
stones.

> TAKE PEBBLES THEN PUT THE PEBBLES IN THE BAG
Taken.

Okay, the pebbles are now in the bag.

> WRITE "GOLD" ON THE BAG
Okay, the bag now has "gold" written on it.

> N.W
Road Near Bridge
There is a mace here.

Bridge
As you cross the bridge, the boards creak loudly. The
troll hears you coming and quickly puts his long nasty
knife to your throat. "This time you shall not live!"

> SHOW THE BAG TO THE TROLL
The troll's blood-red eyes bulge disgustingly when he
sees the word "gold" on the bag. He drops his knife and
reaches for the bag.

> PUT THE BAG INTO THE BROOK
"Gold!" shrieks the troll with pleasure, as he dives into
the brook after the bag. Suddenly you hear another
shriek, this time of agony; some thrashing in the water
below you; and then all is quiet, save for the singing of
the birds to the west.

> GO WEST
Greener Pastures, Near the Bridge
This is the edge of one of the most idyllic spots in the
land. Rare and beautiful birds quickly encircle you, sens-
ing no maliciousness in your heart. They look at you with
curiosity and wonder, and then hundreds of them grab
hold of your clothes and lift you up up up over magnifi-
cent fields of green and gold to a destination not dis-
cussed in this sample transcript.

Appendix E
We're Never Satisfied

Here at the Cambridge-by-the-Sea chapter of the
Infocom Game Writers Guild, we take great pride in
the quality of our stories. Even after they're "out the
door," we're constantly improving, honing, and per-
fecting them.

Your input is important. No matter how much
testing we do, it seems 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 think a certain puzzle was too hard or too
easy, or if you have some other suggestion, or if
you'd just like to tell us your opinion of the story,
drop us a note! We love every excuse to stop work-
ing, and a letter from you is just such an excuse!
Write to:

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

Appendix F
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 if you'd like to
be on our mailing list and receive our newsletter,
The New Zork Times.

Appendix G
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, SUSPECT, and SPELLBREAKER on his own. He is married and lives in a suburb of Boston, where his appetite for the printed word is restrained only by the volume of his house.

Appendix H
Copyright and Warranty Information

Limited Warranty

Copyright

Appendix I
Quick Reference Guide

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

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

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

B. Actions: Just type whatever you want to do. Some examples: READ THE BOOK or OPEN THE DOOR or LOOK THROUGH THE WINDOW or MEMORIZE THE BOZBAR SPELL. Once you're familiar with simple commands, you'll want to use more complex ones as described in "Communicating with SPELLBREAKER" on page 14.

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

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 appears in the "Important Commands" appendix on page 18.

3. Important! After typing your sentence or command, you must press the RETURN (or ENTER) key before SPELLBREAKER will respond.

4. On most computers, your screen will have a special line called the status line. It tells you the name of your current location, your score, and the number of turns you have taken.

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

6. When you want to stop, save your place for later, or start over, read the "Starting and Stopping" section on page 17.

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

In SPELLBREAKER, third in the ENCHANTER trilogy, the world is menaced by the looming destruction of magic itself, and only you can save it.

You owe your position as leader of the esteemed Circle of Enchanters to your consistently brilliant use of magic. But now magic has become unreliable and frighteningly unfamiliar. The very foundations of the kingdom are threatened.

Who, or what, is causing this calamity? In a journey through the structure of the magical universe, from the Zorkian underworld to the far reaches of uncharted dimensions, you must search for the source of the unmaking. The outcome is uncertain when Evil's dark purposes are at last exposed in the final confrontation.

The Table of Contents for the instruction manual is on page 11. Take a look at it to find out what you need to know before you start the story.

BARBEL OF GURTH

"When I was a boy, I was told that any Enchanter could become a Guildmaster. Now I'm beginning to believe it."
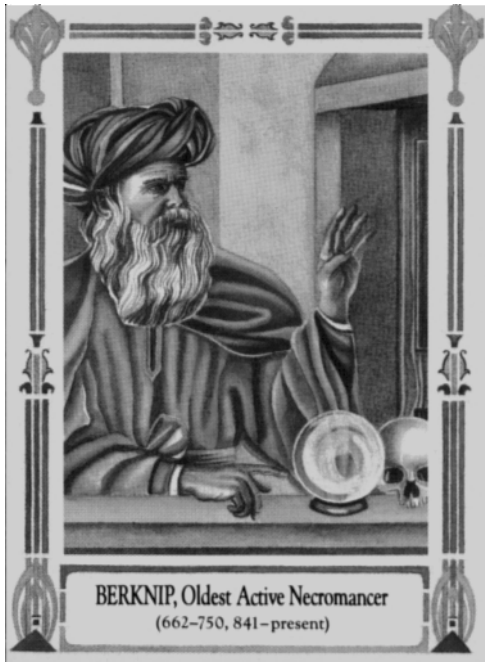
Son of Delbor, advisor to Lord Dimwit Flathead
Inventor of the golmac spell
Guildmaster of Gurth City chapter since 933
President of GAC (Gurth Arbiters Congress)
Greatest skills: arbitrating, speaking in tongues
Responsible for restoration of high enchantment dues
Double Fanucci handicap: 42

BARBEL OF GURTH, Arbiter, Diplomat

BARSAP

"The hardest trick is making it look easy."

First performed before royalty, 850
Appointed Royal Magician, 875
Greatest skills: juggling, creative accounting
Guild membership revoked for dues evasion, 960
Last book read: "Magic with Mirrors"
Double Fanucci handicap: 19

BARSAP, Royal Magician
(Turned into a newt, 972)

BERKNIP, Oldest Active Necromancer
(662–750, 841–present)

BERKNIP

"No one weeps for a necromancer."

Survived by 8 children and 39 grandchildren in 750 G.U.E.
    (he has since out-relived them)
Greatest skill: assisting historical biographers
Hobby: antiques (making and collecting)
Inexplicably afraid of swords and powdered milk
Vegetarian (adapted nitfol spell for raw oysters and crispy
    whole fish)
Double Fanucci handicap: unmeasurable

DIMITHIO OF BORPHEE, "The Cheerful Sorcerer"
(Founder of the Borphee Enchanter's Guild)

DIMITHIO OF BORPHEE

"Magic doesn't have to be great to be useful, nor does magic have to be useful to be great."

Studied under Yooman, the Musician Mage
Animal lover (adapted nitfol spell for egg-laying mammals)
Tremendously well read and good natured
Greatest skill: fireworks displays
Despised by Holnac the Cynic
Double Fanucci handicap: 127

FORBURN THE WILY,
Double Fanucci Champion

FORBURN THE WILY

"The Encyclopedia Frobozzica calls Double Fanucci a 'game played with cards.' I don't play games; I don't play anything."
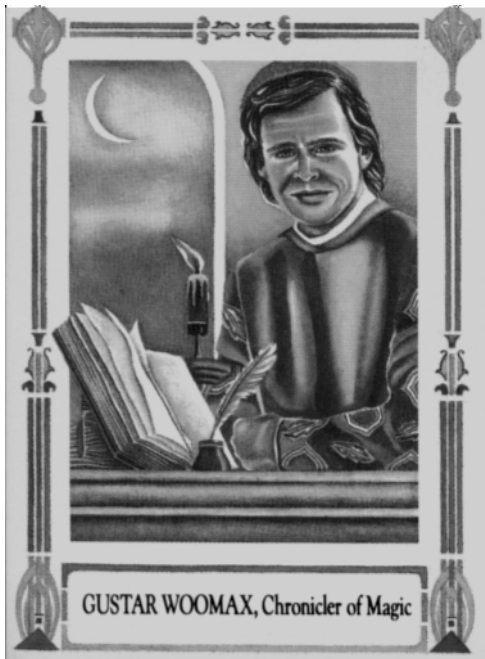
Never formally studied magic
First won a spell book from an unsuspecting G.U.E. Tech
       student in a 902 Fanucci match
Raised the level of play in Double Fanucci championships
Brought new meaning to the word "chiseler"
Greatest skill: drawing Trebled Fromps
Double Fanucci handicap: 0.01

GUSTAR WOOMAX, Chronicler of Magic

GUSTAR WOOMAX

"If history can teach us the difference between good and bad magic, it can teach us anything."

Author of "A Brief History of Magic," "Bizboz at
      Galepath," "Mage versus Archmage," "Revenge of
      the Dornbeasts," "The Granola Riots" (co-authored
      by Wilbar Memboob), and "The Coconut of
      Quendor: Reality or Illusion?"
Born in Greater Borphee, 880
Attended G.U.E. Tech, 907-911
Favorite author: Bizboz
Greatest skill: none known
Double Fanucci handicap: 620

Transported by flying carpet and unceremoniously dropped into this and every SPELLBREAKER package are your SPELLBREAKER disk, Enchanter's Guild pin, enchanter cards, and the latest Frobozz Magic Magic Equipment Catalog.

SPELLBREAKER, the riveting conclusion to the ENCHANTER trilogy, explores the mysterious underpinnings of the Zorkian universe. A world founded on sorcery suddenly finds its magic failing, and only you, leader of the Circle of Enchanters, can uncover and destroy the cause of this paralyzing chaos.

The very core of your civilization is under siege, and only a perilous journey through the black foundation of magic itself will yield a chance for survival.

And although your triumph over this unknown Evil is uncertain, you must embark without hesitation and prove yourself the worthiest mage in the land.

GET INSIDE A STORY.
GET ONE FROM INFOCOM!
It's like waking up inside a story! Load Infocom's interactive fiction into your computer and discover yourself at the center of a world jam-packed with surprising twists, unique characters and original, logical and often hilarious puzzles.

For the first time, you're more than a passive reader. You can talk to the story, typing in full English sentences. And the story talks right back, communicating entirely in vividly descriptive prose. What's more, you can actually shape the story's course of events through your choice of actions. And you have hundreds of alternatives at every step. In fact, there's so much you can see and do, your adventure can last for weeks and even months.

To find the Infocom story that's right for you, just choose any one marked with the level of difficulty listed below that best matches your current level of interactive skill.

Introductory: Best introduction to interactive fiction, with some built-in hints. Written for everyone from age 9 up.

Standard: This is Infocom's most popular level of interactive fiction, enjoyed by both first-time and experienced players.

Advanced: A greater level of challenge. Recommended for those who've already experienced Infocom's interactive fiction.

Expert: The ultimate challenge in interactive fiction.

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INFOCOM